



Rookie Get Ready to Code™



Rookie Get Ready to Code offers early readers a fun and lively introduction to computer science. Easy to understand text and colorful graphics help kids master the foundations of programming: problem solving, logic, and critical thinking. The books in this series also offer guidance on how to be a good digital citizen.

Release Date: January 14, 2019

Pub Date: February 1, 2019

\$25.00 (Reinforced Library Binding)

Grade Range: 1–2

Age Range: 6–7

32 pages, full-color photographs

Trim: 6 x 7

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Features:

- **Hands-on activities** encourage readers to put what they’ve learned to work in real-life challenges
- **Debugging Challenge** feature asks readers to use their critical thinking skills to find out “what’s wrong” in different scenarios
- **Enticing visuals** are paired with informative graphic elements, showing young readers what coding looks like and what it can do
- **Robot characters** guide readers through the content, adding a fun and engaging element that draws young minds into the material
- **Glossary** with pictures
- **Digital content** for further learning on this subject available at www.factsfornow.scholastic.com



Computers store files. They store words, pictures, videos, and games. Storage on a computer is measured in bits and bytes. Eight bits equals one byte.

The computer that helped put a man on the moon in 1969 had 64 kilobytes of storage.

Modern smartphones often have 64 to 256 gigabytes of storage.

- 1,000 bytes = 1 kilobyte
- 1,000 kilobytes = 1 megabyte
- 1,000 megabytes = 1 gigabyte
- 1,000 gigabytes = 1 terabyte

Sample spread from *Think Like a Computer*

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TITLE	AUTHOR	ISBN
Be Safe Online	Marcie Flinchum Atkins.....	.978-0-531-13228-9
Build a Website.....	Marcie Flinchum Atkins.....	.978-0-531-13226-5
Design a Game	Marcie Flinchum Atkins.....	.978-0-531-13227-2
Think Like a Computer	Marcie Flinchum Atkins.....	.978-0-531-13225-8

Covers and spreads subject to change