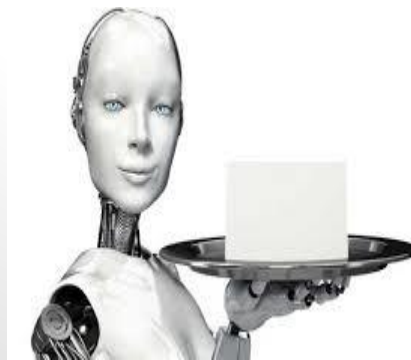




Computing Science: Overview

Computers play a huge role in society and their importance is only going to grow as we become more dependant on technology. Computing Science skills are essential for multiple jobs and you could make a huge difference in the future of technology.

If you want learn more about how computers work and develop new skills in a range of key computing areas such as web design and programming then this course will allow you to learn practical skills that will last a lifetime.





Computing Science: Course Content

The course is split into six sections

Web Design – Learn how to create websites from scratch using HTML and CSS

Programming – Learn how computer programs can be created using python

Databases – Learn how we can store, search and sort data in a digital database

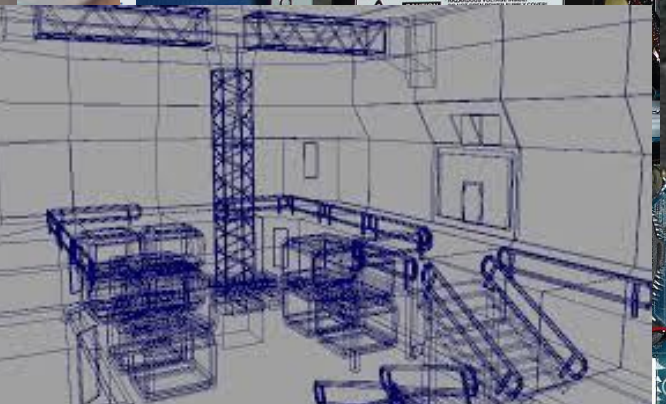
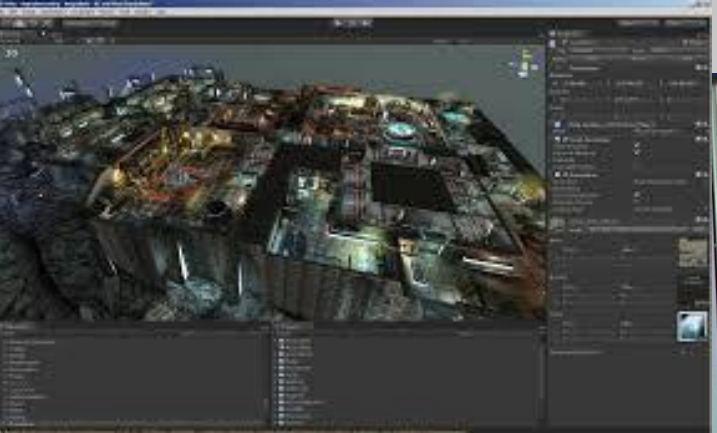
Computer Architecture – Learn how a computer works from the inside

Computer Games Industry – Learn more about how Computer Games are created and the various skills required

