

YISHUN SECONDARY SCHOOL
G1 Computing
SECONDARY 3 G1 2026

G1 Computing			
In line with the requirements of the G1 Computing, the teaching of course at YSS focuses on acquisition of skills in using a variety of application software (spreadsheets, programming, document processing, media software) 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.			
Term/Week	Syllabus LOs	Lesson Activity	Resources/Links
T1/W1	1.1.1	Introduction to Computing <u>Administrative tasks:</u> <ul style="list-style-type: none"> Ground rules & routines (usage of devices) Software install/ account setup (if needed) Chapter 1 – Computer Fundamentals 1.1 Computers and Computer System	TB: Chp1 (1.1) WB: WS 1.1
T1/W2	1.1.2 – 1.1.6	Chapter 1 – Computer Fundamentals 1.2 Components of a Computer 1.3 Units of Data	TB: Chp1 (1.2 – 1.3) WB: WS 1.2 – 1.3
T1/W3	1.1.7 1.2.1 – 1.2.4 1.3.1 – 1.3.6	Chapter 1 – Computer Fundamentals 1.4 Systems Specifications 1.5 Input-Process-Output 1.6 Software	TB: Chp1 (1.4 – 1.6) WB: WS 1.4 – 1.6
T1/W4	6.1.1 – 6.1.3 6.2.1 – 6.2.3 6.3.1, 6.3.3	Chapter 2 – Graphics 2.1 Media Elements 2.2 Computer Graphics 2.3 Vector Drawings (I)	TB: Chp2 (2.1 – 2.3) WB: WS 2.1 – 2.2
T1/W5 WA1	6.2.3 – 6.2.7	Chapter 2 – Graphics 2.3 Vector Drawings (II) Weighted Assessment 1 (Theory)	TB: Chp2 (2.3) WB: WS 2.3
T1/W6	6.2.8 – 6.2.11	Chapter 2 – Graphics 2.4 Basic Formatting	TB: Chp2 (2.4) WB: WS 2.4
T1/W7	6.2.12 – 6.2.15	Chapter 2 – Graphics 2.5 Basic Formatting	TB: Chp2 (2.5) WB: WS 2.5
T1/W8	6.3.2 6.3.4 – 6.3.5	Chapter 2 – Graphics 2.6 Custom Shapes & Text	TB: Chp2 (2.6) WB: WS 2.6
T1/W9	-	Chapter 2 – Graphics 2.7 Raster Images	TB: Chp2 (2.7) WB: WS 2.7
T1/W10	-	End of term activities	
Mar Break		-	
T2/W1	6.4.1 – 6.4.4 6.4.7	Chapter 3 – Presentation & Videos 3.1 Presentations 3.2 Slide Design (I)	TB: Chp3 (3.1 – 3.2) WB: WS 3.1
T2/W2	6.4.5 – 6.4.6	Chapter 3 – Presentation & Videos 3.2 Slide Design (II) 3.3 Videos (I)	TB: Chp3 (3.2 – 3.3) WB: WS 3.2
T2/W3	6.4.8 – 6.4.10	Chapter 3 – Presentation & Videos 3.3 Videos (II)	TB: Chp3 (3.3) WB: WS 3.3
T2/W4	7.1.1	Chapter 4 – Programming	TB: Chp4 (4.1 – 4.3)

		1.1 About Programming 1.2 Computational Thinking 1.3 Visual Programming (I) Weighted Assessment 2 (Theory)	WB: WS 4.1 – 4.2
T2/W5	7.2.1 – 7.2.2 7.2.4 – 7.2.5 7.2.8, 7.2.10, 7.2.12	Chapter 4 – Programming 4.3 Visual Programming (I) 4.4 Sprite Motion	TB: Chp4 (4.3 – 4.4) WB: WS 4.3 – 4.4
T2/W6	7.1.9, 7.2.7	Chapter 4 – Programming 4.5 Control	TB: Chp4 (4.5) WB: WS 4.5
T2/W7	7.2.9, 7.2.11 7.2.13 – 7.2.15	Chapter 4 – Programming 4.6 Looks	TB: Chp4 (4.6) WB: WS 4.6
T2/W8	7.2.3, 7.2.6 7.2.16 – 7.2.18	Chapter 4 – Programming 4.7 Sounds 4.8 Events (I)	TB: Chp4 (4.7 – 4.8) WB: WS 4.7 – 4.8
T2/W9	7.2.21 – 7.2.22	Chapter 4 – Programming 4.8 Events (II)	TB: Chp4 (4.8) WB: WS 4.8
T2/W10	-	End of term activities	
June Break		-	
T3/W1	7.1.2 – 7.1.3 7.1.5 – 7.1.7 7.2.19	Chapter 5 – Game Making 5.1 Game Design 5.2 Variables	TB: Chp5 (5.1 – 5.2) WB: WS 5.1 – 5.2
T3/W2	7.1.12 – 7.1.13 7.2.20	Chapter 5 – Game Making 5.3 User Input 5.4 Mathematical Operations	TB: Chp5 (5.3 – 5.4) WB: WS 5.3 – 5.4
T3/W3	7.1.8 7.1.10 – 7.1.11	Chapter 5 – Game Making 5.5 Conditions (I)	TB: Chp5 (5.5) WB: WS 5.5
T3/W4	7.1.4, 7.1.14 7.2.23	Chapter 5 – Game Making 5.5 Conditions (II) 5.6 Flowcharts 5.7 Debugging	TB: Chp5 (5.6 – 5.7) WB: WS 5.5 – 5.7
T3/W5		Weighted Assessment 3 (Practical)	
T3/W6	4.1.1 – 4.1.4	Chapter 6 – Documents 6.1 Document Writing (I)	TB: Chp6 (6.1) WB: WS 6.1
T3/W7	4.1.5	Chapter 6 – Documents 6.1 Document Writing (II)	TB: Chp6 (6.1) WB: WS 6.1
T3/W8	4.2.1 – 4.2.3	Chapter 6 – Documents 6.2 Layout (I)	TB: Chp6 (6.2) WB: WS 6.2
T3/W9	4.2.4 – 4.2.6	Chapter 6 – Documents 6.2 Layout (II)	TB: Chp6 (6.2) WB: WS 6.2
T3/W10	-	End of term activities	
Sept break		-	
T4/W1 – 2	-	Revision	
T4/W3 – 10	-	End-of-Year Exam Post-exam activities	
Nov/Dec Break		-	