



UPPER SECONDARY
SYLLABUS

DESIGN & TECHNOLOGY



D&T in a nutshell



Develop students a way of thinking and doing to visualise and concretise design solutions for real-world contexts.





Upper Sec D&t Syllabus Aims

- 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 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 technological, aesthetic and economic nature





What you will learn

- Project management skills
- Sketching and doodling
- Design process / thinking
- Graphic communication / presentation skills
- Safe working with material
- Application of technologies – Structures | Mechanisms| Electronics



COMPONENTS IN D & T ASSESSMENT

WRITTEN PAPER
(CONTENT)
COURSEWORK
(DESIGN PROJECT)



Paper 1: written paper

Course	O	N(A)	N(T)
Duration	2 hour	1½ hour	1 hour
Total mark	80	60	50
Number of questions to be answered	4	3	5
Question Type	One case-based design question set based mainly on the Design content section (26 marks)	One case-based design question set based mainly on the Design content section (24 marks)	Three short questions set based mainly on Design content section (18 marks)
	Three design application questions relating to structures, mechanisms and electronics from the Technology content section; one question on each area (54 marks)	Two design application questions relating to mechanisms and electronics from the Technology content section; one question on each area (36 marks)	Two design application questions relating to mechanisms and electronics from the Technology content section; one question on each area (32 marks)



Paper 2: Design Project

Course	O	N(A)	N(T)
Duration	22 weeks	20 weeks	20 weeks
Total mark	60	60	70
Expectations	<p>Design Journal (A3 size design sheets, mock-up and prototype)</p> <ul style="list-style-type: none">• Real time document that reflects students attempt at managing his personal design process <p>Presentation Board (2 A2 size boards)</p> <ul style="list-style-type: none">• To communicate proposed design solution in relation to design brief and specifications		



How do I know if D&T is for me?

- Shows keen interest and passion about the subject
- Not afraid of failures and dare to experiment
- Able to meet demands of syllabus, i.e. good work attitude, committed; resilient, consistent effort



For further enquiries

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