

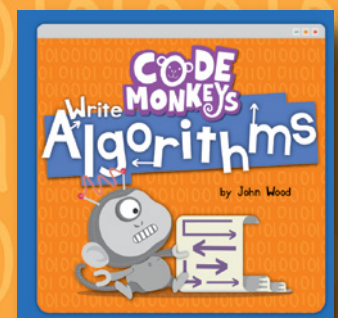
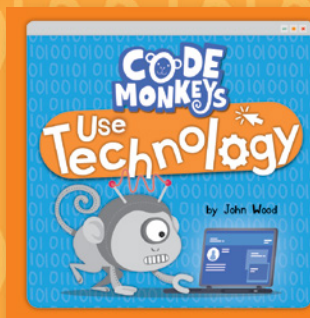
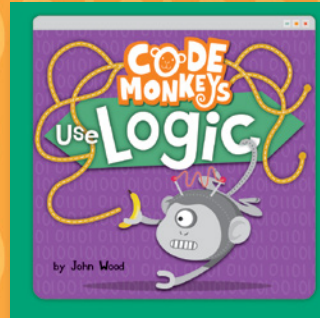
CODE MONKEYS

Code monkeys are curious, fun-loving creatures. They love to solve problems using code. This entertaining series helps show children how to become code monkeys too, so they can talk to computers, find information, create digital games, and draw pictures with code. Examples using coding programs such as Scratch and Python help children understand logic.

Specifications:

Reading Level: Grade 2
Interest Level: Grades 1-4
24 pages, 9¼ x 9¼", full colour

\$18.36 RLB
\$8.95 PAP



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by John Wood

Find out how code monkeys find and fix bugs—the part of an algorithm, or set of instructions, that does not work as it should.

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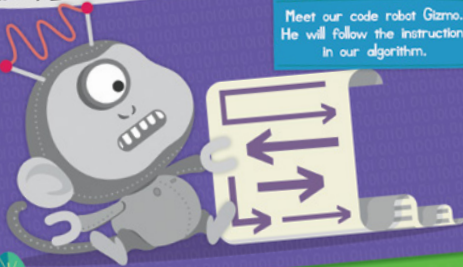
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From Code Monkeys Write Algorithms

Flowcharts

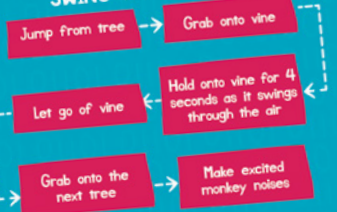
Flowcharts are a great way of seeing how a computer follows instructions. A flowchart is a picture that shows each step of a set of instructions in the right order. Look at the flowchart on the opposite page. The steps must be very detailed to make sure the computer does everything exactly right.

Meet our code robot Gizmo. He will follow the instructions in our algorithm.



This algorithm will teach Gizmo to swing between these trees.

SWING THROUGH TREES



- Supports provincial language arts standards: Ontario reading standards Grade 2: Overall expectations 1, 2, 3
- Supports coding and digital literacy initiatives
- Colourful illustrations and clear examples engage readers