NORTHBROOKS SECONDARY SCHOOL
SOARING YET ROOTED

Sec 2 Subject Information:

G2 Computing

Aims of Computing

The aims of the G2 Computing syllabus are to:

1) Acquire knowledge and understanding of the concepts of **computer systems, networks, application software and programming**;
2) Develop and **apply media software skills** by using application software;
3) Develop an appreciation of computing as a creative field together with an awareness of **cybersecurity, emerging technology** and the impact of computing;
4) Develop 21CC and attitudes needed to do well in computing including critical, **adaptive and inventive thinking, collaboration, communication** as well as perseverance in striving for accuracy and thoroughness.

Computing Syllabus content

Overview of Content

Module	Topics
1. Computing Fundamentals	1.1 Components 1.2 Input and Output
2. Networking	2.1 Concepts 2.2 Home Networks and the Internet 2.3 Cloud Computing
3. Impact of Computing	3.1 Technology 3.2 Responsible Use of Computers
4. Spreadsheets	4.1 Cell Formats 4.2 Charts 4.3 Formulas 4.4 Functions 4.5 Sorting and Filtering 4.6 Data validation
5. Media Software	5.1 Vector graphics 5.2 Raster graphics 5.3 Presentations and Videos
6. Programming	6.1 Basics 6.2 Game programming 6.3 Microcontrollers

Objectives & Scheme of Assessment

Paper	Mode	Duration	Weighting/ Marks	Format
1	e-Exam	1 h 30 m	50% (70 marks)	Section A 20 Multiple-Choice Questions [20 marks] Section B Short Structured Questions [50 marks]
2	Lab-based	2 h 15 m	50% (80 Marks)	3 Tasks Media Software [~30 marks] Spreadsheets [~25 marks] Programming [~25 marks]

How do I know if Computing is for me??

Students who are suited for Computing should:

•**Think logically** and enjoy solving puzzles or step-by-step challenges.

•Be **curious about how technology works** — wonder how apps, websites, or games are created, and show interest in topics like AI, coding, or cybersecurity.

•**Enjoy creating digital projects** — such as building apps, games, or websites, and using tools like Scratch, Python, or HTML.

•Be eager to **learn through hands-on experimentation** and not afraid to try, test, and troubleshoot.

Career Prospects

Possible career opportunities in the following areas:

- Software Developer / Programmer – Build apps, games, and software
- Cybersecurity Analyst
- Data Analyst.
- Artificial Intelligence (AI) Engineer
- Machine Learning Specialist
- Game Developer / Designer
- Digital Animator / Multimedia Developer

Eligibility

Candidate must have attained an overall score of at least 50% in G2 Mathematics at the end of Secondary 2.

Useful links

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