

Knock, Knock, Knock Coding Books



BOOKCLUB

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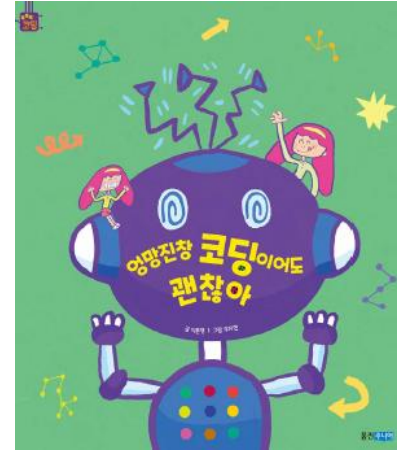
Non-fiction Picture Books



#software #hardware
#programming #code



#decompose #order
#break_it_down



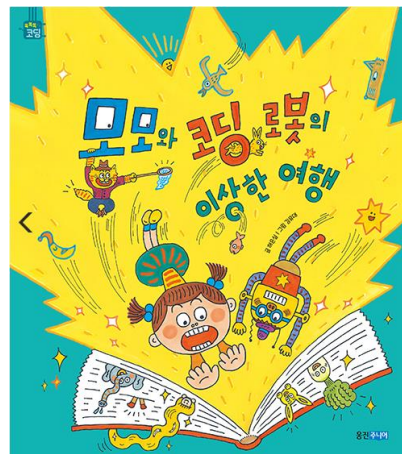
#sequence #bug #debugging
#mistakes_in_programs



#command #if #else #events
#input #output



#loop #programming
#repetition #training



#algorithms #procedure
#problem's_input #solve_matrix



#computer_addiction #game_addiction
#problematic_smartphone_use

Insides



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

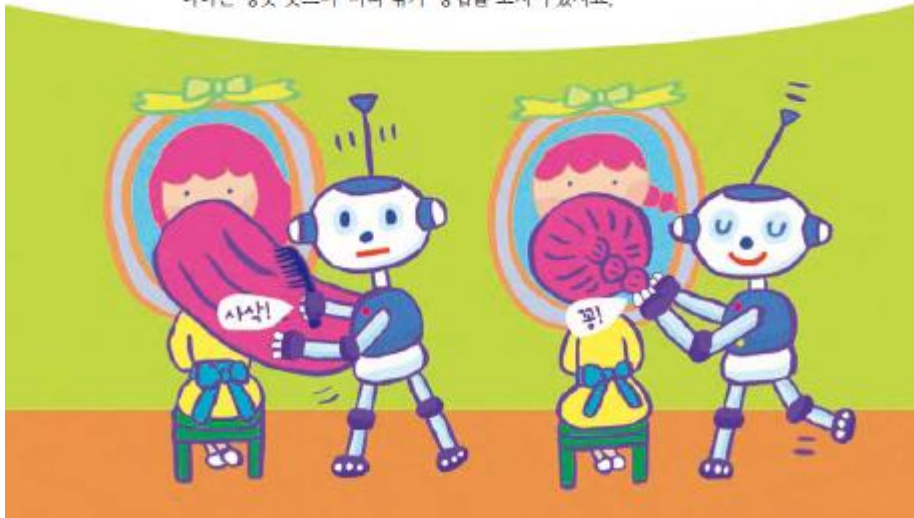
from < Program the Robot Dog, Dingco! >

Insides

Help readers understand it through stories that how the devices and gadgets we use each day work and how we can control them.



나나는 꼬꼬의 '머리 묶기'가 마음에 들지 않았어요.
"음, 머리를 뽀뽀해서 묶으면 좋겠어."
"알겠습니다. 그럼 머리를 뽀뽀해서 묶는 방법의 순서를 정해 주세요.
적는 그 정도는 고칠 수 있도록 코딩되어 있습니다."
나나는 빙긋 웃으며 '머리 묶기' 방법을 고쳐 주었지요.



