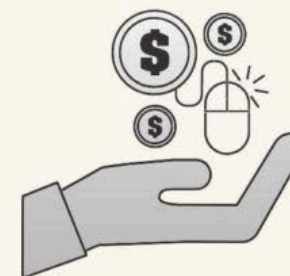


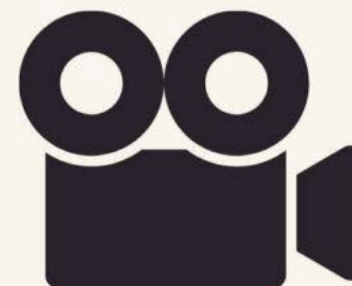
**NORTHBROOKS
SECONDARY SCHOOL**
SOARING YET ROOTED

*Sec 2 Subject
Information:
C&T Electives
(G1)
ART, D&T*





What interests you?



C&T Coursework subjects for G1 Level: **ART or D&T**

- Students in the G1 level can have a choice of subjects (also known as elective subjects) at the upper secondary (Secondary 3 onwards). The school offers a range of elective coursework subjects to cater to the needs and interest of our students.
- **Coursework** refers to a rigorous research paper or design project where students to analyze, think critically, plan and carry out comprehensive, thorough research which they ask questions, examine issues, gather, record, collate, interpret and evaluate data to complete a working Artefact, Design Journal, Presentation Boards, Artwork and/or Research Paper.
 - The examination question paper will be issued in January of the national examination year.
 - Students are expected to work on their coursework during scheduled sessions in school after curriculum time.
 - Students are required to work independently and adhere to the scheduled submission timeline.



ART Syllabus in a nutshell

Art at G1 level allows you to engage creatively with art and design in ways that are practical, meaningful, and closely connected to real-life contexts and skills.

Purpose of Art Education:

- ✓ Encourages creativity, imagination, and adaptability
- ✓ Builds practical art and design skills
- ✓ Explores identity, culture, and society

Big Ideas to guide Art Learning:

1. Art helps us see in new ways.
2. Art tells stories about our world.
3. Art influences how we live.

ART Syllabus Content

Core Learning Experiences

1. Building Portfolios
2. Design Immersion

Four Key Areas of Learning Content:

1. Art Forms and Media
2. Visual Qualities, Visual Strategies, Design Concepts
3. Context (Identity, Documentation, Commentary)
4. Artistic Processes (Observe, Investigate, Experiment, Evaluate, Reflect)

ART Syllabus Content

FOUNDATIONAL STUDIES

1. Basic Drawing

Students learn to use drawing as a mode and medium of documentation and self-expression.

2. Basic Digital Imaging

Students learn digital imaging skills and methods of digital image manipulation.

ELECTIVE STUDIES

Media Components	Examples
Fine Art (2-D)	Painting, calligraphy, collage, printmaking
Fine Art (3-D)	Sculpture, assemblage, ceramics, glass
Design (2-D)	Graphic design, illustration, computer-generated graphics, fashion/costume illustration
Design (3-D)	Interior/architectural models, product/package design, jewellery, environmental design
Textiles/Fibre Art	Weaving, screen printing, batik, tie and dye
Digital/ Lens-Based Media	Photography, multi-media, film, video, animation



ART Scheme of Assessment

Paper 1: Art Examination (40%)

- Duration: 1 hr 30 mins
- Section A: Multiple-choice, Matching, Fill-in-the-blanks (5 marks)
- Section B: Short-answer questions (15 marks)
- Section C: Practical Art Task (Concept sketch with brief explanation) (20 marks)

Paper 2: Portfolio (60%)

- Completed over 8 weeks (18 hours)
- Part A (Visual Materials): 10 screens documenting research, experiments, journal entries, using at least 2 art forms/media (35 marks)
- Part B (Artworks): Submission of 2 completed artworks (25 marks)

Assessment Objectives

Knowledge

- Identify visual and design qualities, gather information, and attribute sources responsibly.

Application

- Demonstrate practical skills by experimenting with media and techniques to create artwork.

