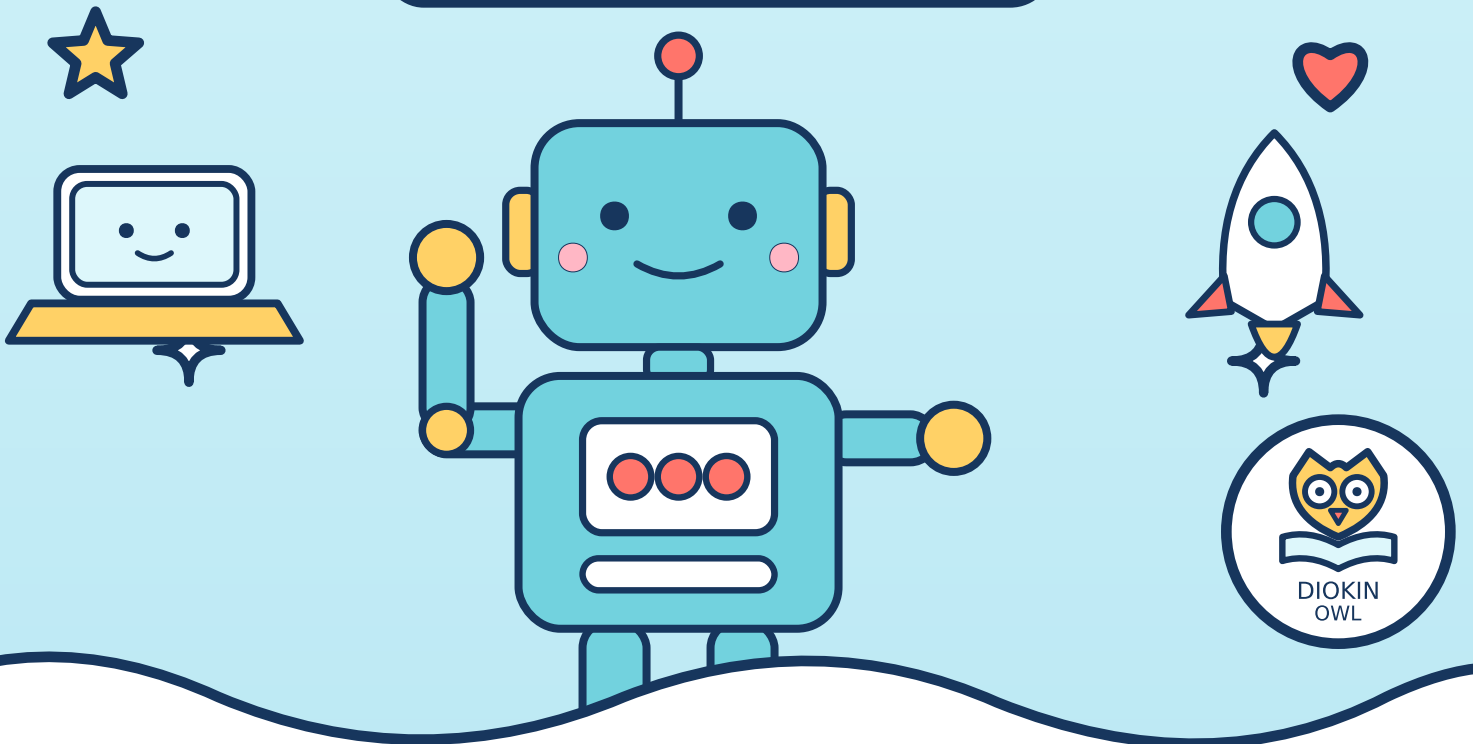


COLOR • LEARN • EXPLORE

LITTLE CODERS

A Screen-Free STEM Coloring & Activity Book
for Kids Ages 4-8 with Robots, Coding,
Algorithms, Logic Puzzles, and Computer Science

American English Edition



24 TECH FRIENDS • 9 MISSIONS • PARENT PROMPTS

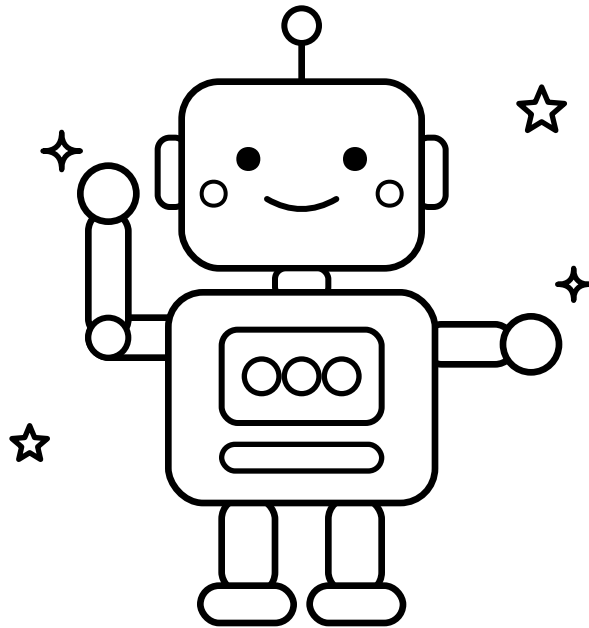
Diokin Owl

Diogo Peralta Cordeiro

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24 tech friends, 9 hands-on missions, and a mini glossary

