Ditch That Textbook

Computer science has emerged as a key driver of innovation in the 21st century. Yet preparing teachers to teach computer science or integrate computer science content into K-12 curricula remains an enormous challenge. Recent policy reports have suggested the need to prepare future teachers to teach computer science through pre-service teacher education programs. In order to prepare a generation of teachers who are capable of delivering computer science to students, however, the field must identify research-based examples, pedagogical strategies, and policies that can facilitate changes in teacher knowledge and practices. The purpose of this book is to provide examples that could help guide the design and delivery of effective teacher preparation on the teaching of computer science. This book identifies promising pathways, pedagogical strategies, and policies that will help teacher education faculty and pre-service teachers infuse computer science content into their curricula as well as teach stand-alone computing courses. Specifically, the book focuses on pedagogical practices for developing and assessing pre-service teacher knowledge of computer science, course design models for pre-service teachers, and discussion of policies that can support the teaching of computer science. The primary audience of the book is students and faculty in educational technology, educational or cognitive psychology, learning theory, teacher education, curriculum and instruction, computer science, instructional systems, and learning sciences.

Learning in the Making

As educators seek out new ways to energize and engage their students and prepare them for the future, they need to know how to employ the latest technologies in creative and innovative ways. Learning Supercharged looks at emerging approaches and tools, and incorporates professional educators' stories of how and why they have implemented each trend, including information on challenges faced and overcome, how to get started and other resources to explore. The book inspires educators to try new approaches with the understanding that they will devise new ways to synthesize, interpret and implement ideas to fit their context, learners and resources. Topics covered include: digital equity considerations, digital citizenship, personalized learning, project-based learning, blending formal and informal learning, coding and robotics, makerspaces, gamification, badging and open educational resources (OERs).

Can I Be Your Dog?

*In Remaking Literacy: Connecting ELA and Hands-On Making, author Jacie Maslyk transforms literacy teaching and learning by integrating maker education into the classroom. Maker education—a new approach to instruction that emphasizes hands-on learning experiences—creates
innovative opportunities that shape students into creative thinkers. Maslyk shares practical, research-based strategies for incorporating creativity and design thinking into literary instruction. By reading this book, K-5 educators will learn how to reimagine their classrooms so that students' learning will develop in engaging and visible ways”--

**The Robot Book**

NEW YORK TIMES BESTSELLER! Part how-to, part girl-empowerment, and all fun, from the leader of the movement championed by Sheryl Sandberg, Malala Yousafzai, and John Legend. Since 2012, the organization Girls Who Code has taught computing skills to and inspired over 40,000 girls across America. Now its founder, and author Brave Not Perfect, Reshma Saujani, wants to inspire you to be a girl who codes! Bursting with dynamic artwork, down-to-earth explanations of coding principles, and real-life stories of girls and women working at places like Pixar and NASA, this graphically animated book shows what a huge role computer science plays in our lives and how much fun it can be. No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you’re a girl who’s never coded before, a girl who codes, or a parent raising one, this entertaining book, printed in bold two-color and featuring art on every page, will have you itching to create your own apps, games, and robots to make the world a better place.

**Rev Up Robotics**

A persevering penguin is determined to fly in this adorably inspiring Classic Board Book from the creator of Red Hat and Red Sled. Although little Penguin has the soul of an eagle, his body wasn’t built to soar. But Penguin has an irrepressible spirit, and he adamantly follows his dreams to flip, flap, fly! Even if he needs a little help with the technical parts, this penguin is ready to live on the wind.

**Learning Supercharged**

A boy and a robot strike up a friendship despite their differences.

**Mechanica**

Navigate the transition to blended learning with this practical field guide Blended is the practical field guide for implementing blended learning techniques in K-12 classrooms. A follow-up to the bestseller Disrupting Class by Clayton M. Christensen, Michael Horn, and Curtis Johnson, this hands-on guide expands upon the blended learning ideas presented in that book to provide practical implementation guidance for educators seeking to incorporate online learning with traditional classroom time. Readers will find a step-by-step framework upon which to build a more student-centered system, along with essential advice that provides the expertise necessary to build the next generation of K-12 learning environments. Leaders, teachers, and other stakeholders will gain valuable insight into the process of using online learning to the greatest benefit of students, while avoiding missteps and potential pitfalls. If online learning has not already rocked your local school, it will soon. Blended learning is one of the hottest trends in education right now, and educators are clamoring for "how-to" guidance. Blended answers the call by providing detailed information about the strategy, design, and implementation of a successful blended learning program. Discover a useful framework for implementing blended learning Unlock the benefits and mitigate the risks of online learning Find answers to the most commonly asked questions surrounding blended learning Create a more student-centered system that functions as a positive force across grade levels Educators who loved the ideas presented in Disrupting Class now have a field guide to making it work in a real-world school, with expert advice for making the transition smoother for students, parents, and teachers alike. For educational leaders seeking more student-centered schools, Blended provides the definitive roadmap.
Overcoming Fieldwork Challenges in Social Science and Higher Education Research