Communication

- Clearly present ideas visually and verbally, reflecting thoughtfully on your own and others' artworks.



How do I know if **Art** is for me?

Recommended Placement Guidelines for Art

For placement to Upper Secondary			
ART			
G1		G2	G3
Recommended Subject-specific Skills and Dispositions	Able to explore and manipulate art media to achieve intended outcomes		
	Able to apply artistic processes (i.e. observing, gathering of information, generating possibilities) with <u>support and scaffold</u> .	Able to apply artistic processes (i.e. observing, gathering of information, generating possibilities) with <u>less support and scaffold</u> .	
	Able to do <u>simple</u> analysis of visual qualities of artworks and apply learning to own art making.		Able to do <u>deeper</u> analysis of visual qualities of artworks, <u>make connections with their contexts</u> , and apply learning to own art making.

Post-Secondary ART-related Courses

3-year Higher Nitec Programme

- *Higher Nitec* in Communication Design
- *Higher Nitec* in Film & Video Production
- *Higher Nitec* in Interior & Product Design
- *Higher Nitec* in Technical Theatre & Production
- *Higher Nitec* in Visual Merchandising
- *Higher Nitec* in AI Applications
- *Higher Nitec* in Electronics Engineering
- *Higher Nitec* in Immersive Applications & Game



ART-related Career Options

- ✓ Art Gallery Curator
- ✓ Game Designer/Programmer/Producer
- ✓ Graphic Designer
- ✓ Media Industry - broadcast, producer, camera professional
- ✓ Product Designer
- ✓ Visual Graphics Professional
- ✓ 2D/ Animation/ 3D Art Visual Artist
- ✓ Architectural Technology
- ✓ Filmmaking (Cinematography)
- ✓ Interactive Design
- ✓ Motion Graphics
- ✓ Performance Production
- ✓ Visual Effects
- ✓ Visual Merchandising



FAQs (ART)

Q1: What is Paper 1-Portfolio?

A: The portfolio collection **of three art and/or design works** that best represent the student's abilities in at least two differing media. All three art and/or design works must be accompanied by a brief description of the task/s leading to the creation of the final art and/or design work. Each description should not be more than 50 words in length. The portfolio submission is considered complete only when each of the three art and/or design works is submitted with a description. Submission of portfolio is in the month of June of the examination year.

Q2: What is Paper 2-Art Task?

Paper 2 (Art Task) provides 6 questions issued from which students are to choose one. The scope of the questions lies within the following six categories: Fine Art (2-D), Fine Art (3-D), Design (2-D), Design (3-D), Textiles/Fibre Art and Digital/ Lens-based Media with **ten weeks** to carry out preparatory studies and record their research and studies to the chosen task in the answer booklet provided. Students are to execute their final solution to the chosen task on a paper of size A3 or A2 during a three-hour examination.



FAQs (ART)

Q3: Must my child be proficient in different mediums such as Acrylic painting and Watercolour painting?

A: No, the various mediums will be taught to your child. However, it will be advantageous if you are already equipped with prior knowledge of the skills used in these mediums.

Q4: Is Art a relevant subject considered for aggregate computation to the Pre-University (i.e. Junior Colleges and Millennia Institute), Polytechnic and ITE courses?

A: Yes, For ITE courses, Art can be considered as one of Best 2 or Best 3 Other Subjects for aggregate computation.

FAQs (ART)

Q5: Will Art take up a lot of extra time?

A: Consistent attendance and some after-school work are necessary, especially during portfolio preparation.

Q6: Can I use digital media in my art?

A: Definitely! Digital imaging and design software will be core tools you use in creating your portfolio and artworks.

Q7: What kind of art projects will I do?

A: Real-world relevant projects like graphic design, illustration, animation, or creating products like posters, costumes, or merchandise.



Design & Technology (DT) Syllabus in a nutshell

The Design & Technology (D&T) syllabus is designed to engage students in designing and prototyping ideas through applying technology.

Through the design process, students cultivate creative, critical and reflective thinking to make sense of their learning and to develop related dispositions and skills using graphical means and technology.