머리 뽀뽀 묶기

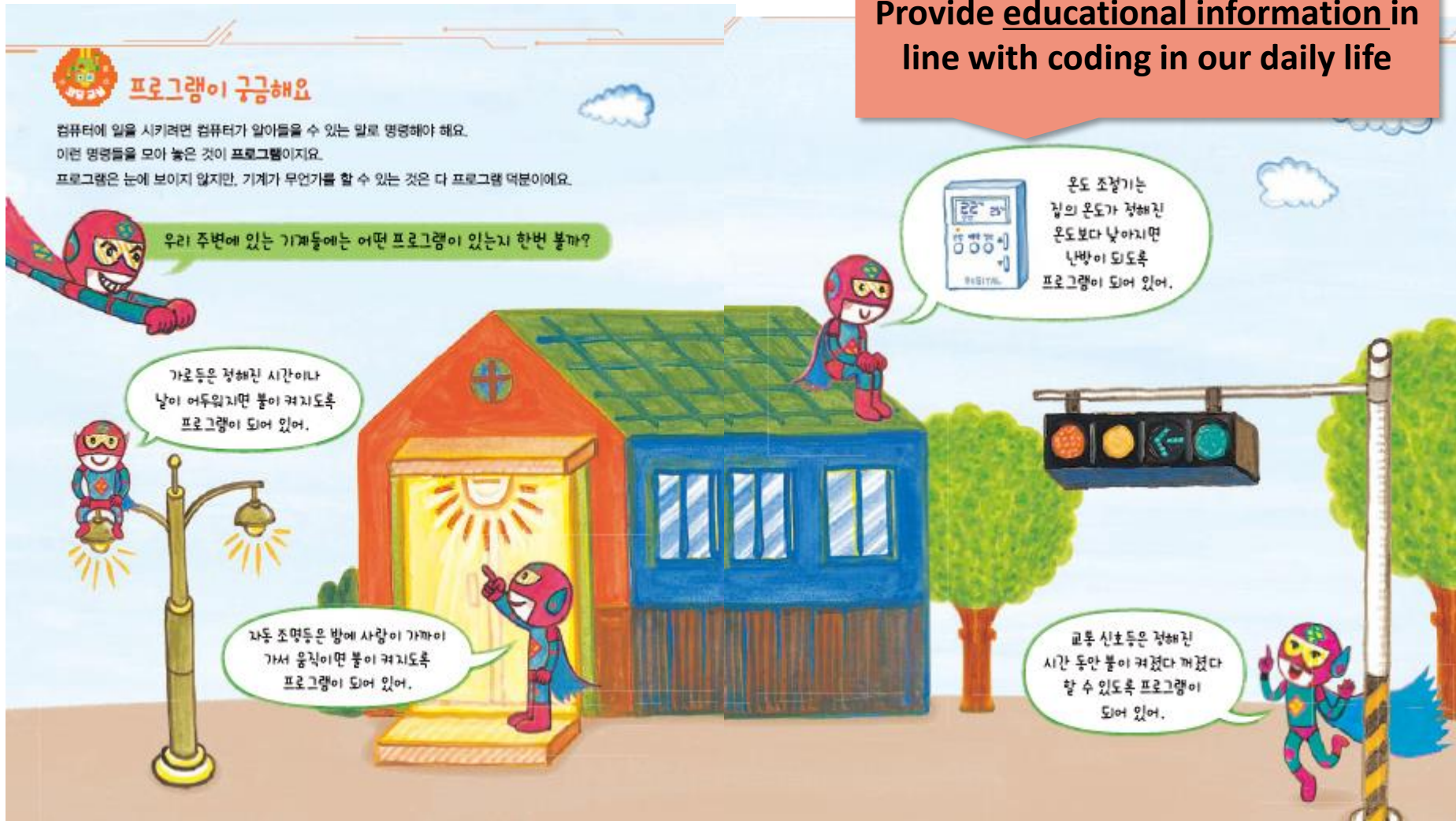
1. 머리를 빗으로 빗는다.
2. 머리를 한 가닥으로 뽀뽀한다.
3. 머리카락 끝부분이 3cm 남으면 멈춘다.
4. 그 자리를 고무줄로 묶는다.
5. 머리에 머리핀을 꽂는다.