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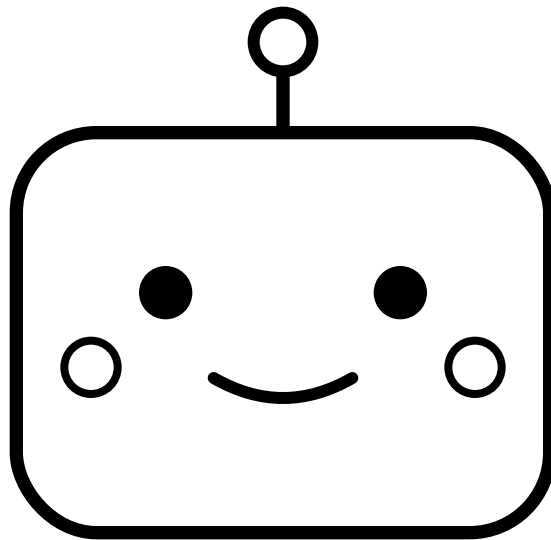
First American English edition
Imprint: Independently published
Printed on demand

For personal, non-commercial use.
Adult supervision is recommended for young children.
Historical note: the 1947 Mark II moth story is preserved by
the Smithsonian's National Museum of American History.

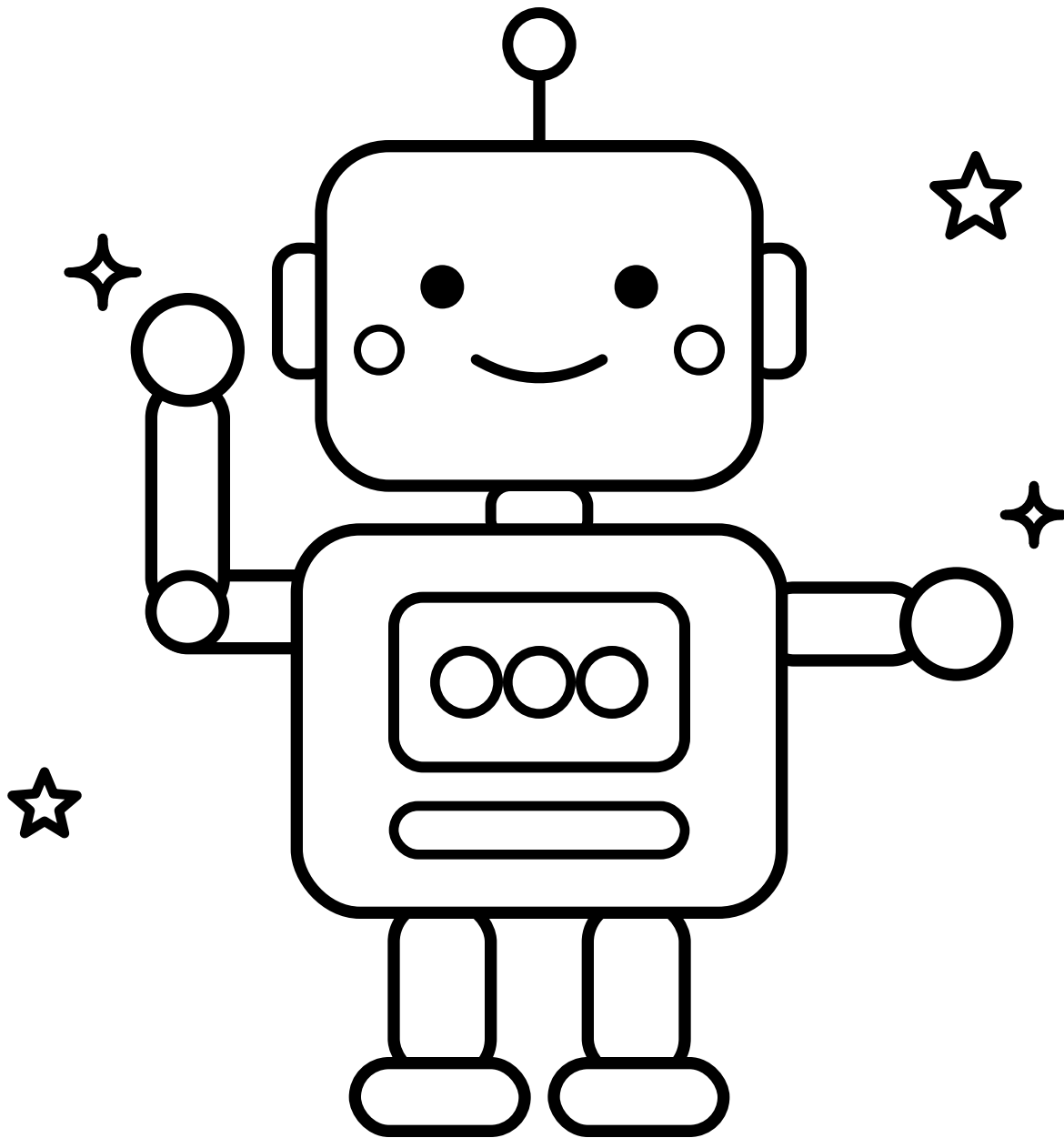
ISBN: 9798189713194



This book
belongs to



My favorite piece of technology is:

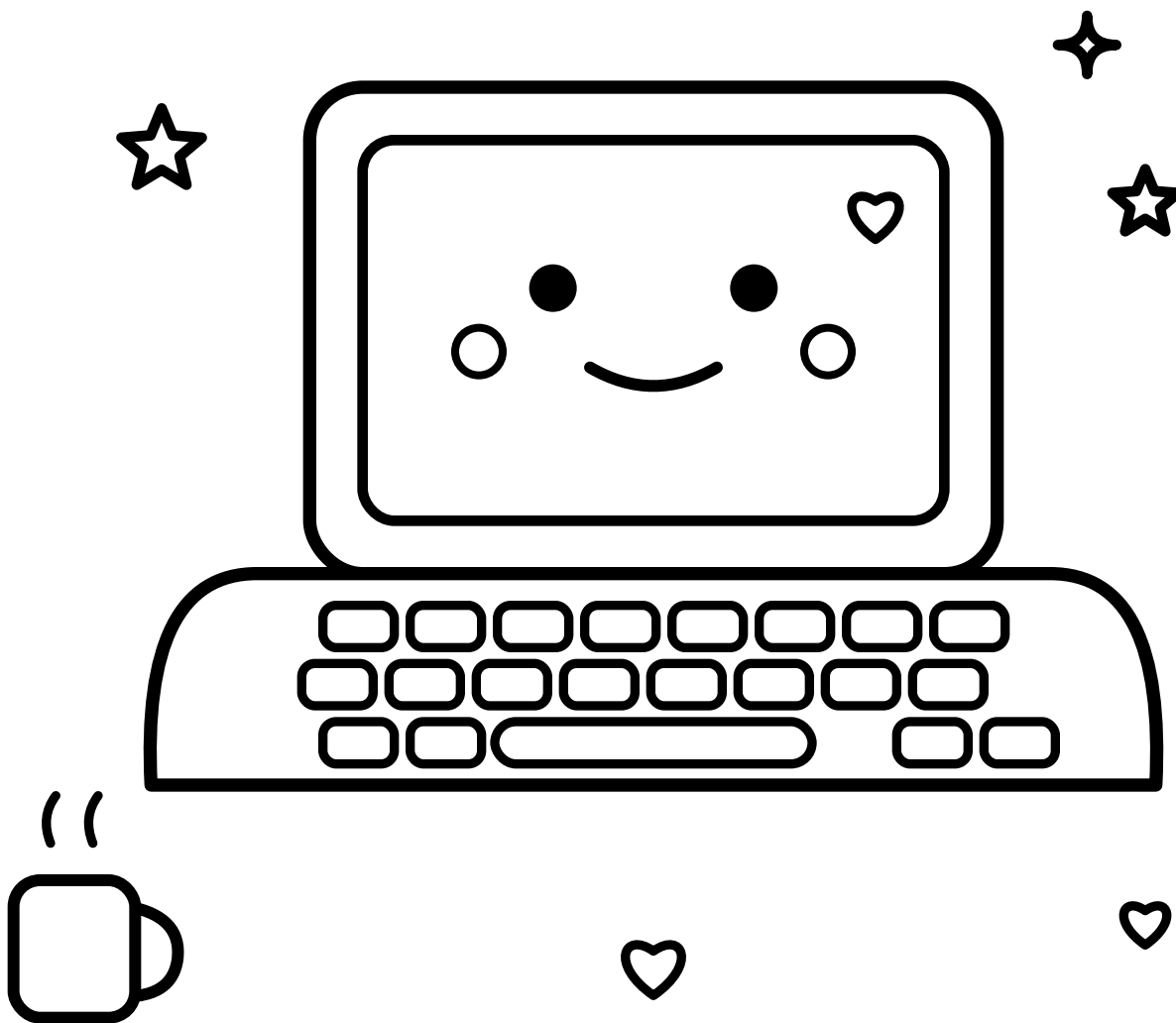


ROBOT



Robots use code and sensors to work out what to do.