Making is a dynamic and hands-on learning experience that directly connects with long-established theories of how learning occurs. Although it hasn't been a focus of traditional education or had a prominent place in the classroom, teachers find it an accessible, exciting option for their students. The maker movement brings together diverse communities dedicated to creating things through hands-on projects. Makers represent a growing community of builders and creators—engineers, scientists, artists, DIYers, and hobbyists of all ages, interests, and skill levels—who engage in experimentation and cooperation. Transferring this innovative, collaborative, and creative mindset to the classroom is the goal of maker education. A makerspace isn't about the latest tools and equipment. Rather, it's about the learning experiences and opportunities provided to students. Maker education spaces can be as large as a school workshop with high-tech tools (e.g., 3D printers and laser cutters) or as small and low-tech as the corner of a classroom with bins of craft supplies. Ultimately, it's about the mindset—not the "stuff." In Learning in the Making, Jackie Gerstein helps you plan, execute, facilitate, and reflect on maker experiences so both you and your students understand how the knowledge, skills, and attitudes of maker education transfer to real-world settings. She also shows how to seamlessly integrate these activities into your curriculum with intention and a clearly defined purpose.

Shake Up Learning


Teaching Introductory Physics

This book constitutes the proceedings of the 12th International Conference on Informatics in Schools: Situation, Evolution and Perspectives, ISSEP 2019, held in Larnaca, Cyprus, in November 2019. The 23 revised full papers presented were carefully reviewed and selected from 55 submissions. They are organized in topical sections named: teacher education in informatics, primary education in informatics, contemporary computer science ideas in school informatics, teaching informatics: from highschool to university levels, contests, competitions and games in informatics.

The Dot

Features an audio read-along! With a simple, witty story and free-spirited illustrations, Peter H. Reynolds entices even the stubbornly uncreative among us to make a mark -- and follow where it takes us. Her teacher smiled. "Just make a mark and see where it takes you." Art class is over, but Vashti is sitting glued to her chair in front of a blank piece of paper. The words of her teacher are a gentle invitation to express herself. But Vashti can't draw -- she's no artist. To prove her point, Vashti jabs at a blank sheet of paper to make an unremarkable and angry mark. "There!" she says. That one little dot marks the beginning of Vashti's journey of surprise and self-discovery. That special moment is the core of Peter H. Reynolds's delicate fable about the creative spirit in all of us.

Tacky and the Winter Games

*Unlike other robotics books and curriculum, Rev Up Robotics takes a cross-curricular approach, showing educators how to begin incorporating robotics in tandem with computational thinking into content area lessons or adapting for electives. The book meets readers where they are
and is arranged in three major parts. Part 1 covers the basics, defining robotics and sharing real-world applications along with how to
 teach foundational skills for computational thinking and computer science. Part 2 shows robotics in practice within the context of content
 areas and features lesson plans mapped to academic and technology standards, including the ISTE Standards and the Computer Science Teachers
 Association Standards. Part 3 offers advice on pedagogy and teaching strategies backed by research from the learning sciences, and shares
 approaches to teaching robotics using project-based learning or as part of after-school clubs or robotics competitions. Included in the book
 are programming considerations, including a pathway from working with visual blocks to programming in C++ and K-8 applicable resources from
 leading organizations, including Carnegie Mellon, LEGO Education, littleBits, Ozobot, VEX Robotics, Code.org and NASA. The book also
 features actionable steps, pro tips and resources for getting started, improving practice and preparing students for computational thinking,
 programming, core coding concepts and computer science fundamentals. The goal of Rev Up Robotics is to provide an evergreen professional
 development resource that both teachers and schools can use to discover how to incorporate computational thinking, robotics and computer
 science into lessons that engage students and activate learning”--

