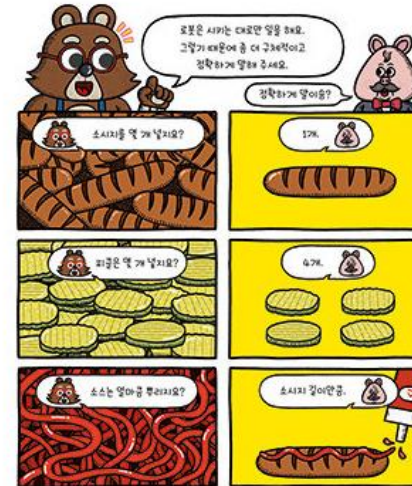# Summary

#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.
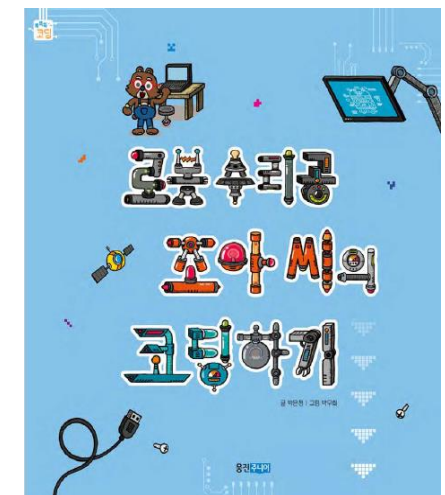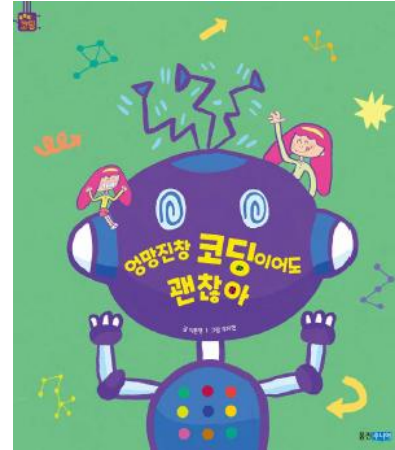
Series about computer coding
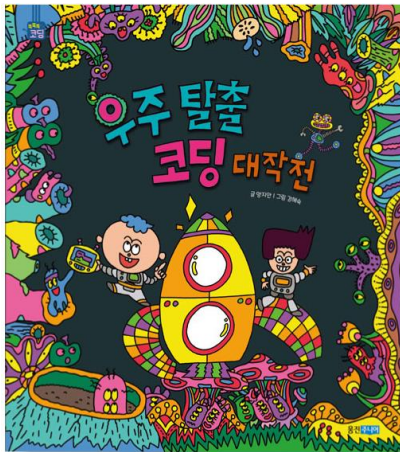
#software #hardware
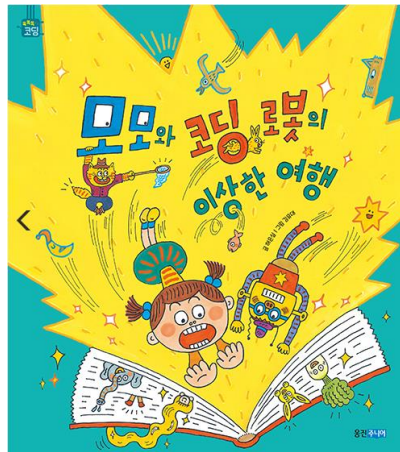#programming #code

