

P1 Curriculum Briefing

ICT

12 Jan 2022



Desired Student Outcomes

Future-ready learners who are:

- Self-Directed
- Curious and Creative
- Collaborative



Information and Communications Technology (ICT)

Develop Students' Information, ICT and Media Literacy which

Cognitive Domain

- Using ICT in a productive manner to:
 1. Plan
 2. Access, Analyse and Evaluate Information
 3. Engage in value creation
 4. Communicate, and
 5. Reflect

Affective Domain

- Using ICT to collaborate
- Adopt ethical practices and being responsible when using ICT



Information and Communications Technology (ICT)

Use of ICT to document the learning process



Group reflecting on learning



Generating ideas on scientific concepts

Use of ICT for collaborative and connected learning

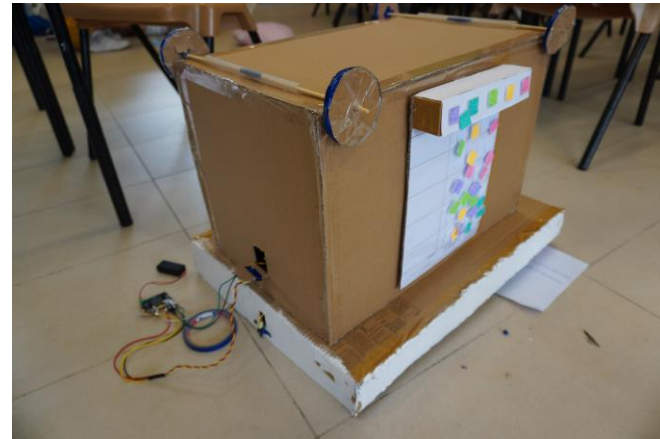
Problem	Proposed Solution Description	Comments by Other Group	Refined Solution Description
Pet owners are disgusted and lazy to clean up after their pets. Or they forget to bring plastic bags.	A device that dispenses plastic bags and the handle and the shovel part are foldable and help the pet owners clean the waste without dirtying their hands.	I like the idea as i think it is very easy to use and will encourage other pet owners to clean up. It also will advocate for recycling if we can get the other residents to donate plastic bagas and newspapers.	a recycling station to encourage residents to donate plastic bags and newspaper - dual purpose
Pet owners often do not clean up after their pets, because they do not have plastic bags to clean up their pet's waste, causing an inconvenience to the residents living in the neighbourhood.	A poster that will convince pet owners to clean up after their pets and a product that will allow pet owners to bring along plastic bags while not causing any inconvenience to the pet owners, so that they will be able to clean up after their pets and cause the environment to be a more conducive one, making it more convenient for the residents iving around that area.	I suggest that your group does nit do a poster as many posters have been put up but they are not effective. Maybe, your group can think of something else that will make the owners clean up.	A collar with small pockets hooked on, to contain plastic bags so that the pet owners can clean up their pet's waste.
			Using a retractable stick (monopod), we have
Making improvements to proposed solution based on peer feedback			
to the community and neighbours.	enjoying their names and not taking too much time.	residents. During our walk around, we saw many old residents with their pets.	stronger, our group did not help. Comes in handy when your dogs becomes a fuss.

Information and Communications Technology (ICT)

Use of ICT to create new knowledge for authentic audiences for “real” purposes



Students using ICT (e.g. creating e-books and brochures) to promote social integration and heritage and culture of Joo Chiat



Students using ICT (Applying coding into solutions for communities)



Programmes

ICT in Curriculum

- Mother Tongue Languages
- English
- Mathematics
- Science
- Physical Education
- Performing/Visual Arts



Programmes

Vendor-led

- Art
- Music
- Code for Fun



Programmes

Teacher-led workshops:

- Plan and create digital artefacts using offline applications or devices to communicate information or ideas.
- Online software to enhance learning experience.
- Basic Touch Typing.



Learning Management System

SINGAPORE
STUDENT
LEARNING
SPACE

SINGAPORE

STUDENT LEARNING SPACE

LEARN ANYTIME, ANYWHERE, AT ANY PACE

Username

Password

[FORGOT PASSWORD](#)

[LOGIN](#)

Learning Management System

SLS is an online learning portal that allows all students to have equal access to quality curriculum-aligned resources. These resources are available to all students for major subjects from primary to pre-university level.

SLS encourages learners to be self-directed, and allows them to personalise their learning according to their needs and interests.



The Student Learning Space (SLS) is accessible through internet browsers on Windows PC, Mac, tablets and mobile devices.

Note: Due to the responsive nature of the site, the layout of the components on the website will appear differently on different devices. The recommended operating systems and browsers are as follows:



Operating System	Browsers
Microsoft Windows 10	Google Chrome 79 and later Microsoft Edge 18 and later
Mac OS 10.12 and later	Safari 13 and later Google Chrome 79 and later
iPadOS 13 and later	Safari 13 and later Google Chrome 79 and later
iOS 13 and later	Safari 13 and later Google Chrome 79 and later
Android 10 and later	Google Chrome 79 and later
ChromeOS 91 and later	Google Chrome 91 and later



HGS E-LEARNING

Structure:

- Mixture of online and offline work
- Blended Learning

Main Platform:

- Student Learning Space



Cyber Issues

While technology offers value, it may bring some potential risks such as:

- Cyber bullying
- Excessive internet use
- Danger with online contact
- Accessing inappropriate online content
- Online grooming and scams
- Fake news



Reinforcing Cyber Wellness at Home

Parents could set a good example at home in the use of technology and play an active role in guiding your children to navigate in cyberspace.

- ☑ Show your children how to be safe, responsible and respectful online. The values that guide everyday interactions are applicable online.
- ☑ Practise asking for consent before posting photos, videos, and details online (including your children's).
- ☑ Be mindful of your digital media use (or over-use).

How can Parents Help?



**MODEL & GUIDE
RESPECTFUL, RESPONSIBLE
& HEALTHY MEDIA USE**



**TALK OPENLY WITH YOUR
CHILD ON HIS MEDIA USE**



**SET PARENTAL CONTROLS
AND FAMILY GUIDELINES**



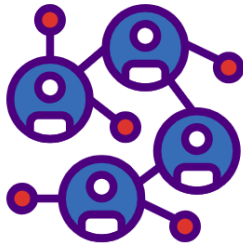
**TEACH CHILD TO BE CAREFUL
WITH DIGITAL FOOTPRINTS**

Reinforcing Cyber Wellness at Home



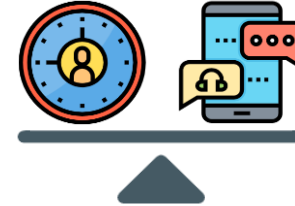
Learn from each other, grow together

Learn about what your children like to do online and let them share with you about tech use. Highlight how to use technology wisely and responsibly.



Make it social, engage together

Turn online activities into time for bonding (e.g. co-view an online video, discuss an online blog post, play an online game together).



Manage digital diet and digital nutrition

Guide your children to monitor their time spent online (digital diet) and make better, 'healthy' choices about their activities online (digital nutrition).



Get involved or be left out

Don't be too critical of your children's online exploration. Get involved so that you are not the last one to know.

Contact Details

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Thank you

