Saint GREGORY'S Bath

KEY STAGE 4 SUGGESTED READING LIST

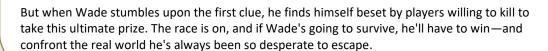


Python for Kids by Jason R Briggs

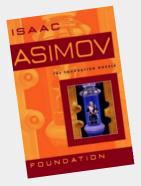
A Playful Introduction to Programming - Why learn computer programming? Programming fosters creativity, reasoning, and problem solving. The programmer gets the opportunity to create something from nothing, use logic to turn programming constructs into a form that a computer can run, and, when things don't work quite as well as expected, use problem solving to figure out what has gone wrong.

Ready Player One by Ernest Cline

IN THE YEAR 2044, reality is an ugly place. The only time teenage Wade Watts really feels alive is when he's jacked into the virtual utopia known as the OASIS. Wade's devoted his life to studying the puzzles hidden within this world's digital confines, puzzles that are based on their creator's obsession with the pop culture of decades past and that promise massive power and fortune to whoever can unlock them.







Foundation by Isaac Asimov

For twelve thousand years the Galactic Empire has ruled supreme. Now it is dying. But only Hari Seldon, creator of the revolutionary science of psychohistory, can see into the future--to a dark age of ignorance, barbarism, and warfare that will last thirty thousand years. To preserve knowledge and save humankind, Seldon gathers the best minds in the Empire--both scientists and scholars--and brings them to a bleak planet at the edge of the galaxy to serve as a beacon of hope for future generations. He calls his sanctuary the Foundation.

2001: A Space Odyssey by Arthur C. Clarke

On the Moon, an enigma is uncovered.

So great are the implications of this discovery that for the first time men are sent out deep into our solar system.

But long before their destination is reached, things begin to go horribly, inexplicably wrong...

One of the greatest-selling science fiction novels of our time, this classic book will grip you to the very end.

