Knock, Knock, Knock Coding Books

BOOKCLUB

Woongjin ThinkBig

Non-fiction Picture Books
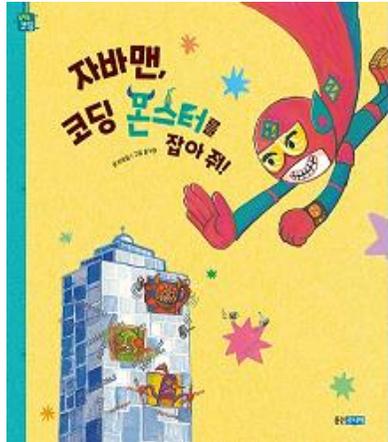
#software #hardware
#programming #code

#decompose #order
#break_it_down
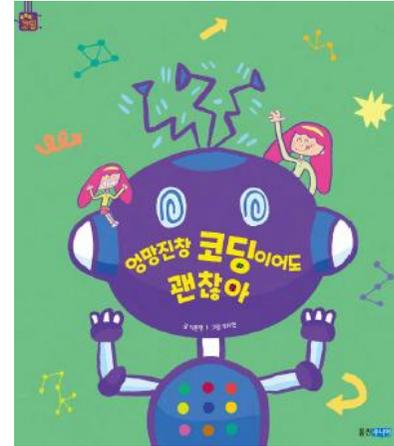
#sequence #bug #debugging
#mistakes_in_programs

#command #if #else #events
#input #output
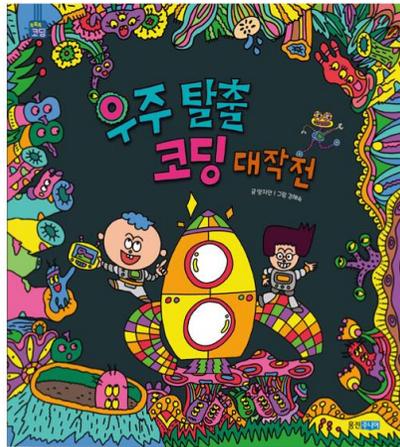
#loop #programming
#repetition #training
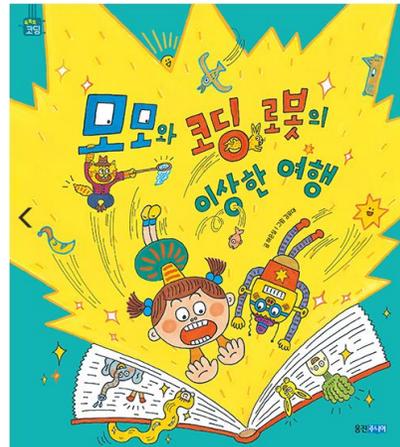
#algorithms #procedure
#problem's_input #solve_matrix

#computer_addiction #game_addiction
#problematic_smartphone_use

Insides

Fun story engaging <u>mix of comic and charming illustration</u> leads children to computer and programming

from < Program the Robot Dog, Dingco! >

Insides

Help readers _understand it through stories_ that how the devices and gadgets we use each day work and how we can control them.

