



Code Academy is a special school for kids who love computers and robots. With the help of their robot classmate, Ro-bud, the kids at Code Academy solve coding problems. Along the way, readers are introduced to coding principles such as logic, memory, programming, hacking, and debugging. Each title includes a coding exercise. A link printed inside each book gives readers access to Crabtree Plus, a website featuring entertaining interactive activities.

Specifications:
Ages 5-7
 24 pages, 8½ x 9½", full colour
\$8.95 PAP



Code Confusion! by Kirsty Holmes

Professor Chip helps the class at Code Academy understand that computers communicate in a language that kids can learn. Simple sentences and easy-to-understand examples make learning binary code understandable and fun.

ISBN 978-0-7787-6338-3 PAP

Debugging Disaster! by Kirsty Holmes

Join the Code Academy kids as they learn how to write computer code that tells Ro-bud, their robot classmate, how to feed Turing, the class guinea pig. The easy-to-understand example shows readers that code is a set of instructions that follow a simple pattern. When Turing gets a tummy bug, the kids learn how to figure out what went wrong and how to "debug" their code.

ISBN 978-0-7787-6339-0 PAP

Hack Attack! by Kirsty Holmes

When their robot classmate, Ro-Bud, gets a computer virus, the Code Academy gang is determined to help her. Along the way, they learn what a virus is, and how "hackers" break into computers to steal information or cause damage. This easy-to-follow book simplifies computer concepts to help readers learn why it's important to keep passwords secret to protect computers.

ISBN 978-0-7787-6340-6 PAP

Loopy Logic! by Kirsty Holmes

The Code Academy class puts their robot classmate, Ro-Bud, to work tidying up the classroom. But their instructions to Ro-Bud don't get the job done. They must figure out the problem by making flow diagrams that use logic to help Ro-bud make decisions about what to do. A simple activity helps readers see how their own daily routines involve making decisions using logic.

ISBN 978-0-7787-6341-3 PAP

Memory Madness! by Kirsty Holmes

The kids at Code Academy are memorizing their lines for a school play with the help of Ro-bud, their computer classmate. But when Ro-bud can't remember her lines, everyone panics! Professor Chip believes it's a memory storage problem. By relating human memory to machine memory, readers are introduced to the concepts of computer memory and storage systems in an easy-to-understand way.

ISBN 978-0-7787-6342-0 PAP

Perfect Program! by Kirsty Holmes

After receiving an electric shock, the Code Academy kids' robot classmate, Ro-Bud, has forgotten all of her programming. Professor Chip and the class must learn how programming and operating systems work in order to get their trusty friend back in working order. With easy-to-understand examples and simple terms, readers will learn how computers operate as well as how they use hardware and software to do work.

ISBN 978-0-7787-6343-7 PAP



A link printed inside each book gives readers access to **Crabtree Plus**, a website with supplemental digital content and activities that reinforce and extend key series' concepts.

From Debugging Disaster!

A mistake in an algorithm is called a bug. Even a small mistake can make a computer do the wrong thing.

Frankie's Fact:
 It's OK to make mistakes. Everyone does!



Take a look at this algorithm for brushing your teeth. All the steps are here, but there are three mistakes.

- Put water on toothbrush
- Pick up toothpaste
- Take the lid off the toothpaste
- ??? ??? ??? ??? ???
- Put toothbrush in your mouth
- Brush TEEF
- Pick up your toothbrush



MISSING INSTRUCTIONS!

SPELLING MISTAKE! WRONG ORDER!

