



DESIGN & TECHNOLOGY (D&T) DEPARTMENT

VISION

Developing Students as Persons to create possibilities to make life better.

MISSION

Provide authentic real world design **EXPERIENCE** for students, motivating them to **APPRECIATE** design & technology so that they will be able to **CONTRIBUTE** purposefully to the community.

SIGNATURE PROGRAMMES

SEC 1



Student experiences joy and challenges in assembling their toy

In Sec 1, students EXPERIENCE design & technology through 2 design-and-make projects guided by a design process.

Design Project 1: Design & make a toy display
Design Project 2: Design Key Fob

Students experience the joys and challenges when they use the thinking hand and mind to embark in design through sketching and making of prototype as a cognitive and hands-on endeavour. Randomness as an ideation technique is adopted to enable them to sketch and experience success in their design.



Sec 1 Design Project: Toy display

SEC 2

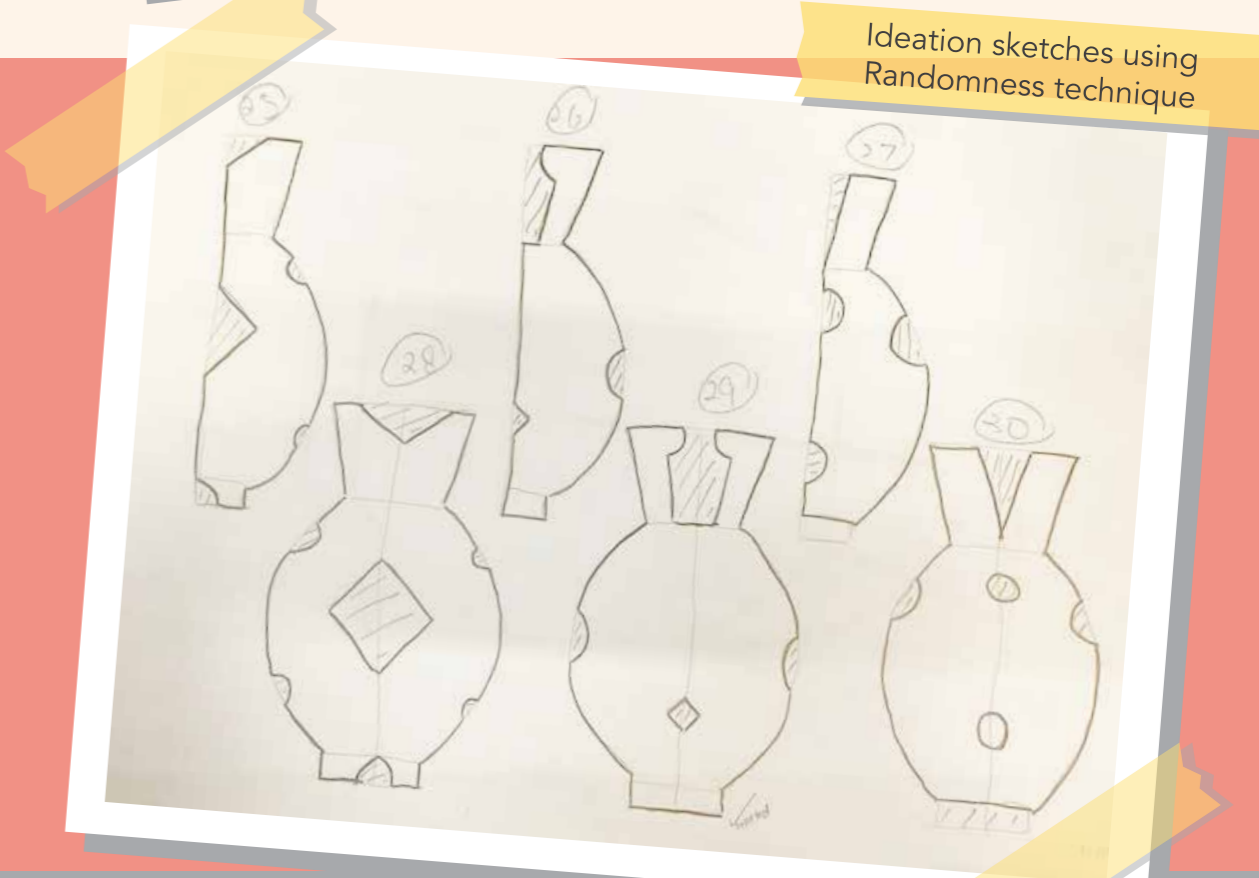


Prototyping with resistant materials

In Sec 2, students learn to APPRECIATE design in nature and incorporate them into design through 1 design-and-make project guided by a design process.