TRY: Give this robot three clear steps for putting away one toy.

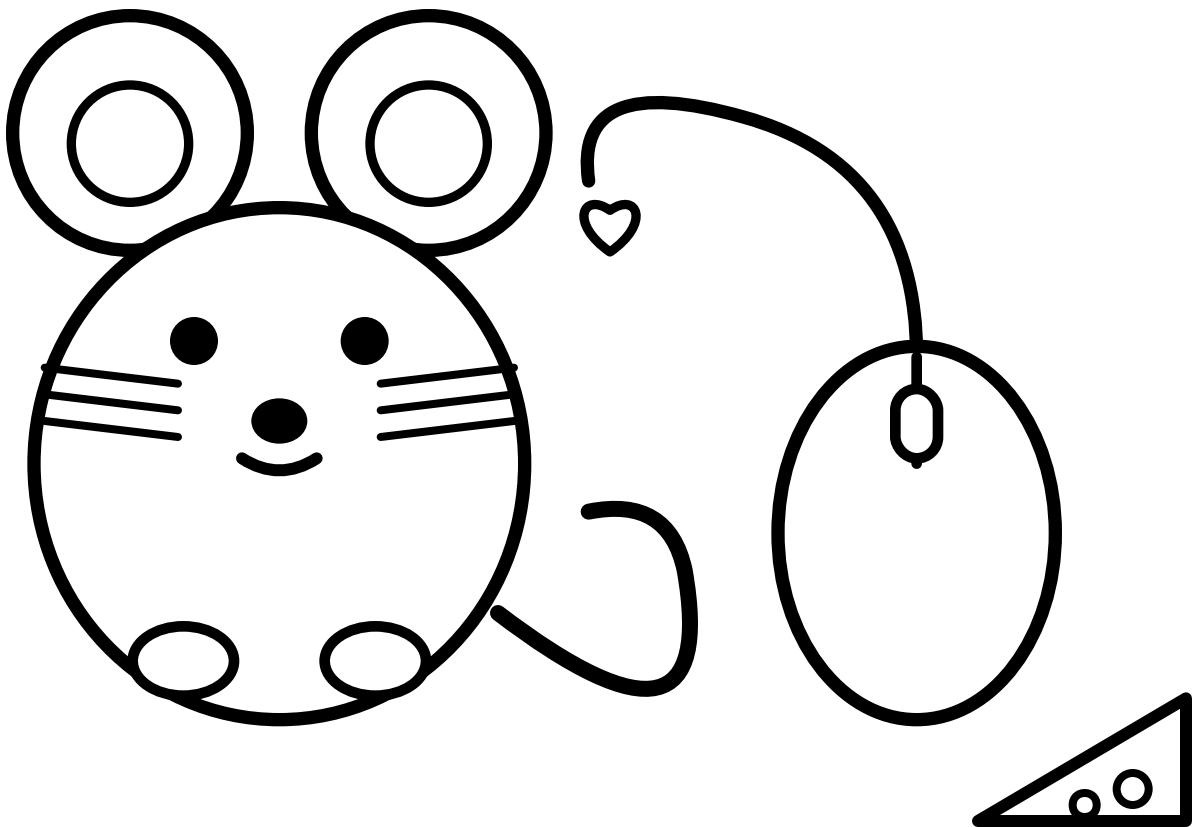


LAPTOP



A laptop is a portable computer with a screen and keyboard.

ASK: Which parts can you name or point to?



