FICTION BOOKS

In the Key of Code by Aimee Lucido
Emmy, a twelve-year-old from a musical family, feels out of tune in California. Joining a school computer science club, she discovers a harmony between code and her musical language.

Only You Can Save Mankind by Terry Pratchett
Ordinary Johnny Maxwell, amid his parents' marital struggles, finds solace in video games. Playing a hero, he shoots pixelated aliens, imagining humanity's last hope.

Urban Outlaws by Peter Jay Black
Five skilled kids, the Outlaws, rectify society's injustices from a London bunker, stealing from the wealthy for the needy. Chaos ensues as they stumble upon Proteus, a powerful quantum computer.

Gamer by Chris Bradford
Street kid Scott seizes the opportunity to enter Virtual Kombat. Pursuing the ultimate prize, his dream transforms into a nightmare when friend Kate vanishes in the battle arena.

Messenger Bird by Ruth Eastham
Nathan's father, a Ministry of Defence worker, is arrested for leaking secrets. In a cryptic message, he entrusts Nathan with a riddle, revealing a connection to Bletchley Park's Lily Kenley in 1940.

NON-FICTION BOOKS

Alan Turing by Joanna Nadin
Alan Turing, a code-breaker, mathematician, and pioneer of modern computing, shaped history with his brilliance. Explore the life and enduring legacy of this mathematical genius.

How to Code 2.0: Pushing Your Skills Further With Python by Elizabeth Tweedale
Unlock the future with coding! This tech-savvy guide introduces Python in ten 'super skills.' Ideal for young coders, it's a must-read for a head start in this essential skill.

Ada Lovelace by Nancy Costaldo
In 1833, Ada Lovelace met mathematician Charles Babbage, inventor of calculating machines. In this biography book for 7-11 year olds, learn all about Ada Lovelace's intriguing life.
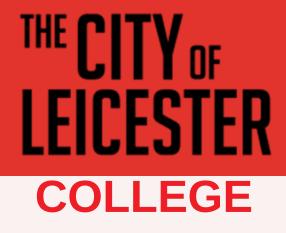
The Science of Computers by Clive Gifford
The Science of Computers takes an overall look at information technology; exploring how computers operate and the amazing devices that are used in homes, schools and businesses today.

20 Games to Create with Scratch by Max Wainewright
Master coding with Scratch! This guide empowers you to craft computer games—Snake, Brick Bouncer, driving, and action games—through simple, illustrated step-by-step instructions.

ONLINE ARTICLES AND MAGAZINES

[Catalyst Magazine](#)
[Centre for Computing History](#)
[RAF Codebreakers & Communication](#)
[Safer Internet Resources](#)
[Internet Matters](#)

PODCASTS AND MEDIA

[The Coding Train Tutorials](#)
[Worlds Wise Web Podcasts](#)
[Tech Tent Podcasts](#)
[TED Talks Computing Videos](#)

Explore TCOLC's E-Library [HERE](#)

FICTION BOOKS

***The Chaos of Now* by Erin Lange**
Jordan's self-immolation at Haver High sparks a national response to internet bullying. New laws turn teachers into cyber watchdogs and causing fear for the loss of fundamental freedoms.

***We See Everything* by William Sutcliffe**
Ex survives on The Strip, a desolate London. Dodging enemy drones, gamer Alan's dream job as a drone pilot at a secret military base sets their destined collision in motion.

***Warcross* by Marie Lu**
For the millions who log in every day, Warcross isn't just a game - it's a way of life. Struggling to make ends meet, teenage hacker Emika Chen works as a bounty hunter, tracking down players who bet on the game illegally.

***Otherworld* by Kirsten Miller & Jason Segel**
Step into real life 2.0 where there are no screens, no controls. Engage all senses in a reality with no rules. It's an addictive game, but beware—you might be the pawn.

***Heartstream* by Tom Pollock**
Amy shares her life on Heartstream, broadcasting her mother's illness and grief. At her mother's funeral, a stranger with explosives seeks a long-awaited conversation, turning Amy's reality into a chilling encounter.

NON-FICTION BOOKS

***How To Turn Down a Billion Dollars* by Billy Gallagher and Catrin Morris**
At 23, Snapchat's CEO, Evan Spiegel, defied expectations, rejecting a three-billion-dollar Facebook offer. Was it hubris or genius for a teen-centric app to dream of a higher valuation?

***Coding: Everything you need to get started with programming using Python* by Mike Suanders**
The Coding Manual is your path to programming mastery. Perfect for school, work, or hobbies, it covers tools, terms, and concepts, guiding you from beginner to experienced developer.

***Home Robotics : Maker-inspired projects for building your own robots* by Daniel Knox**
Unleash your inner roboticist with an illustrated guide for beginners to intermediate enthusiasts. "How Technology Works" delves into the hidden mechanisms behind everyday gadgets, devices, and inventions.

***The Digital Age : 1947-present day* by Charlie Samuels**
This five-book series explores scientific discovery through timelines. Chapters delve into aspects of science and the lives of key scientists, highlighting parallels in fields like astronomy and mathematics.

ONLINE ARTICLES AND MAGAZINES

[Wired - Technology Section](#)
[Catalyst Magazine](#)
[Centre for Computing](#)
[Safer Internet Resources](#)
[Internet Matters](#)

PODCASTS AND MEDIA

[What's Good Games](#)
[Oxford University Computer Science Lectures](#)
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