YISHUN SECONDARY SCHOOL
COMPUTER APPLICATIONS
SECONDARY 3 NORMAL TECHNICAL 2022

Computer Applications Curriculum		Key Programmes
In line with the requirements of the CPA Syllabus 7018, the teaching of CPA at YSS focuses on acquisition of skills in using a variety of application software (word processing, computer drawing and image editing, multimedia presentations and documents, spreadsheet calculations and charts, game design, programming) and associated computer hardware to accomplish tasks, communicate, and facilitate activities. Through real life scenarios, they will develop an awareness of how computing technology is used in the home, school, workplace and community and appreciate the role computers play in everyday life as well as the impact computers have on society and people.		CNY Drawing Competition
Term 1	**Chapter**	**Assessment**
Week 1	CNY Drawing Competition	
Week 2	CNY Drawing Competition	
Week 3	CPF1 System Specifications DOP1A - Paragraph breaks and soft breaks	
Week 4	DOP1A - Paragraph breaks and soft breaks CPF2A - Computer Networks (I)	
Week 5 (CNY – Tue, Wed)	DOP 1B - Indentations and Tab Stops DOP2A – Page Layout (Textbox and Columns)	
Week 6	WA1 DOP2A – Page Layout (Textbox and Columns) CPF2B – Computer Networks (II)	WA1 (Written 40 marks) Topics: CPF1, 2A, DOP1, Lower Sec MEL
Week 7	DOP2B – Page Layout (Tables) DOP3A – Embed Charts	
Week 8	DOP3B – Watermarks SST1A – Conditional Formatting & Sorting (I)	
Week 9	SST1B – Conditional Formatting & Sorting (II) SST2A – Combination Charts (I)	
Week 10	SST2B – Combination Charts (II)	
March Holiday Assignment (Past Year Paper)		

Term 2	Chapter	Assessment
Week 1	CPF3A – Security and Privacy in Networks (I) SST3A – RANDBETWEEN, LEFT and MID Functions	
Week 2	CPF 3B – Security and Privacy in Networks (II) SST3B – LEFT, MID and LEN Functions	
Week 3	SST3C – The MODE and MEDIAN Functions (I) WA2 Revisions	
Week 4 (Good Fri)	WA2 SST3D – The MODE and MEDIAN Functions (II)	WA2 (Written 40 marks) Topics: CPF 2B, CPF3 DOP 2 , DOP 3 SST 1 to SST 4
Week 5	SST4 – Cell Referencing	
Week 6 (Labour Day – Sun)	AGM1A – Introduction to Creating Games (I)	
Week 7 (Labour Day off in lieu Mon, Hari Raya Puasa - Tue)	AGM1B – Introduction to Creating Games (II) AGM2A – Random Numbers	
Week 8	AGM2B – Variables AGM2C – User Input Variable (I)	
Week 9 (Vesak Day off in lieu Mon)	AGM2D – User Input Variable (II) AGM3A – Operators and Conditions (I)	
Week 10	AGM3B – Operators and Conditions (II)	
June Holiday Assignment (Past Year Paper)		

Term 3	Chapter	Assessment
Week 1	AGM3C – Conditional statements with Sensing category (I) AGM3D – Conditional statements with Sensing category (II)	
Week 2 (Youth Day School Holiday – Mon)	AGM3E – Conditional statements with Sensing category (III) AGM3F – Conditional statements with Sensing category (IV)	
Week 3 (Hari Raya Haji off in lieu Mon)	AGM4A – Game Making Using Scratch (I) AGM4B – Game Making Using Scratch (II)	
Week 4	WA3 AGM4C – Game Making Using Scratch (III) AGM4D – Game Making Using Scratch (IV)	WA 3 (Written 40 marks) Topics: AGM 1A to AGM3F
Week 5	Practical Exam Revisions	
Week 6	Practical Exam Revisions	
Week 7 (National Day –Mon, School Holiday – Tue)	Practical Exam Revisions	
Week 8	Practical Exam Revisions	
Week 9	Practical Exam Revisions	
Week 10 (Teachers' Day Celebration-Thu, Teachers' Day-Fri)	Practical Exam Revisions	
	September Holiday Assignment (Past Year Paper)	
Term 4	Chapter	Assessment
Week 1	Theory paper Revision	
Week 2	Theory paper Revision	
Week 3	Theory paper Revision **End-of-Year Exam (29 Sep to 10 Oct)**	
Week 4 - 5	**End-of-Year Examination**	
Week 6	**Script Checking and Review of Exam Papers**	
Week 7 (Deepavali)	**Post-Exam Programme**	