MOUSE



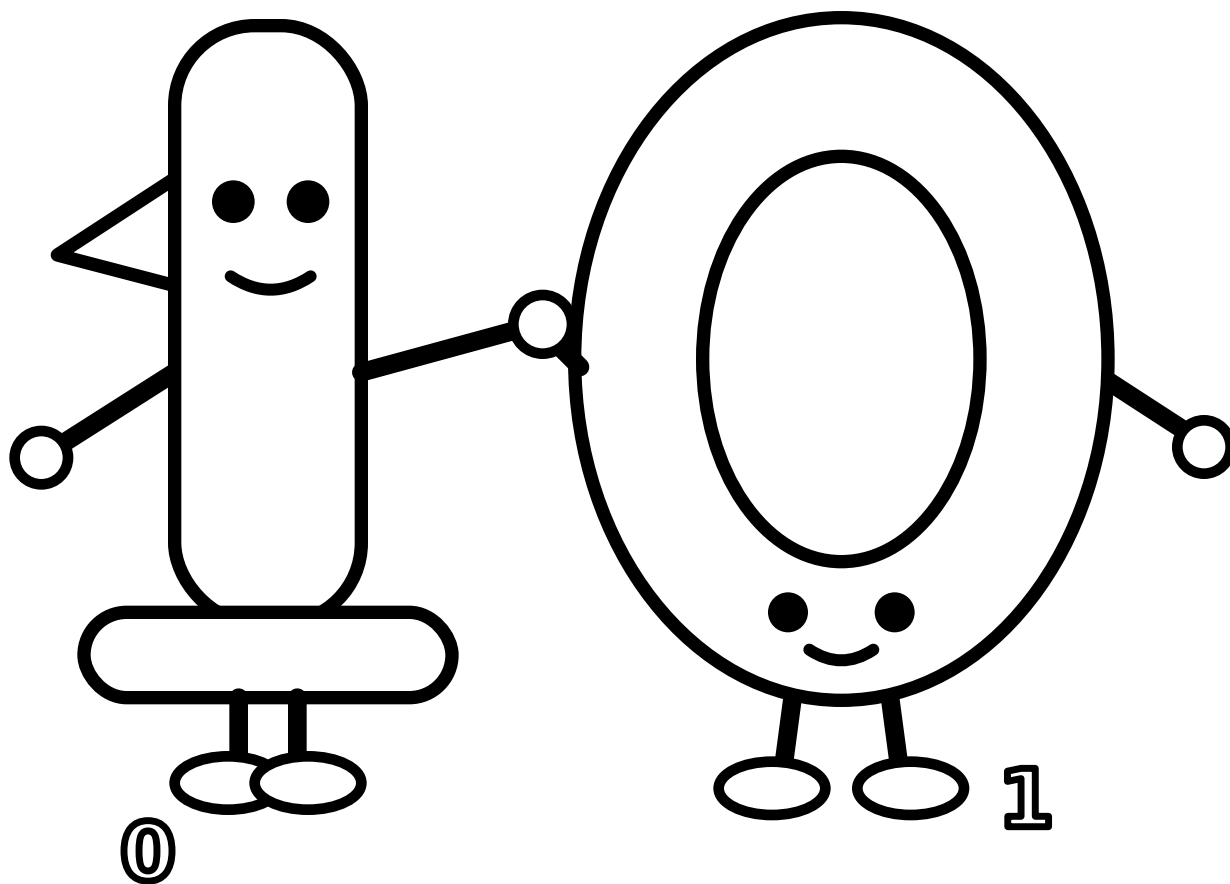
A computer mouse moves the pointer and helps you choose things on screen.

TRY: Point to three things you might click.

