

# Computing Science

TECHNOLOGIES

## What skills will my child develop?

- Understanding of the technologies that underpin the digital world
- Essential skills for everyday life
- Understanding and applying computational processes and thinking
- Knowledge and understanding of key facts and ideas in computing science
- Analysing, designing, modelling, implementing, testing and evaluating digital solutions (including computer programs) to problems
- Reading and interpreting code
- Computational thinking
- Programming skills and software and information system design
- Communicating computing concepts and computational behaviour
- Planning, researching, organising and problem-solving with complex features
- Understanding the impact of computing science on our society
- Understanding the legal and environmental implications of IT
- Understanding information representation and transfer



## WHAT WILL MY CHILD EXPERIENCE DURING THE COURSE?

- Active and independent learning through self and peer evaluations, reflecting on learning, setting targets, evaluating progress, making independent decisions
- A blend of classroom approaches including problem-solving in teams with specific roles, sharing learning through group and class discussion
- Collaborative learning: the subject brings aspects of technology, science and creative digital media together, providing the opportunity for cross curricular learning and team-work
- Space for personalisation and choice: learning activities can link to learners' own interests
- Applying learning
- Embedding literacy and numeracy skills: researching and presenting information; evaluating; discussing; listening; talking; number processes; information handling.

## ASSESSMENT

- The course will be assessed through a question paper (exam) and an assignment, which will be marked by SQA and graded A to D.
- The question paper is worth 110 marks and makes up 69% of the total assessment mark. Learners will answer questions on all four areas of study: Software Design and Development, Database Design and Development, Web Design and Development and Computer Systems.
- The assignment is worth 50 marks and makes up 31% of the total assessment mark. Candidates carry out three short practical tasks, which assess the skills of analysis, design, implementation (including writing code), testing and evaluation.

National 5 progresses onto Higher Computing Science

For more detailed course information:

SQA: Computing Science National 5: [www.sqa.org.uk/sqa/56923.html](http://www.sqa.org.uk/sqa/56923.html)

Education Scotland: <https://education.gov.scot/nationalqualifications>

Curriculum for Excellence Key Terms and Features Factfile:

<https://education.gov.scot/parentzone/Documents/CfEFactfileOverview.pdf>



the National Parent Forum of Scotland

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