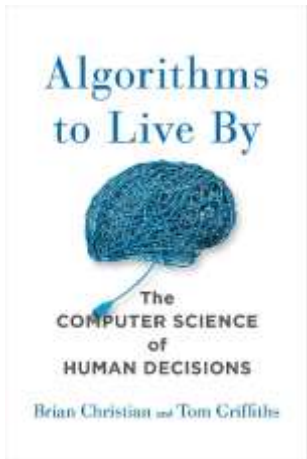
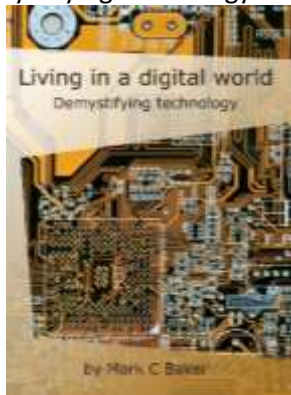
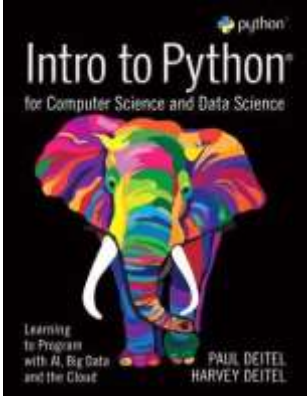

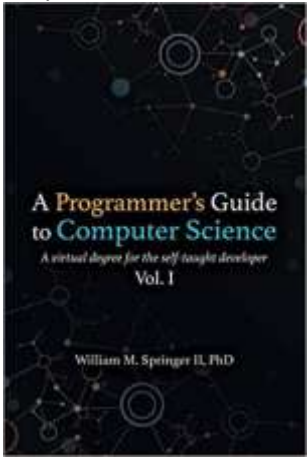




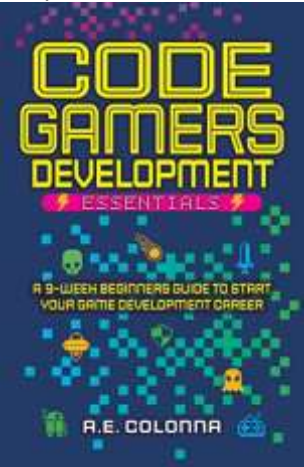


# Computing Curriculum Reading list

<b>Book Title</b>	<b>Author</b>	<b>What's it about?</b>	<b>Suggested age range</b>
<p>Algorithms to Live by The Computer Science of Human Decisions</p> 	Brian Christian	A fascinating exploration of how computer algorithms can be applied to our everyday lives. In this dazzlingly interdisciplinary work, acclaimed author Brian Christian and cognitive scientist Tom Griffiths show us how the simple, precise algorithms used by computers can also untangle very human questions.	14+
<p>Living in a digital world: Demystifying technology</p> 	Mark C. Baker	We are living through an information revolution that is radically changing all aspects of our lives. Living in a Digital World is designed for anyone who would like to build a better understanding of our increasingly digitally dominated world. Living in a Digital World will help you to create a sturdy framework, to improve your understanding of digital technology.	11+

<p>Intro to Python for Computer Science and Data Science: Learning to Program with AI, Big Data and The Cloud</p> 	<p>Paul &amp; Harvey M. Deitel</p>	<p>A ground-breaking, flexible approach to computer science and data science, a unique approach to teaching introductory Python programming, appropriate for both computer-science and data-science audiences. Providing the most current coverage of topics and applications. Real-world datasets and artificial-intelligence technologies allow students to work on projects making a difference in business, industry, government and academia.</p>	<p>11+</p>
<p>Classic Computer Science Problems in Python: Easy to Advanced Programming Challenges to Sharpen Your Coding Skills and Improve Your Algorithmic Thinking</p> 	<p>David Kopec</p>	<p>Classic Computer Science Problems in Python presents dozens of coding challenges, ranging from simple tasks like finding items in a list with a binary sort algorithm to clustering data using k-means.</p> <p>Classic Computer Science Problems in Python deepens your Python language skills by challenging you with time-tested scenarios, exercises, and algorithms. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems</p>	<p>14+</p>

<p>A Programmer's Guide to Computer Science: A virtual degree for the self-taught developer</p> 	<p>William Springer</p>	<p>You know how to code.....but is it enough?</p> <p>Do you feel left out when other programmers talk about asymptotic bounds? Have you failed a job interview because you don't know computer science? Volume one covers the most frequently referenced topics, including:</p> <ul style="list-style-type: none"> <li>- Algorithms and data structures</li> <li>- Graphs</li> <li>- Problem-solving techniques</li> <li>- Complexity theory</li> </ul>	<p>11+</p>
<p>How to Learn Computer Science: Stories, skills and superpowers</p> 	<p>Alan J. Harrison</p>	<p>How To Learn Computer Science is for all ambitious students of computer science. Reading this book will illuminate the subject, explaining where each topic comes from, looking at its history and exploring links to wider culture. The book tackles some key stumbling blocks in each topic such as common misconceptions: mistaken ideas about the topic that slow you down and cause frustration. Plenty of 'fertile questions' prompt you to think hard about the topic, and each chapter encourages you to 'Stretch It' by trying some ambitious activities, 'Link It' to other topics and 'Build It' in the form of a practical project. You will also find links to helpful resources and further reading for greater depth, and some super study skills that will help you achieve a top grade. Read this book for a top grade in Computer Science!</p>	<p>11+</p>

<p>The Ultimate 80's Retro Gaming Collection: Essential Guide to Gaming's Greatest Decade</p> 	<p>Dan Peel</p>	<p>An in-depth analysis of the best video game franchises, characters, consoles, and computers of the 1980's. Curating the most important games, including Pac Man, Tetris, Frogger, Outrun, Zelda, Super Mario, and more, as well as the hardware: the NES, C64, Sega Mega System, the Amiga 50, and more.</p>	<p>7+</p>
<p>Code Gamers Development: Essentials: A 9-Week Beginner's Guide to Start Your Game-Development Career</p> 	<p>A E Colonna</p>	<p>Are you a beginner who'd like to know how to program video games? Would you like to get ahold of simple, effective, and compatible steps that will enable you to be an excellent problem solver while game programming? Do you want to start game coding without worrying if you're smart enough to get it right? If your answer is yes to any of these questions, you've got to read this book! A.E Colonna is an avid gamer and a self-taught game developer who is ready to give you a smooth introduction to video game development. Through this comprehensive guide, he will teach you the different types of game engines and show you how to code your own game using the C# programming language. After nine weeks, you're guaranteed to know the basic coding concepts; you'll be ready to create your first game using C# and the unity engine!</p>	<p>10+</p>