READING FOR PLEASURE IN ...
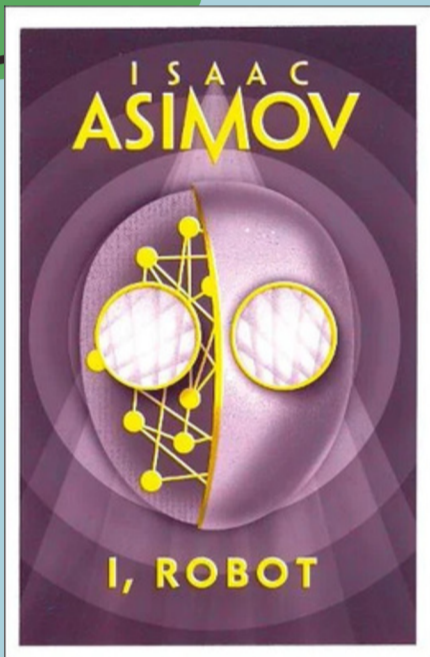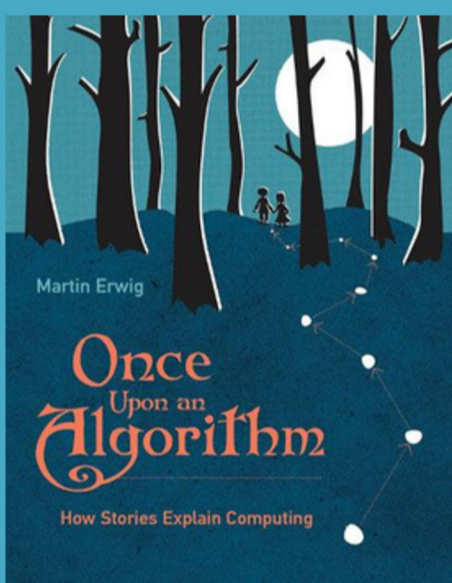
COMPUTER SCIENCE
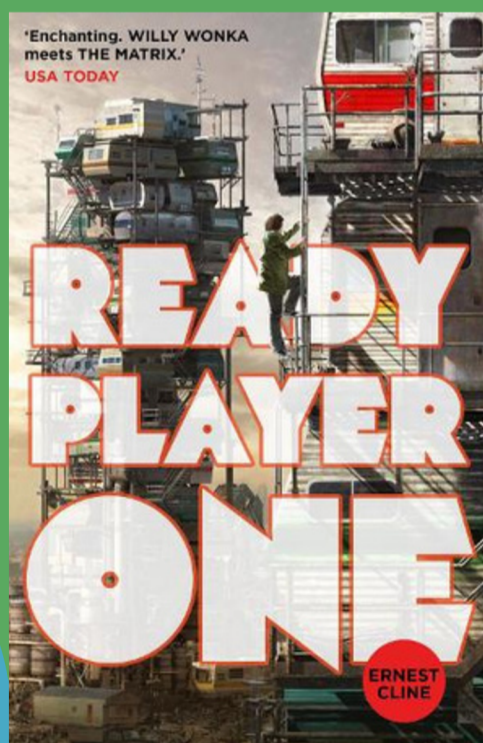
Isaac Asimov's Robot series – from the iconic collection I, Robot to four classic novels – contains some of the most influential works in the history of science fiction
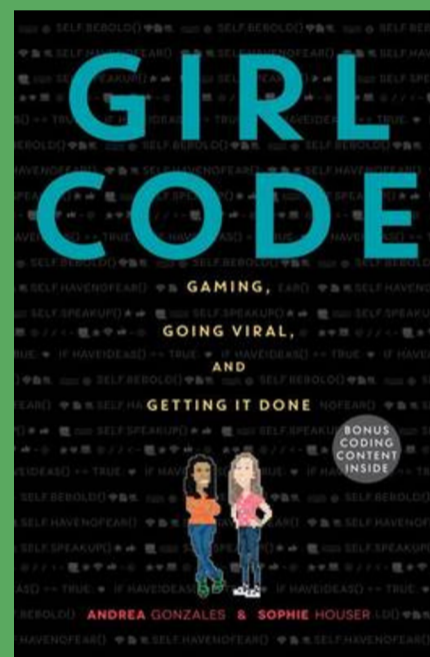
I, Robot by Isaac Asimov

Perfect for aspiring coders everywhere, Girl Code is the story of two teenage tech phenoms who met at Girls Who Code summer camp, teamed up to create a viral video game, and ended up becoming world famous. The book also includes bonus content to help you start coding! Fans of funny and inspiring books like Maya Van Wagenen's Popular and Caroline Paul's Gutsy Girl will love hearing about Andrea "Andy" Gonzales and Sophie Houser's journey from average teens to powerhouses.

Girl Code: Gaming, Going Viral, and Getting It Done by Andrea Gonzalez

This easy-to-follow introduction to computer science reveals how familiar stories like Hansel and Gretel, Sherlock Holmes, and Harry Potter illustrate the concepts and everyday relevance of computing.

Once Upon an Algorithm by Martin Erwig

Lily has a stammer. The signal between her brain and her mouth is all messed up - and it's getting worse. When a video of her practicing her class presentation is uploaded onto YouTube - head thrust forward, eyelids fluttering, lips stretched wide - Lily's nightmare begins. Cyberbullying, kids at school whispering, even best friend Mia laughing behind her back. Lily's confidence takes a nose-dive and she can only see one way out: run away to Dad in Scotland and start all over again. But Lily quickly realises that running away isn't the answer - that her stammer will follow her wherever she goes...

How To Be More Hedgehog by Anne-Marie Conway

Both a love letter to 80s pop culture and a dazzling science fiction extravaganza, Cline's cult classic centres on an immersive video game on a future Earth and one man's all-consuming quest to gain control of this virtual utopia.

Ready Player One by Ernest Cline