

HIGHERS IN A NUTSHELL

The National Parent Forum of Scotland Summary of Higher Computer Science

COMPUTING
SCIENCE
TECHNOLOGIES

CfE
HIGHER

2
UNITS

SOFTWARE DESIGN AND DEVELOPMENT
INFORMATION SYSTEM DESIGN AND DEVELOPMENT

+
COURSE
ASSESSMENT

ASSIGNMENT + QUESTION PAPER



Skills

Learners will be able to:

- develop and apply aspects of computational thinking in a range of contemporary contexts
- understand advanced concepts and processes in computing science
- analyse, design, implement and evaluate a range of digital solutions with some complex aspects
- communicate advanced computing concepts and explain computational behaviour clearly and concisely, using appropriate terminology
- develop awareness of current trends in computing technologies and their impact in transforming and influencing our environment and society



Opportunities for Learners

Learners will be able to:

- understand the central role of computing professionals as creative problem-solvers and designers, able to design, implement and operate hardware and software systems
- understand the far-reaching impact of information technology on our environment and society
- develop and strengthen skills in analysis and problem-solving, software and information system design, development, implementation, testing and evaluation



Assessment

- To gain Higher Computing Science, learners must pass the two Units and the Course Assessment (Assignment and Question Paper for 150 marks)
- Units are assessed as pass or fail by the school/centre and are quality assured by the SQA. Achievement of Units is recorded on the learner's qualifications certificate
- The SQA has provided examples of Unit assessments that teachers/lecturers can use as they are, or adapt to suit the needs of their learners
- The Course Assessment consists of an Assignment (60 marks) and a Question Paper (exam for 90 marks) which is in two sections (see below). The Assignment is internally marked and the Question Paper is marked externally by the SQA
- Higher Computing Science is graded from A to D or as No Award.



Question Paper Section 1: Short answer questions (20 marks) 2 hours
Section 2: Context-based questions requiring the application of 90 marks
knowledge and understanding (70 marks)

SQA Pseudocode <http://tinyurl.com/q6fc9cz>

Specimen Paper www.sqa.org.uk/files_ccc/ComputingScienceSQPH.pdf

Assignment Learners will develop a digital solution to a computing science problem, 60 marks
evidenced by a record of progress, a report and the final solution.



Progression Higher courses can stand alone or follow on from National 5 qualifications and may lead to Advanced Highers, the Scottish Baccalaureate and a range of qualifications within Further and Higher Education.



For course information, specimen question papers and past paper guidance visit:

Higher Computer Science: www.sqa.org.uk/sqa/56924.html

[Curriculum for Excellence Key Terms and Features Factfile](#)

www.educationscotland.gov.uk/Images/CfEFactfileOverview_tcm4-665983.pdf

[Further Information for Parents and Learners](#) Information on assessment, skills, progression, revision resources and summaries of National Qualifications

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