

# ICT & Computer Science

## Recommended Reading

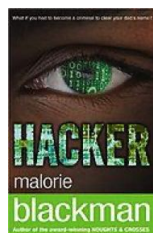
KS3

Year 7, 8 & 9

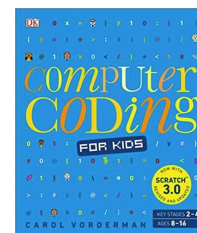
Ant Clancy: Games Detective  
by Ruth Morgan



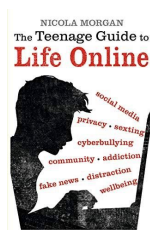
Hacker  
by Malorie Blackman



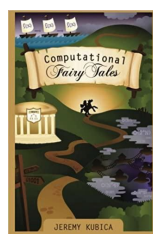
Computer Coding for Kids: A unique step-by-step visual guide, from binary code to building games  
by Carol Vorderman



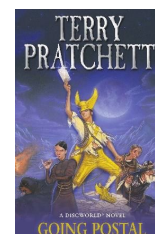
The Teenage Guide to Life Online  
by Nicola Morgan



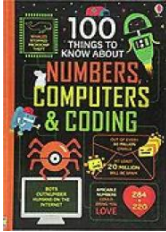
Computational Fairy Tales  
by Jeremy Kubica



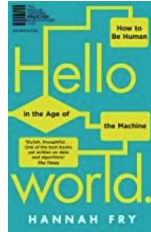
Going Postal  
by Terry Pratchett



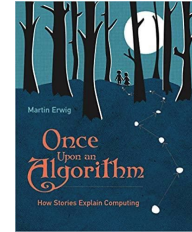
100 Things to Know About  
Numbers, Computers &  
Coding  
by Various Authors



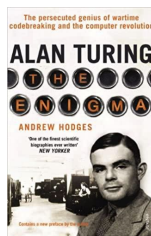
Hello World: How to be  
Human in the Age of the  
Machine  
by Hannah Fry



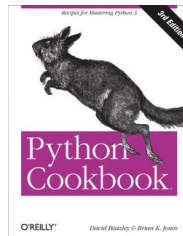
Once Upon an Algorithm: How  
Stories Explain Computing  
by Martin Erwig



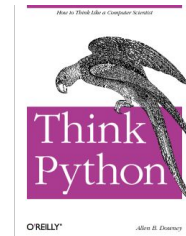
Alan Turing: The Enigma  
by Andrew Hodges



Python Cookbook  
By David Beazley & Brian K Jones



Think Python  
by Allen B Downey



Python for Dummies  
by Stef Maruch

