

The Curriculum and Approaches to Learning		Key Programmes / Competitions
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 Corel Draw/Inkscape Competition
Term / Week	Learning Experiences (chapter, activity)	Learning Outcomes & Assessment
1	<u>Spreadsheets (SST)</u> Data analysis Data values	Key Objectives: Students will use the spreadsheet for advanced functions and cell referencing. <u>Assessment:</u> Spreadsheets (SST)
2	<u>Document Processing (DOP)</u> Tables Text formatting	Key Objectives: Students will work with data in mail merge as well as use auto shapes for drawing flowcharts. <u>Assessment:</u> Document Processing (DOP)
3	<u>Media Communications (MEC)</u> Animation Scripting Game development	Key Objectives: Students are taught programming and problem solving, as well as flowcharts. Students will learn how media elements such as text, graphics and sound may be combined into an entertaining multimedia animated story or game. <u>Assessment:</u> Media Communications (MEC)
4	Revision of Core Skills EOY Examination	