Blended

Through expanded intelligence, the use of robotics has fundamentally transformed the business industry. Providing successful techniques in
 robotic design allows for increased autonomous mobility, which leads to a greater productivity and production level. Rapid Automation:
 Concepts, Methodologies, Tools, and Applications provides innovative insights into the state-of-the-art technologies in the design and
 development of robotics and their real-world applications in business processes. Highlighting a range of topics such as workflow automation
 tools, human-computer interaction, and swarm robotics, this multi-volume book is ideally designed for computer engineers, business managers,
 robotic developers, business and IT professionals, academicians, and researchers.

Robot 2019: Fourth Iberian Robotics Conference

This book gathers a selection of papers presented at ROBOT 2019 – the Fourth Iberian Robotics Conference, held in Porto, Portugal, on
 November 20th–22nd, 2019. ROBOT 2019 is part of a series of conferences jointly organized by the SPR – Sociedade Portuguesa de Robótica
 (Portuguese Society for Robotics) and SEIDROB – Sociedad Española para la Investigación y Desarrollo en Robótica (Spanish Society for
 Research and Development in Robotics). ROBOT 2019 built upon several previous successful events, including three biannual workshops and the
 three previous installments of the Iberian Robotics Conference, and chiefly focused on presenting the latest findings and applications in
 robotics from the Iberian Peninsula, although the event was also open to research and researchers from other countries. The event featured
 five plenary talks on state-of-the-art topics and 16 special sessions, plus a main/general robotics track. In total, after a stringent
 review process, 112 high-quality papers written by authors from 24 countries were selected for publication.

Remaking Literacy

Technology in the K-12 classroom is no longer an option. To prepare students for the future of work, life and citizenship, every school
 needs to be equipped with digital tools and staffed by educators who can harness technology to accelerate innovation in teaching and
 learning. Edtech for the K-12 Classroom is designed to empower future teachers to use technology effectively in their classrooms and
 schools. Meant to supplement or replace edtech textbooks, this ebook is a compilation of articles and multimedia offering concrete lesson
 plans, inspiring reflections and advice from edtech experts on how to empower learners using technology. The book includes readings,
 supplemented by videos, webinars and infographics, tied to the widely adopted ISTE Standards with examples on how to align lessons to the
 ISTE Standards for Students to empowers learners to be effective communicators, computational thinkers, innovative designers, global
 collaborators and digital citizens.
We Are Water Protectors

Textbooks are symbols of centuries-old education. They're often outdated as soon as they hit students' desks. Acting "by the textbook" implies compliance and a lack of creativity. It's time to ditch those textbooks—and those textbook assumptions about learning. In Ditch That Textbook, teacher and blogger Matt Miller encourages educators to throw out meaningless, pedestrian teaching and learning practices. He empowers them to evolve and improve on old, standard, teaching methods. Ditch That Textbook is a support system, toolbox, and manifesto to help educators free their teaching and revolutionize their classrooms.

The Homeschooling Starter Guide

"micro:bit in Wonderland" is a coding and craft project book for the BBC micro: bit (microbit). The book guides beginners aged 9 and over through 12 projects inspired by "Alice's Adventures in Wonderland." The projects develop modern skills in creative and computational thinking, computer programming, making and electronic

Rapid Automation: Concepts, Methodologies, Tools, and Applications

Get started with homeschooling for grade levels K-12. Homeschooling can help kids of all ages immerse themselves in learning that builds on their unique strengths, interests, and preferences. It gives them the chance to thrive with one-on-one attention and customized lesson plans that fit their learning style—and their family's needs. This starter guide to homeschooling is the ultimate resource for turning any home into an ideal school environment and helping any child succeed. Learn how to homeschool: Schooling styles—Compare the most popular education philosophies and homeschool models, and choose the best combination for every homeschool situation. Stay on track—Find checklists, calendars, tables, and step-by-step instructions to help set and track homeschooling goals. Standards and requirements—Get a general breakdown of U.S. homeschooling requirements, along with easy and affordable ways to develop custom curriculum. Inclusive action plans—Learn to create a homeschooling structure that accommodates each child's culture, language, religion, special needs, and more. Build a complete action plan for effective home learning with The Homeschooling Starter Guide.

Whoosh!

