

Streaming Information

Normal (Technical)

2021



**CANBERRA SECONDARY
SCHOOL**

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All information is correct as on 23 March 2021

Secondary Three Subject Combinations for 2022

When selecting your subject combination for Secondary 3 (2022), you only need to indicate your preferred subject choices in the streaming portal. You should rank your subject choices according to your order of preferences. You are strongly encouraged to opt for combinations that are within your academic capability.

During the Streaming Exercise, students will be offered subject combinations based on:

1. their academic performance in Secondary 2 (overall results in 2021)
2. their choice of combination
3. the number of students opting for that combination; and
4. the availability of school resources

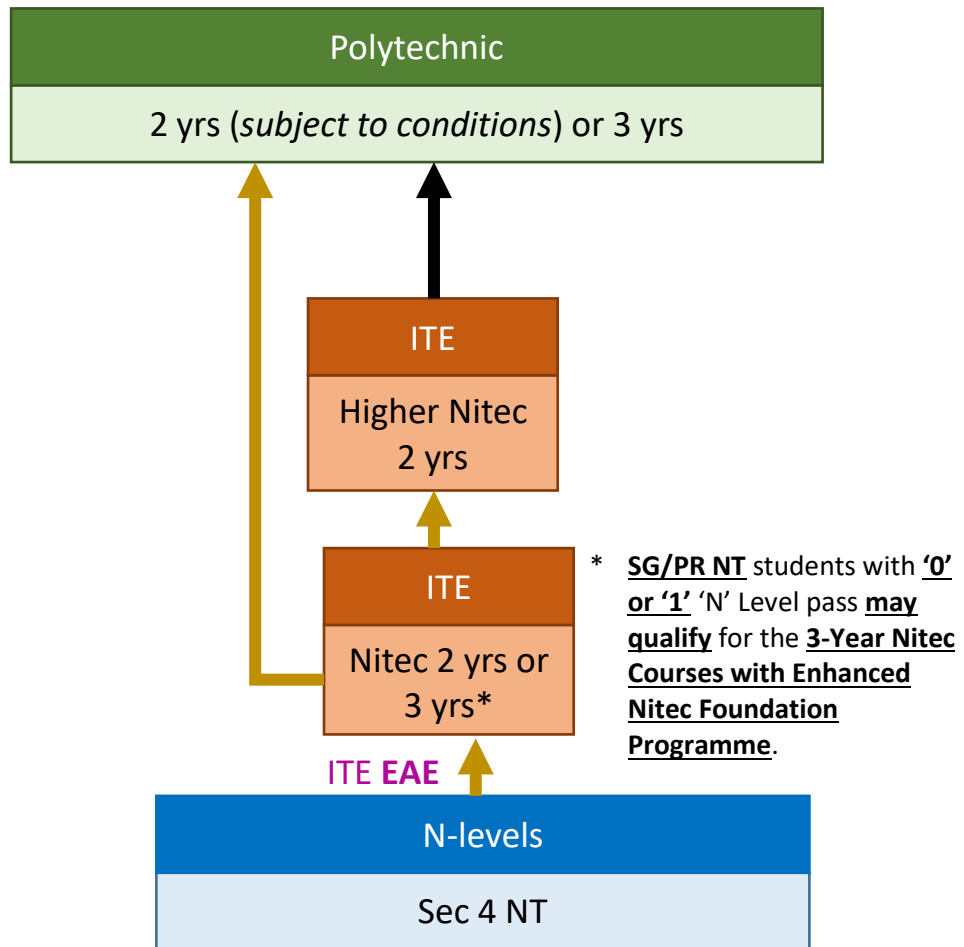
If a student is not offered his/her first choice due to any of the above reasons, the school will consider subsequent choices made by the student. Hence, it is important that students rank their choices after careful consideration and consultation with their parents or guardian.

Subject Combinations for Normal (Technical) Stream

For the Normal (Technical) Stream, students can select from the **three** different electives.