1

0

0

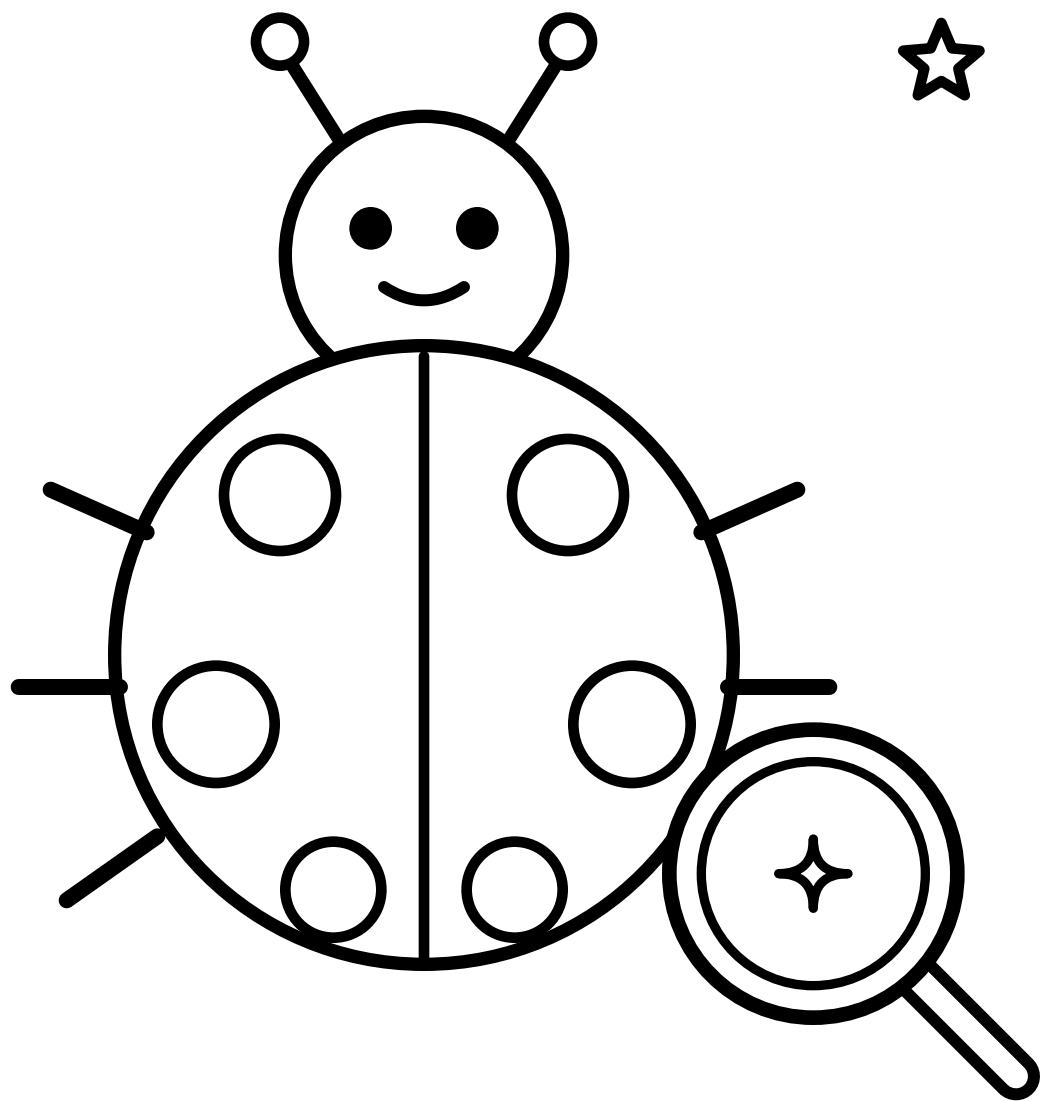


BINARY



Computers use patterns of 0s and 1s to represent information.

TRY: Make a repeating 0-1 pattern with two crayons.