The D&T syllabus aims to *provide designing and prototyping opportunities via the Design Process for candidates to:*

- ✓ *develop design-related dispositions*
- ✓ *acquire design techniques and strategies*
- ✓ *consolidate a sound working knowledge of technology (materials, workshop processes, mechanisms and electronics)*



Design & Technology (D&T) Syllabus Content

A KNOWLEDGE WITH UNDERSTANDING

- designing and prototyping
- nature of the design process
- plan and manage their project

B DESIGN THINKING SKILLS

- detect, frame and understand everyday needs for design opportunities
- generate tentative ideas through inquiry
- analyse and synthesise relevant knowledge and information

C DESIGN MANIPULATING SKILLS

- sketch proposed design solution
- build mock-up(s) to test ideas for decision making
- work with appropriate technology for prototyping



Objectives & Scheme of Assessment

Paper	Duration	Assessment Domains			Total
		A Knowledge with Understanding	B Design Thinking Skills	C Design Manipulating Skills	
1 Written Examination	1 hour	10%	10%	10%	30%
2 Design Project	20 weeks	20%	20%	30%	70%
Overall		30%	30%	40%	100%

- The Design Project is an individual coursework-based examination. The examination will be conducted over **20 weeks** from the question paper release, excluding school holidays. Candidates will be required to work on a **design and prototyping project** based on the examination question.



How do I know if **D&T** is for me?

Recommended Placement Guidelines for D&T

For placement to Upper Secondary			
D&T			
G1		G2	G3
Recommended Subject-specific Skills and Dispositions	Able to use visuals (e.g. images and sketches) to arrive at a proposed design solution in response to the design need, design brief and design specifications.		
	Able to consider relevant factors when generating and developing ideas with <u>support</u> and <u>scaffold</u>	Able to consider relevant factors when generating and developing ideas with <u>less support and scaffold</u>	
	Able to state design need, design brief and design specifications.		Able to define design need, design brief and design specifications based on relevant research information



Post-Secondary D&T-related Courses

- **3-year Higher Nitec Programme**
 - *Higher Nitec* in Communication Design
 - *Higher Nitec* in Interior & Product Design
 - *Higher Nitec* in Electronics Engineering
 - *Higher Nitec* in Advanced Manufacturing
 - *Higher Nitec* in Aerospace Engineering
 - *Higher Nitec* in Architectural Technology
 - *Higher Nitec* in Automotive Engineering
 - *Higher Nitec* in Civil & Structural Engineering Design
 - *Higher Nitec* in Electrical Engineering
 - *Higher Nitec* in Facilities Management & Engineering
 - *Higher Nitec* in Integrated Mechanical & Electrical Design
 - *Higher Nitec* in Landscape Management & Design
 - *Higher Nitec* in Marine & Offshore Engineering
 - *Higher Nitec* in Mechanical Engineering
 - *Higher Nitec* in Mechatronics Engineering



D&T-related Career Options

- ✓ Graphic Designer
- ✓ Industrial Designer
- ✓ Web Developer
- ✓ Software Developer
- ✓ Multimedia Artist
- ✓ Engineer, Architect
- ✓ Landscape Architect/Designer
- ✓ Interior Designer
- ✓ Renderer
- ✓ Product Designer



FAQs (D&T)

Q1: Will D&T be helpful for me if I plan to go ITE?

A: Yes, having knowledge in the processes learnt during the study of Design and Technology will greatly assist the student in design courses in ITE. Other courses that have some relevancy to Design and Technology include Medical Technology.

Q3: I am passionate about D&T, but I failed my Secondary 2 D&T, will I still have a chance?

A: A pass is required for a chance to qualify for Upper Secondary D&T, and placement is decided by choice and aptitude of the batch of students.

Q4: Why is D&T offered to a maximum of 20 students?

A: The D&T workshop is considered a special room which limits the number of students due to safety constraints. Also the D&T practical skills and techniques taught need to be closely supervised and monitored, hence a fixed class size of 20 is mandated.



Useful links

- Pls scan the QR code to SEAB syllabus info, and other useful info

