

Reading beyond the classroom ICT, Years 7 – 11.

BYRCHALL
HIGH SCHOOL

While in Years 7, 8, 9, 10 and 11 students should try and read a wide variety of books.

Newspapers and magazines are a good source of reading and these types of text will help prepare students for both their academic studies and for using computers and technology in the wider world. Whether this is for Y7-9 students who are just interested in technology and enjoy the different units we study, or older students studying options courses. For example, Computer Science and Information Technology students (or younger students thinking of taking either as a GCSE option) need a good understanding of how computer specifications differ, looking at why we might need powerful systems or more energy-efficient computers depending on what they will be used for.

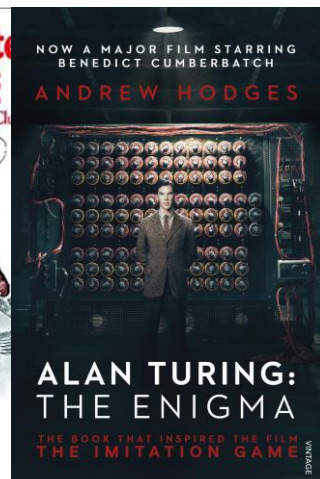
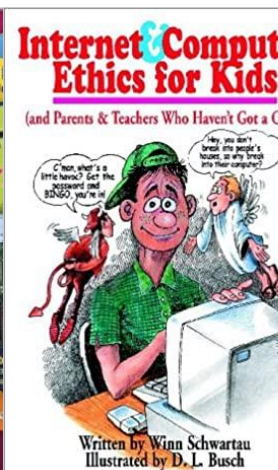
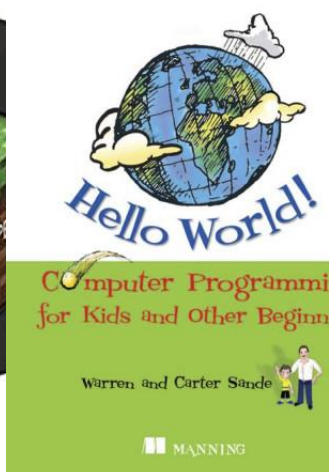
This is where a general interest in the subject in your life outside of school will help you at any point in your school career. Students thinking of taking the iMedia course will find that if they understand a little about how different kinds of media are planned, designed and made, they will find their studies a lot easier. Therefore, even students who read magazines like Total Film or more 'serious' gaming magazines like Edge or WireFrame will feel even more confident in class and when sitting down to do coursework or an exam.

<https://getcomputeractive.co.uk/>
<https://www.wired.co.uk/magazine>
<https://subscribe.pcpro.co.uk/>
<https://wireframe.raspberrypi.com/>
<https://www.gamesradar.com/edge/>
<https://www.gamesradar.com/uk/totalfilm/>

There are a number of high-quality websites for students who simply like to read about the subject area and keep their knowledge fresh and up-to-date:

<https://www.tomshardware.com/uk>
<https://www.bbc.co.uk/news/technology>
<https://www.imdb.com/>
<https://www.stuff.tv>
<https://www.techradar.com/uk>

In addition to this, our recommendations follow below. These texts do not form part of our schemes of work so reading them will not spoil students' enjoyment of future lessons. They will most likely complement the work we do.



Carrie Anne Philbin

Adventures in Raspberry Pi

Even if your kids don't have an ounce of computer geek in them, they can learn to code with Raspberry Pi and this wonderful book. Written for 11- to 15-year-olds and assuming no prior computing knowledge, this book uses the wildly successful, low-cost, credit-card-sized Raspberry Pi computer to explain fundamental computing concepts. Young people will enjoy going through the book's nine fun projects while they learn basic programming and system administration skills, starting with the very basics of how to plug in the board and turn it on.

Carter Sande and Warren Sande
Other Beginners

Hello World! Computer Programming for Kids and

Your computer won't respond when you yell at it. Why not learn to talk to your computer in its own language? Whether you want to write games, start a business, or you're just curious, learning to program is a great place to start. Plus, programming is fun!

Hello World! provides a gentle but thorough introduction to the world of computer programming. It's written in language a 12-year-old can follow, but anyone who wants to learn how to program a computer can use it. Even adults. Written by Warren Sande and his son, Carter, and reviewed by professional educators, this book is kid-tested and parent-approved.

