


**Faculty of
Computing Science,
HE & Employability**

COURSE TITLE	Computing Science
LEVEL	Higher Higher Computing Science is designed to build on prior learning at National 5 and provide progression to Adv Higher Computing Science and university courses.
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	The course is split into 3 units: <ul style="list-style-type: none"> • Web Design and Development <ul style="list-style-type: none"> ○ Creating websites using advanced HTML and CSS • 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	Computing Science at Higher has two components of assessment: <ol style="list-style-type: none"> 1. A question paper which accounts for 67% of the overall mark (80 out of 120) 2. A practical assignment which accounts for 33% of the overall mark (40 out of 120)
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	National 4/5 National 5 Computing Science is designed to build on prior learning at National 4 and provide progression to Higher Computing Science
ENTRY REQUIREMENTS	Students with a National 4 award at Computing Science Students without any formal computing experience may gain entry to this course only under exceptional circumstances
COURSE DESCRIPTION	The course is split into 3 units: <ul style="list-style-type: none"> • Web Design and Development <ul style="list-style-type: none"> ○ Creating websites using HTML and CSS • 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	Computing Science at National 5 has two components of assessment: <ol style="list-style-type: none"> 3. A question paper which accounts for 67% of the overall mark (80 out of 120) 4. A practical assignment which accounts for 33% of the overall mark (40 out of 120)
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	Level 4 (National 4) Level 5 (National 5) Level 6 (Higher)
ENTRY REQUIREMENTS	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.
COURSE DESCRIPTION	The course is split into three units: <ul style="list-style-type: none"> • Computer Game Design • Media Assets • Computer Game Development
COURSE ASSESSMENT	At the end of this Course you will have: <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	In Scotland at this present time there are 42 games companies in Scotland (10 in Glasgow) including 4J Studios, Epic, Rockstar and YoYo. They 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>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	PC Passport
LEVEL	Level 4 (National 4), Level 5 (National 5), Level 6 (Higher)
ENTRY REQUIREMENTS 	<p>PC Passport is ideal as preparation for employment or progression to further studies since you will gain knowledge and skills that are vital for employment or progression to more advanced qualifications.</p> <p>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>Whether you are a complete beginner, or someone who would like to build on the knowledge and skills they already have, this qualification will offer you many opportunities to make progress, become successful, and create and collaborate using web-based services.</p>
COURSE DESCRIPTION	<p>PC Passport provides learners with up- to-date knowledge and skills in a range of popular IT software, such as Office 365. Learners will improve their skills in key areas such as word processing, spreadsheets and presentation software. It not only covers how to use the basic functions of these packages, but you will also learn how to use the collaborative and cloud-based features of the packages.</p>
COURSE ASSESSMENT	<p>PC Passport is split into three units:</p> <ul style="list-style-type: none"> • Spreadsheets • Word Processing • Presentation <p>Each unit is assessed at all levels through:</p> <ol style="list-style-type: none"> 1. A multiple choice online SQA assessment which requires above 60% to pass. 2. A practical assignment which may be split into multiple parts and will asses the package being used and the ability to share and edit documents online.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ul style="list-style-type: none"> • you will develop the knowledge and skills that will enable you to create, store and share your word processing, spreadsheet and presentations. • You will develop your knowledge and understanding of the use of web-based applications and services. • you will have the awareness of the professional and legal implications of computing

COURSE TITLE	Practical Cookery
LEVEL	National 4/5 National 5 Practical Cookery is designed to build on prior learning at National 4 and provide progression to further education courses.
ENTRY REQUIREMENTS	Students with a National 4 award at Practical Cookery Students without any formal Home Economics experience may gain entry to this course by showing a keenness to learn about food preparation & planning and Healthy food choices. There is a theory and practical element to this course and its assessment.
COURSE DESCRIPTION	The course is split into 3 units: <ul style="list-style-type: none"> • Cookery Skills, techniques & Processes • Understanding & using ingredients • Organisation & planning for cooking
COURSE ASSESSMENT	Practical Cookery at National 5 has three components of assessment: <ol style="list-style-type: none"> 1. Question paper – written: 30 marks (25% of overall Grade) 2. Assignment – written: 18 marks (13% of overall Grade) 3. 3 Course Cooking Assessment – practical: 82 marks (62% of overall Grade)
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	You will learn to: <ul style="list-style-type: none"> • proficiently use a range of cookery skills, food preparation techniques and cookery processes when following recipes • select and use ingredients to produce and garnish or decorate dishes • develop an understanding of the characteristics of ingredients and an awareness of their sustainability • develop an understanding of current dietary advice relating to the use of ingredients • plan and produce meals and present them appropriately • work safely and hygienically

