

Please scan the QR code to access the digital version of the Subject Combination Booklet



Sec 3 Subject Combination Talk (for Sec 2 NT)

1 MARCH 2023







PROGRAMME OUTLINE (FOR 2NT)

- 1. Matters on 2023 Subject Combinations
- Education and Career Guidance (ECG)Sharing
- 3. Electives Sharing: Art
- 4. Electives Sharing: Music
- 5. Electives Sharing: D&T
- 6. Electives Sharing: NFS
- 7. Electives Sharing: EBS
- 8. Q & A Segment

Opening Address

Vice-Principal Mdm Ching L H

CHOOSE WISELY

My Interest/Aspiration My Strength My Learning Disposition





My Subject Combination Leading to My Aspiration

- Choose a Subject Combination that will grow my passion and deepen my knowledge in the area of my interest, so that I can reach my aspiration
- Read up on my post-secondary options visà-vis my aspiration

ALLOCATION OF SUBJECT COMBINATIONS

> Students' Choice(s)

- > Students' Sec 2 Learning Outcomes (academic & non-academic)
 - Overall academic learning outcomes
 - Subject Eligibility Requirements
 - Teachers' Recommendations
 - School Resources

GETTING YOUR CHOICE SUBJECT COMBINATION

Work consistently

Learn with the Right Attitude

Manage Time well

Choose wisely

	Assessment Weighting	Date	
	Weighted Assessment 1 (WA1)	15%	Term 1
2NT	WA2	15%	Term 2
2111	WA3	15%	Term 3
	AA	10%	Term 1 - 3
	End-of-Year Exam	45%	Term 4



Parents
Class Mentors
Subject Teachers
IP HODs
Year Heads
ECG Counsellor
School Leaders

Knowing the Child



Subjects offered at Sec 3 Normal Technical

- **□** English
- ☐ Mother Tongue
- **□** Mathematics
- ☐ Science
- □ Computer Applications
- **□**Art
- Design and Tech
- Nutrition & Food Science
- **■**Music
- ☐ Elements of Business Skills

Choose 1

Subjects offered at Sec 3 Normal Technical

Subj 1	Subj 2	Subj 3	Subj 4	Subj 5	Subj 6
*English	*Mother	*Mathematics	*Science	Computer	Art
Language	Tongue			Applications	or
	Language				Design and Technology
					or
					Elements of Business
					Skills
					or
					Nutrition and Food
					Science
					or
					Music

^{*} Subject is offered at either NT-level or at NA-level

Out-of-Stream (OOS) Subjects offered

- English Language
- Mother Tongue Language
- Mathematics
- ☐ Science (Combined)
- Chemistry & Physics or
- Chemistry & Biology



Criteria for taking OOS Subjects

For SBB Students

- Overall (50% and above) in the SBB subject (at Express/NA level) at the end of Secondary 2
- Teachers' inputs on learning disposition and attitude

Criteria for taking OOS Subjects

For non-SBB Students

• Overall (80% and above) in the subject (at NT level) at the end of Secondary 2

Teachers' inputs on learning disposition and attitude

Criteria for taking OOS Subjects



Secondary 3 Subject offered at	Minimum Requirement (Based on Sec 2 Overall Results)		
NA level standard	For 2NT SBB students	For 2NT non-SBB students	
English LanguageMother Tongue Languages	SBB subject (Exp/NA level): 50%	Subject (NT level): 80%	
MathematicsCombined Science(Chem/Phy or Chem/Bio)	Teachers' inputs on learning disposition and attitude		

