



Business & Computing Faculty

S2 Computing Science Course



What will I be learning?

In S2, you will attend Computing Science one period per week and will study the following topic areas:

- **Computer Graphics**
 - Learning how the computer stores graphics in bitmap and vector format and how to manipulate graphics using computer software.
- **Computer Animation**
 - Learning how to use computer software to create detailed animations using a variety of techniques.
- **Games Programming**
 - Learning how to design, code and test games using a block-based language.
- **Intro to Web Design**
 - Learning the basics of HTML and CSS to create simple web pages.

How will I be assessed?

All topics in the S2 Computing Science course have graded activities. These activities are normally tasks completed on the computer.

These tasks help you demonstrate your understanding of the topic to your teacher. Your work will be graded at bronze, silver or gold level.

Your teacher will share with you how to achieve each level, so you know how to improve your result on the next task.

You will also receive a closed-book, end of unit written test for the Graphics and Animation topics and the Games Programming topic.

Don't worry if you need additional support to complete your assessments – your teacher will organise this for you!

What does homework look like?

You will receive at least two pieces of homework per topic.

The homework for Computing Science is in the form of a multiple-choice quiz on Satchel One. Test revision homework is normally a paper worksheet.

You have three attempts to complete the quiz, and your best score will be recorded.

See your teacher in class if you need help accessing Satchel One, or if you would prefer to complete the homework on paper instead.