

The background of the slide is a dark gray topographic map with white contour lines. In the lower-left corner, there is a compass rose with a gray needle pointing towards the top-left. The compass rose is labeled with 'N', 'NE', 'E', 'SE', 'S', 'SW', and 'NW'.

Applied Design in Service Learning

ADSL Module

Curriculum Focus for 2009

School's Vision

Servant Leader

Lifelong Learner

Gracious Citizen



The Modern Learner

Modern Learner	Problems
IT Savvy, frequently online Well connected online network	More time on MSN, chatrooms, blogs, Facebook, Hi5, Friendster etc than homework. Less time for 'real' friends and experiences
Exposed to many forms of media influences	Attracted to 'pop' culture. Less disposed towards current affairs, environmental and political concerns.
Engaged in virtual world	Cannot tell from virtual from real world. Social and other hands-on skills, moral values may be weakened.
Need to be won over and convinced to learn. Competition for attention	Students' motivation stems from knowing that there's value in learning.
Need Knowledge, Skills and Values needed in the next decade and beyond	Learning must evolve to equip youths with these Knowledge, Skills and Values.

What are we teaching our students?

English

In preparation for tomorrow's world

Subjects

Mathematics

Values
Science

General
School Life

Humanities

Skills

Physical Education

Enrichment

CCA

Art

Knowledge

Music

Design and Technology



Conventional arrangement at lower secondary

Subjects	Periods/week
Values Education	2
Art	2
Music	1
Design and Technology / Home Economics	3
	8

Additional time required after school for CIP,
Infocomms Technology Enrichment

Modular System of Learning (Sec 1)

Module 1: Applied Design in Service Learning

Values Education –

Service Learning

Art –

Elements of Design

Design & Technology –

Functional Design

Olympic Education

Total periods per week – 5

(1E1, 1E4, 1E5, 1T1)

Some CIP hours are completed during service learning under the ADSL Module

Module 2: Values Education, Art and Music

Values Education –

Civics & Moral Ed for Catholic Schools

Art –

Introduction to Drawing Skills

Music –

Introduction to Music

Total periods per week – 6

(1E2, 1E3, 1N1, 1N2)

Home Economics – 3 periods

Nutrition and Consumer Education

Note: The classes will swap modules in semester 2.

Modular System of Learning (Sec 2)

Module 3: Values Education, Digital Media Arts, Home Econs or D&T

Values Education –
Civics and Moral Ed

Digital Media Art –
Digital Photo, Music and Videos

Design & Technology / Home Economics

Total periods per week – 8

Module 4: Values Education, Art, Home Econs or D&T

Values Education –
Civics & Moral Ed

Art –
Drawing Skills

Design & Technology / Home Economics

Total periods per week - 7

Impact

▶ Students:

- More MEANINGFUL learning
- More REAL learning
- More FUN learning

▶ Teachers:

- More MOTIVATION to teach and improve on teaching

▶ School:

- Achieve multiple educational objectives
 - integrate subject areas
 - make learning relevant
 - reduce time needed and repetitive teaching

An Exciting Challenge at Sec 1

Applied Design and Service Learning

A Module integrating

Values Education

Aesthetics Appreciation

Design and Making

Olympic Education



Project Brief

- ▶ Design and make a product to introduce the Olympic Movement to promote and raise awareness of Singaporeans about the coming Youth Olympic Games in 2010.
- ▶ Use this product to raise funds for the needy pupils in St. Gabriel's Secondary School.

Purpose of ADSL Module

- ▶ Give students a **real** and **meaningful** context to apply their learning.
- ▶ Foster **social entrepreneurship** spirit in our students.
- ▶ **Integrate related content** that's covered across different subjects.

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Thank You

