

2024-2025 QTN Project Timeline (F.2)

Date	Details	Learning Targets	Department
September – October 2024	Teaching (Heat Transfer and Generation of electricity)	<p><u>3 to 14 Oct 2024 (Cycle 1-3)</u></p> <ul style="list-style-type: none"> ✓ To understand how different factors affect conduction, convection and radiation ✓ To learn the different applications of conduction, convection and radiation in daily life <p><u>15 – 23 Oct 2024 (Cycle 4)</u></p> <ul style="list-style-type: none"> ✓ To be able to tell the ways to conserve energy in our daily life ✓ To state the concerns about the use of fossil fuels ✓ To state the advantages and disadvantages of using alternative energy sources 	Integrated Science
	Teaching (Design and craft techniques for model-making)	<p><u>9 to 16 Sep 2024, (Cycle 1)</u></p> <ul style="list-style-type: none"> ✓ Ss recall and redefine the origins and meanings of architectures. ✓ By watching the episode, curiosity and boldness in questioning established beliefs of classrooms are developed. Form six teams in each class. ✓ Based on the chosen topic among the six kinds of classrooms, each team explore possibilities while they navigating through limitations of the choice (for example, safety). <p><u>20 to 27 Sep 2024, (Cycle 2)</u></p> <ul style="list-style-type: none"> ✓ Ss use basic materials and simple geometric pop-up forms to explore positive and negative space in a pop-up craft, 4 pop-up techniques practices. <p><u>7 to 14 Oct 2024, (Cycle 3)</u></p> <ul style="list-style-type: none"> ✓ Ss get to know some stories behind some prominent functional interior designs that present as the outcomes of collective creative works and an aggregate of day-to-day life and (school) cultural memories. ✓ Questions: Ss reflect on <ul style="list-style-type: none"> ■ The meaning of ‘classroom’? Can you list five elements that you think are necessary to create a site of learning? 	Visual Arts

		<ul style="list-style-type: none"> ■ Which one of these (visual/auditorial/tactile/ sensual of taste/smell related) elements is the most important to you? 	
	Teaching (Design of mobile app)	App Inventor (3 Sep – 14 Oct 2024) <ul style="list-style-type: none"> ✓ To be able to select the components for the app. ✓ To understand basic syntax in App Inventor. ✓ To be able to use variables and simple arithmetic operations ✓ To be able to develop simple programs to solve problems. (For designing an app for smart school)	ICT
30 September – 10 October 2024 (Cycle 3)	Introduction to STEAM Project 2425 - Complete worksheet to identify problems in the selected room (1 lesson) <ul style="list-style-type: none"> ✓ <i>Related to temperature</i> ✓ <i>Energy conservation</i> ✓ <i>Others</i> 	<ul style="list-style-type: none"> ✓ To train problem-solving and collaboration skills among students ✓ To apply knowledge learnt in IS, VA and ICT lessons to the making of the classroom model 	Integrated Science
October 2024 – November 2024	Model Building (1 month)		Visual Arts
10 October – 13 November 2024	Teaching (Use of sensor)	Sensors & IOT (10 Oct – 13 Nov 2024) <ul style="list-style-type: none"> ✓ To introduce the connection between the seeing of computer and in the real life. ✓ To recognize the matching of sensors and their corresponding computer vision applications. ✓ To be able to develop simple setups in connection with sensors and controlling different output devices such as LED. 	ICT
16 – 19 December 2024	Voting – Lunchtime/ afterschool Location: Covered playground (Select the best model)		All departments
20 December - 8 January	Training for winning teams		All departments
20 December - 8 January	- Refining the Model for the Open Days		All departments

	- Making of Promotion videos (30 – 60 seconds)		
13 – 17 January 2025	- Online Promotion		All departments
18 – 19 January 2025	Open Day - Public voting		All departments
19 January 2025	Results Announcement - Best promotion video award - Best SMART school award		All departments