

S1 Computing Science

This course builds on previous experiences in primary school but also introduces some fun new concepts. It is made up of 4 units.

Unit 1 – Introduction to software

This unit is designed to ensure pupils are familiar with the main features of the most common general purpose packages, namely: -

- Word Processing
- Desktop Publishing
- Presentations
- Spreadsheets

Unit 2 – Introduction to Systems

Pupils learn about how computers work, a particular focus is on: -

- Recognition of input, output and backing devices
- Recognition of the types of computer system.
- Investigate using the internet the purchase of the above with a limited budget

Unit 3 – Introduction to Programming

Pupils will learn about Software Development and the key role it plays in the computing industry. They will also learn about the key concepts involved in programming by designing and creating a range of different programs

Unit 4 – Introduction to Internet Safety

This unit teaches pupils about how to stay safe online and in particular looks at:

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- Cyberbullying
- Facebook
- Internet providers, search engines
- Internet safety eg firewalls and virus prevention