

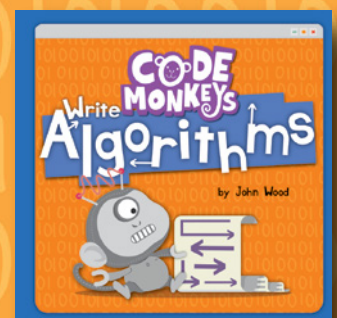
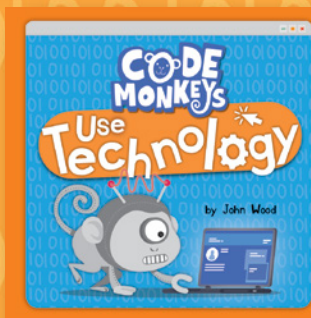
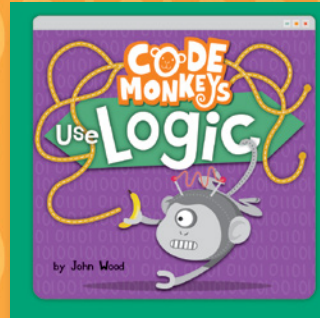
CODE MONKEYS

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 color

\$17.70 RLB
\$7.95 PAP



Code Monkeys Fix Bugs

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.

ISBN 978-0-7787-8149-3 RLB ISBN 978-0-7787-8153-0 PAP
ISBN 978-1-4271-2583-5 eBook

Code Monkeys Use Logic

by John Wood

Computers cannot think for themselves. Find out how code monkeys must tell computers exactly what to do.

ISBN 978-0-7787-8150-9 RLB ISBN 978-0-7787-8154-7 PAP
ISBN 978-1-4271-2584-2 eBook

Code Monkeys Use Technology

by John Wood

Find out how code monkeys must talk in a special code so that computers and smart devices will understand.

ISBN 978-0-7787-8151-6 RLB ISBN 978-0-7787-8155-4 PAP
ISBN 978-1-4271-2585-9 eBook

Code Monkeys Write Algorithms

by John Wood

Find out how code monkeys build sets of instructions called algorithms using flow charts.

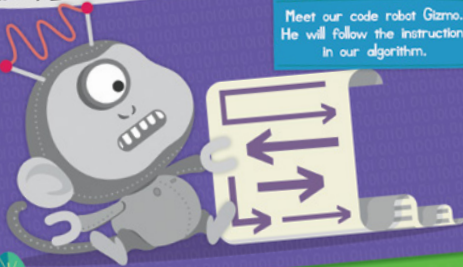
ISBN 978-0-7787-8152-3 RLB ISBN 978-0-7787-8156-1 PAP
ISBN 978-1-4271-2586-6 eBook

From Code Monkeys Write Algorithms

Flowcharts

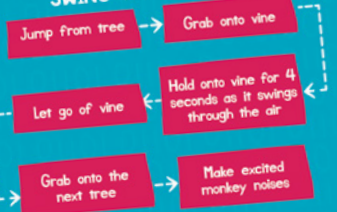
Flowcharts are a great way of seeing how a computer follows instructions. A flowchart is a picture that shows each step of a set of instructions in the right order. Look at the flowchart on the opposite page. The steps must be very detailed to make sure the computer does everything exactly right.

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 CCSS—Reading Informational Text: Key Ideas and Details: RI.2.1, RI.2.3, Craft and Structure: RI.2.4, RI.2.5
- Supports coding and digital literacy initiatives
- Colorful illustrations and clear examples engage readers