# 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.
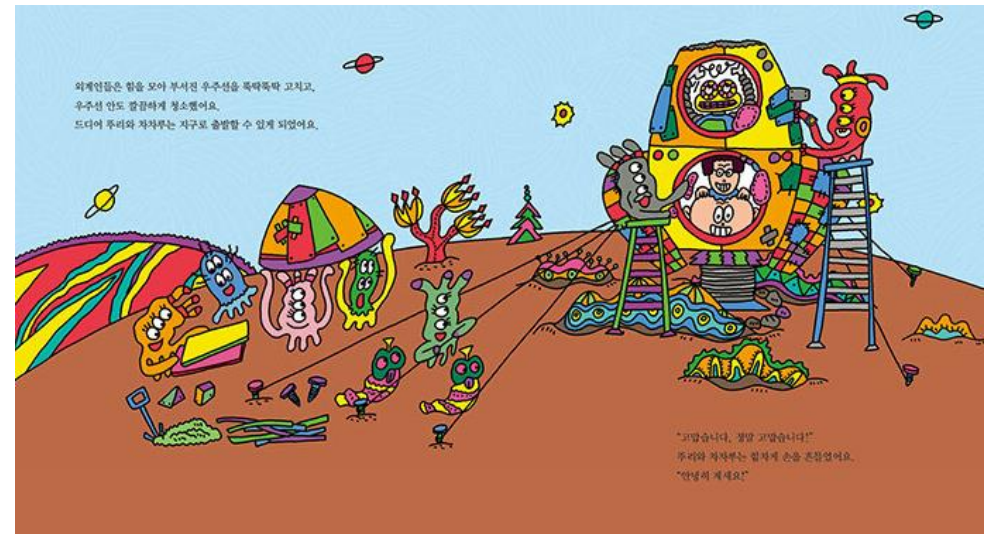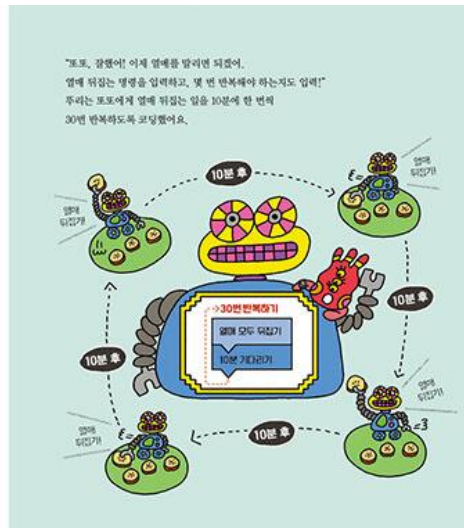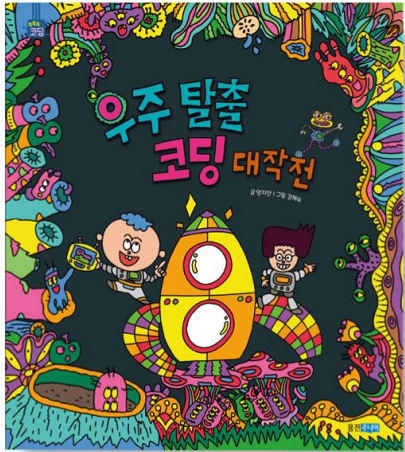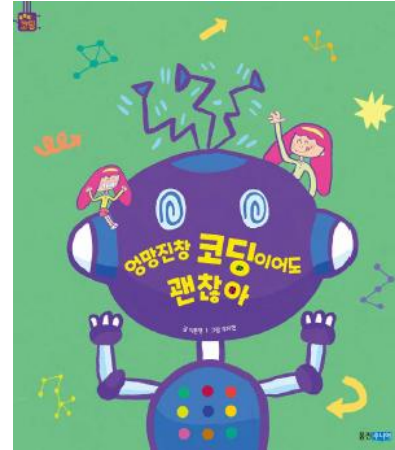
Series about computer coding

BOOKCLUB

#software #hardware
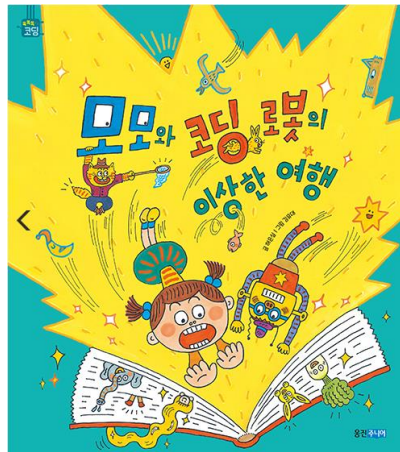#programming #code

#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 <u>mix of comic and charming illustration</u> 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.