COURSE TITLE	Barista & Enterprise
LEVEL	Barista Award at Level 4 (National 4), Level 5 (National 5) Young Enterprise Company Programme – Award at Level 6 (Higher)
ENTRY REQUIREMENTS	Barista & Enterprise is ideal as preparation for employment or progression to further studies in the Hospitality Sector. You will gain knowledge and skills that are vital for employment or progression to more advanced qualifications. National 5 Practical Cookery would be beneficial. There is not a recommended requirement for those that wish to enter the course apart from the drive to work independently and as part of a team with the confidence to attempt to learn new skills.
COURSE DESCRIPTION	The Award in Barista Skills at SCQF level 5 will develop the knowledge, understanding and technical skills required for the role of a barista. This qualification covers areas such as the different types of coffees and other beverages typically served by a barista. Setting up, operating, cleaning and closing down specialist equipment is also covered. Learners will have the opportunity to apply their knowledge and skills by preparing and serving different hot and cold beverages. The Company Programme provides a real life learning opportunity that introduces young people in S5 and S6 to the realities of the world of work. Young people work in teams to set up and run their own Young Enterprise student company under the guidance of a business mentor. Young people gain the practical business experience, enterprising mindset and employability skills needed to help them build successful futures.
COURSE ASSESSMENT	Barista will be assessed at Level 4 or Level 5 depending on the pupil's ability. There are two outcomes to assess: <ol style="list-style-type: none"> 1. A written assessment demonstrating Barista knowledge. 2. A practical assessment and observation checklist carried out in a workplace setting. Enterprise can be assessed at Level 6 SCQF in partnership with Glasgow Kelvin College.
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	<ul style="list-style-type: none"> • Enterprise Teams make all the decisions about their business, from deciding on the company name, brainstorming product ideas, conducting market research, managing company finances. • Building Customer Service skills selling to the public • Working under pressure, timekeeping, organisational skills and meeting deadlines • Current Barista skills, coffee and other beverages knowledge and skills

COURSE TITLE	Health & Food Technology (HFT)
LEVEL	N5/Higher Higher HFT is designed to build on prior learning at National 5 and provide progression to related university courses.
ENTRY REQUIREMENTS	Health & Food Technology is ideal as preparation for employment or progression to further studies at University/college. You will gain knowledge and skills that are vital for employment or progression to more advanced qualifications in the Health Sector or Food Sciences & Development. National 5 Practical Cookery or National 5 HFT would be beneficial. The recommended requirement for those that wish to enter the course without a previous HE qualification is another Science subject: Biology, Chemistry or Physics.
COURSE DESCRIPTION	The course allows candidates to develop and apply the knowledge and skills of research, analysis and evaluation in order to make informed food and dietary choices. Candidates develop their understanding of the properties of food in relation to food production, processing and the development of food products. The course uses an experiential, practical and problem-solving learning approach and promotes independence in learning. It uses real-life situations, and where appropriate, takes account of local, cultural, and media influences and technological innovations.
COURSE ASSESSMENT	HFT will be assessed at National 5 or Higher depending on the pupil's ability. There are two outcomes to assess: 1. A written question paper worth 60 marks. 2. Assignment Task worth 60 marks: <i>Research a food consumer issue and develop a food product.</i>
SKILLS FOR LEARNING, SKILLS FOR LIFE and SKILLS FOR WORK INCLUDED	The course has five broad and inter-related aims that enable candidates to: <ul style="list-style-type: none"> ◆ analyse the relationships between health, nutrition and food ◆ develop and apply skills, knowledge and understanding related to the functional properties of food ◆ investigate contemporary issues affecting food and consumer choice ◆ use research, management and technological skills to plan, make and evaluate food products for a range of dietary and lifestyle needs ◆ prepare food using safe and hygienic practices to meet specific needs