

## 4. Reading List

### Course Textbooks

These are the two textbooks we use for the KS4 and KS5 Computer Science courses we offer.

1. **KS4:** "GCSE Computer Science for AQA 8525" by Kevin R Bond
2. **KS5:** "A/AS Level Computer Science for WJEC/Eduqas Student Book (A Level Comp 2 Computer Science WJEC/Eduqas)" by Mark Thomas, Alistair Surrall, Adam Hamflett

### Additional Textbooks

The following are textbooks that we recommend alongside the core textbook. We don't use them directly in class but are valuable resources that students can use to supplement their education at home.

1. "Learning to Program in Visual Basic" by Sylvia Langfield, PG Online
2. "Essential Maths Skills for AS/A Level Computer Science" by Gavin Craddock, Victoria Ellis
3. "GCSE Computer Science AQA Revision Guide" by CGP Books
4. "GCSE Computer Science AQA Revision Question Cards" by CGP Books
5. "GCSE Computer Science AQA Exam Practice Workbook" by CGP Books

### General:

The following is a suggested reading list of books that focus on helping learners to enthuse and read about the subject area and to develop and work on many of the concepts and skills we need in Computer Science. The list is mostly aimed at ages 11-14 but would entertain and help older students.

None of these are required for our curriculum but students may find them an interesting read. Many of these provide practical tasks and activities that could be done at home to enhance a learner's understanding of Computer Science.

1. "Visual Basic in easy steps, 7th edition" by Mike McGrath
2. "Scratch Programming in Easy Steps" by Sean McManus
3. "The History of the Computer" by Rachel Igotofsky
4. "The Nostalgia Nerd's Retro Tech: Computer, Consoles & Games" by Peter Leigh
5. "The Big Book of Makerspace Projects" by Colleen Graves and Aaron Graves
6. "Computer Coding for Kids" by Carol Vorderman
7. "How to Code: A Step-By-Step Guide to Computer Coding" by Max Wainwright
8. "The Lego Mindstorms EV3 Discovery Book" by Laurens Valk
9. "Networks, Crowds, and Markets: Reasoning About a Highly Connected World" by David Easley and Jon Kleinberg
10. "A Smart Kid's Guide to Social Media, Surfing the Web, and Staying Safe Online" by Alden C.B.

## Websites and other media:

1. <https://code.org/>
2. <https://www.codecademy.com/>
3. <https://scratch.mit.edu/>
4. <https://www.aqa.org.uk/subjects/computer-science-and-it/gcse/computer-science-8525>
5. <https://www.eduqas.co.uk/qualifications/computer-science-as-a-level>
6. <https://student.craigndave.org/>
7. <http://www.computersciencebytes.com/>
8. <https://www.advanced-ict.info/>
9. <https://www.computerscience.gcse.guru/>
10. <https://isaacomputerscience.org/>
11. <https://www.bbc.co.uk/bitesize/examspecs/zkwsjhy>
12. <https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>
13. <https://www.youtube.com/computerphile>
14. <https://www.youtube.com/csdojo>
15. <https://www.youtube.com/thenewboston>
16. <https://www.youtube.com/ProgrammingKnowledge>
17. <https://www.youtube.com/AardaerimusDAritonyss>