Information and Communication Technology

Subject Information

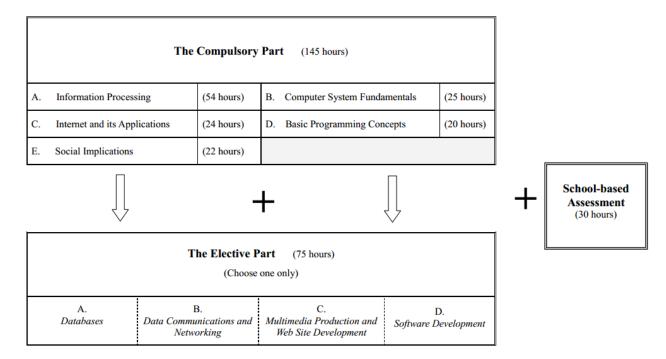
AIM

The senior secondary ICT curriculum aims to

- provide students with a body of essential knowledge, concepts and applications of information, communication and computer systems;
- equip students with problem-solving and communication skills, and encourage them to think critically and creatively;
- develop students into competent, effective, discriminating, ethical and confident users of ICT, so as to support their lifelong learning; and
- provide students with opportunities to appreciate the impact of ICT on our knowledge-based society, so as to nurture in them positive values and attitudes towards this area.

SYLLABUS

Curriculum Framework of senior secondary ICT



The elective module of S6 students this year is Database.

TEACHING AND LEARNING

During the three-year senior secondary ICT curriculum, students work towards the following learning targets in the categories of "Knowledge and Understanding", "Skills" and "Values and Attitudes".

Knowledge and Understanding

- Develop knowledge and understanding of the range and organisation of computer systems, and the interrelationships between hardware, software and data; and
- > Realize the social, ethical and legal issues pertaining to the use of ICT.

<u>Skills</u>

- Use a range of applications software effectively, ethically and with discrimination to support information processing and problem-solving; and
- Demonstrate an understanding of methods for analysing problems, and planning and implementing solutions using ICT.

Values and Attitudes

- Appreciate how information literacy and the sharing of knowledge using ICT influence decision-making and shape our society; and
- > Develop responsible and positive attitudes towards the use of ICT.

Component		Weighting	Duration
Public	Paper 1 Compulsory part	55%	2 hours
Examination	Paper 2 Elective Part (choose one only)	25%	1 hour 30
	2A Databases		minutes
	2B Data Communications and Networking.		
	2C Multimedia Production and Web Site		
	Development		
	2D Software Development		
School Based Assessment		20%	

ASSESSMENT METHOD

ACTIVITIES



IT Exploration Tour



War walking - Wi-Fi Survey in nearby district