Business & Computing Faculty

S3 Computing Science Course

What will I be learning?

In S3, you will attend Computing Science four periods per week and will study the following topic areas:

- Games Programming
- Networking
- Data Representation
- Security
- Databases
- Web Design
- Emerging Technology
- Introduction to App Development
- Introduction to Programming

How will I be assessed?

All topics in the S3 Computing Science course have graded activities. These activities are normally tasks completed on the computer. Some tasks are to be completed individually, whilst others can be completed as part of a group.

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 receive a closed-book, end of unit written test for the Networking, Data Rep and Security unit and the Databases and Web Design unit. At the end of the S3 course you will sit a test summarising the content you have learned over the course of the year.

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 three pieces of homework per topic.

The homework for Computing Science is always posted on Satchel One for you to access. The homework is normally a range of short response and extended response type questions.

All course notes can be found on the class team in the Teams app.

See your teacher in class if you need help accessing Satchel One or are stuck with any of the questions.