Normal (Technical) Combinations		
English Language		
Mother Tongue Language		
Mathematics		
Computer Applications		
Science (NT Syllabus)		
Art	Design & Technology	Food Studies

Pathways For N(T) students



EAE: Early Admissions Exercise

Eligibility Criteria:

Best 4 Subjects ('N' Level results) is used for admissions into the ITE.

- English Language, Mathematics and
- 2 other best subjects

WRITE-UP ON ELECTIVES FOR SECONDARY THREE N(T) CLASSES

Craft and Technology

The Craft and Technology department includes Art Unit, Design and Technology Unit and Nutrition and Food Science Unit. The uniqueness of the subjects provides many opportunities for students to be self-directed in their learning, and we aim to nurture our students into creative and critical problem solvers.

	Art	D&T	Food Studies
You choose because you want to...	<ol style="list-style-type: none"> 1) nurture an informed awareness and appreciation of the visual arts; 2) enhance ability to identify and solve problems creatively in visual and tactile forms; 3) develop competency in the use of art and design principles, materials and processes; 4) foster self-confidence and a sense of achievement through the practice of the visual arts; 5) Cultivate an inquiring mind, a spirit of experimentation and a passion for the visual arts 	<ol style="list-style-type: none"> 1) develop confidence, pride and tenacity through exploring real-world design opportunities for which ideas are developed 2) develop the quality of mindfulness, empathy and sensitivity through improving aspects of their environment in everyday life 3) embrace complexities, uncertainties and the inherent social dimension of the design process when exploring design opportunity vis-à-vis design ideas 4) cultivate thinking through doodling and sketching/drawing 5) experiment and prototype ideas using appropriate materials and tools 6) build on their innate curiosity and ability to create 7) exercise judgements and make evidence-based decisions of a technological, aesthetic and economic nature 	<ol style="list-style-type: none"> 1) equip students with basic nutritional knowledge for healthy living and provides opportunities to acquire life skills for effective personal management (e.g. resource management) 2) inculcate in students a deep sense of respect for the dietary preferences of the different ethnic groups and socio-cultural sensitivity towards diverse community in the context of food practices 3) develop students' understanding of food commodities and to equip students with the knowledge and skills to plan and prepare healthy meals using a variety of food commodities and methods of cooking 4) develop students' understanding of the basic concepts of nutrition and meal planning, and their impact on health
Learning Content	<ol style="list-style-type: none"> 1) Studio Practice 2) Experiment and explore the possibilities of different materials, techniques and processes 	<ol style="list-style-type: none"> 1) Design 2) Technological Areas 3) Materials and Practical Processes 	<ol style="list-style-type: none"> 1) Meal Planning and Meal Analysis 2) Food Management 3) Food Commodities

	3) Art Practices: Context, Artistic Processes, Visual qualities and Media		
Other skills/ discipline that you will acquire	<ul style="list-style-type: none"> - Fine Art (Drawing & painting) - Digital media 	<ul style="list-style-type: none"> - Sketching - Mock up/ model making - Handling of different tools and machineries, to work on different materials - Usage of CAD software 	<ul style="list-style-type: none"> - To investigate and develop ideas by defining a task question/problem situation through gathering and processing information, exploring and deriving learning from food preparation - Apply food preparation techniques and use different cooking methods in preparing palatable dishes/ balanced meals for different situations - Ability to evaluate the sensory outcome of the dishes
Assessment Format	<p>Paper 1- (5 weeks)- Art Task 40%</p> <p>Paper 2- (18 weeks) Port-folio 60%</p> <ul style="list-style-type: none"> • <i>Part A: Digital Journal -30%</i> • <i>Part B: Art and Design Work -60%</i> • <i>Part C: Personal Response- 10%</i> 	<p>Paper 1 (1 hour) - Written Paper (40%)</p> <p>Paper 2 – Coursework (60%)</p>	<p>Paper 1 (1.5 hours) – Written Paper (40%)</p> <p>Paper 2 – Coursework (60%)</p>
National Deadline for Coursework	N-Level: Mid May	N-Level : Mid July	N-Level : Mid July