

Computing

Science

Computing plays an increasingly important role in society. The influence of computer and information systems has been pervasive, affecting work, home and leisure activities. Computing is both a Science and a Technology; it encompasses a wide field of study, merging at its boundaries with many other disciplines.

Course Structure:

Students will further develop practical skills and theoretical knowledge of the main aspects of the Computing Science industry that they gained at National 5.

Specifically, the pupils will learn to develop more complex digital solutions in the three main areas of Computing Science: **Programming, Relational Databases** and **Web Design**, using skills and techniques relevant to modern industry.

They will also complete a unit on different aspects of **Computer Systems** including the structure of computer system, environmental impact of intelligent systems, and security risks and precautions.

Careers & Opportunities:

Computing Science leads onto, and is a acceptable entry qualification for, degree courses in a range of engineering, computing, science disciplines and careers such as:

Animator

CAD technician

Computer games developer/tester

Computer service and repair technician

Criminal intelligence analyst

Database administrator

Forensic computer analyst

Graphic designer

Manufacturing systems engineer

Medical physicist

Nuclear engineer

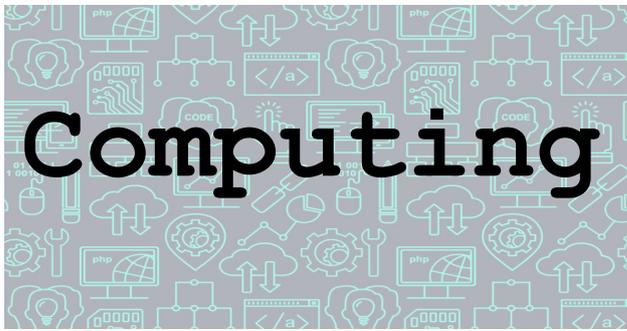
Physicist

Software developer

Systems analyst

Web developer

Higher



Computing

Science

Course Assessment

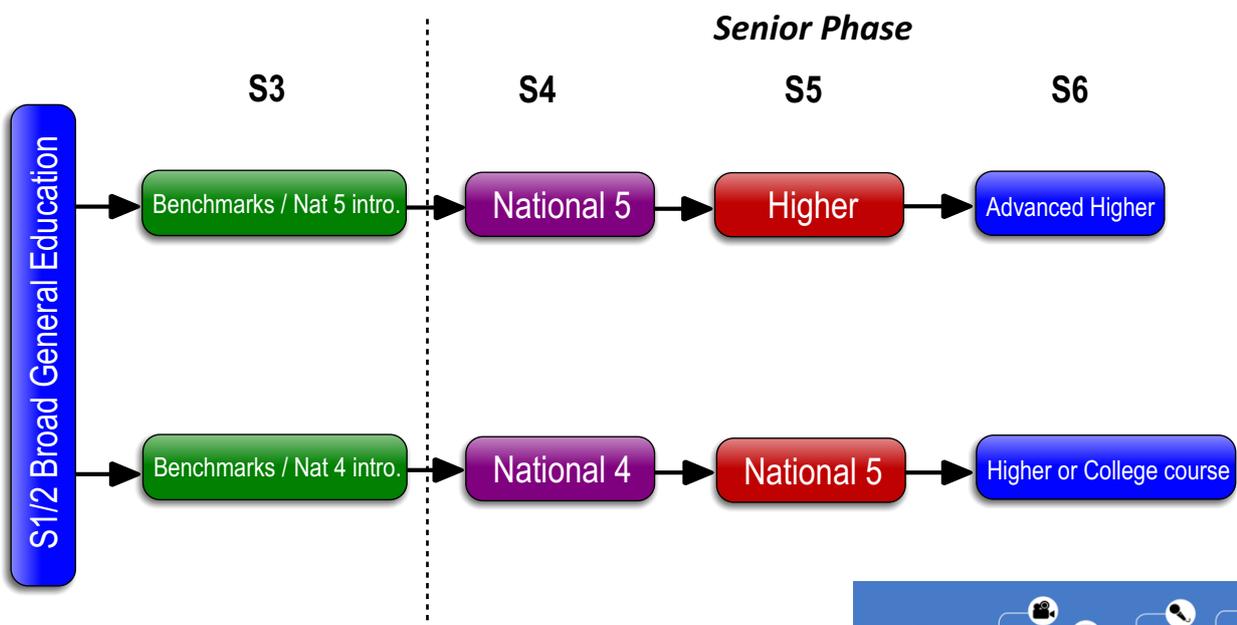
Students will complete formative assessments through each of the four units to evaluate their progress, but the course awards is based on a written exam paper and a practical coursework task.

The coursework tasks accounts for 39% of the grade while the exam makes up the other 61%.

Both assessments draw on knowledge and skills developed in all 4 units.

The Learner Journey

for Computing Science



Higher

