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Coding Club Python: Building Big Apps Level 3 (Coding Club, Level 3)



Synopsis

A unique series that provides a framework for teaching coding skills. Build more sophisticated apps with level 3 of Coding Club! Following on from Python: Next Steps, this lively book explains how to break down projects into manageable chunks, guiding and supporting you with building larger, more exciting projects. Activities include building a version of Pong and, using the classes created for Pong, building a Breakout game and an Invaders game, developing and learning the necessary skills to build larger apps on the way. The code is suitable for Mac, Windows and Linux users and therefore compatible with the Raspberry Pi.

Book Information

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Customer Reviews

I use it for an afterschool club and the kids like the simplicity of the examples. They are able to understand the concept all while having fun.

I am not a programmer but I wanted to get my kids and some friends started with an after school club, with me as teacher/facilitator. The Coding Club books were ideal. They're visually appealing and well organized. They offer challenges for those who can handle them, but also allow everyone to get the programs working. I "taught" (guided) the kids through books 1 and 2. I found book 3 to be too complex for me to teach, and also better structured for the kids to engage on their own, working at their own pace. They love the game-style apps. I recommend this series for 8-15 year olds

beginning their exploration of programming.

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