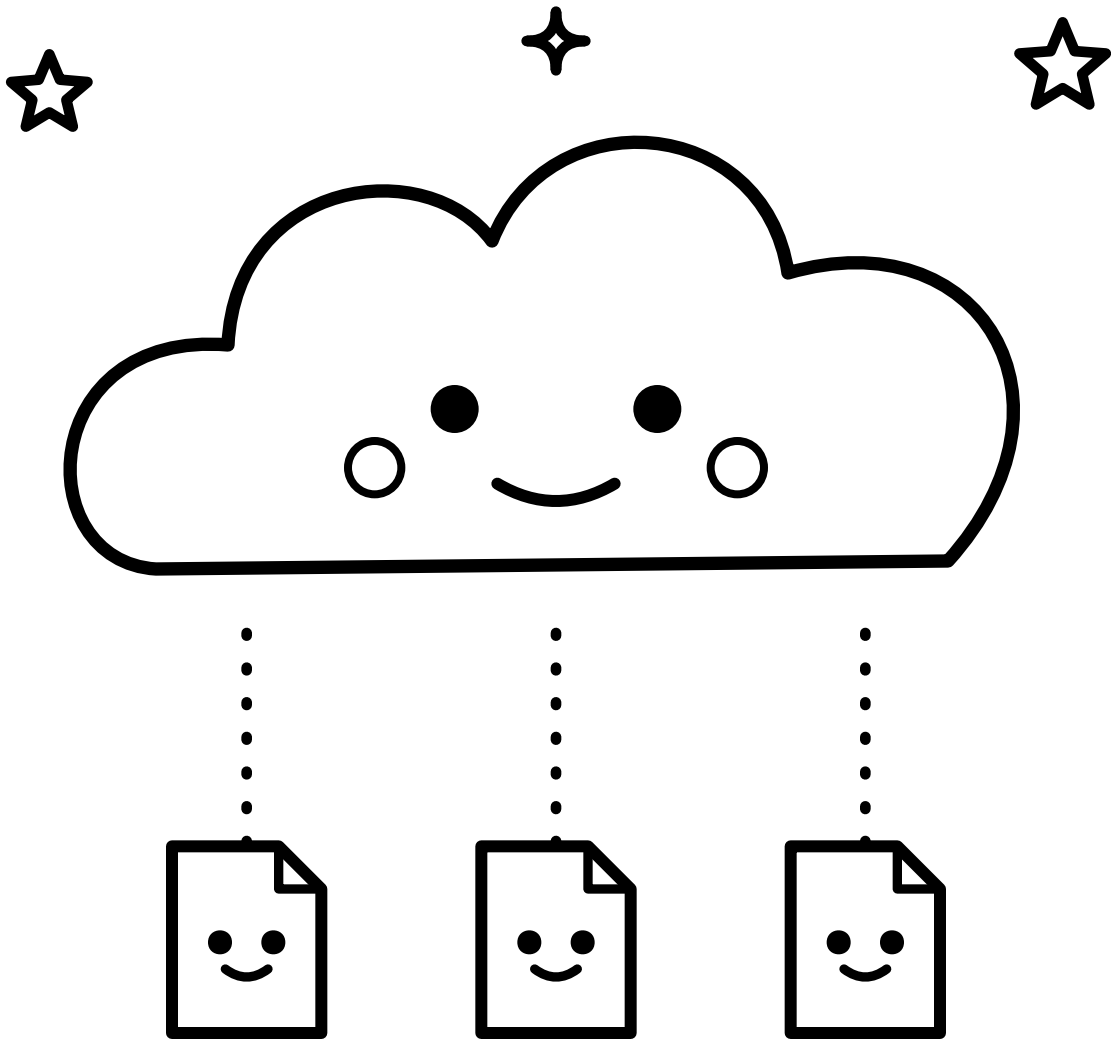


BUG



A coding 'bug' is a mistake that can make a program act strangely.

ASK: What could you check when something does not work as expected?



CLOUD



Cloud storage keeps files on remote computers connected through the internet.

ASK: Where might a photo travel when you save it online?

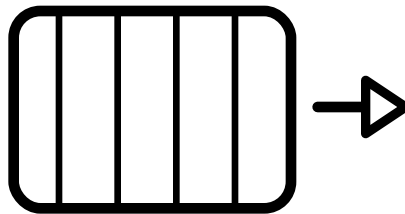
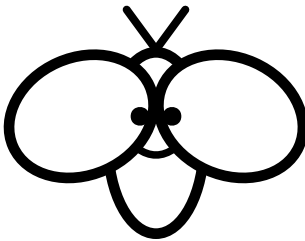
LITTLE CODER MISSION 1

THE REAL BUG

A true story about curiosity, mistakes, and trying again

READ TOGETHER

Long ago, engineers used a huge computer called the Harvard Mark II. In 1947, they found a moth stuck in one of its relays. People already used the word bug for technical problems, so the moth became a funny "real bug." Mathematician and programmer Grace Hopper worked with the team and helped make the story famous.



DEBUG IT

A toy robot must:

1. Pick up the red block
2. Put it in the box
3. Close the box
4. Pick up the block again

Circle the step that causes a problem.

Debugging means finding a problem and improving the steps.

GROWN-UP PROMPT

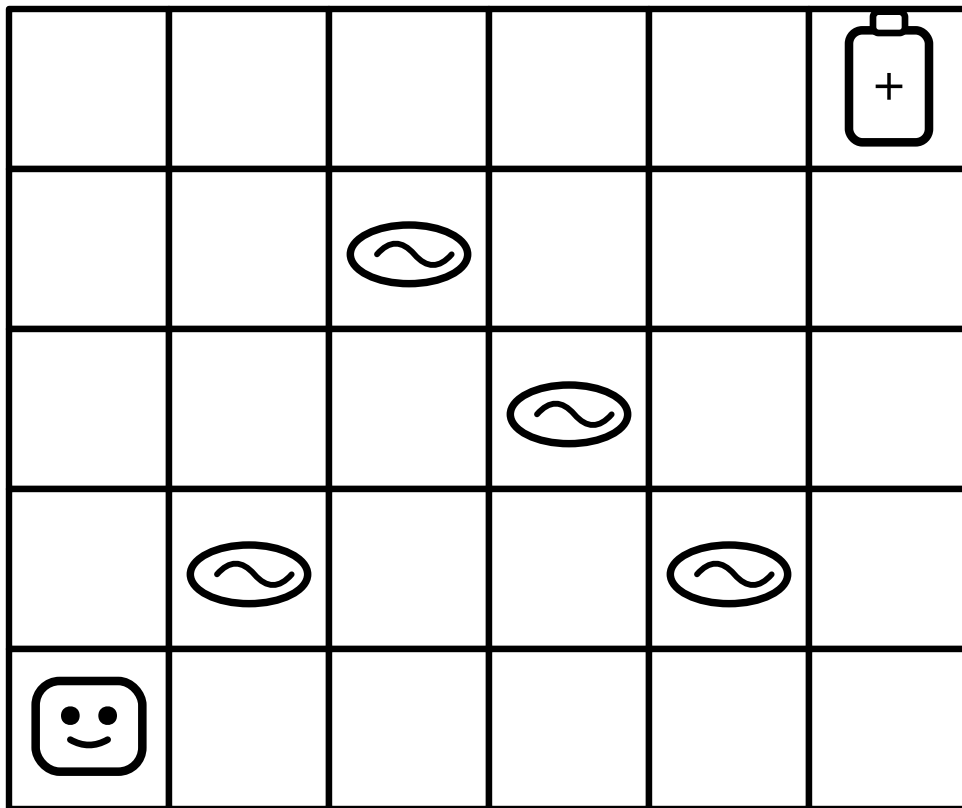
Ask: What did the engineers do when they found the problem? What can we do when our first idea does not work?

