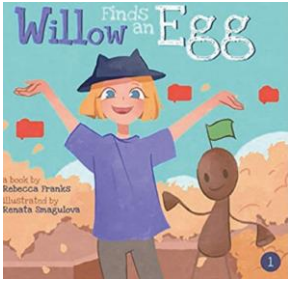
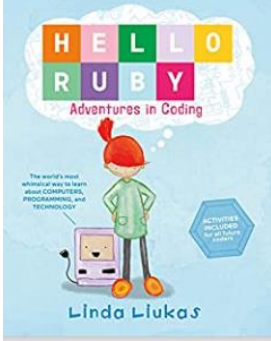
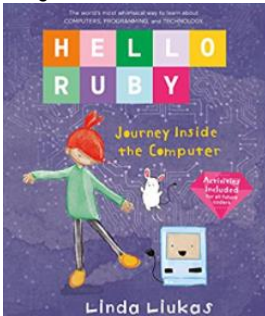
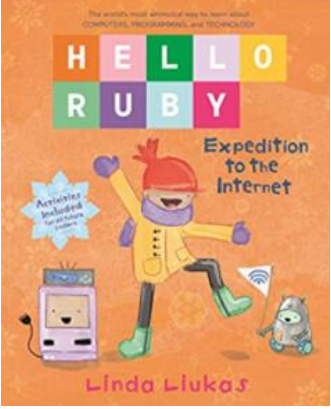
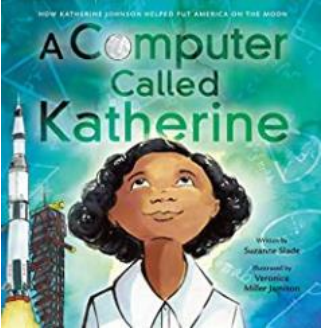


Computing book list

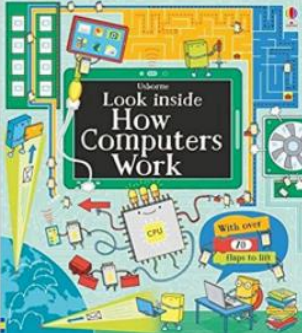
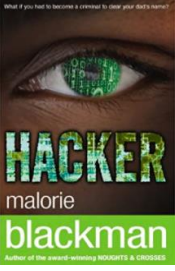

The book list will updated each term – see also Online Safety book list and resources

Book and author	Description	Possible areas of use
<p>Willow Finds an Egg: A Willow Code Adventure by Rebecca Franks (illustrator Renata Smagulova)</p> 	<p>'Willow Finds an Egg' is a beautifully illustrated storybook that gently introduces young readers to the world of coding using the programming language, Scratch.</p> <p>Willow loves to make up adventures when she is faced with any kind of boring task to do. In this story, Willow's Mum asks her to tidy her room and find that lost egg!</p>	<p>KS1/KS2 - Programming (e.g. Scratch)</p>
<p>Hello Ruby: Adventures in Coding 1 by Linda Liukas</p> 	<p>"Writing software is about expression, creativity, and practical application. Our kids should learn to bend, join, break and combine code in a way it wasn't designed to. Just as they would with crayons and paper or wood and tools. I believe there's plenty to learn in programming logic and culture before showing children a single screen." -- <i>Linda Liukas author of Hello Ruby</i></p>	<p>KS1- Programming</p>
<p>Hello Ruby: Journey Inside the Computer: 2 by Linda Liukas</p> 	<p>In Ruby's world anything is possible if you put your mind to it--even fixing her father's broken computer! Join Ruby and her new friend, Mouse, on an imaginative journey through the insides of a computer in search of the missing Cursor.</p> <p>From bits and logic gates to computer hardware, in <i>Journey Inside the Computer</i>, Ruby (and her readers!) will learn the basic elements of the machines that power our world. Then future</p>	<p>KS1/KS2 – Computer Science-computers/networking</p>

	<p>kid coders can put their knowledge and imaginations to work with fun activities.</p>	
<p>Hello Ruby: Expedition to the Internet: 3 by Linda Llukas</p> 	<p>In Ruby's world anything is possible if you put your mind to it--even building the Internet out of snow! But before you can build something, you need to understand what it is and how it works. Join Ruby and her friends in their quest to build the most amazing Snow Internet ever, while learning real life facts along the way. Then, future kid coders can put their knowledge and imaginations to the test with the fun and creative exercises included in the activity book section.</p>	<p>KS1/ KS2 – Network- The Internet</p>
<p>A Computer Called Katherine: How Katherine Johnson helped put America on the Moon by Suzanne Slade</p> 	<p>Katherine wasn't like other women. She asked lots and lots of questions, and she didn't stay out of design meetings that were previously just for men. She was so good at her job that she was asked to double check the calculations of a machine computer. Katherine made important contributions to the first flight into space, the first orbit of the Earth, and the first trip to the moon--and back--breaking barriers for African Americans and women everywhere. Author Suzanne Slade brings Katherine's story to life in this smartly written picture book biography, illustrated by debut artist Veronica Miller Jamison.</p>	<p>KS1 - Computing, aspirations, maths, science.</p>
<p>100 Things to Know about Computers, Numbers and Coding by Various, illustrated by Federico Mariani;Parko Polo</p>	<p>Did you know there's a single spot on your brain that recognizes numbers? Or that the first computer bugs were actual insects and that most of the internet is under water? This fascinating book is filled with 100 fascinating facts,</p>	<p>KS1/ KS2- non-fiction-computing, coding.</p>

