

Computing Department

Wider Reading Opportunities



Please include any books or reports that are relevant to the student's age, learning and progress.

Year 7

Item	Author
Hello Ruby: adventures in coding	
Cyber Sprinters Game https://www.ncsc.gov.uk/collection/cybersprinters/the-game	National Cyber Security Centre
Hour of Code - https://hourofcode.com/uk	
Computational fairy Tales	Jeremy Kubica

Year 8

Item	Author
CodeAcademy - Learn to Code - for Free Codecademy	
A Beginner's Guide To Coding	Marc Scott
CoderDojo Nano	Clyde Hatter

Year 9

Item	Author
The CS detective	Jeremy Kubica
Hackers	Stephen Levy
CodeAcademy - Learn to Code - for Free Codecademy	

Year 10

Item	Author
Python for Teenagers	James R. Payne

Wired UK Podcast - The WIRED Podcast news and features WIRED UK	
Unity - Learn game development w/ Unity Courses & tutorials in game design, VR, AR, & Real-time 3D Unity Learn	
Alan Turing: The enigma	Andrew Hodges

Year 11

Item	Author
Python for Teenagers	James R. Payne
Wired UK Podcast - The WIRED Podcast news and features WIRED UK	
Unity - Learn game development w/ Unity Courses & tutorials in game design, VR, AR, & Real-time 3D Unity Learn	
Trigger Happy – The inner life of video games	Steven Poole

Year 12

Item	Author
Coders at work: Reflections on the craft of programming	Peter Seibel
Nine Algorithms That Changed the Future: The Ingenious Ideas That Drive Today's Computers	John MacCormick

Year 13

Item	Author
Deep Thinking: Where Machine Intelligence Ends and Human Creativity Begins	Garry Kasparov
Code: The Hidden Language of Computer Hardware and Software	Charles Petzold