Celebrate the inventor of the Super Soaker in this inspiring picture book biography about Lonnie Johnson, the maker behind one of the world's favorite toys. You know the Super Soaker. It's one of top twenty toys of all time. And it was invented entirely by accident. Trying to create a new cooling system for refrigerators and air conditioners, impressive inventor Lonnie Johnson instead created the mechanics for the iconic toy. A love for rockets, robots, inventions, and a mind for creativity began early in Lonnie Johnson’s life. Growing up in a house full of brothers and sisters, persistence and a passion for problem solving became the cornerstone for a career as an engineer and his work with NASA. But it is his invention of the Super Soaker water gun that has made his most memorable splash with kids and adults.

An Educator's Guide to STEAM

Learn effective ways to teach STEAM with this helpful book from educational technology experts Billy Krakower and Meredith Martin. Whether you have a dedicated STEAM class, or plan to integrate it into a regular classroom, you'll find out how to create a structured learning environment while still leaving room for inquiry and innovation. You'll also gain a variety of hands-on activities and rubrics you can use immediately. Topics include: the differences among STEM, STEAM, and makerspaces planning your STEAM space stocking your space with the right supplies planning for instruction and managing class time incorporating the core subjects aligning lessons with standards and assessments
getting the administration and community involved taking your class to the next level with design thinking. With this practical book, you’ll have all the tools you’ll need to create a STEAM-friendly learning space starting now. Continue the conversation on Twitter with the hashtag #GSWSTEAM!

The Gingerbread Man Loose in the School

The use of technology can significantly enhance educational environments for students. It is imperative to study new software, hardware, and gadgets for the improvement of teaching and learning practices. The Handbook of Research on Mobile Devices and Smart Gadgets in K-12 Education is a pivotal reference source featuring the latest scholarly research on the opportunities and challenges of using handheld technology devices in primary and secondary education. Including coverage on a wide variety of topics and perspectives such as blended learning, game-based curriculum, and software applications, this publication is ideally designed for educators, researchers, students, and technology experts seeking current research on new trends in the use of technology in education.

The Call to Teach

The adaptability of public education is essential for the success of students and education professionals alike. Comprehensive reform that promotes equality and equity in educational spheres can promote adaptability and allow educational institutions and education professionals better longevity. Emerging Strategies for Public Education Reform is a cutting-edge research publication that provides comprehensive research on merging topics that have a significant impact on teaching and learning, which may include educational policy and updating teacher education. Featuring a wide range of topics such as curriculum design, mental health, and religious education, this book is ideal for academicians, curriculum designers, education professionals, researchers, policymakers, and students.

Flight School

Learning with technology doesn’t happen because a specific tool "revolutionizes" education. It happens when proven teaching strategies intersect with technology tools, and yet it’s not uncommon for teachers to use a tool because it’s “fun” or because the developer promises it will help students learn. Learning First, Technology Second offers teachers the professional learning they need to move from arbitrary uses of technology in their classrooms to thoughtful ways of adding value to student learning. This book includes: An introduction to the Triple E Framework that helps teachers engage students in time-on-task learning, enhance learning experiences beyond traditional means and extend learning opportunities to bridge classroom learning with students’ everyday lives. Effective strategies for using technology to create authentic learning experiences for their students. Case studies to guide appropriate tech integration. A lesson planning template to show teachers how to effectively frame technology choices and apply them in instruction.

Getting Started with STEAM

Weave high-level questions into your teaching practices.

Girls Who Code

A heart-tugging dog adoption story told through letters from a dog as he seeks a forever home! The New York Times bestselling picture book that was featured on THE TODAY SHOW is now in paperback! Arfy is a homeless mutt who lives in a box in an alley. Arfy writes to every person on Butter nut Street about what a great pet he'd make. His letters to prospective owners share that he's house broken! He has his own squeaky
bone! He can learn to live with cats! But, no one wants him. Won't anyone open their heart--and home--to a lonesome dog? Readers will be happily surprised to learn just who steps up to adopt Arfy. Troy Cummings's hilarious and touching story is a perfect gift for a child wanting a dog, and for pet adoption advocates. It also showcases many different styles of letter writing, making it appealing to parents and teachers looking to teach the lost art of written communication. "It's an instant classic in our household." --#1 New York Times bestselling author Sarah J. Maas

Coding, Robotics, and Engineering for Young Students

Introduces robots, in a text that has movable cardboard bolts and gears designed to show how robots work.

