## Peicai Secondary School Subject Overview for Semester 2 / 2022 Design and Technology [Secondary Three (Normal Academic)]

Semester 2						
Term 3 [27 June – 2 September]						
Week	Chapter/Topic/Skill/Area	Assignment/Homework	Assessment			
Week 1 [27 Jun - 1 Jul]	Sem 2 Overview Introduction to Project 2 - Drop Ball Game (coursework); PROJECT REDESIGN (You are a toy designer) • Critique of current drop ball game design • Overall Project Planning - Using Gantt Chart • Theme Analysis of Drop Ball Game - Introduction to Mood board • Identify Problem Situations - Using 5W1H method to analyze a design situation and linking to P.I.E.S	Google Drive / Classroom (iPad) (i) Padlet (for students to post critique comments) (ii) Mood board (1 page) (collect images of variations of drop ball games for inspiration) (iii) Problem Situations (application of PIES needs analysis (2pages)				
Week 2 [4 Jul - 8 Jul] 4 Jul- Youth Day Holiday 7Jul-HBL	<ul> <li>Conduct research on existing products</li> <li>Using PMI analysis technique.</li> <li>Design Considerations</li> <li>Using ACCESS FM to identify considerations, limitations/ constraint factors that designers will have to consider before designing a product.</li> <li>Design Specifications &amp; Design Brief</li> <li>Extension on design considerations by providing more specific details and justification for the chosen specs.</li> </ul>	Google Drive / Classroom (iPad) (i) Existing Product Analysis (Similar Products of Drop ball games) (2 pages) (ii) Design Brief, Specs, Considerations (1 page)  (using 5W1H technique of unpacking design situation to write design brief) (using ACCESS FAME to articulate design specifications based on design factors)	WA 3			
Week 3 [11 Jul - 15 Jul] 11 Jul- Hari Raya Haji	Using Random Line Trigger, Shape     Borrowing and SCAMPER techniques to     generate ideas for drop ball game.	Google Drive / Classroom (iPad), Sketchbook App (i) Ideation using random line trigger,shape borrowing and SCAMPER (3 pages)	EYE			
Week 4 [18 Jul - 22 Jul] 20 Jul- HBL	Using Random Line Trigger, Shape     Borrowing and SCAMPER techniques to generate ideas for drop ball game.	Google Drive / Classroom (iPad), Sketchbook App (i) Ideation using shape borrowing and SCAMPER (3 page, 1 page for each technique)	EYE			

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Week 5 [25 Jul - 29 Jul]	<ul> <li>Ideation</li> <li>Selection of Chosen Idea using decision matrix</li> <li>Development of chosen idea</li> <li>Drop ball path layout</li> <li>Ball collection compartment</li> <li>Visual design communication</li> <li>(sketch, annotation (part label + explanation, choice of material + reason)</li> <li>How to show movement (types of movement)</li> </ul>	Google Drive / Classroom (iPad) (i) Idea Selection Matrix (1 page) (ii) Development – Drop ball path layout (1 page) - Ball collection compartment (1 page)	EYE
	Magnification of detail		
Week 6 [1 Aug - 5 Aug] 1 Aug- HBL	<ul> <li>Making of prototype – Ball collection frame</li> <li>Sanding and finishing - Wood</li> <li>Filing, Sanding, Polishing - Acrylic Panel</li> <li>Working Drawing</li> <li>Orthographic Projection</li> </ul>	Google Drive / Classroom (iPad), Bring Apron (i) Orthographic Projection (1 page)	EYE
Week 7 [8 Aug - 12 Aug] 8 Aug - NDP Celeb 9 Aug - NDP 10 Aug - NDP Hol 11-12 Aug - WA3	Making of prototype – Ball collection frame     Sanding and finishing - Wood     Filing, Sanding, Polishing - Acrylic Panel	Bring Apron	
Week 8 [15 Aug - 19 Aug] 15-17 Aug - WA3 (D&T Theory Paper)	<ul> <li>WA3 Theory paper         <u>Topics/Areas to be tested</u>:         Design topics</li> <li>Making of prototype – Ball collection frame         <ul> <li>Sanding and finishing - Wood</li> <li>Filing, Sanding, Polishing - Acrylic Panel</li> </ul> </li> </ul>	Bring Apron	Weighted Assessment 3 Duration:1 hour, Marks:
Week 9 [22 Aug - 26 Aug] 23 Aug - HBL	<ul> <li>Go through WA3 Theory paper</li> <li>Making of Prototype - Ball collection compartment</li> <li>Sanding and finishing - Wood</li> <li>Filing, Sanding, Polishing - Acrylic Panel</li> </ul>	Bring Apron	
Week 10 [29 Aug - 2 Sep] 1 Sep - TD Celeb (Thu) 2 Sep - TD Hol (Fri)	<ul> <li>Making of Prototype - Ball collection compartment</li> <li>Sanding and finishing - Wood</li> <li>Filing, Sanding, Polishing - Acrylic Panel</li> <li>Assembly of parts</li> <li>Update of Gantt Chart for submission</li> </ul>	Google Drive / Classroom (iPad), Bring Apron (i) Gantt Chart (1 page) (ii) Final Prototype	EYE

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Term 4 [12 Septe	Term 4 [12 September – 28 October]					
Week	Chapter/Topic/Skill/Area	Assignment/Homework	Assessment			
Week 1	Theory Revision	Revision Guidebook				
[12 Sep - 16	- Electronics					
Sep]	- Mechanism					
	- Design Process					
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Week 2	Theory Revision	Revision Guidebook				
[19 Sep - 23	- Electronics					
Sep]	- Mechanism					
	- Design Process					
Week 3	End of Year Examination					
[26 Sep - 30						
Sep]						
Week 4	End of Year Examination					
[3 Oct - 7 Oct]						
Week 5	Error Analysis					
[10 Oct - 14 Oct]						
Week 6	Error Analysis					
[17 Oct – 21						
Oct]						
19 Oct- Promotion						
Exercise						
Week 7	Post-examination Activities					
[24 Oct – 28	1 OSC CXXIIII I CONTINUES					
Oct]						
24 Oct- Deepavali						
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<sup>\*</sup>This subject overview is tentative and is subject to changes.