



Scratch 1.4 Beginners Guide

By Michael Badger

Packt Publishing. Paperback. Book Condition: New. Paperback. 264 pages. Dimensions: 9.1in. x 7.4in. x 0.9in. Learn to program while creating interactive stories, games, and multimedia projects using Scratch Create interactive stories, games, and multimedia projects that you can reuse in your own classroom Learn computer programming basics - no computer science degree required Connect with the Scratch community for inspiration, advice, and collaboration Provides hands-on projects that help you learn by experiment and play In Detail If you have the imaginative power to design complex multimedia projects but cant adapt to programming languages, then Scratch 1. 4: Beginners Guide is the book for you. Imagine how good youll feel when you drag-and-drop your way to interactive games, stories, graphic artwork, computer animations, and much more using Scratch even if you have never programmed before. This book provides teachers, parents, and new programmers with a guided tour of Scratchs features by creating projects that can be shared, remixed, and improved upon in your own lesson plans. Soon you will be creating games, stories, and animations by snapping blocks of code together. When you program you solve problems. In order to solve problems, you think, take action, and reflect upon your efforts. Scratch teaches you to...



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