#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

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

BOOKCLUB

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?**

Insides

Fun story engaging mix of comic and charming illustration leads children to computer and programming

from < Program the Robot Dog, Dingco! >

Insides

Help readers <u>understand it through stories</u> 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
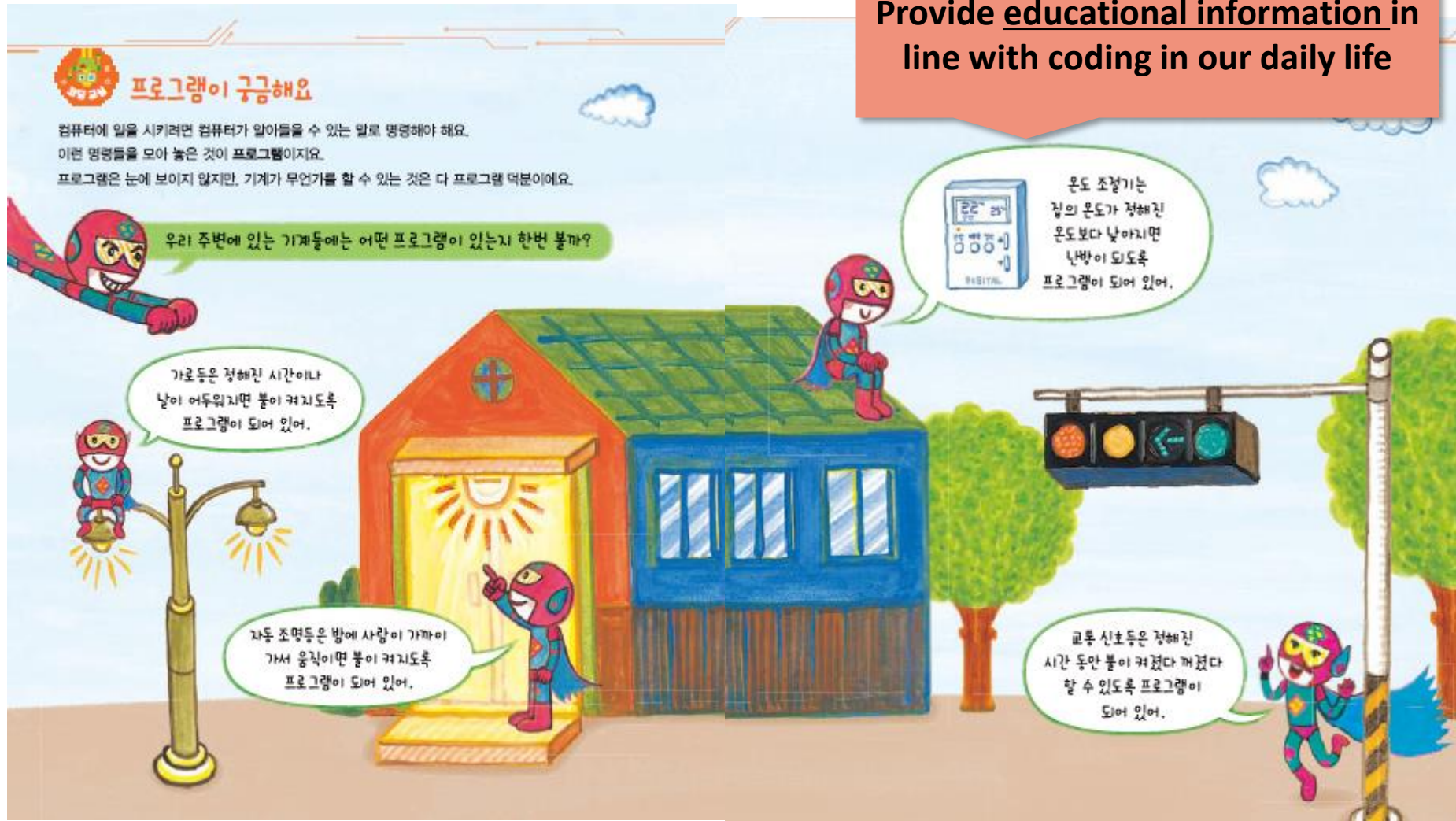
from < Java-man, Catch the Coding Monsters! >