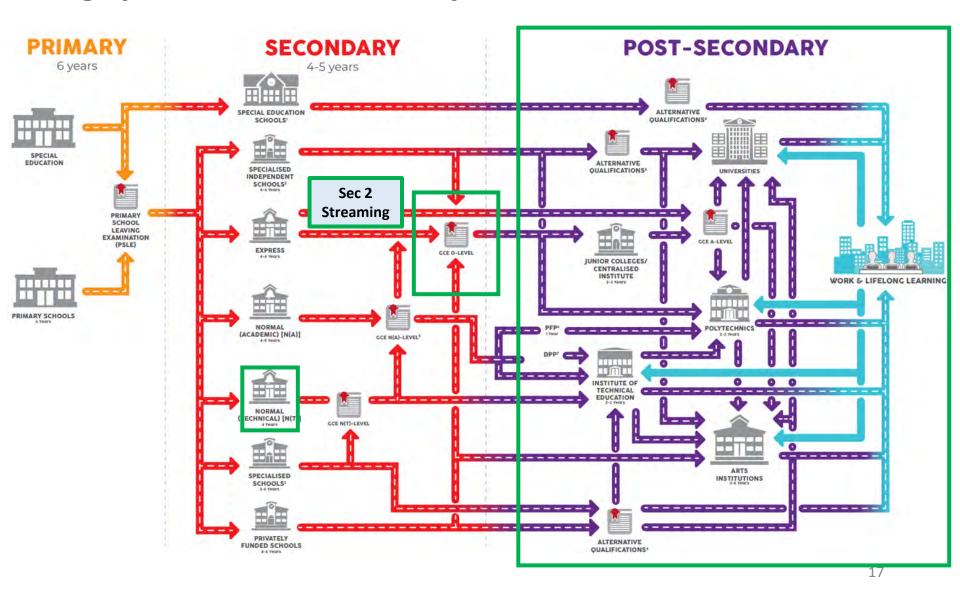
TIMELINE

1	Talk for parents	1 Mar
	(Students are strongly encouraged to attend	
	with parents)	
2	Subject Exposures	Mid-May
	Online interest survey for students	
3	Talk for students	Mid-Oct
4	Submission of Choices	End Oct
5	Release of Allocated Subject Combination	Early Nov
6	Appeals Period	Mid-Nov
7	Release of Appeals Outcome	End Nov





Singapore's Education System:





4As to Success





A ttendance
A ppearance
A ttentiveness
A ssignment

ORCHID PARK SECONDARY SCHOOL



LEAPS 2.0

Leadership

Achievement

Participation

Service



- Recognition of Students' Co-Curricular Attainment
- Bonus points for admission (Post Secondary)
 - Excellent: 2 Bonus Points
 - Good: 1 Bonus Point
 - Fair: No Bonus Points

Sharing on ECG Matters

Elective Sharing on Art

Aims

Foster positive values:

• self-confidence, perseverance and pride.

Nurture a spirit of:

exploration, inventive thinking and creative expression.

Cultivate the following:

 awareness and appreciation of art to make informed responses to works.

Subject Content

(what we do in class)



Drawing in different mediums



Photography Skills



Printmaking (linocut)



Painting (acrylic & watercolour)



Fashion Illustration



Digital Work (Packaging Design)



Assessment Requirements

Paper 1: Art Task

- Compulsory
- 40%
- 3 hours
- QP given 5 weeks
 before actual N Level
 Art examination.

Paper 2: Portfolio

- Compulsory
- 60%
- 18 weeks
- This paper consist of 3 parts.

Part A: Digital Journals

Part B: Fine Art & Design Work

Part C: Personal Response



Paper 2: Fine Art Exemplar A

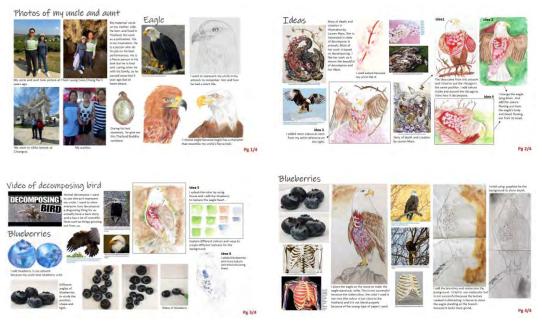


Digital journal of not more than 5 pages



Fine Art Work

Paper 2: Fine Art Exemplar B



Digital journal of not more than 5 pages



Fine Art Work

Paper 2: Design Exemplar A











Digital journal of not more than 5 pages





Paper 2: Design Exemplar B





Digital journal of not more than 5 pages



Design Work

Demands of Art Coursework







time management skills

Possible Progression



ITE Nitec Courses

- Digital Animation
- Product Design
- Fashion Apparel Production & Design
- Visual Communication
- Visual Effects
- Space Design (Interior & Exhibition)
- Digital Audio & Video Production
- Social Media & Web Development