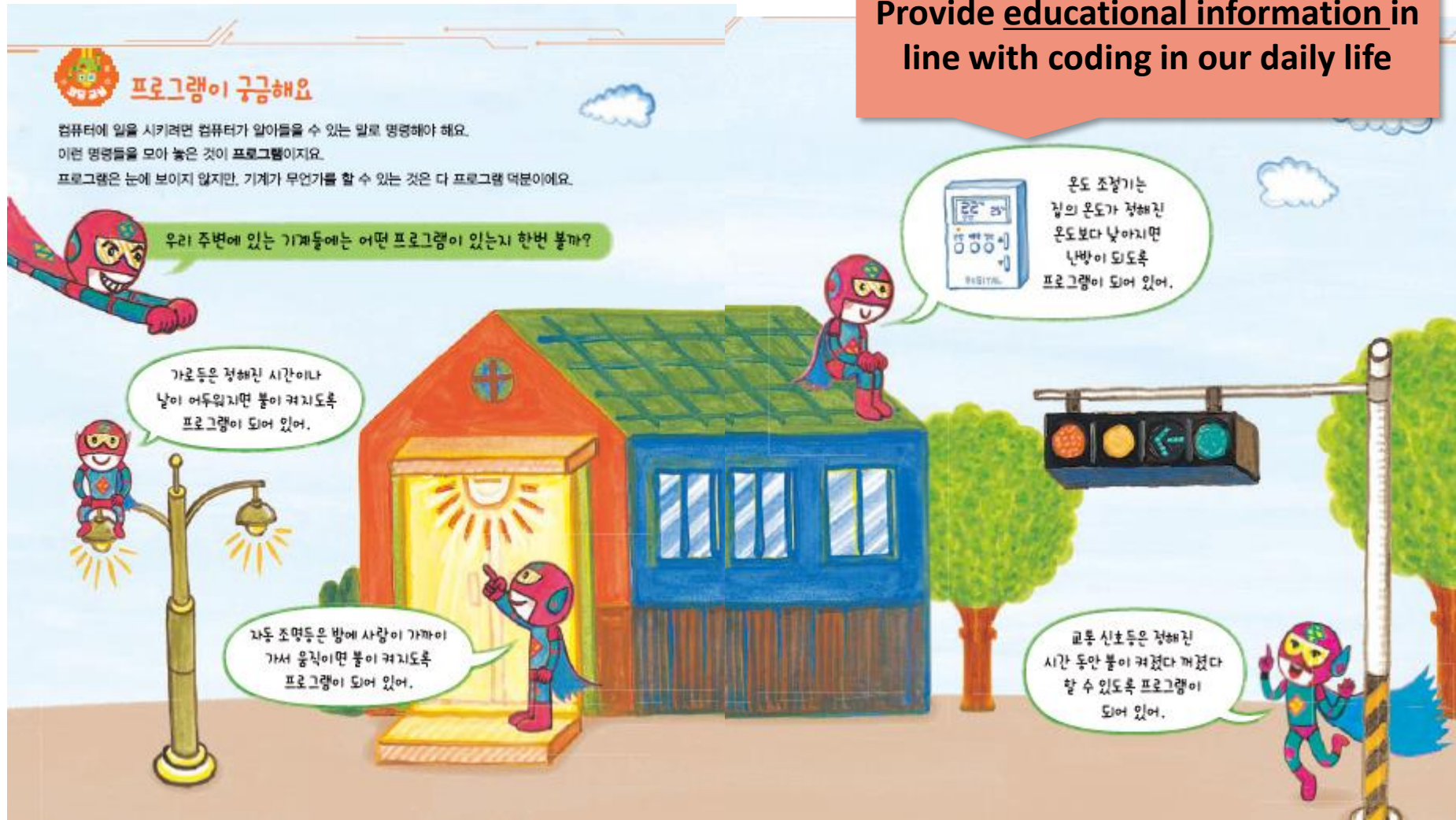from < My Best Friend, Coding Robot Como >
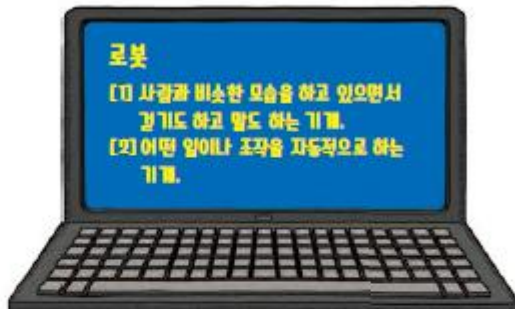
Code Words

