

# So, You Want to Be a Coder?

Unlock the mysteries of the computer languages that work behind the screens of your phone, tablet, computer, game console, and more. With books about binary thinking for preschoolers, basic block coding, and more advanced computer programming languages.

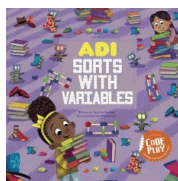
Created by CPLjanet

---



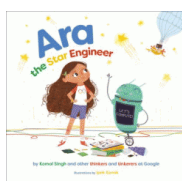
## Adi's perfect patterns and loops

Karanja, Caroline,



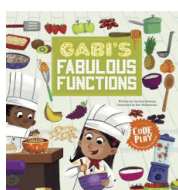
## Adi sorts with variables / written by Caroline Karanja ; illustrated by Ben Whitehouse.

Karanja, Caroline, author.



## Ara the star engineer / by Komal Singh and other thinkers and tinkerers at Google ; illustrations by Ipek Konak.

Singh, Komal, 1988- author.



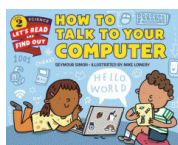
## Gabi's fabulous functions

Karanja, Caroline,



## Gabi's if/then garden

Karanja, Caroline,



## How to talk to your computer / Seymour Simon ; illustrated by Mike Lowery.

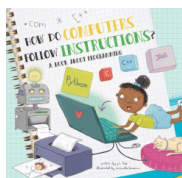
Simon, Seymour, author.

# So, You Want to Be a Coder?

Unlock the mysteries of the computer languages that work behind the screens of your phone, tablet, computer, game console, and more. With books about binary thinking for preschoolers, basic block coding, and more advanced computer programming languages.

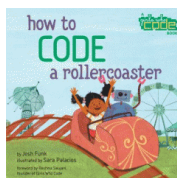
Created by CPLjanet

---

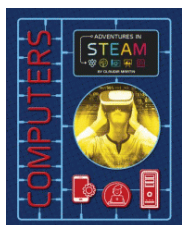


How do computers follow instructions? : a book about programming / written by J. T. Liso ; illustrated by Srimalie Fassani.

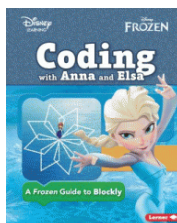
Liso, J. T., author.



How to code a rollercoaster / written by Josh Funk ; illustrated by Sara Palacios. Funk, Josh, author.



Computers / Claudia Martin. Martin, Claudia, author.



Coding with Anna and Elsa : a Frozen guide to Blockly / written by Kiki Prottzman. Prottzman, Kiki, author.