ITE Higher Nitec Courses

- Filmmaking (Cinematography)
- Performance Production
- Interactive Design
- Visual Merchandising
- Games Art & Design

Possible Progression



Polytechnic Courses

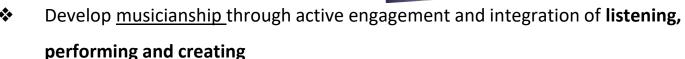
- NYP (School of Design)
- NYP (School of Interactive & Digital Media)
- Ngee Ann (School of Film & Media Studies)
- Ngee Ann (School of Infocomm Technology)
- RP (School of Infocomm)
- RP (School of Technology for the Arts)
- SP (School of Digital Media & Infocomm Technology)
- SP (School of Design)
- TP (School of Design)

Arts Educational Institutions

- Nanyang Academy of Fine Arts (NAFA)
- LASALLE College of the Arts

Elective Sharing on Music

Aims:



- Acquire a range of <u>music technology skills</u> and develop an awareness of their applications in **real-world contexts**
- Foster <u>creativity and innovation</u>, and **develop problem-solving skills** and **the ability to**make informed decisions in music
- Develop <u>an awareness and appreciation</u> of music in **local and global cultures** and their functions in society
- Cultivate lifelong enjoyment and involvement in music
- Inculcate <u>values</u> and <u>nurture positive dispositions</u> through the learning of music





Subject Content:

- Popular Music since 2000s
- Pop, Rock, Electronic Dance, Rhythm & Blues
- Film & TV Music
- Western Classical Music
- Ethnic Ensembles (Malay, Chinese & Indian Music)
- Coursework
- Performance



Hmm..... Do I want to...



- Learn about music cultures around
- Use professional software to write music for film or arrange a song
- Perform
- Practice listening skills by playing in a band and/or analysing songs



I must show in my N level exams I can...

Listen!

- What instrument is this? What genre is this? What technique is this guitar using?
- Listening Exams: MCQs for Paper 1

* Perform!

Play an instrument and show now it fits!



I must show in my N level exams I

can...

- Create!
 - Use a computer to compose for film (movies) and arrange a song!
 - Mixcraft



'NT' Assessment:

Paper	Assessment Mode	Duration	Weighting
1	Written Paper Part A: MCQ Part B: Short answer questions	1 hr	40%
2	Coursework Task 1: Creating & Performing a Pop Song/Instrumental Arrangement Task 2: Creating (for Film)	30 hours	60%

Music Internal Projects

- 1) Performing Opportunities
- 2) Jamming
- 3) Presentations
- 4) Learning Journeys & Workshops





Demands of Music

Regular & consistent study









Practice

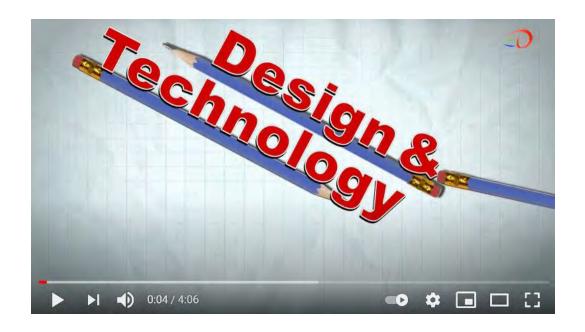
Possible Pathways:

- ITE
 - Nitec in Video Production
 - Higher Nitec in Performance Production
 - Higher Nitec in Filmmaking (Cinematography)
- Polytechnic (Further)
 - Diploma in Media, Arts & Design (Singapore Poly)
 - Diploma in Film, Sound & Video (Ngee Ann Poly)
 - Diploma in Sonic Arts (Republic Polytechnic)
 - Diploma in Music (LASALLE/NAFA)
 - Diploma in Audio Production (LASALLE/NAI)

Elective Sharing on Design & Technology and **Nutrition & Food** Science

What is Design & Technology?