New Considerations and Best Practices for Training Special Education Teachers

"A-huff-and-a-puff-and-a-huff-and-a-puff-and-a-huff-and-a-puff" "WHAT'S HAPPENING?" Tacky the penguin wants to know. The Winter Games, that's what's happening. And Tacky and his fellow penguins Goodly, Lovely, Angel, Neatly, and Perfect have to work hard to get in shape so they can represent Team Nice Icy Land in the athletic competitions. After rigorous training, they're ready - but are the games ready for Tacky? Will his antics keep Team Nice Icy Land from winning a medal? From bobsledless racing and ski jumping to speed skating, Tacky lends his unique, exuberant style to each competition. In laugh-out-loud scenes of Tacky and his fellow penguins' athletic debacles, Tacky reminds readers of the underlying joy and enthusiasm that propells athletes to greatness. So get ready to cheer for Team Nice Icy Land and let the games begin!

The Tweeting Galah

Coding, Robotics, and Engineering for Young Students builds foundational computer science and robotics skills and knowledge in bright Pre-K-grade 2 students. Originally developed as enrichment courses for Northwestern University's Center for Talent Development, this curriculum emphasizes active, hands-on, and collaborative learning. Students are challenged to learn computer science content, such as coding, and robotics and engineering concepts, as well as practice high-level academic skills, such as creative problem solving, computational thinking, and critical thinking. Instructional practices balance screen time with active, collaborative classroom engagement. Learning is deepened when students are challenged to navigate the transition from a virtual learning environment to a tangible learning environment. The lessons can be implemented as standalone enrichment experiences or as part of a coordinated scope and sequence that leads to higher level computer science and engineering studies. Grades Pre-K-2

Big Questions for Young Minds

Welcome to future Earth. Despite repeated warnings, the environment has become polluted to such an extent that many areas of the globe have become uninhabitable, and wildlife is now extinct. From the ashes, a new style of 'wildlife' is created. Wildlife that will not remain harnessed by humankind an encyclopedia of Mechanical creatures with a fictional narrative.

Coding for Children and Young Adults in Libraries

The topic of special education is rich in knowledge and pedagogy that covers multiple disciplines within the school environment. Many special educators complete graduate degrees and explore a variety of topics within the special education context; however, there is a need for more resources that provide essential knowledge to special education professionals. New Considerations and Best Practices for Training
Online Library Ozobot Teachers Guide

Online Library Ozobot Teachers Guide

Special Education Teachers discusses best practices and strategies special education professionals require to become more proficient in teaching students with exceptional needs and addresses the most important components of the special education teacher’s job. Serving as a guide of what a special educator must know to be effective within the classroom and providing an overview of the most important components of the special education teacher’s job, the needs of the special educator, along with new research in the field, this timely book covers a range of topics such as assistive technologies and special education law. It is ideal for special education teachers, industry professionals, guidance counselors, academicians, professors, researchers, practitioners, and students.

Learning First, Technology Second

This book is an invaluable resource for physics teachers. It contains an updated version of the author’s A Guide to Introductory Physics Teaching (1990), Homework and Test Questions (1994), and a previously unpublished monograph "Introduction to Classical Conservation Laws".

Handbook of Research on Mobile Devices and Smart Gadgets in K-12 Education

When a class leaves for recess, their just-baked Gingerbread Man is left behind. But he's a smart cookie and heads out to find them. He'll run, slide, skip, and (after a mishap with a soccer ball) limp as fast as he can because: "I can catch them! I'm their Gingerbread Man!"

With help from the gym teacher, the nurse, the art teacher and even the principal, the Gingerbread Man does find his class, and he’s assured they’ll never leave him behind again. Teachers often use the Gingerbread Man story to introduce new students to the geography and staff of schools, and this fresh, funny twist on the original can be used all year long. Includes a poster with fun activities!

Emerging Strategies for Public Education Reform

Winner of the 2021 Caldecott Medal Inspired by the many Indigenous-led movements across North America, We Are Water Protectors issues an urgent rallying cry to safeguard the Earth’s water from harm and corruption—a bold and lyrical picture book written by Carole Lindstrom and vibrantly illustrated by Michaela Goade. Water is the first medicine. It affects and connects us all . . . When a black snake threatens to destroy the Earth And poison her people’s water, one young water protector Takes a stand to defend Earth’s most sacred resource.

