



# S2 COMPUTING SCIENCE

COURSE INFORMATION

# COURSE CONTENT



Computer  
Graphics



Computer  
Hardware



Computer  
Security



Animation



Database



Game Design



Website Design



Problem Solving  
with VB.NET

# RESOURCES



- S2 Notes Booklet
- Homework booklet – now online and available through Microsoft Teams
- Teams for each class
- Interactive presentations in glow
- Tutorial booklets and online videos
- Most Software can be downloaded and used at home on a PC:
  - Office 365(install through GLOW)
  - Construct 2 for Game Design
  - Visual Studio Express from Microsoft site

# TIMELINES



- Issued to all pupils at start of the year
- Electronic copy available from Departmental Website and GLOW
- What is in a timeline?
  - Topic and breakdown of what is taught on a period by period basis
  - Written Assessment Dates (November and March)
  - Graded Homework Dates (every 3 weeks)

# FORMS OF ASSESSMENT



- 2 written tests to assess knowledge and understanding and problem solving
- 4 projects / investigations to assess practical skills and problem solving
  - Hardware Project – recommend hardware required to solve a real life problem with reasons
  - Safety and Security Website – Design and create a website on cyber security with animations created by the student
  - Games Design – Create a game and create and edit appropriate media
  - Scotland's Got Talent – Programming based task to create a voting system for a TV show

# SKILLS DEVELOPED



- Problem Solving (programming, game design, hardware selection)
- Critical Thinking (all units)
- Creativity (website, animation, programming)
- Planning and organising technological activities
- Teamwork
- Presentation



# ADDITIONAL SUPPORT

- ICT3 open at 8.00 for pupils to work on any project or use computers for other subjects.
- Websites – BBC Bytesize & GLOW
- Most software available at home.
- Use of S6 tutors to support pupils when available.
- Homework and test dates given in advance.
- Teachers available before school and lunchtimes to answer questions.

# THIRD YEAR AND BEYOND



- Follow a Broad General Education to feed into National courses (1 to 5)
- Most pupils will start a National 5 course and only move to National 4 if there is overwhelming evidence.
- Higher Computing Science
- Advanced Higher Computing Science
- NPA Computer Games Development



# WHAT CAN PUPILS DO AT HOME?



- Read over their notes on a regular basis.
- Prepare for tests and homeworks (use timeline).
- Enhance practical skills.
- Investigate aspects of technology through their daily use of IT.