



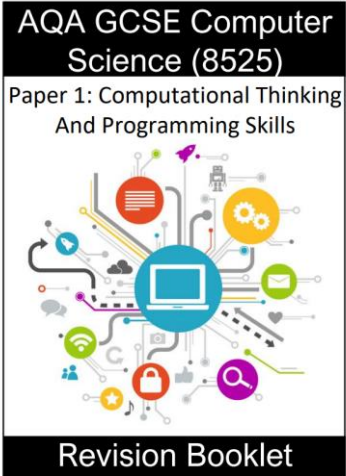
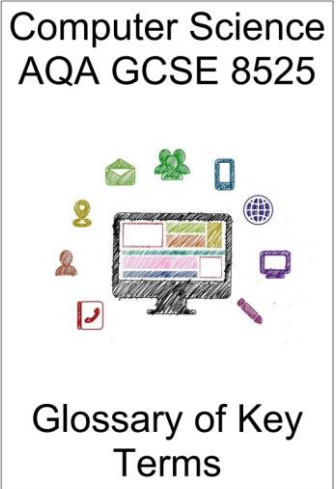
SWGS KS4 READING LIST: COMPUTER SCIENCE

The purpose of this reading list is to encourage students to read, enjoy and learn beyond the taught curriculum. You can use the resources here to support and to enrich your learning.

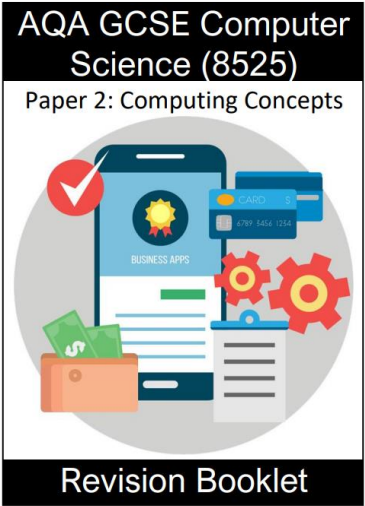
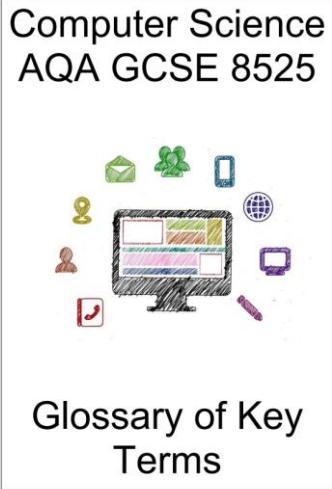
General * denotes main textbook(s)

	*CGP GCSE AQA Computer Science – Complete Revision and Practice (provided by SWGS)
	CGP GCSE AQA Computer Science – Revision Guide (copies available for loan in the SWGS Computer Science office)
	CGP Python for GCSE Computer Science – Programming Guide (copies available for loan in the SWGS Computer Science office)
	GCSE Computer Science AQA Revision Question Cards: for the 2024 and 2025 exams (copies available for loan in the SWGS Computer Science office)

Computer Science Paper 1

 AQA GCSE Computer Science (8525) Paper 1: Computational Thinking And Programming Skills Revision Booklet	GCSE AQA Computer Science – Paper 1 Revision Booklet (provided by the SWGS Computer Science Department)
 Paper 1 Knowledge Organisers (provided by the SWGS Computer Science Department)	Paper 1 Knowledge Organisers (provided by the SWGS Computer Science Department)
 Computer Science AQA GCSE 8525 Glossary of Key Terms	AQA GCSE Computer Science Glossary of Terms (provided by the SWGS Computer Science Department)

Computer Science Paper 2

	GCSE AQA Computer Science – Paper 2 Revision Booklet (provided by the SWGS Computer Science Department)
	Paper 2 Knowledge Organisers (provided by the SWGS Computer Science Department)
	AQA GCSE Computer Science Glossary of Terms (provided by the SWGS Computer Science Department)

Other Useful Resources

AQA GCSE (8525) BBC Bitesize - [GCSE Computer Science - AQA - BBC Bitesize](#)

Issac Computer Science – AQA GCSE Computer Science

REVISION - GCSE topics — [Isaac Computer Science](#)

STUDENT REVISION BOOSTER EVENTS - [Events — Isaac Computer Science](#)

SMART REVISE – AQA GCSE Computer Science - [Smart Revise | Teacher - Dashboard](#)

Physics and Maths Tutor – past GCSE Computer Science papers - [GCSE Computer Science Past Papers - PMT \(physicsandmathstutor.com\)](#)

Computer Science CS - [Home - CSUK:ReviseCS](#)

General Reads* (*book titles are hyperlinked for further information)

- **Computational fairy tales** - Jeremy Kubica, introduces dozens of aspects of computational design. Using analogies from fairy tales, Mr. Kubica inspires readers to take in each concept and then extend their learning on their own.
- **Best Practices of Spell Design** - Jeremy Kubica. A book set in the same world as Computational Fairy Tales and the story is every bit as good as the first book. Focussing this time on good programming practices - commenting, functions, ... - the book introduces the ideas in the familiar fairytale style. Available as an ebook.
- **Nine algorithms that changed the world** - does just what it says on the tin.
- **Hackers** - Stephen Levy This is a very enjoyable book. I found it inspirational and learned a lot about the development of the home computer (amongst other things).
- **Alan Turing: The Enigma** - Andrew Hodges This is a great biography. A fascinating insight into the early history of computing.
- **What the Dormouse Said** - John Markoff It's an in depth look at the early history of human-computer interfaces, amongst other things.
- **Algorithms Unplugged** - Ed Vocking, 2011. "In this book we present some of the most beautiful algorithmic ideas in 41 articles written in colloquial, nontechnical language. Most of the articles arose out of an initiative among German-language universities to communicate the fascination of algorithms and computer science to high-school students. The book can be understood without any prior knowledge of algorithms and computing, and it will be an enlightening and fun read for students."
- **Algorithmic Puzzles** - Levitin & Levitin, 2011. Quite original, includes some of the most classic puzzles in Computer Science and contains special sections on problem-solving techniques.
- **Code: The Hidden Language of Computer Hardware and Software** - Charles Petzold, 2000. Petzold's epic journey from two ten-year old's communicating by torches, through logic and switches, to microprocessors and operating systems. Or as Jeff Atwood describes it another love letter to the computer.
- **Brown Dogs and Barbers Beecher** - Karl (2014) Excellent, short, readable book that answers the question 'What's Computer Science all about?'
- **Little Brother** - Cory Doctorow, 2008. From the book's website: "Marcus, a.k.a "w1n5t0n", is only seventeen years old, but he figures he already knows how the system works—and how to work the system. Smart, fast, and wise to the ways of the networked world, he has no trouble outwitting his high school's intrusive but clumsy surveillance systems."