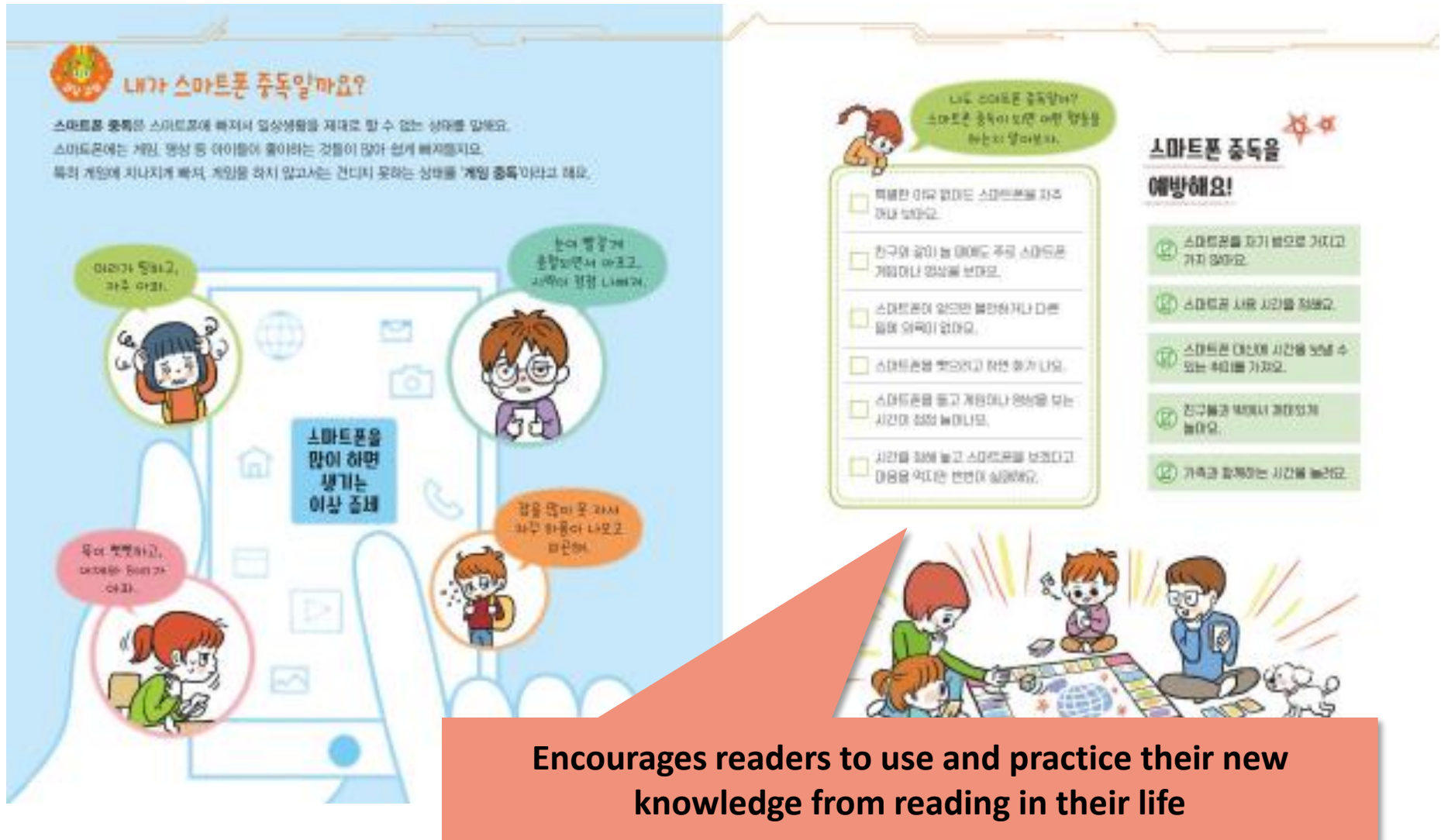# Activity

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

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

from < Am I Addicted to Computer Games?>