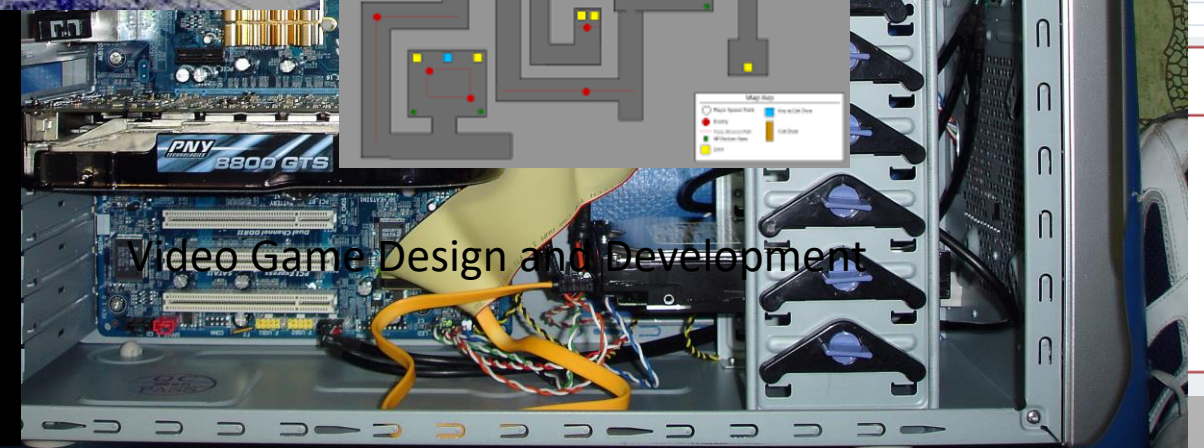
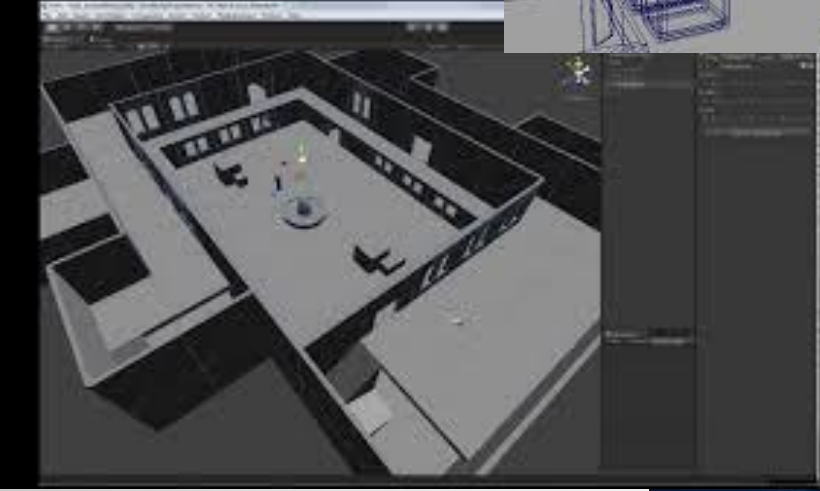
Computer Graphics – Learn how graphics are created, stored and displayed on a Computer



Computing Science: Course Content



11744	Civi	00111
15428	Unc	00011
15748	Tita	11110
25548	Fifa	01110
32541	Niol	10000
33236	Foot	10001
36145	Driv	11001
45854	Rug	11110
54811	NBA	11000
58614	Batt	11000
77547	Forza Horizon 3	
95469	PES 2017	



Video Game Design and Development

* Computer Arch



Computing Science: Assessment

At S3 you will be assessed during and at the end of each section of the course.

These assessments will mainly be practical – assessing how much HTML and Python you have learned through practical challenges.

You will complete written assessments for Computer Architecture, Programming and Databases.

You will be asked to create written reports on the gaming industry and show understanding of current technological trends.



Computing Science: Pathways

The S3 Course allows you to study at Broad General Education level 4.

If you choose to continue to study Computing Science you will go on to study either National 5 or National 4 level Computing in S4 and then Higher / Advanced Higher at the senior stage.

There are also opportunities to study college courses in Cyber Security or Web Design.

Computing Science is a highly regarded entry qualification for colleges / universities and previous pupils have gone on to study Robotics, Web Design, Cyber Security, Computer Games Technology / Development, Computer Network Engineering as well as courses in 3D modelling and General Computing Science amongst others.



Computing Science: Entry Requirements

Have a keen interest in how Computers work and how you can create digital solutions to problems.

Be organised and understand the importance of file management.

Preferably have completed level 3 in S2 Computing Science.

Want to improve you ability to problem solve, learn new skills and increase you knowledge of computer hardware.