

BGE 3rd Year

Department: Computing

BGE Course: Computing Science

Brief Description of Course:

Computing Science shapes the world in which we live and its future. This course brings together elements of technology, science and creative digital media. It is a STEM subject and a science. Topics included in the course are a continuation of those studied at Level 3 in S2.

- * Web development - Learners will create web pages using HTML, CSS and Javascript.
- * Coding - Learners will develop their problem solving and coding skills using Scratch and Visual Basic.
- * Computer systems - in this topic learners will study how data is stored and how the components of the computer work together.
- * Database development - learners will create databases and interrogate them using SQL (Structured Query Language).
- * Cyber security - learners will study the threats to our on-line data and ways of protecting it.

Every young person will get the opportunity to cover the Computing experiences and outcomes at level 4.

Computing Science has particular relevance in preparing young people for the challenges of rapidly changing digital technologies. It will enable learners to prepare for more advanced specialised study and careers within computing science.

Successful completion of level 4 will lead to National 5 Computing Science in S4.

Assessment Strategies:

Assessment is in the form of both theory tests and practical coursework for each topic. Some of the assessments will involve participating in a team project. By the end of S3, pupils will have completed a folio of practical work. There is a formal assessment of the topics covered at the end of S3 assessing both knowledge and understanding and problem solving.

Pupil Commitment:

To achieve success requires total commitment. Although largely practical in nature, there is theory to be learned. Homework is issued on a regular basis.