Secret Coders: Potions & Parameters

Taylor Harris

Follow this and additional works at: https://scholarsarchive.byu.edu/cbmr

BYU ScholarsArchive Citation

This Book Review is brought to you for free and open access by the All Journals at BYU ScholarsArchive. It has been accepted for inclusion in Children's Book and Media Review by an authorized editor of BYU ScholarsArchive. For more information, please contact scholarsarchive@byu.edu, ellen_amatangelo@byu.edu.
Using the Turtle of Light to get past the robot duck army, they make it into One Zero’s prison where they find Hopper’s dad. There, Dr. One-Zero traps them and steals the Turtle of Light. With a clue from his niece, they are able to escape and seek help from Dr. Bee. After spoiling the evil plans to poison the whole city using the reservoir, Dr. Bee tells the Coders his story and encourages them to go to his hometown—Flatland, a land of 2-Dimensions—to obtain another Turtle of Light. The book ends with the challenge to open the portal using the skills of coding with parameters taught in this book.

The fifth installment in the series “Secret Coders,” this book continues the coding lessons by teaching parameters and coding different polygons. The story continues, but now with added elements of a possible romance, both between Eni and Hopper and Paz and Josh. The plot isn’t as strong as the first book; however, the storyline is coherent and allows for the coding instruction. As coding utilizes certain math skills, it strengthens reader’s knowledge of polygons and angles. The graphic novel form keeps it easy to see visually and better understand what the code does. A great resource for beginning coders, written in a style that you’d want to read for fun! Forget the textbooks and read Secret Coders.