Coding Resources from Julie Hapeman

Aspinall, B., & McLennan, D. P. (2019). *Think Like a Coder!: Connecting Computational Thinking to Everyday Activities*. Independently published.

Books, K. (2018). *First Coding Book For Kids: Coding Games and Worksheets to Teach Little Kids (4-7 Years) How to Code*. Independently published.

Fay, M., & Aspinall, B. (2019). *Hallway Connections: Autism and Coding*. Independently published.

Funk, J. (2019). *How to Code a Rollercoaster* (Illustrated edition). Viking Books for Young Readers.

Levy, A., & Levy, G. (2018). *What Should Danny Do? School Day* (First edition). Elon Books.

Levy, A., & Levy, G. (2020). *What Should Darla Do? Featuring the Power to Choose* (Second edition). Elon Books.

McLennan, D. P. (2020a). *Kindercoding Unplugged: Screen-Free Activities for Beginners*. Redleaf Press.

McLennan, D. P. (2020b). *Everyday Coding*. Independently published.

McMenemy, D., & Aspinall, B. (2020). *What Happens When I Learn To Code?* Code Breaker Inc.

Other coding tools I have used:

[CodeQuest (APH)](https://www.aph.org/product/code-quest-for-ipad-only/)

[Cubetto](https://www.primotoys.com/)

[Genibot](https://www.genirobot.com/) (there are braille labels available for the coding cards)

[Swift Playgrounds Tactile Puzzle Worlds](https://lighthouse-sf.org/2019/01/22/swift-playgrounds-tactile-puzzle-worlds/)

[Ballyland](https://www.sonokids.org/ballyland-early-learning/ballyland-game-apps/)