



Coding is Everywhere

Our lives are filled with computers! We use them to work, play games, learn, and even drive our cars and heat our homes! At the heart of each of these computers is millions of lines of code telling it what to do. But how does that code work? This series introduces young readers to the power of code and how it impacts our daily lives.

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\$26.00 (Reinforced Library Binding)

Blastoff! Readers Level: 2

Grade Range: 1-2

Age Range: 6-7

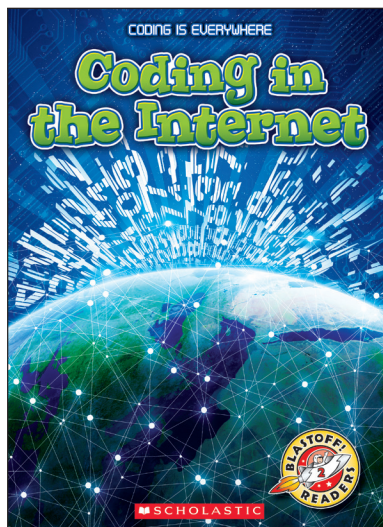
24 pages, full-color photographs


Trim: 6 1/2 x 9

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Key Features:

- **STEM** is presented in a high-interest and relevant way
- **Second-person introduction phrases** empower the reader to explore coding in theory and in practice
- **Photo labels** visually define glossary terms and other important words
- **Diagrams** point out where examples of coding can be found in each topic
- **Sequence infographics** take the reader step-by-step through coding in action
- **www.factsurfer.com** provides age-appropriate, relevant, and safe search results





Say you want to listen to music. Code tells the computer to open the music program. It tells the program which song to play.

Listen to Music



Sample spread from *Coding in Computers*

TITLE	AUTHOR	ISBN
Coding in Computers	Elizabeth Noll	978-0-531-13125-1
Coding in the Internet	Elizabeth Noll	978-0-531-13126-8
Coding in Transportation	Elizabeth Noll	978-0-531-13127-5
Coding in Video Games	Elizabeth Noll	978-0-531-13128-2
Coding in Your Home	Elizabeth Noll	978-0-531-13129-9
Coding in Your School	Elizabeth Noll	978-0-531-13130-5