Peicai Secondary School
Subject Overview for Semester 1 2023
Computer Applications/ Secondary 3 | Normal (Technical)

| TERM 1 | | | |
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| **Week** | **Chapter/Topic/Skill/Area** | **Assignment/ Homework** | **Weighted Assessment** |
| Week 3 **T1W3 – CNY Celebration (Fri)** | CPF1: System Specifications | | |
| Week 4 **T1W4 – CNY (Mon & Tue)** | DOP1: Paragraph Formatting <br> • Paragraph breaks and soft breaks <br> • Indentations and Tab Stops | DOP 1A - Paragraph breaks and soft breaks <br> DOP 1B - Indentations and Tab Stops | |
| Week 5 **CPA HBL (Wed, 1 Feb)** | DOP2: Page Layout <br> • Textbox and Columns <br> • Tables | DOP 2A (Textbox and Columns) <br> DOP 2B (Tables) | |
| Week 6 | DOP3: Charts and Watermarks <br> • Embed Charts <br> • Watermarks | DOP 3A (Embed Charts) <br> DOP 3B (Watermarks) | |
| Week 7 **CPA HBL (Wed, 15 Feb)** | AGM1: Introduction to Game Making <br> • Introduction to Creating Games | AGM1A (Intro to Creating Games I) <br> AGM1B (Intro to Creating Games II) | |
| Week 8 | AGM2: Random Numbers and Variables | AGM2A (Random Numbers) <br> AGM2B (Variables) | |
| Week 9 **CPA HBL (Wed, 1 Mar)** | AGM2: User Input Variable | AGM2C (User Input Variable I) <br> AGM2D (User Input Variable II) | **WA1 (Practical/ Written) 15%** <br> • CPF 1 <br> • DOP 1, 2 & 3 <br> • AGM 1, 2 |
| Week 10 | AGM3: Operators and Conditions | AGM3A (Operators and Conditions I) <br> AGM3B (Operators and Conditions II) | |

| TERM 2 | | | |
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| **Week** | **Chapter/Topic/Skill/Area** | **Assignment/ Homework** | **Weighted Assessment** |
| Week 1 **CPA HBL (Wed, 22 Mar)** | AGM3: Operators and Conditions | AGM3C (Conditional statements with Sensing category I) AGM3D (Conditional statements with Sensing category II) | |
| Week 2 | AGM3: Operators and Conditions | AGM3E (Conditional statements with Sensing category III) AGM3F (Conditional statements with Sensing category IV) | |
| Week 3 **T2W3 – Good Friday (Fri)** **CPA HBL (Wed, 5 Apr)** | AGM4: Game Making Using Scratch | AGM4A (Game Making Using Scratch I) AGM4B (Game Making Using Scratch II) | |
| Week 4 | Practices on Video Creation using Openshot | 2NT MEL5 & SLS lesson on "Video Editing Using Openshot Video Editor (2NT)" | |
| Week 5 **CPA HBL (Wed, 19 Apr)** | Practices on Video Creation using Openshot | Video Editing Practice Task 1 Video Editing Practice Task 2 | |
| Week 6 **T2W6 – Hari Raya Puasa (in-lieu) (Mon)** | Practices on Video Creation using Openshot | Video Editing Practice Task 3 | |
| Week 7 **T2W7 – Labour Day (Mon)** **CPA HBL (Wed, 3 May)** | AGM4: Game Making Using Scratch | AGM4C (Game Making Using Scratch III) AGM4D (Game Making Using Scratch IV) | |
| Week 8 | SST1: Conditional Formatting and Sorting | SST1A (Conditional Formatting & Sorting I) SST1B (Conditional Formatting & Sorting II) | **WA2 (Practical/ Written) 15%** • AGM3, 4 • Video Creation |
| Week 9 **CPA HBL (Wed, 17 May Apr)** | SST2: Combination Charts | SST2A (Combination Charts I) SST2B (Combination Charts II) | |
| Week 10 | SST3: Functions in Spreadsheets | SST3A (RANDBETWEEN, LEFT and MID Functions) SST3B (LEFT, MID and LEN Functions) | |

The subject overview is tentative and is subject to changes.