

DESIGN & TECHNOLOGY

(a) What is going to be taught?

The syllabus is online:

O - Level: https://www.seab.gov.sg/docs/default-source/national-examinations/syllabus/olevel/2022syllabus/7059_y22_sy.pdf

N(A) - Level: https://www.seab.gov.sg/docs/default-source/national-examinations/syllabus/nlevel/2022syllabus/7055_y22_sy.pdf

N(T) – Level: https://www.seab.gov.sg/docs/default-source/national-examinations/syllabus/nlevel/2022syllabus/7062_y22_sy.pdf

At the end of 2/3 years, the D&T syllabus aims to enable students to:

- develop confidence, pride and tenacity through exploring real-world design opportunities for which ideas are developed
- develop the quality of mindfulness, empathy and sensitivity through improving aspects of their environment in everyday life
- embrace complexities, uncertainties and the inherent social dimension of the design process when exploring design opportunity vis-à-vis design ideas
- cultivate thinking through doodling and sketching/drawing
- experiment and prototype ideas using appropriate materials and tools
- build on their innate curiosity and ability to create
- exercise judgements and make evidence-based decisions of a technological, aesthetic and economic nature.

In achieving the aims, students also develop safe working habits.

(b) What is expected of the student in learning the subject?

An inquisitive mind, discipline and time management skills.

(c) Assessment

The GCE D&T comprises two components, namely the Written Examination and the Design Project.

For the Written Examination, the candidates are required to show their knowledge and understanding of Design and Technological Areas. Candidates will be expected to call upon the experience of designing via the design process-in-action.

The criteria upon which the students' Design Project is assessed will include:

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The extent and quality of research; the ability to plan, execute and monitor the progress of the Design Project; the ability to record critical information, identify situations, investigate needs; generating and developing ideas showing creative and analytical thoughts in response to the need being addressed; using sketches and drawings to communicate design solutions; overall practical skills management in the resolution of prototype.

(d) How can parents/guardians assist and support?

Design is about observing the world around them. Access to media like magazines, newspapers and educational programmes like Discovery and National Geographic will broaden the child's horizon.

(e) How is the subject useful or relevant for the future?

The practical and problem-solving skills learnt by the candidate lend itself well for further courses in the engineering fields of study. The subject also lends itself well to courses in architectural, interior, product, industrial, digital media and graphics design schools.