

1. Record Nr.	UNINA9910455743703321
Autore	Bruner Jerome S (Jerome Seymour)
Titolo	The process of education / / Jerome S. Bruner
Pubbl/distr/stampa	Cambridge, Mass. : , : Harvard University Press, , 1977 ©1960
ISBN	9780674028999 0674028996
Descrizione fisica	1 online resource (128 pages)
Disciplina	370
Soggetti	Education - Aims and objectives
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Reprint of the 1960 edition with a new preface, p. [vii]-xvi. Includes index.
Sommario/riassunto	In this classic argument for curriculum reform in early education, Jerome Bruner shows that the basic concepts of science and the humanities can be grasped intuitively at a very early age. He argues persuasively that curricula should be designed to foster such early intuitions and then build on them in increasingly formal and abstract ways as education progresses. Bruner's foundational case for the spiral curriculum has influenced a generation of educators and will continue to be a source of insight into the goals and methods of the educational process.

2. Record Nr.	UNINA9910338002903321
Autore	Seneviratne Pradeeka
Titolo	BBC micro:bit Recipes : Learn Programming with Microsoft MakeCode Blocks // by Pradeeka Seneviratne
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXIII, 352 p. 289 illus., 282 illus. in color.)
Collana	Technology in Action Series
Disciplina	004
Soggetti	Computer input-output equipment Computer games—Programming Hardware and Maker Game Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Chapter 1: MakeCode Setup Fundamentals -- Chapter 2: MakeCode Extended Features -- Chapter 3: MakeCode Programming Basics -- Chapter 4: Working with Text -- Chapter 5: Displaying Images -- Chapter 6: Inputs and Outputs -- Chapter 7: Loops and Logic -- Chapter 8: Using Mathematical Functions -- Chapter 9: Using Variables -- Chapter 10: Functions and Arrays -- Chapter 11: Playing Music -- Chapter 12: Using Sensors -- Chapter 13: Using Bluetooth Services -- Chapter 14: Using Radio -- Chapter 15: Building Simple Games. .
Sommario/riassunto	Build engaging programs for the BBC micro:bit using Microsoft's MakeCode web editor. Using this open source platform, you'll learn to program in an accessible way that easily translates into real-world programming. BBC micro:bit Recipes is a practical guide with a problem-solving approach. It provides exact solutions for common application development problems for the micro:bit using MakeCode. You'll discover and apply techniques that can be used to build simple games with sprites, keep score, and control game play. The micro:bit is a small programmable device that is a cross between a very small computer and a programmable embedded board. It is easy to program, extremely versatile, and designed with young learners in mind. In particular, it is designed to be easy for people who have never

programmed before. By the end of this book, you'll have the foundation to build programs with the Microsoft MakeCode editor and use and process data with the built-in sensors, such as accelerometer, compass, temperature, touch, and light. You'll also see how to work with communication protocols, such as Serial, I2C, and SPI and how to use variables, loops, logic, arrays, math and functions to easily solve problems. .

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