from < My Best Friend, Coding Robot Como >

Code Words

Provide educational information in line with coding in our daily life
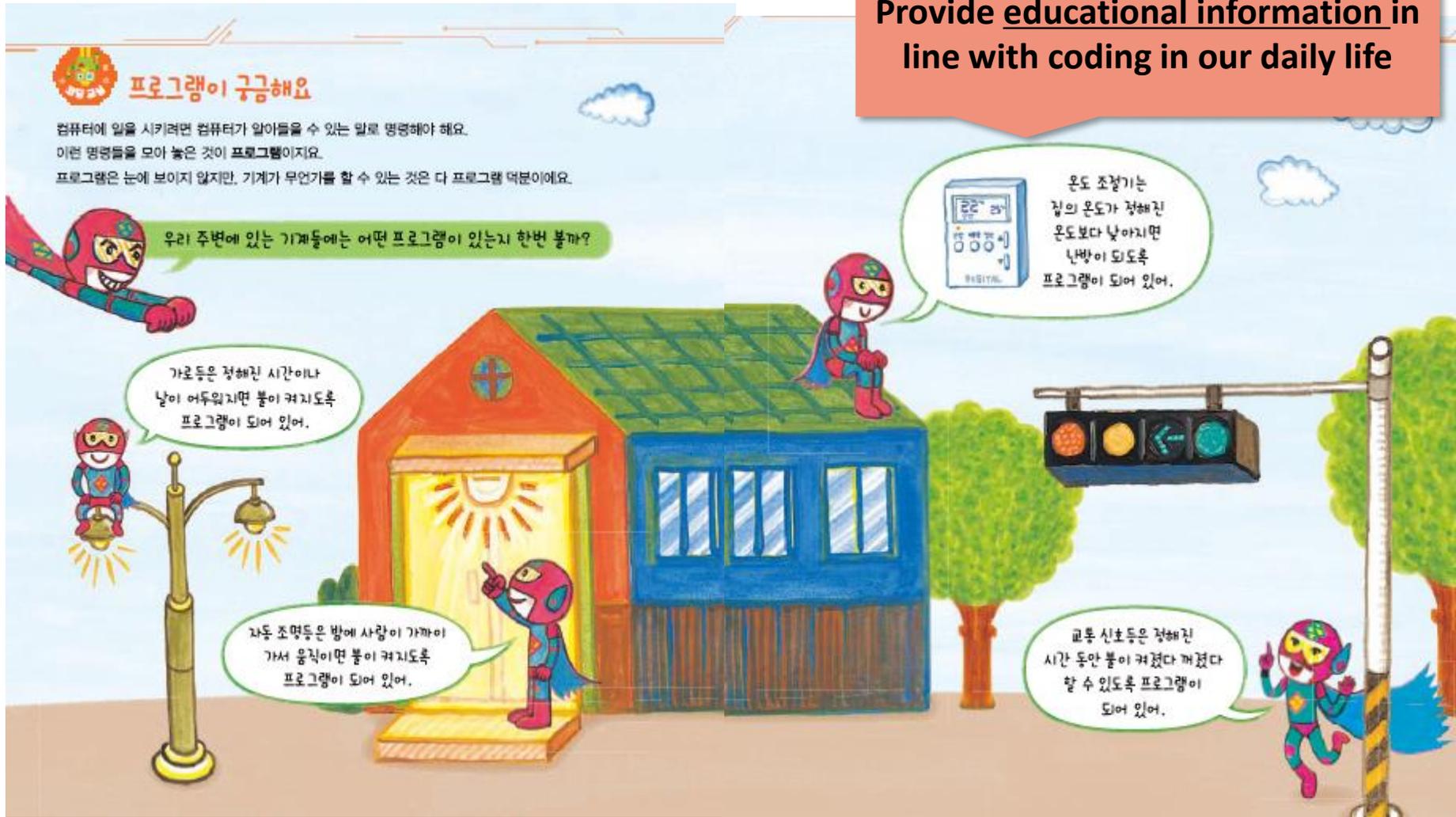
from < Java-man, Catch the Coding Monsters! >

Activity

Reveal fascinating information about <u>robot, programmer, and logical thinking</u> that goes beyond the fun story

from < Coding Project by a Robot Repairman >

Further Information

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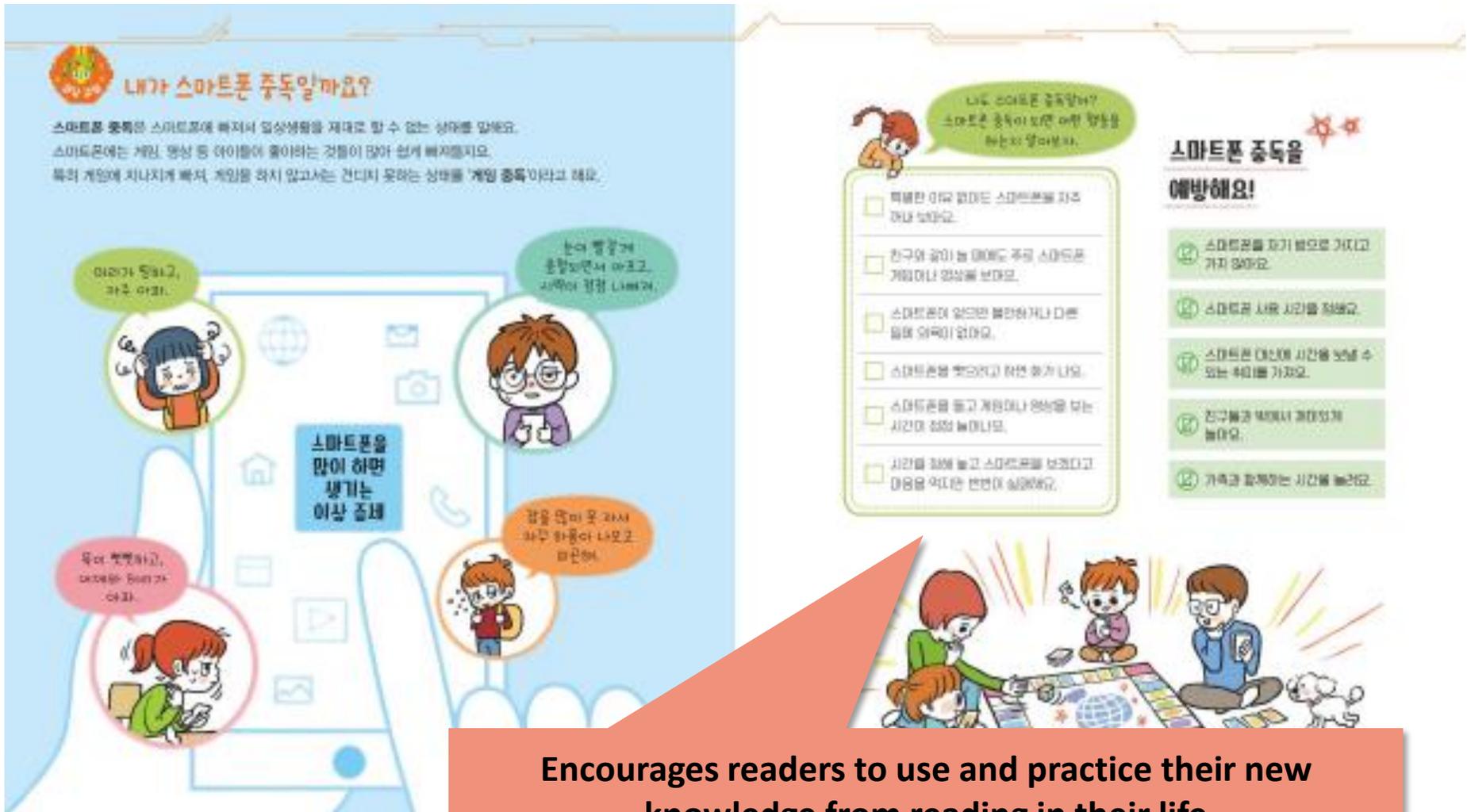
Encourages readers to use and practice their new knowledge from reading in their life

