

ADVANCED SCRATCH PROGRAMMING



Introduction:

"Advanced Scratch Programming" is a new exciting interactive book for middle- and high-school students and for beginner CS college students.

There is a lot of material on Scratch Programming on the Internet, including videos, online courses, Scratch projects, and so on, but, most of it is introductory. There is very little that can take students to the next level, where they can apply their Scratch and CS concepts to exciting and challenging problems. There is also very little material that shows students how to design complex projects, and introduces them to the process of programming.

This full-color interactive book is meant to fill these gaps.

Download a free chapter:

[Click here](#) to download a full chapter of this exciting book. If you like it, be sure to get your hands on the whole book.

How to get your copy:

This book is available on Amazon Kindle and in print (in India and US only). To order your printed copy, write to abjoshi@yahoo.com.

Pricing: (shipping cost extra for print version)

Amazon Kindle	US: \$9.99	India Rs. 400
Print Deluxe edition (full-color)	US: \$18.99	India Rs. 950
Print Standard edition (content in black & white):	US: \$12.99	India Rs. 450

More about the book:

This book is for students who are already familiar with Scratch: its various commands, its user interface, and how it represents a variety of CS concepts such as, variables, conditional statements, looping, and so on. The book does not attempt to teach these concepts, but, it does provide a quick introduction to each concept in a freely downloadable supplement.

This is termed an “interactive book” because it is something between a traditional book – which is static and passive – and a fully interactive online course. It does look like a book: it has a series of chapters, diagrams, a lot of text, etc. But it also contains links to online Scratch programs, code snippets, references, which the reader is expected to click and explore to fully benefit from the ideas presented.

Curriculum:

The interactive book has been organized as a series of independent Scratch projects – each of which describes how to design and build an interesting and challenging Scratch program. Each project progresses in stages – from a simple implementation to increasingly complex versions. You can read these chapters in any order you like, the chapters have been arranged in an increasing order of challenge.

Programming is a powerful tool that can be applied to virtually any field of human endeavor. There a good diversity of applications in this interactive book. You will find the following types of projects:

- Simple ball games
- Puzzle games
- Memory games
- Science simulations
- Math games
- Geometric designs

Author's background

As a freelance teacher (since 2008), Abhay's area of interest has been teaching "Computer Programming as a medium for learning" and he has been teaching Scratch regularly to elementary, middle, and high school students in Redmond and Bellevue, WA. He has also been teaching 7th and 8th grade students at Aksharnandan School in Pune, India every summer since 2008. In 2011 Abhay co-authored (with Sandesh Gaikwad) two books on Logo Programming. Abhay has written several articles to promote computer programming, and have conducted teacher-training workshops to encourage aspiring teachers to experiment with this idea.

Abhay has been associated with the Software Industry since 1988 as a programmer, developer, entrepreneur, and a teacher. After getting an MS in Computer Engineering from Syracuse University (USA), he worked as a programmer for product companies that developed operating systems, network protocols, and secure software. In 1997, Abhay co-founded Disha Technologies, a successful software services organization.

Programming remains one of Abhay's favorite hobbies, and he continues to explore the "entertaining, intellectual, and educational" aspects of programming.