와, 엄마가 한 거랑 똑같아!

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

로봇이 궁금해요



로봇이라는 말은 누가 맨 처음 사용했을까요?

나, 로빈!

사람이 연기하는 거래.

카렐 차페크는 체코의 작가예요. 차페크는 <로슬의 유니버설 로봇>이라는 연극 대본에서 처음으로 '로봇'이라는 말을 썼어요. 로봇은 체코 말로 '힘든 일'이라는 뜻인 '로보타'에서 나온 말이에요. 사람이 하기 힘든 일이나 위험한 일을 대신 해 주는 하인 같은 기계를 상상해서 로봇이라는 이름을 붙여 준 거예요.

어떤 로봇이 있을까요?

미래를 보여 주는 영화에는 종종 로봇이 등장해요. 대부분 영화 속 로봇들은 사람처럼 스스로 생각하고 판단하고, 감정을 느끼기도 해요. 현실의 로봇은 아직 영화 속 로봇 같지 않지만 과학자들의 노력으로 점점 발전해 나가고 있어요.

일하는 로봇
공장에서 사람 대신 일하는 로봇이에요. 사람이 손으로 하기 힘든 일을 빠르고 정확하게 해내지요.

사람을 돕는 로봇
옷처럼 입는 로봇이에요. 몸이 불편한 사람들의 활동을 도와주거나 몸의 일부분을 지탱해 주는 역할을 하지요. 예를 들어 걷지 못하는 사람을 걷게 해 준다거나 무거워서 들지 못하는 물건도 들게 도와줘요.

사람 같은 로봇
사람과 모습이 똑같은 로봇이에요. 머리, 팔, 상체를 움직일 수 있고 움직임과 표정으로 감정 표현까지 할 수 있지요. 판소리나 뮤지컬 공연도 해요.

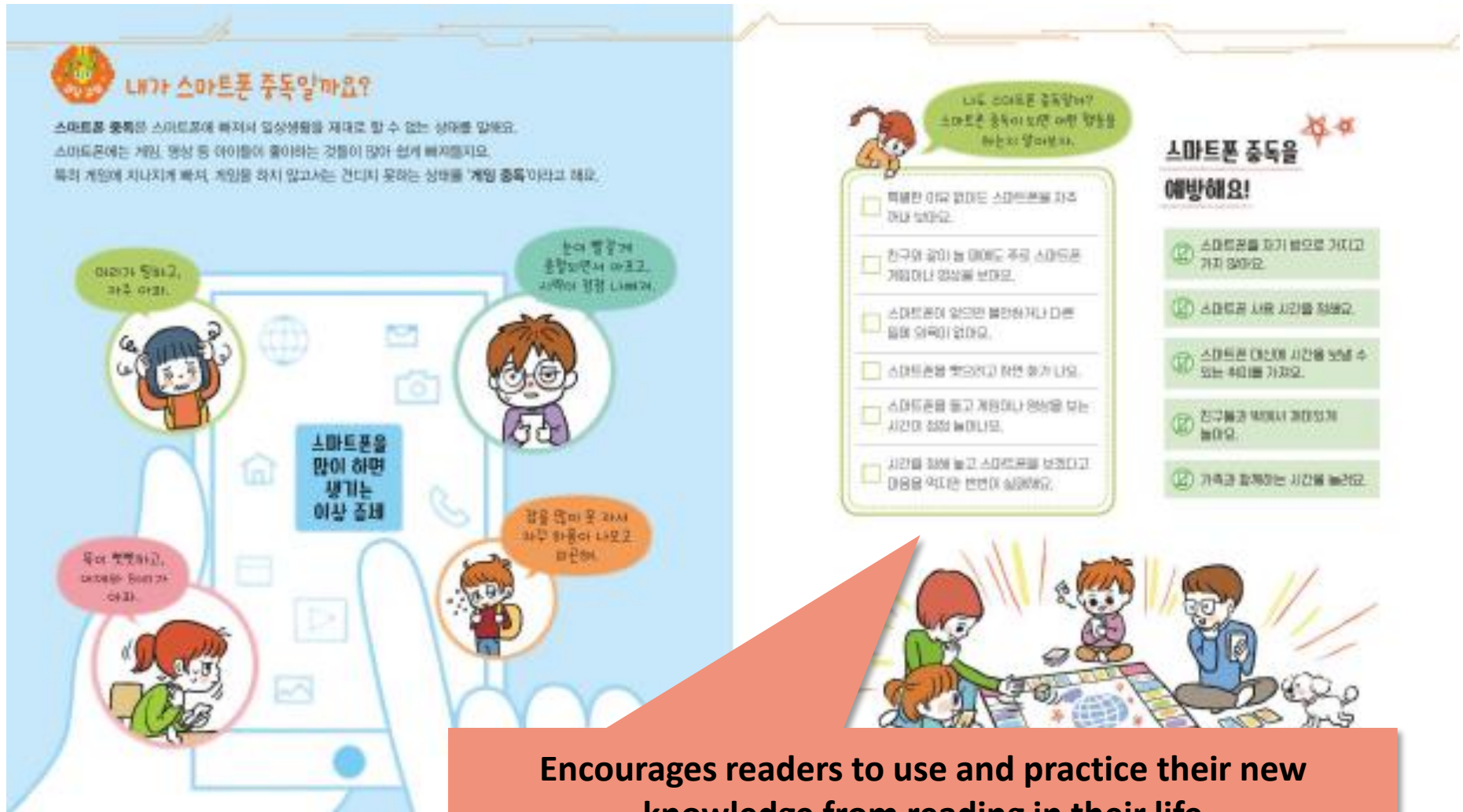
우아, 내가 걸을 수 있어!

