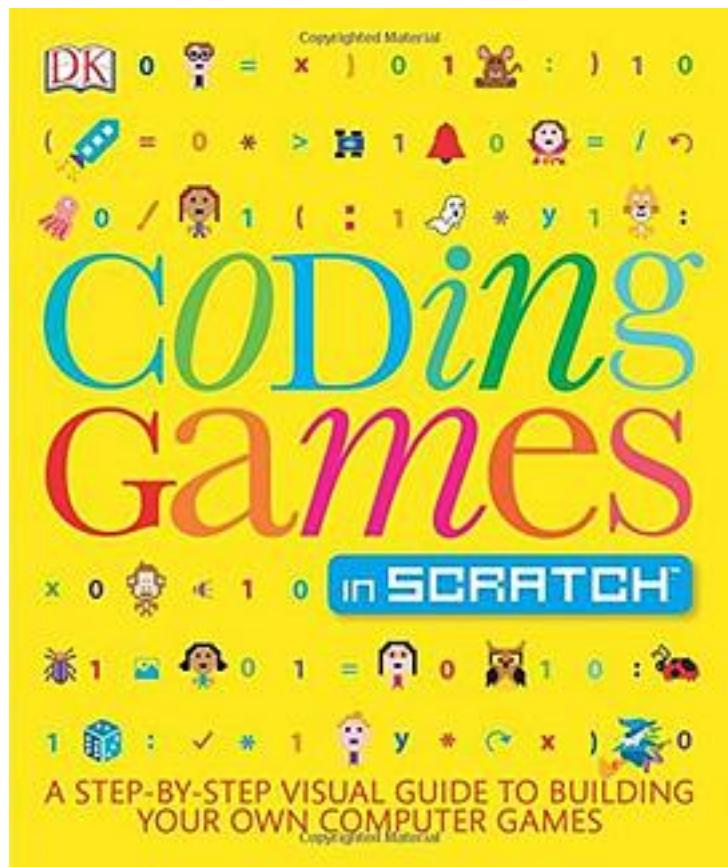


# Coding Games in Scratch



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著者:Jon Woodcock

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Written for children ages 8–12 with little to no coding experience, this straightforward visual guide uses fun graphics and easy-to-follow instructions to show young learners how to build their own computer projects using Scratch, a popular free programming language.

With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, add animation, and more. All they need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0. Coding can be done without download on <https://scratch.mit.edu>.

Essential coding concepts are explained using eight build-along game projects that guide young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. The book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends.

Supporting STEM education initiatives and the maker movement, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

## 作者介绍:

Dr. Jon Woodcock has a degree in Physics from the University of Oxford and a PhD in Computational Astrophysics from the University of London. He started coding at the age of eight and has programmed all kinds of computers from single-chip microcontrollers to world-class supercomputers. His many projects include giant space simulations, research in high-tech companies, and intelligent robots made from junk. Jon has a passion for science and technology education, giving talks on space and running computer programming clubs in schools. He has worked on numerous science and technology books as a contributor and consultant, including DK's *How Cool Stuff Works* and *Help Your Kids with Computer Coding*.

## 目录:

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## 标签

计算机

儿童教育

Coding

英文

童书

少儿编程

scratch

Scratch

## 评论

这本比上一本projects先进好多！介绍了各种经典游戏的编写思路（虽然是其他形式），如吃豆人、愤怒的小鸟，射击类、赛车类、横版过关类等。看完后觉得梁静茹给了我做游戏的勇气。

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python

写个简单的游戏起码要300行，这可能是Scratch最大的优势。<https://www.101computing.net/category/scratch/>

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## 书评

排版和游戏的设计是真的还不错

但是但是作为一本启蒙书，最基本的要做到脚本没有吧！

前几个简单的游戏都没啥问题，设计很好，游戏简单但是很好玩，把scratch的用法讲的很好。对低龄儿童来讲比较容易理解。

其一：在《小狗的晚餐》游戏中，多个角色的《准备》和《开始》事件安...

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书的内容没话说，拖放式编程小朋友也很容易follow，但是scratch网页太难用了。

脚本可以拖放，但是sprite却不能拖放是几个意思？要不是家长指点，小孩是很难找到的。更不用说编辑sprite，比如放大缩小旋转都很隐蔽。还有左上角那个小小的i你能想

到底是做什么用的？各栏的宽度...

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