Boy + Bot

Conducting social science and education research studies that require involvement in fieldwork is not an easy task. Many graduate students and novice researchers face difficulties efficiently and effectively conducting the practical aspects of their research in fieldwork. One reason for this difficulty may be due to the lack of finding and/or accessing authentic and realistic descriptions of previously conducted fieldwork experiences and processes in a variety of fields. This could be the case whether the research is going to be on a virtual platform or in a real and actual context. Thus, it is critical to shed light on the successes and pitfalls of the personal experiences of fieldwork. Overcoming Fieldwork Challenges in Social Science and Higher Education Research is an essential reference book that draws on the experience of conducting fieldwork in different contexts and world regions that are relevant to social science and education studies. The diverse experiences in research processes and contexts that this book offers provide readers with an authentic and realistic description of how research data is collected, the tools needed to envision some of the challenges that they might face, and how to effectively solve them. Highlighting topics such as methodology, data collection, and fieldwork partnerships in fields that include counseling, psychology, language studies, and teacher education, this book is ideal for social science and education studies professors who have research as a mandatory part of their curriculum, administrators and policymakers, independent and novice researchers, and graduate students planning to conduct their research studies with humans in different contexts.
**Informatics in Schools. New Ideas in School Informatics**

This practical book will help readers understand what STEAM is, how it differs from STEM, and how it can be used to engage students in K-8 classrooms. The authors present a conceptual model with recommendations and classroom examples illustrating various key aspects of STEAM teaching in action, including creating the correct teaching environment, integrating STEAM content, and supporting students as they develop STEAM-related skills. The model includes specific strategies such as problem-based learning, student choice, technology integration, and teacher facilitation. Each chapter incorporates elements of connected learning—a type of learning that draws on students’ interests that teachers can capitalize on when using STEAM to address real-world problems. Readers will find easy-to-understand examples of what STEAM education looks like in a variety of classrooms, and will hear from teachers, instructional coaches, principals, and administrators about what it takes to ensure that STEAM is a schoolwide success. “Provides inspiration to sustain readers through this challenging work by emphasizing the rewards for both students and educators who engage in STEAM education.” —From the Foreword by Deborah Hanuscin, Western Washington University "This text will be appreciated by school and district staff interested in implementing STEAM education for students.” —Kevin O’Gorman, chief academic officer, Berkeley County School District, SC “This book will become a go-to for crafting meaningful STEAM learning experiences for students.” —Nicole Beeman-Cadwallader, National Math and Science Initiative

**Micro**

An illustrated collection of interactive short stories, starring Australian animals who grow up using digital devices and social media. Each story presents a cybersafety learning opportunity—complete with reflection questions—for pre-teens and their parents. Augmented reality is incorporated, to provide extended learning opportunities. A fun and informative book all children of the 21st century need to read.

**Turkey Trouble**

As Thanksgiving Day approaches, Turkey nervously makes a series of costumes, disguising himself as other farm animals in hopes that he can avoid being served as Thanksgiving dinner.

**Edtech for the K-12 Classroom**

From the computer science nonprofit Girls Who Code comes this lively and funny story introducing kids to computer coding concepts. All summer, Pearl has been trying to build the perfect sandcastle, but out-of-control Frisbees and mischievous puppies keep getting in the way! Pearl and her robot friend Pascal have one last chance, and this time, they’re going to use code to get the job done. Using fundamental computer coding concepts like sequences and loops, Pearl and Pascal are able to break down their sandcastle problem into small, manageable steps. If they can create working code, this could turn out to be the best beach day ever! With renowned computer science nonprofit Girls Who Code, Josh Funk and Sara Palacios use humor, relatable situations, and bright artwork to introduce kids to the fun of coding.

**How to Code a Sandcastle**

Is the learning in your classroom static or dynamic? Shake Up Learning guides you through the process of creating dynamic learning opportunities—from purposeful planning and maximizing technology to fearless implementation.

**Preparing Pre-Service Teachers to Teach Computer Science**
Coding for Children and Young Adults in Libraries is an all-inclusive guide to teaching coding in libraries to very young learners. This book will provide all librarians, whether they are brand new to the idea of coding or fairly experienced with it, with both the foundation to understand coding and tools they can use.

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