The "Block Programming with Scratch and App Inventor" textbook presents a creative look at the possibilities that visual aids provide in the first programming lessons for students in the junior high and high school grades. The two cloud-based platforms, Scratch and App Inventor, allow the activities of writing programming code to be visually represented in the form of blocks arranged in the form of a puzzle. This specific way of the visual layout of program fragments provokes a significantly greater interest in children who have decided to enter the professional programming world.

The textbook is composed of a theoretical exposition of the methods of data presentation and the subsequent processing of the information that these data carry. Numerous practical examples also accompany the presentation. The textbook's structure allows individual parts to serve in the development of student projects, homework assignments and/or exam materials.

Free access to the textbook gives excellent opportunities for its use in the educational process in many similar academic disciplines, both in secondary education and in pedagogical specialties in training Informatics teachers in higher education institutions.

The literary sources indicated in the bibliography are mainly of a reference nature but allow readers to expand their knowledge in the relevant fields.