△△로 움직이는 로봇
사람이 운전하지 않아도 스스로 움직이는 자동차예요. 아직은 도로에서 볼 수 없지만 곧 운전사가 없는 택시를 탈 수 있지 않을까요?

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?>

Coding Picture Books



Age: 4+

Volume : Total 7 titles

Size: 215*240mm

Page: 44p

Publication Date: March, 2020

Selling Point:

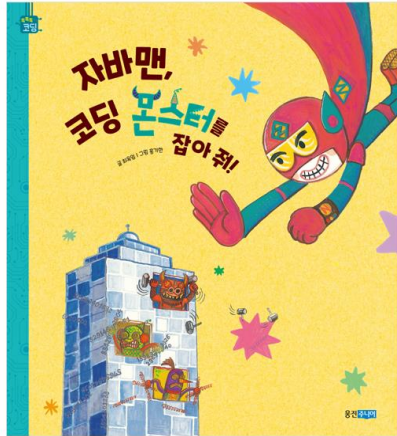
- (1) Help readers find out about programming and how computer programs work by solving problems in our everyday life**
- (2) Encourage readers to improve their critical and logical thinking**
- (3) Get the basic concepts of computer programs with simple code words and further information related to each subject at the end of the book**

Coding Picture Books Composition



| 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? |

Summary



#1 Java-man, Catch the Coding Monsters!

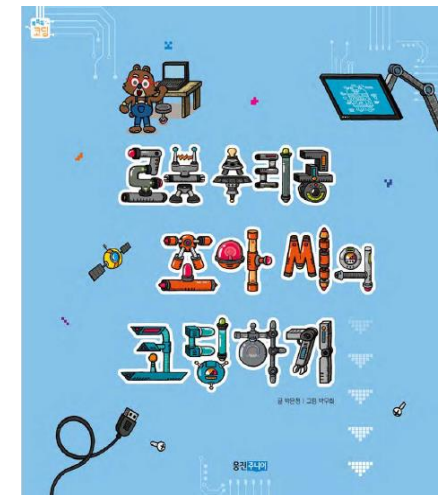
Readers will define hardware, software, program, coding and how they effect our daily lives.

Shopping mall is about to open but it faces some serious technical problems. Vending machine randomly spitting out cans, air conditioner spewing out hot air, elevator repetitively opening and closing its door - everything just seems as a chaos.

