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## Do-it-yourself Scratch Programming 3.0

Author: Alexandra Bernard

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Category: Children's Books

Genres: Non-Fiction Children's Books

Keywords: Programming - Natural preserve

A book with 4 games that teach you how to program with Scratch and create your own games!

Learn programming through 4 games and discover the basics and tips to create your own video games! Each chapter offers a step by step guide with screenshots and simple commentary. A fun approach to programming, based on a very simple, reference program: Scratch, a step by step book for children, explaining how to create video games. Learning through games: a great motivation for children.