from < Am I Addicted to Computer Games?>

Coding Picture Books

Age: 4+

Volume : Total 7 titles

Size: 215*240mm

Page: 44p

Publication Date: March, 2020

Selling Point:
(1) Help readers find out about programming and how computer programs work by solving problems in our everyday life
(2) Encourage readers to improve their critical and logical thinking
(3) Get the basic concepts of computer programs with simple code words and further information related to each subject at the end of the book

Coding Picture Books Composition

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No.	Subject	English Title
1	Software	Java-man, Catch the Coding Monsters!
2	Decompose	Coding Project by a Robot Repairman
3	Sequence	My Best Friend, Coding Robot Como
4	If/else statement	Program the Robot Dog, Dingco!
5	Loop	Escape from the Universe
6	Algorithms	Momo in Wonderland with Coding Robot
7	Cyber Addiction	Am I Addicted to Computer Games?

Summary
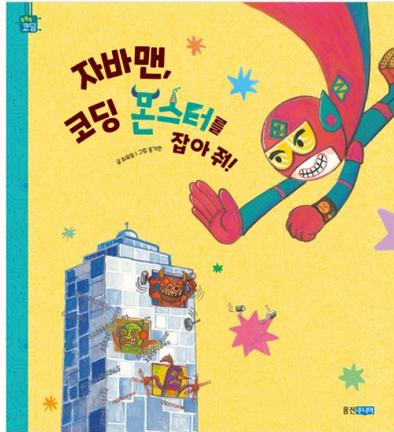
#1 Java-man, Catch the Coding Monsters!

Readers will define hardware, software, program, coding and how they effect our daily lives.
Shopping mall is about to open but it faces some serious technical problems. Vending machine randomly spitting out cans, air conditioner spewing out hot air, elevator repetitively opening and closing its door - everything just seems as a chaos.
Just then, Java Man comes to save the shopping mall from coding monsters that breaks down the software that causes these technical problems. Can Java Man turn the shopping mall back to normal?

