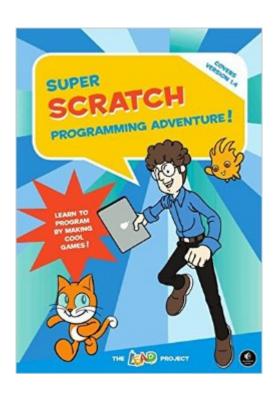# Super Scratch Programming Adventure!: Learn To Program By Making Cool Games

Synopsis

Scratch is the wildly popular educational programming language used by millions of first-time learners in classrooms, libraries, and homes worldwide. By dragging together colorful blocks of code, kids quickly learn computer programming concepts and make cool games and animations.In Super Scratch Programming Adventure!, kids learn programming fundamentals as they make their very own playable video games. They'll create projects inspired by classic arcade games that can be programmed (and played!) in an afternoon. The book's patient, step-by-step explanations of the code and fun programming challenges will have kids creating their own games in no time.This full-color comic book makes programming concepts like flow control, subroutines, and data types effortless to absorb. Packed with ideas for games that kids will be proud to show off, Super Scratch Programming Adventure! is the perfect first step for the budding programmer.

Book Information

Age Range: 9 and up

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Average Customer Review: 4.5 out of 5 stars Â Â See all reviews Â (76 customer reviews)

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Customer Reviews

This book's subtitle is "Learn to program by making cool games!" but let me say right at the start: this book doesn't really teach you how to program in general. Instead it teaches you how to program the Scratch game programming environment.Scratch is a mostly drag-and-drop environment that lets you build simple animations, play sounds, and determine when objects overlap. The book walks you through creating some very simple games such as making characters walk around the screen, collecting "dimensional strings" without getting zapped, dodging bad guys in a maze, and battling

dark wizards in space.The games are corny but don't let the simplicity of the storyline fool you. Although the games seem simple, they introduce important programming concepts. They show how to use variables, loops, events, broadcast messages, sprites, animation, timing, pseudorandom numbers, sound, and more. They also show how to use the Scratch programming environment to build programs, edit images, and interact with the user.After reading this book and working through the example games, you won't know how to program in general-purpose languages such as Java, C++, C#, or Visual Basic, but you will know some of the fundamentals needed to understand those languages so learning them should be a bit easier. There are many differences between Scratch's drag-and-drop approach and those other languages, which require much more typing, but Scratch may provide a gentle and entertaining introduction to programming concepts. And you just might end up writing some games that are fun enough to be worth playing more than once.The book's forward says Scratch is designed for ages 8 and up, and that seems about right.

Learn by doing simple games. This is not a book that teaches programming concepts. It just shows you some really simple games you can construct yourself. But key elements of modern programming are there: blocks, event dispatch, listeners, along with usual variables and control statements. The language scratch makes it easy to write these since you cut and past graphic elements and fill in the blanks (loop limits or comparisons). This book gives you a series of 9 games to write and gives you the code. the games are simple but just what kids like: sprites move around and interact with objects in a single window. I sat with my kids after the first couple chapters once they were hooked to give them concepts like dont' re-write a simmilar peice of code when you already have a debugged one you could cut and past. I explained the idea of why we separate a listener and event (the book doesn't explain the abstraction just the practical use of them, since you have to have the sprite objects send messages to each other when they do something). They immediately got the idea of X and Y coordinates from this when they had struggled with that in homework.I have to say I was not impressed with the book when I first flipped through it. it seemed too simple. But I recalled that I learned when I was little from a game book too. But Holy cow! I was surprised when this went down as easy as a bowl of fruit loops. The kids think of programming as a game now and beg to get more programming time instead of their other video games. They write their own code for fun then and it's of course terrible in design-- then we sit together and try to think of a better design. perfect! So this book knows its audience better than I did.

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Super Scratch Programming Adventure! (Covers Version 2): Learn to Program by Making Cool

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