Unlocking the Future: Programming and Computational Thinking for Young Learners

Empowering Early Childhood Educators in the Digital Age

In today's rapidly evolving technological landscape, it is crucial to equip our youngest learners with the essential skills they need to succeed in the 21st century. 'Programming and Computational Thinking in the Early Childhood Classroom: Eye On' is the ultimate guide for early childhood educators seeking to integrate programming and computational thinking into their classrooms.

This comprehensive book provides a wealth of practical strategies and engaging activities that will help you foster computational thinking skills in your preschool and kindergarten students, laying the foundation for future success in STEM and beyond.

Coding as a Playground: Programming and Computational Thinking in the Early Childhood Classroom (Eye on Education) by Marina Umaschi Bers

★★★★☆ 4.7 out of 5

Language	: English
File size	: 9343 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 242 pages

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Key Benefits for Early Childhood Educators

- Gain a deep understanding of programming and computational thinking concepts

- Acquire hands-on experience with programming tools and resources designed for young learners

- Develop lesson plans and activities that seamlessly integrate computational thinking into your curriculum

- Promote collaboration, creativity, and problem-solving skills among your students

- Prepare young learners for success in the digital age

Essential Features of the Book

'Programming and Computational Thinking in the Early Childhood Classroom: Eye On' offers an unparalleled range of features to support early childhood educators:

- **Chapter 1: Foundations of Computational Thinking** - Introduces the core concepts of computational thinking and its importance in early childhood education.

- **Chapter 2: Programming Tools for Young Learners** - Provides an overview of user-friendly programming tools designed specifically for preschool and kindergarten students.

- **Chapter 3: Integrating Computational Thinking into the Curriculum** - Offers practical lesson plans and activities that integrate computational thinking into various learning areas, such as math, science, and language arts.

- **Chapter 4: Assessment and Evaluation** - Guides educators in assessing students' progress in computational thinking skills and provides ongoing support for improvement.

- **Chapter 5: Collaboration and Community** - Highlights the importance of collaboration among educators and shares ideas for engaging families and the community in computational thinking initiatives.

Endorsements from Experts

'Programming and Computational Thinking in the Early Childhood Classroom: Eye On' has garnered high praise from leading experts in early childhood education and computer science:

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""This book is a must-have for early childhood educators seeking to prepare their students for the future. The authors

provide a comprehensive and practical guide to integrating programming and computational thinking into the classroom, empowering young learners with essential 21st-century skills."
- Dr. Susan B. Neuman, Professor of Early Childhood Education, New York University”

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“"Computational thinking is fundamental to success in today's world. This book offers a wealth of resources and strategies to help educators bring these essential skills to their youngest learners, fostering creativity, collaboration, and problem-solving abilities." - Dr. Mitchel Resnick, Professor of Learning Research and Director of the Lifelong Kindergarten Lab at the MIT Media Lab”

Free Download Your Copy Today and Transform Early Childhood Education

Don't miss out on this groundbreaking guide to programming and computational thinking in the early childhood classroom. Free Download your copy of 'Programming and Computational Thinking in the Early Childhood Classroom: Eye On' today and empower your students with the skills they need to thrive in the digital age.

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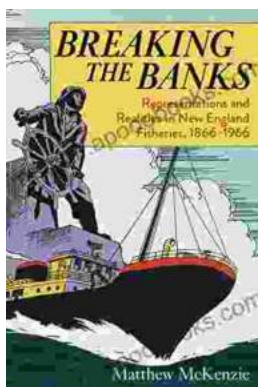
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- About

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