	<p>bright, infographic illustrations, a glossary and index and links to specially selected websites to find out more.</p>	
<p>Why Are There Different Computer Languages? (Computers and Coding) by Kirsty Holmes</p> 	<p>A computer is a complex piece of technology that has its own languages. Readers learn about these multiple languages in this informative and engaging text, which clearly explains select programming languages, such as Python and Scratch. Readers enrich their knowledge of essential computer skills and concepts in a way that's easily understandable. In addition to the age-appropriate text, creative illustrations, useful fact boxes, instructional graphic organizers, and educational diagrams are included to provide further depth to the text. Readers will find themselves captivated by the charming design as they are introduced to a foundational computer science concept.</p>	<p>KS2- programming</p>
<p>Ada Lovelace: 10 (Little People, Big Dreams) by Isabel Sanchez Vegara</p>	<p>Meet Ada Lovelace, the British mathematician and daughter of poet Lord Byron. New in the Little People, Big Dreams series, this inspiring and informative little biography follows the colourful life of Lord Byron's daughter, from her early love of logic, to her plans for the world's first computer program. With stylish and quirky illustrations and extra facts at the back, this</p>	<p>KS1- Aspirations, Programming, Maths.</p>

	<p>empowering series celebrates the important life stories of wonderful women of the world. From designers and artists to scientists, all of them went on to achieve incredible things, yet all of them began life as a little child with a dream. These books make the lives of these role models accessible for children, providing a powerful message to inspire the next generation of outstanding people who will change the world!</p>	
<p>In The Key of Code by Aimee Lucido</p> 	<p>When twelve-year-old Emmy's musical family moves to California so her dad can take a job with the San Francisco Symphony Orchestra, Emmy has never felt more out of tune. But when she ends up in a school computer science club, she finds that she can understand code through a language she is familiar with: music. Slowly, Emmy makes friends with Abigail and the two girls start to discover their voices through the programming language of Java. Extraordinarily crafted, the novel begins to incorporate Java's syntax and concepts as Emmy, and ultimately the reader, learns to think in code. By the end, Emmy doesn't feel like a wrong note, but like a musician in the world's most beautiful symphony.</p>	<p>KS2- (Year 5/6) – programming extension</p>
<p>Look Inside How Computers Work: 1 Board Book by Alex Frith and illustrated by Colin King</p>	<p>Just what goes on behind the screen, beneath the keyboard and inside the electronic 'brain' of a computer? This colourful book has 70 flaps to lift to uncover what happens when a computer is switched on, how coding works and the story of the first computers. A fun and</p>	<p>Computer Science (networks) – KS1 and KS2</p>

	<p>informative introduction to a key UK curriculum topic.</p>	
<p>Hacker By Malorie Blackman</p> 	<p>When Vicky's father is arrested, accused of stealing over a million pounds from the bank where he works, she is determined to prove his innocence. But how? There's only one way - to attempt to break into the bank's computer files.</p> <p>Even if Vicky is the best hacker in the world, will she find the real thief before they find her?</p>	<p>Upper KS2- Computer Science</p>
<p>Charles Babbage and the Curious Computer By Fiona Veitch-Smith and illustrated by Laura Borio</p> 	<p>One ordinary meeting of the science club at Parkview Primary School becomes extraordinary when their teacher takes them back in time to 1843 to meet Christian inventor Charles Babbage. There they learn about his latest invention, the Difference Engine, but they have to be careful - if they're not back in an hour they'll be stuck in the nineteenth century forever!</p> <p>This brilliantly fun graphic novel for 7- to 9-year olds is a fantastic time travel adventure that will keep kids on the edge of their seats. Children will love the memorable characters and colourful artwork from illustrator Laura Borio that brings to life Fiona Veitch Smith's entertaining story, and the graphic novel format is perfect for kids beginning to explore their own independent reading...</p>	<p>Lower KS2 – Programming/ link Science and DT</p>

<p>Code: STEM: Smart Homes: (Code: STEM)by Max Wainewright (Author) John Haslam (Illustrator)</p> 	<p>Discover how today's amazing inventions and technologies work while developing your coding skills In Smart Homes, find out about the technology that lives in our homes and buildings. Learn about motion sensors, create burglar alarms for your computer that use sound and motion to detect intruders. Each book goes inside a different machine or technology and explains the key computer code and systems that are controlling them. Step-by-step activities teach you how to create your own versions of these machines on screen, and bring them to life - with code! The focus is placed on modern technologies that actually use code to work, rather than looking back at steam engines, etc. This will keep the practice of coding firmly in the contemporary. Each book assumes readers have reasonable general computer skills. The series uses Scratch as the coding language, as this is still the most used, user-friendly and flexible in building projects, however no prior experience of Scratch is expected and each book will include a spread introducing Scratch...</p>	<p>KS2 (e.g. Year 5 and 6)- non-fiction - programming</p>
<p>Create the Code by Max Wainewright</p> 	<p>Discover how your everyday tech works while developing your coding skills! The Internet is everywhere, and on it are millions of websites! But how do they work, what's inside them and how are the apps we rely on so much created and designed? These are the topics explored in Create the Code: The Internet. Using Scratch and HTML, you'll create a different types of web pages, a</p>	<p>Year 4-6 Coding and the web</p>

	<p>simple game and even your own search engine. Each book in the Create the Code series explains the key computer code and systems that are used to create and control the tech you use every day such as the Internet, your smartphone, music and films and your apps. Step-by-step activities teach you how to create your own versions on screen with code. The series uses Scratch, HTML and MIT's App Inventor as the coding languages. Author Max Wainwright is a leading authority on teaching kids to code. Perfect for coders aged 9 and up.</p>	
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