Winn Schwartau

Internet & Computer Ethic for Kids

Internet and Computer Ethics for Kids (and Parents and Teachers Who Haven't Got a Clue) The Book of cyber-ethical Questions for the Information Age. The Title says it all.

It discusses, in a non-technical language that everyone can understand, one of the most serious issues facing us today: hackers, hacking and cyber-ethics.

David Whale and Martin O'Hanlon

Adventures in Minecraft

Learn how to extend Minecraft and create a new gaming experience, by exploring the magical world of Minecraft programming. *Adventures in Minecraft*, like other books in the highly successful *Adventures* series, is written especially for 11- to 15-year-olds. With this book you will learn new programming skills while having fun with Minecraft!

Alex Wiltshire

Minecraft: Blockopedia

Discover everything you ever wanted to know about the amazing blocks of Minecraft in this mega-oversized Blockopedia that comes in a ground-breaking new hexagonal format!

Presented in a ground-breaking format - a hexagonal book - Blockopedia contains everything you need to know to make the most of the blocks that make up the Minecraft world. It's a beautiful and comprehensive reference tool for beginners and more experienced players alike.

Sara Turing

Alan M. Turing: Centenary Edition

'In a short life he accomplished much, and to the roll of great names in the history of his particular studies added his own.' So is described one of the greatest figures of the twentieth century, yet Alan Turing's name was not widely recognised until his contribution to the breaking of the German Enigma code became public in the 1970s. The story of Turing's life fascinates and in the years since his suicide, Turing's reputation has only grown, as his contributions to logic, mathematics, computing, artificial intelligence and computational biology have become better appreciated. To commemorate the centenary of Turing's birth, this republication of his mother's biography is enriched by a new foreword by Martin Davis and a never-before-published memoir by Alan's older brother. The contrast between this memoir and the original biography reveals tensions and sheds new light on Turing's relationship with his family, and on the man himself.

Nigel Cawthorne

Alan Turing: The Enigma Man

I can't imagine a lot of young people these days know the name Alan Turing. It's an oversight on the part of educators that his man is not more widely known for his incredible achievements both during WWII and after its conclusion. Not only did Turing break an unbreakable code but his efforts shortened the war by two years saving millions of lives. He was also the first to theorise and actualise Turing Machines, you may know them as computers. What I loved about this book was

that it didn't shy away from his homosexuality as so many books do. Instead, it celebrates his bravery living as an openly gay man in a time when homosexuality was illegal. His experiences with the law and oestrogen therapy are horrifying to read about, but it really is a tribute to him and other men given the same treatment that it didn't beat him into subservience and he kept being the man he knew he was. The life of this incredible man has for so long been neglected, this book is an important read for those who recognise and appreciate everything he has done for our history, our present, and our future.

Jonathan Hennessey

The Comic Book Story of Video Games

The idea of telling the history of video games in a graphic novel is a radically inventive idea, and Jonathan Hennessey and his team have done an amazing job of it. It is chock full of fascinating stories about the people who laid the foundation for the technologies we take for granted today. I wish my history textbooks from high school had been this cool. I highly recommend this book! -- Warren Davis, designer/programmer of Q*Bert

The Comic Book Story of Video Games is fun, smart, and informative, all at the same time. Hennessey manages to be scholarly, too, as he blends forty years of sources, putting mysteries in context and settling controversies. The illustrations by Jack McGowan are terrific and appear lively enough to spring from the page.

Jason Schreier

Blood, Sweat, and Pixels

In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of six hundred overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, Blood, Sweat, and Pixels reveals how bringing any game to completion is more than Sisyphean—it's nothing short of miraculous.

Examining some of the bestselling games and most infamous failures, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio BioWare's challenge to beat an impossible schedule and overcome countless technical nightmares to build Dragon Age: Inquisition; indie developer Eric Barone's single-handed efforts to grow country-life RPG Stardew Valley from one man's vision into a multimillion-dollar franchise; or Bungie employees spinning out from their corporate overlords at Microsoft to create Destiny, a brand-new universe that they hoped would become as iconic as Star Wars and Lord of the Rings—even as it nearly ripped their studio apart.

Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

'A child who reads will be an adult who thinks.'

Sasha Salmina (Artist)