Provide **educational information** in line with coding in our daily life

from < Java-man, Catch the Coding Monsters! >
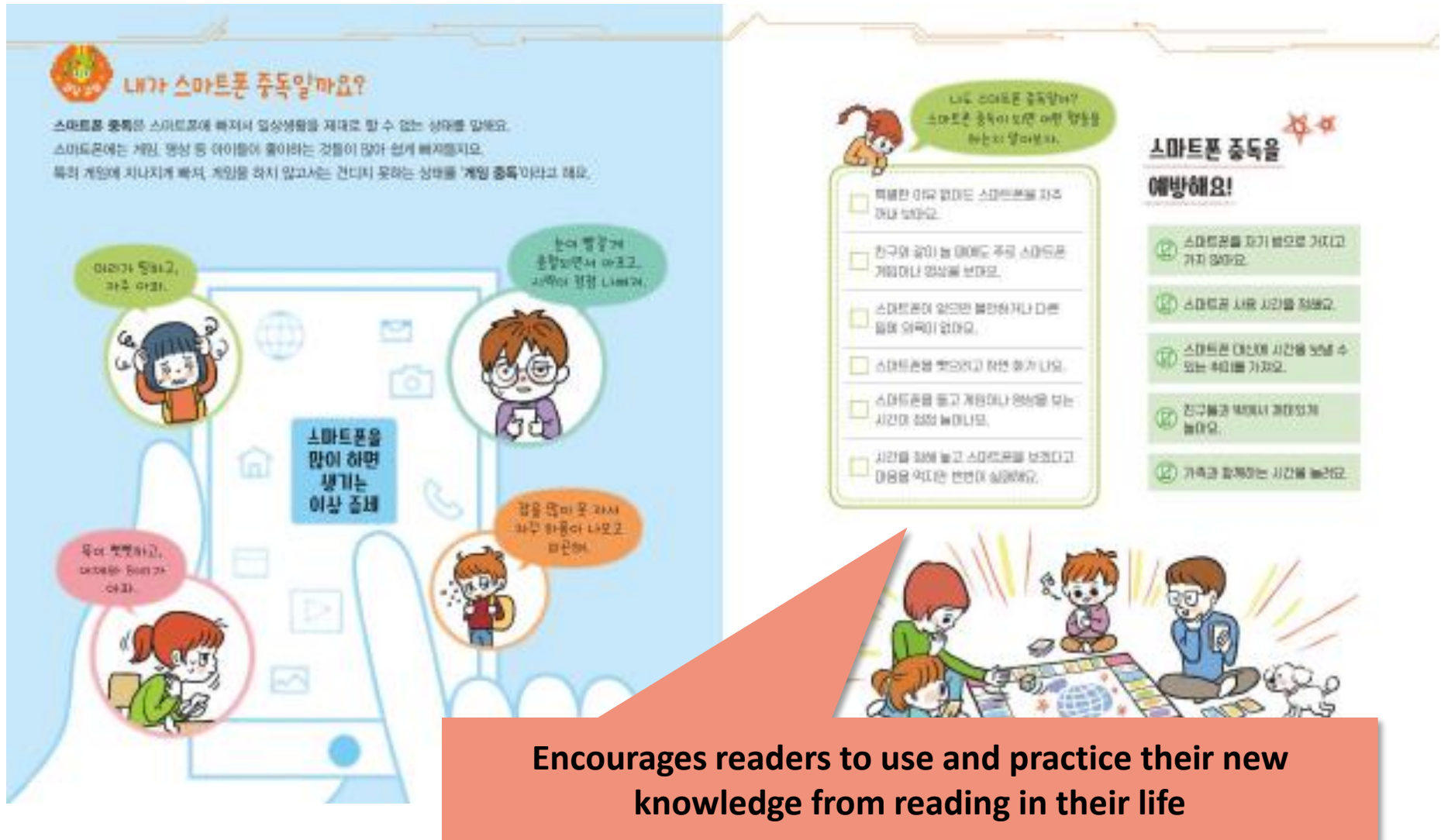
Activity

Reveal fascinating information about **robot, programmer, and logical thinking** 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?>