

About the Faculty

• Three subject areas: Computing Science **Business** Mathematics Education & Numeracy

Mathematics & Numeracy

Structure

- 5 Periods offered in S1
- Pupil grouping based on progress in Primary School
 - Progress checks in S1 to ensure pupils' needs are best met
- Focus on ensuring pupils build and develop skills in numeracy, information handling, geometry and key maths knowledge.
- Support from Maths & Numeracy Champions

Progression

- Pupils continue through S2-3
- Choice of National Awards in S4 & S5
- Delivery of Mathematics up to Advanced Higher
- Mathematics and Numeracy skills vital to a wide range of careers & further study.

Business Education

Structure

- Joint S1 course with Computing Science
 - Emphasis on building Digital Skills
 - Units introducing personal finance, enterprise skills and online presentation software
- Joint course continues in S2

Progression

- Choice to specialise in S3 (2 Periods)
- Business Management at N4 to Higher from S4
- Employability & Customer
 Service NPA courses in S5-6
- Opportunities to take part in Young Enterprise project

Computing Science

Structure

- Joint S1 course with Business Education
 - Internet Safety & Security
 - Coding skills
 - Hardware & Software
 - Digital Media
- Further Coding and Web Development in S2

Progression

- Choice to specialise in S3
 - Computing Science
 - Games Design
- N4 to Higher courses from S4
- NPAs in specialist areas such as Cyber Security, Digital Media and Games Development.
- Transferrable Digital Skills for a wide range of careers.