A video containing a brief introduction on the subject 'Design & Technology' can be viewed at https://www.youtube.com/watch?v=nljmGVWUnDU



Aims:



- Develop 'Design' related dispositions.
 - ✓ Empathy, sensitivity, embrace complexities.
- Foster positive values
 - ✓ Confidence, tenacity, pride
- Cultivate the following:
 - ✓ Creative, critical and reflective thinking
 - ✓ Decision making skills

Subject Content:



- Section A: Knowledge with understanding.
 - ✓ Understand, apply design process.
 - Project Management
- Section B: Design Thinking Skills.
 - ✓ Generate ideas
 - Research, analyse info for decision making.
- Section C: Design Manipulating skills.
 - ✓ Sketch, build mock-ups to explore ideas.
 - Prototype design solution.

'NT' Assessment:

Paper	Assessment Mode	Duratio n	Weighting
1	Written Paper	1 hr	30%
2	Design Project	20 wks	70%



Design Project:

- 1) Design Journal
 - Design process
 - Research, ideation, mock-ups
- 2) Presentation Boards
 - Communicate proposed design solution
- 3) Prototype

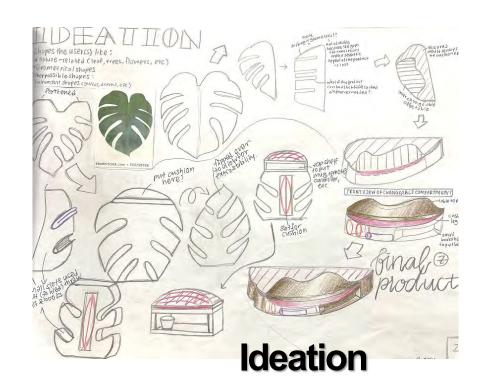


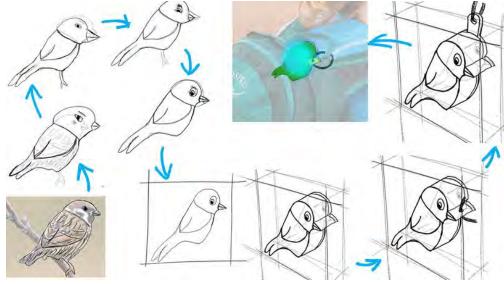
2019 D&T Awards
Creative Innovation Award

Examples:

Research

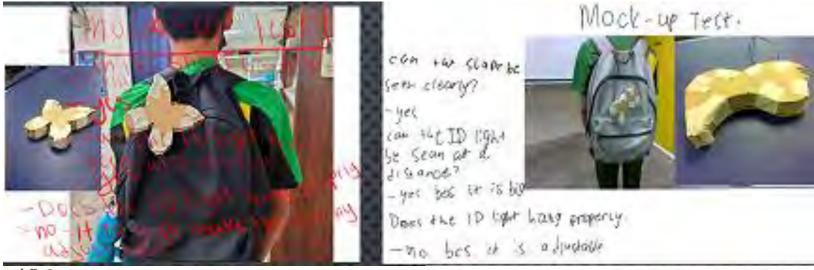






Examples:

Mock-ups & Testing

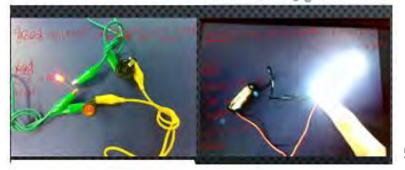




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Testing, tinkering





Demands of D&T:

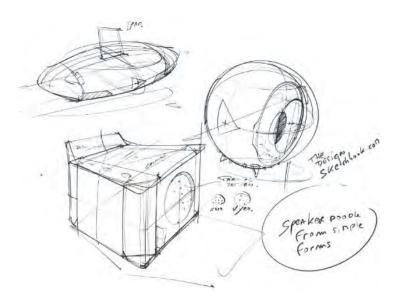


Regular & consistent work

Time Management skills.



