

**Faculty of
Computing Science,
Business,
Home Economics**

COURSE TITLE	Computing Science
LEVEL	<p>National 5</p> <p>National 5 Computing Science is designed to build on prior learning at National 4 and provide progression to Higher Computing Science</p>
ENTRY REQUIREMENTS	<p>Students with a National 4 award at Computing Science</p> <p>Students without any formal computing experience may gain entry to this course only under exceptional circumstances</p>
COURSE DESCRIPTION	<p>The course is split into 4 units:</p> <ul style="list-style-type: none"> • Web Design and Development <ul style="list-style-type: none"> ○ Creating websites using HTML and CSS • Database Design and Development <ul style="list-style-type: none"> ○ Manipulating databases using SQL • Software Design and Development <ul style="list-style-type: none"> ○ Creating programs using the Python programming language • Computer Systems <ul style="list-style-type: none"> ○ Understanding how computers work from the inside
COURSE ASSESSMENT	<p>Computing Science at National 5 has two components of assessment:</p> <ol style="list-style-type: none"> 1. A question paper which accounts for 70% of the overall mark (110 out of 160) 2. A practical assignment which accounts for 30% of the overall mark (50 out of 160)
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ul style="list-style-type: none"> • you will gain practical skills in the use of computer hardware and software • you will have the ability to solve problems by applying knowledge, understanding and practical skills • you will have the awareness of the professional, social, ethical and legal implications of computing • you will have the ability to communicate computing concepts clearly and concisely using appropriate terminology

COURSE TITLE	Computing Science
LEVEL	Higher Higher Computing Science is designed to build on prior learning at National 5 and provide progression to Higher Computing Science
ENTRY REQUIREMENTS	Students with a National 5 award at Computing Science Students without any formal computing experience may gain entry to this course only under exceptional circumstances
COURSE DESCRIPTION	<p>The course is split into 4 units:</p> <ul style="list-style-type: none"> • Web Design and Development <ul style="list-style-type: none"> ○ Creating websites using advanced HTML and CSS • Database Design and Development <ul style="list-style-type: none"> ○ Manipulating databases using advanced SQL • Software Design and Development <ul style="list-style-type: none"> ○ Creating programs using the Python programming language at a more advanced level • Computer Systems <ul style="list-style-type: none"> ○ Understanding how computers work from the inside at a more advanced level
COURSE ASSESSMENT	<p>Computing Science at Higher has two components of assessment:</p> <ol style="list-style-type: none"> 3. A question paper which accounts for 70% of the overall mark (110 out of 160) 4. A practical assignment which accounts for 30% of the overall mark (50 out of 160)
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ul style="list-style-type: none"> • you will gain practical skills in the use of computer hardware and software • you will have the ability to solve problems by applying knowledge, understanding and practical skills • you will have the awareness of the professional, social, ethical and legal implications of computing • you will have the ability to communicate computing concepts clearly and concisely using appropriate terminology

COURSE TITLE	NPA Games Development
LEVEL	<p>Level 4 (National 4)</p> <p>Level 5 (National 5)</p> <p>Level 6 (Higher)</p>
ENTRY REQUIREMENTS	<p>Computer Games Development is designed as an introduction to college and university level courses. There is not a recommended requirement for those that wish to enter the course apart from the drive to work independently and the confidence to attempt to learn new software.</p> <p>S5/6 pupils only.</p>
COURSE DESCRIPTION	<p>The course is split into three units:</p> <ul style="list-style-type: none"> • Computer Game Design • Media Assets • Computer Game Development
COURSE ASSESSMENT	<p>At the end of this Course you will have:</p> <ul style="list-style-type: none"> • A working game to use in your portfolio • A knowledge of what is required for a successful design brief • A selection of assets created by yourself and others in the class to add to your portfolio <p>If completed at Level 6 you will have the equivalent of an NC, which can lead onto an HNC at college or give you an advantage when applying for university to games design courses.</p>
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>In Scotland at this present time there are 94 games companies that are always on the lookout for people with exciting ideas and new skills and perspectives that can be brought to the ever changing world of game design.</p> <p>Could you be the future of Gaming entertainment in Scotland? Find out more about this expanding industry.</p> <ul style="list-style-type: none"> • Literacy – accessing information in video, spoken and written formats; producing reports for assessment • Numeracy – required to create a number of media assets for the game; Level 6 are required to create a project plan. • Computational Thinking – given a number of games development environments to assess and eventually choose one to create their game; programming their game; finding and creating assets suitable for the game. • Planning – handing in tasks on time, scheduling time to catch up out of class.

COURSE TITLE	Practical Cookery
LEVEL	<p>National 4</p> <p>National 4 Practical Cookery is designed to develop understanding of the properties of food in relation to food production, processing and the development of food products.</p>
ENTRY REQUIREMENTS	All students will be considered for this course
COURSE DESCRIPTION	<p>Candidates:</p> <ul style="list-style-type: none"> • develop and apply knowledge and understanding of the relationship between health, food and nutrition • research a range of issues which affect consumer choice of food • develop knowledge and understanding of the stages involved in developing a food product • develop knowledge and understanding of the functional properties of a range of ingredients in food, and their use in developing food products <p>The Assignment has four sections:</p> <ol style="list-style-type: none"> 1. Planning 2. The Product 3. Product testing 4. Evaluation <p>Practical, experiential learning in relevant contexts encourages candidates to develop thinking and practical skills.</p>
COURSE ASSESSMENT	Health and Food Technology at N4 is made of all internally assessed practical elements
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ol style="list-style-type: none"> 1. Literacy - listening and talking 2. Numeracy - money, time and measurement Information handling 3. Health and wellbeing - physical wellbeing 4. Employability - enterprise and citizenship 5. Thinking skills - applying. 6. Analysing and evaluating

COURSE TITLE	Practical Cake Craft
LEVEL	<p>National 5</p> <p>Baking and finishing all different types of cakes and biscuits. Decorating them to a standard that someone would happily pay for if they needed a celebration cake (birthday cake, wedding cake etc).</p>
ENTRY REQUIREMENTS	No entry requirement although you must be in either S5 or S6 and previous Practical Cookery experience is desired
COURSE DESCRIPTION	<p>Candidates:</p> <ul style="list-style-type: none"> • develop technical skills in cake baking • develop technical and creative skills in cake finishing • develop knowledge and understanding of cake design and follow trends in cake production • acquire knowledge and understanding of methods of cake production • develop knowledge and understanding of functional properties of ingredients used in cake production • follow safe and hygienic working practices • acquire and use organisational skills in the context of managing time and resources <p>The Assignment has four sections:</p> <ol style="list-style-type: none"> 5. Planning 6. The Product 7. Product testing 8. Evaluation
COURSE ASSESSMENT	<p>Practical Cake Craft has three components of assessment:</p> <ul style="list-style-type: none"> • A question paper which accounts for 25% of the total marks • A practical assignment which accounts for 24% of the total marks • A practical activity which accounts for 56% of the total marks
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<p>The course is practical and relevant to the world of work. It enables candidates to develop a range of artistic techniques and to consolidate them through practical activities. Drawing on all aspects of design, such as shape, colour, texture, balance and precision, candidates are given the opportunity to produce a variety of individualised cakes and other baked items, and to creatively interpret a design brief.</p>