



## FIFE COLLEGE VISITS

### FIFE COLLEGE – TAKEOVER EVENT

Our **Travel and Tourism** Class attended the Travel and Tourism **Takeover** Event at Fife College.



### FIFE COLLEGE – BARISTA TRAINING

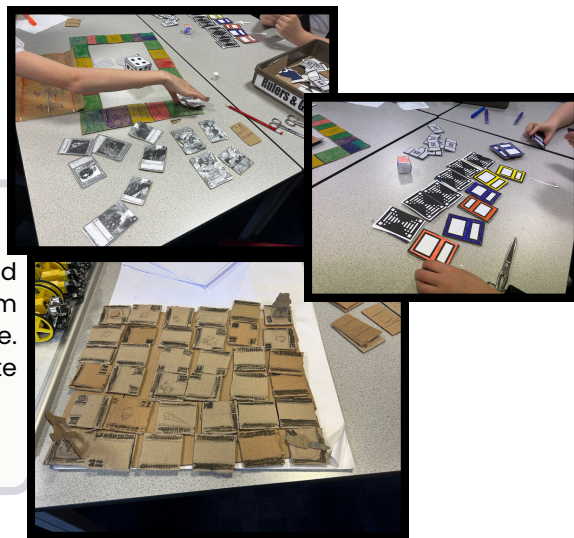
Our Travel and Tourism Class got **Basic Barista Skills** experience on their visit to Fife College.



## BOARD GAME CHALLENGE

### S3 GAMES DEVELOPMENT

Our **S3 Game Developers** were busy designing and creating their very own **Board Games**. Each team came up with their own unique, playable board game. The challenge for next term now will be to re-create their games in digital form using **SCRATCH**.



## \* STUDY SUPPORT \*

S4	Admin	Tue 3:15	Miss Lipton	D9
S5/6	Admin	On Req	Miss Nessel	D8
S5/6	Business	On Req	Miss Nessel	D8
S4	Business	Tue 3:15	Miss Lipton	D9
S3	Business	Wed 3:30	Mr Caldwell	D10
N5	Comp Sc	On Req	Mr Turnbull	D6
H	Comp Sc	On Req	Mr Turnbull	D6



“STUDY STORY..SO FAR”



NEWSLETTER – OCTOBER 23

## ADMIN & IT

- **Advanced Higher Admin**
- Presentations and Word Processing. All pupils have completed at least 2 out of 4 outcomes in this unit.
- **S5/6 Admin**
- Theory including the role of the Admin Assistant, Health and Safety and Customer Care. Practical – Spreadsheets.
- **S4 Admin**
- Past Papers.
- **S3 Admin**
- Databases.

## DIGITAL TECHNOLOGY

- **S2 Digital Tech**
- Spreadsheets and MidYis Testing.
- **S1 Digital Tech**
- Introduction to Glow and Office 365 e.g Teams, One Drive and Email.

## COMPUTING SCIENCE

- **S3 N4/5** : Input-Process-Output/ Assignment/IFs.
- **S4 N5** : Data rep/Arrays & Fixed Loops
- **Senior N5** : Input-Process-Output/ Assignment/IFs.
- **Higher** : Modular Coding/Data Structures – Records.

## BUSINESS

- **Advanced Higher Business**
- Case Study Practice including Forcefield Analysis.
- **S5/6 Business**
- Understanding Business – Entrepreneurs, Starting a Business, Different types of companies, objectives.
- **S4 Business**
- Operations – Stock control, methods of production, quality control.
- **S3 Business**
- Understanding Business – Entrepreneurs, Starting a Business, Different types of companies, objectives.
- **S2 Business**
- Functional Business areas, e.g, Marketing, HR and Finance.
- **S1 Business**
- Needs and Wants.

## GAMES DEVELOPMENT

- **S3 Games:** Scratch/Board Game Team Challenge.
- **S4 Games:** Design – 5 elements of Design. Unit Completed.



“WHAT’S NEXT?”



NEWSLETTER – OCTOBER 23

## ADMIN & IT

- **Advanced Higher Admin**
  - Databases.
- **S5/6 Admin**
  - Theory – Security and Time/Task Management. Practical – Databases.
- **S4 Admin**
  - Past Papers.
- **S3 Admin**
  - Spreadsheets.

## DIGITAL TECHNOLOGY

- **S2 Digital Tech**
  - HTML.
- **S1 Digital Tech**
  - Introduction to Glow and Office 365 e.g Teams, One Drive and Email.

## COMPUTING SCIENCE

- **S3 N4/5**: Fixed Loops & Arrays.
- **S4 N5**: Conditional Loops/Algorithms.
- **Senior N5**: Conditional Loops/Algorithms.
- **Higher**: File handling/Algorithms.

## BUSINESS

- **Advanced Higher Business**
  - Section 1 past paper practice. External Influences on Business – Multinationals, Government Influence, Technology, Ethics.
- **S5/6 Business**
  - End of unit test by November. Then starting Marketing.
- **S4 Business**
  - Human Resources – recruitment, selection, training, industrial action.
- **S3 Business**
  - Understanding Business – test in December.
- **S2 Business**
  - Customer Service.
- **S1 Business**
  - Budgeting.

## GAMES DEVELOPMENT

- **S3 Games**: Kodu/Microbit & MoveMotors.
- **S4 Games**: Media.