

A True Book™ — Get Ready to Code



Release Date: January 14, 2019

Pub Date: February 1, 2019

\$31.00 (Reinforced Library Binding)

Grade Range: 3–5

Age Range: 8–10

48 pages, full-color and black-and-white photographs and illustrations

Trim: 7 1/4 x 8 3/8

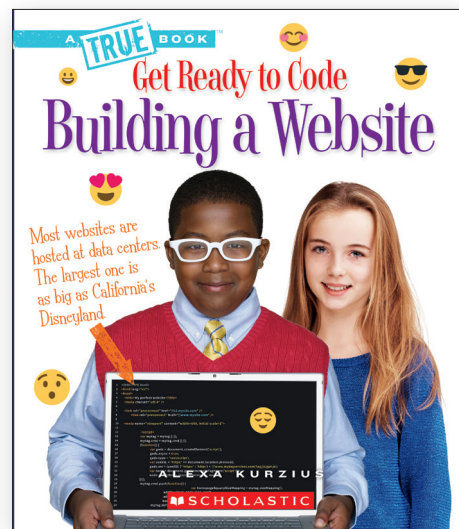
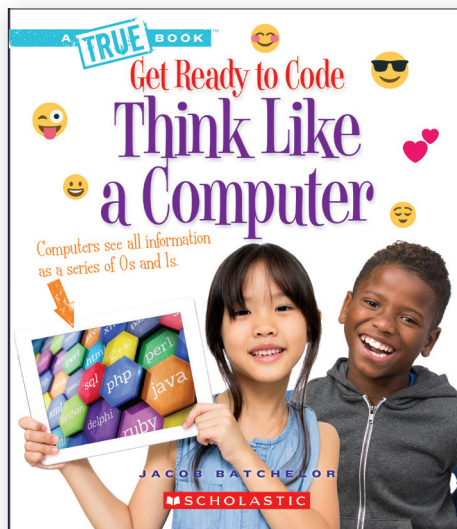
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Previously Published: 203 titles in 34 subsets

Features:

- **Find the Truth!** feature starts each book with two statements—one true and one false—which begins the inquiry process by engaging readers to think proactively
- Each book discusses possible **career paths** in coding-related fields
- Detailed **sidebars** present useful tips for beginning coders
- **Timelines** highlight important coding breakthroughs throughout history
- **Photos** show off compelling uses for computer technology
- **Charts, diagrams, and infographics** help clarify complex topics
- **Glossaries** explain difficult terms in a way that makes them easy to understand
- **Digital content** for further learning on this subject available at www.factsfornow.scholastic.com

Technology is an essential part of many people's everyday lives. We use computers for everything from staying in touch with friends to running businesses. They help control our cars and household appliances. With so many computers around us, being able to program them is an increasingly valuable skill. In this *A True Book* series, readers will discover the power of computer programming, be inspired to dive into the science and skills around many of their favorite activities, and learn core coding knowledge along the way.



Sample spread from *Think Like a Computer*



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TITLE	AUTHOR	ISBN
Building a Website	Alexa Kurzius	978-0-531-12732-2
Designing a Game	Jennifer Hackett	978-0-531-12733-9
Posting on Social Media	Josh Gregory	978-0-531-12734-6
Think Like a Computer	Jacob Batchelor	978-0-531-12731-5



Covers and spreads subject to change