Sketching skills



Possible Progression:

- **❖** ITE − EL R2 B2
 - ✓ Engineering related courses (Electrical, electronics, Civil,



- ✓ Engineering with Business,
- ✓ Security systems integration,
- √ Facility Management,
- ✓ Space Design Technology.



Aims:



- Equip students with the knowledge and skills to lead a healthier lifestyle proactively through proper diet and nutrition.
- Advocate sustainable food consumption by planning and making appropriate food choices.
- Apply principles of culinary science creatively in food preparation and cooking.

Subject Content:



1. Nutrition & Health

- ✓ Nutrients, Diet & Health
- ✓ Energy needs of different individuals
- ✓ Use of nutritional tools

2. Food Literacy.

- ✓ Food management (diet & meal planning, meal analysis)
- ✓ Informed consumer (convenience food)

3. Food Science

- ✓ Food safety (food spoilage)
- ✓ Science in preparing & cooking food

5979 'N' Level Assessment:

Paper	Assessment	Duration	Weighting
1	Written Paper	1.5 hr	40%
2	Coursework	6 months	60%



What do we do in class?

Theory Lessons























What do we do in class? Practical Lessons



What do we do in class? Food Science Experiments



Demands of Nutrition & Food Science:



Regular & consistent work

Time Management 8 skills.



❖ ICT skills is a bonus

Possible Progression:

- ❖ ITE EL R2 B2
 - ✓ Nursing
 - ✓ Applied Food Science
 - ✓ Asian / Western Culinary Arts
 - ✓ Hospitality Operations (formerly known as Food & Beverage Operations)
 - ✓ Fitness Training
 - ✓ Beauty and Wellness



Elective Sharing on Elements of **Business Skills** (EBS)

Elements of Business Skills

Aims

The syllabus enables students to develop:

- 1. basic understanding of business activities in the **travel and tourism**, **hospitality** and **retail** industries
- 2. basic **marketing concepts** and **customer** relations skills
- 3. employability skills for working in the travel and tourism, hospitality and retail industries

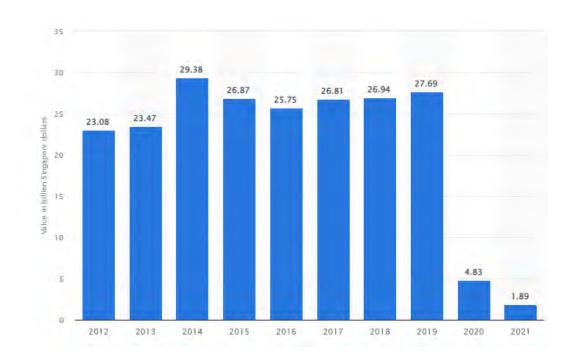
Aims

The syllabus enables students to develop:

4. **analytical** and **evaluative skills** and the ability to make judgments; and

5. self and relationship management, social awareness, and responsible decision-making.

Before Covid, \$23+ Billion tourism receipt



Before Covid, At least 16 million visitor arrivals annually



Singapore population (as of 2021): 5.45 million people

(source: singstats)

Chapters in the syllabus

- Introduction to business
- Businesses in the Travel and Tourism, Hospitality, and Retail Industries
- Introduction to Marketing
- The Marketing Mix
- Communication with the Customer
- Customer Service

EBS GCE 'N' Level Examination Format						
Paper 1	Written	60%	1h 30 mins			
Paper 2	Coursework	40%	20 hrs over 3 mths			
	(Coursework is research focused and will be conducted in the computer room during curriculum time)					











