

Sixth Form wider reading



Computing A Level

A lot of what you could read depends on whether your interest is in computer science or in computer studies, or within that, the specialist areas such as web design, networking, computer animation etc. Reading around these areas will be beneficial to you. Computer science is more about designing the next generation of computer hardware, quantum computing and so on, so the emphasis is very much upon prowess in physics and maths (and preferably further maths). Where software is more relevant, the emphasis is a little less directly scientific but you will still be expected to have a lot of computer experience.

General books and information about Computing	
Life 3.0	Tegmark
Computational Fairy Tales	Kubica
Once upon an Algorithm	Erwig
Computer Science: An Overview	Brookshear
Code: The hidden language of computer hardware and software	Petzold
The pattern on the stone: The simple ideas that make computers work	Hills
Outnumbered: From Facebook and Google to Fake News and Filter-bubbles	Sumpter
The Code Book	Singh
Algorithmic puzzles	Levitin and Levitin

Further relevant reading
Exploring websites such as Webopaedia and the IEEE is useful.
Computing courses are mathematical as well, and so you may like to explore this area too. You could explore problem solving through websites such www.ukmt.org.uk or https://artofproblemsolving.com/resources or you may wish to read around the Chalk Dust magazine available here: https://chalkdustmagazine.com