LITTLE CODER MISSION 3

ROBOT RESCUE

Computers need instructions that are clear and precise

Rori the robot moves one square at a time. Rori understands only four commands: UP, DOWN, LEFT, and RIGHT. Help Rori reach the battery without touching a puddle.



Write or draw the commands:

GROWN-UP PROMPT

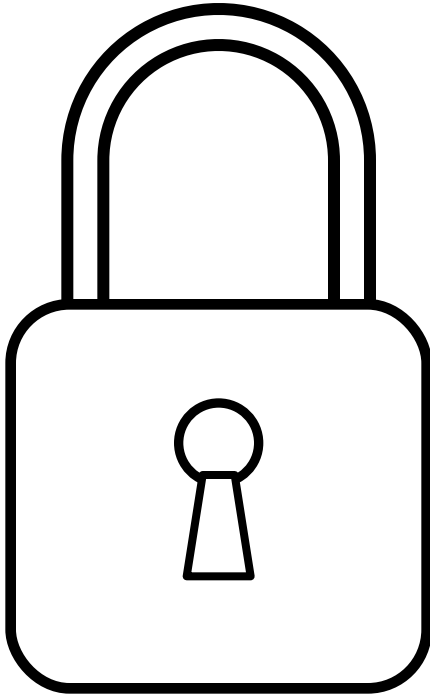
After finding one route, ask: Can you find another? Different algorithms can solve the same problem.

LITTLE CODER MISSION 8

PASSWORD POWER

Passwords help keep accounts safe - use pretend passwords on this page

Bob built a pretend castle for a toy dragon. A one-letter password was too easy to guess, so Bob made a longer pretend password from a few silly words. The family kept their real passwords private.



PRETEND CASTLE

Make up a silly PRETEND password for the toy castle:

SAFE HABITS

- ☐ Make passwords long and hard to guess.
- ☐ Use different passwords for important accounts.
- ☐ Tell a trusted grown-up if something feels wrong.
- ☐ Never write a real password in this book.

GROWN-UP PROMPT

Never ask a child to reveal a real password. Use this activity to talk about privacy, asking for help, and trusted adults.

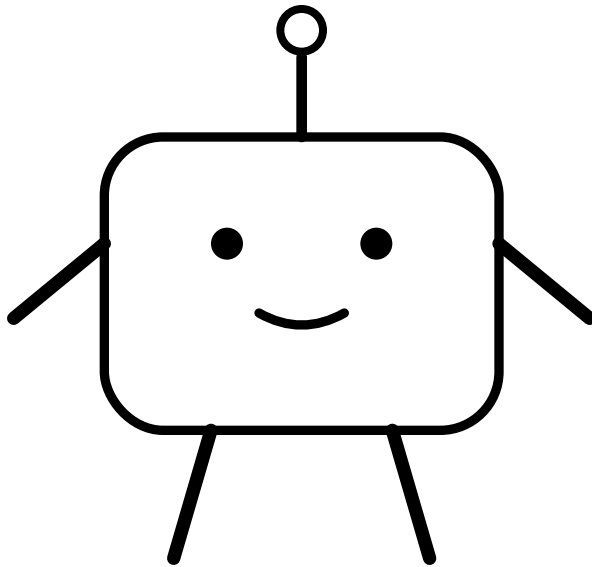
LITTLE CODER MISSION 9

INVENT FOR GOOD

Coding is not just about computers - it can help people solve problems

Milo noticed that carrying library books was hard for a grandparent. Milo imagined a friendly robot cart. First, Milo asked what would really help. Then Milo drew, tested, and improved the idea.

DESIGN YOUR HELPFUL ROBOT



Add tools, sensors, wheels, wings, or anything else your idea needs.

Who does it help?

What problem does it solve?

How will you test it?

How could you improve it?

I AM A PROBLEM-SOLVER

GROWN-UP PROMPT

Praise questions, effort, testing, kindness, and improvements - not only a perfect final drawing.

A playful first step into computer science

Meet 24 cheerful tech friends - from a waving robot and a happy laptop to binary buddies, a real computer bug, a satellite, and more.

Each picture pairs a quick, accurate fact with a playful prompt. Nine Little Coder Missions add stories, movement, puzzles, and design challenges that help kids test ideas and try again.

Single-sided pages

Playful STEM

9 hands-on missions

ABOUT THE CREATOR



Diokin Owl is the children's publishing brand created by Diogo Peralta Cordeiro, a computer scientist and researcher who creates playful, screen-free introductions to coding, technology, and engineering.



Color it. Question it. Test it. Improve it.