#2 Coding Project by a Robot Repairman

The faster new robots are released in the market, the more abandoned robots exist. The robot repairman repairs these old robots and puts new instructions to meet the neighbors demand – wearing clothes, cleaning up the floor, making hot dog, and doing the laundry. But how does he make the robots take new orders instead of the previous one? By writing and following step by step instructions which taking apart small pieces, you can grasp how get them to carry out different tasks.
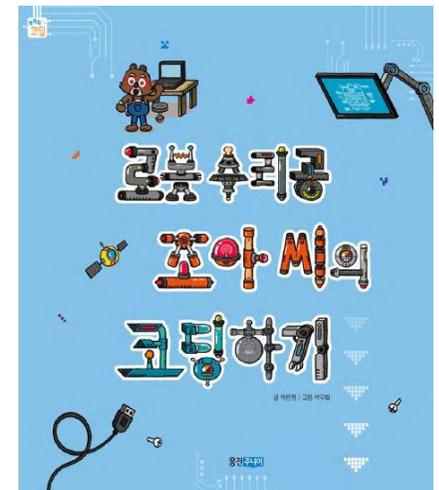
Summary
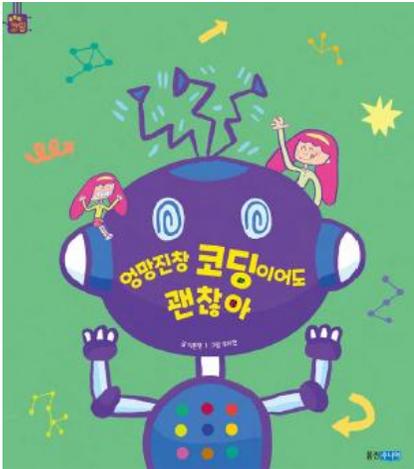
#3 My Best Friend, Coding Robot Como

Nana always stays home alone, feeling bored and lonely. On behalf of her busy parents, there is a babysitter robot called Como. With well-programmed sequence, Como is able to tidy up Nana's room, tie her hair back, and read bedtime stories. One day, the phone rings and Nana is told that the robot company will retrieve Como from her, so she tries to put bugs in Como's programs so that he is likely to make mistakes. With this story, readers can understand what "sequence" means and how much important that a program goes step by step.

#4 Program the Robot Dog, Dingco!

In the story, Wooju having fur allergy got present from his uncle, which is a robot dog called Dinco. Wooju learnt about how to code Dinco by using step-by-step instructions so that he can make Dinco put socks into the laundry basket. As he didn't put conditional order, Dinco keeps fetching all the socks even new ones in the house. To get Dinco identify only used socks, Wooju should use an if-then-else code. Does Dinco succeed in identifying items according to conditional code?

Summary
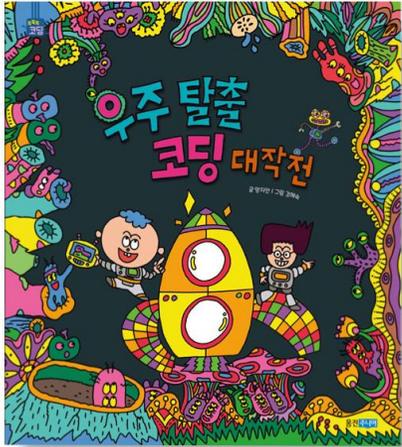
#5 Escape from the Universe

It must be boring to do the same thing again and again. But robots rarely get bored in comparison with human! Ttori and Chacharu has fallen to a new planet on their way home. Luckily, they find edible food which can go bad just overnight though. From picking fruits off to drying them for storage, it is just a repetitive task requiring a lot of time and effort. But setting up a loop in a computer program, which is an instruction that repeats until a specified condition is reached, robot Again-again will do the task until no further action is required.

#6 Momo in Wonderland with Coding Robot

Momo has fallen to the tale of 'the Great Big Turnip' with her coding robot. How can she help with pulling the turnip? Let's think about the best way to solve the matter! Coding robot says that a well-defined procedure called an algorithm allows to solve a problem. When pulling the giant turnip together, Momo falls to other story – Hansel and Gretel. To help starving Hansel and Gretel, what would be the best way to catch fish? Making a sequence of unambiguous instructions is a part of an algorithms.

Summary

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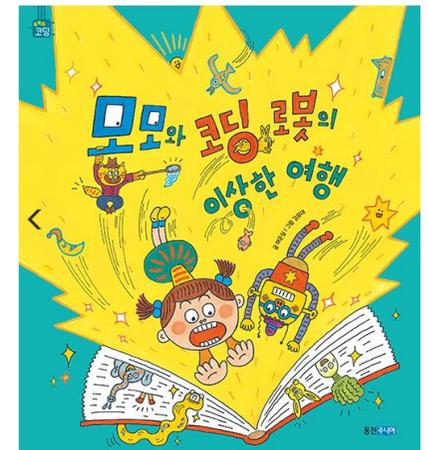
#7 Am I Addicted to Computer Games?

Maru was a girl who used to like getting along with her best friends – Sun and Moon in the playground surrounded by nature before getting a smartphone as a birthday gift. Now she always brings her phone wherever she goes - when having lunch and dinner, being with friends, and even walking on the street! She ends up being stuck to the game world, so Sun and Moon start their adventure to save her. What do you call a phone addict? And why is smartphone so addictive? With activities at the end of the book, you can do self-check if you are addicted to your phone and think about the way to prevent.