Design Project 1: Design & make a tea light(s) holder

Students continue to hone their design skills through iterative design experiences. Shape borrowing as an ideation technique is adopted to enable them to sketch and experience success in their design.



Ideation sketches using Randomness technique

SEC 3



Learning via doing

In Sec 3, students continue to APPRECIATE design, sustainability and technology and incorporate them into their design through 2 design-and-make projects guided by a design process. These 2 projects are specially designed to allow students to contribute meaningfully to the school and community.

Design Project 1: Design & make a table stabiliser
Design Project 2: Design & make a night light

Students continue to hone their design skills through iterative design experiences. In doing so, students acquire related knowledge and develop skills to turn ideas into reality and values like mindfulness, empathy and sensitivity in the areas of social, culture and environment.



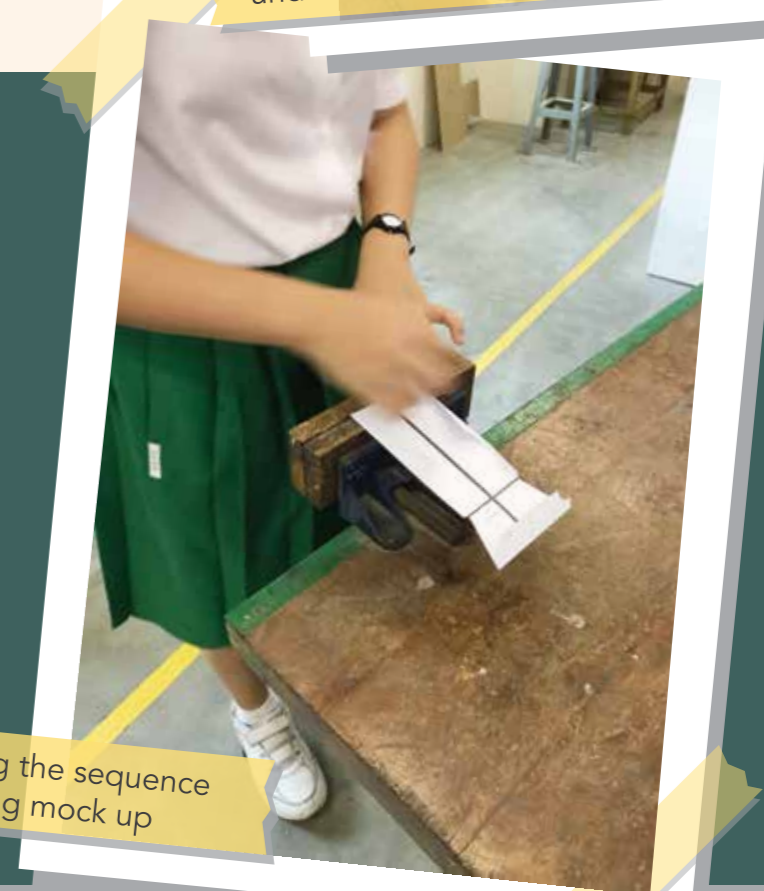
Testing structures to fail and understanding the concept behind

SEC 4/5



Exploring with basic electronics

In Sec 4/5, students use their experiences and skills learnt in the past 3 years to embark on their D&T coursework national examination. In the midst of their 7 or 8 months of coursework examination, students acquire related knowledge and develop skills to turn ideas into reality and values like mindfulness, empathy and sensitivity in the areas of society, culture and the environment.



Conceptualising the sequence of folds using mock up