

Accepted Manuscript

Learning to code via tablet applications: An evaluation of *Daisy the Dinosaur* and *Kodable* as learning tools for young children

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PII: S0360-1315(18)30242-2

DOI: [10.1016/j.compedu.2018.09.006](https://doi.org/10.1016/j.compedu.2018.09.006)

Reference: CAE 3449

To appear in: *Computers & Education*

Received Date: 13 December 2017

Revised Date: 7 September 2018

Accepted Date: 15 September 2018

Please cite this article as: Pila S., Aladé F., Sheehan K.J., Lauricella A.R. & Wartella E.A., Learning to code via tablet applications: An evaluation of *Daisy the Dinosaur* and *Kodable* as learning tools for young children, *Computers & Education* (2018), doi: <https://doi.org/10.1016/j.compedu.2018.09.006>.

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