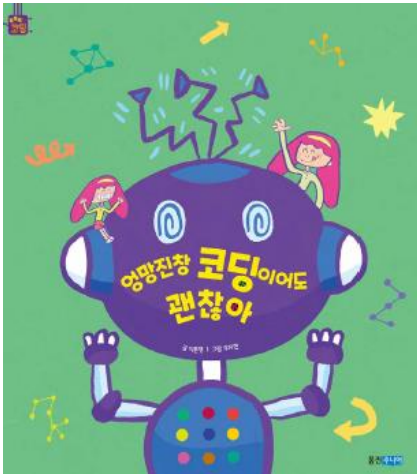
Just then, Java Man comes to save the shopping mall from coding monsters that breaks down the software that causes these technical problems. Can Java Man turn the shopping mall back to normal?

#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.



Summary



#3 My Best Friend, Coding Robot Como

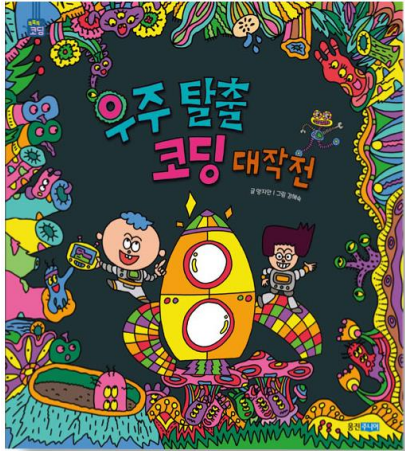
Nana always stays home alone, feeling bored and lonely. On behalf of her busy parents, there is a babysitter robot called Como. With well-programmed sequence, Como is able to tidy up Nana's room, tie her hair back, and read bedtime stories. One day, the phone rings and Nana is told that the robot company will retrieve Como from her, so she tries to put bugs in Como's programs so that he is likely to make mistakes. With this story, readers can understand what "sequence" means and how much important that a program goes step by step.

#4 Program the Robot Dog, Dingco!

In the story, Wooju having fur allergy got present from his uncle, which is a robot dog called Dinco. Wooju learnt about how to code Dinco by using step-by-step instructions so that he can make Dinco put socks into the laundry basket. As he didn't put conditional order, Dinco keeps fetching all the socks even new ones in the house. To get Dinco identify only used socks, Wooju should use an if-then-else code. Does Dinco succeed in identifying items according to conditional code?



Summary

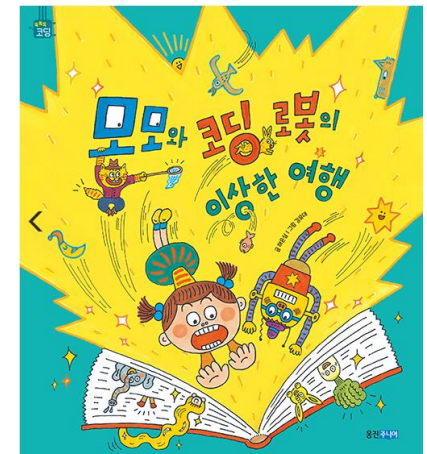


#5 Escape from the Universe

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.

#6 Momo in Wonderland with Coding Robot

Momo has fallen to the tale of 'the Great Big Turnip' with her coding robot. How can she help with pulling the turnip? Let's think about the best way to solve the matter! Coding robot says that a well-defined procedure called an algorithm allows to solve a problem. When pulling the giant turnip together, Momo falls to other story – Hansel and Gretel. To help starving Hansel and Gretel, what would be the best way to catch fish? Making a sequence of unambiguous instructions is a part of an algorithms.



Summary



#7 Am I Addicted to Computer Games?

Maru was a girl who used to like getting along with her best friends – Sun and Moon in the playground surrounded by nature before getting a smartphone as a birthday gift. Now she always brings her phone wherever she goes - when having lunch and dinner, being with friends, and even walking on the street! She ends up being stuck to the game world, so Sun and Moon start their adventure to save her. What do you call a phone addict? And why is smartphone so addictive? With activities at the end of the book, you can do self-check if you are addicted to your phone and think about the way to prevent.