

APPLIED STUDIES

1. Nutrition and Food Science (NFS)
2. Design and Technology (DT)
3. Elements of Business Skills (EBS)



COURSE	G3	G2	G1
SUBJECTS OFFERED	<ul style="list-style-type: none"> Nutrition and Food Science (NFS) Art 	<ul style="list-style-type: none"> Design and Technology (DT) Nutrition and Food Science (NFS) 	<ul style="list-style-type: none"> Elements of Business Skills (EBS) Design and Technology (DT) Nutrition and Food Science (NFS)
ASSESSMENT FORMAT	<ul style="list-style-type: none"> NFS P1 Written Paper (40%) P2 Coursework (60%) Art P1 Visual Response (50%) P2 Portfolio (50%) 	<ul style="list-style-type: none"> DT P1 Written Paper (40%) P2 Design Project (60%) NFS P1 Written Paper (40%) P2 Coursework (60%) Art P1 Visual Response (50%) P2 Portfolio (50%) 	<ul style="list-style-type: none"> EBS P1 Written Paper (60%) P2 Coursework (40%) NFS P1 Written Paper (40%) P2 Coursework (60%)

Art – Available in G2 and G3 levels	
CRITERIA, DESIRED DISPOSITIONS	Students of Art should have: <ul style="list-style-type: none"> • a strong interest in visual arts and culture, with curiosity about diverse art forms, artists and real-world contexts • creativity and a willingness to experiment with ideas and processes • Self-direction and perseverance in developing, refining and realising their artistic intentions
SKILLS & COMPETENCIES TO BE DEVELOPED	Students of Art will be able to: <ul style="list-style-type: none"> • engage in art-making processes that encourage inquiry, experimentation, and creative problem-solving • develop proficiency in a range of artistic media, techniques, and visual languages to effectively express ideas and concepts • critically evaluate and interpret artworks by considering visual elements, intent and context
POST-SECONDARY OPPORTUNITIES	Students of Art will develop visual literacy, critical and reflective thinking, and an understanding of how art communicates ideas across cultures and contexts — capabilities valued in creative, cultural and arts-related fields.



JURONG SECONDARY SCHOOL

Art Coursework



Preparatory Studies



← Final Work

Example of student's work in G3 Art coursework

	Nutrition and Food Science (NFS) - Available in G1, G2 and G3 level
CRITERIA, DESIRED DISPOSITIONS	Students of Nutrition and Food Science should have: <ul style="list-style-type: none"> • A natural curiosity about food, nutrition, and their impact on health to lead a healthier lifestyle proactively • An interest in promoting health and well-being through nutrition
SKILLS & COMPETENCIES TO BE DEVELOPED	The syllabus provides opportunities for students to develop a wide range of skills: <ul style="list-style-type: none"> • Learning to conduct nutritional assessments such as dietary analysis to evaluate one's diet and build awareness and appreciation of cultural diversity in food practices and dietary preferences • Developing proficiency in conducting research studies, collecting and analysing data and interpreting experimental finding to provide evidence-based recipe modification, cultivating critical and adaptive thinking • Gaining hands-on experience in food preparation techniques, culinary skills, recipe development, and menu planning
POST-SECONDARY OPPORTUNITIES	Students of NFS would have a strong grasp of the nutrition, diet and health. The ability to read analytically, think critically and communicate clearly will be needed in various fields: Healthcare, Nutrition and dietetics, Applied sciences and STEAM-related areas



Design and Technology - Available in G1 and G2 levels

<p>CRITERIA, DESIRED DISPOSITIONS</p>	<p>Students of Design and Technology should have:</p> <ul style="list-style-type: none"> • a strong grasp of design thinking protocol which enable them to be empathetic and adaptable to create suitable solutions which understand the perspectives, preferences and needs of end user • a strong creative flair and enjoys thinking outside the box • the ability to be adaptable and open to learning new skills and techniques to adapt their designs to meet changing requirements and constraints.
<p>SKILLS & COMPETENCIES TO BE DEVELOPED</p>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Design projects with complex problems that require creative solutions. Students should be adept at analysing problems, identifying constraints, and developing effective design solutions which hones problem-solving skills • gain proficiency in design tools, software, and technical skills such as CAD programs, 3D printer, tabletop laser cutter and prototyping tools, to bring their designs to life. • critically evaluate their own designs as well as the work of others which involves assessing the functionality, usability, and aesthetics of designs to ensure they meet the needs of users and clients with the application of critical thinking
<p>POST-SECONDARY OPPORTUNITIES</p>	<p>Students of Design & Technology would have a sharpened grasp of the Design Thinking protocol with heightened sensitivity to the impact of design on meeting the needs of users. The ability to be empathetic, think critically and communicate clearly via their design solutions will be needed in various fields of Design, such as Architectural, graphic, industrial, game, user experience, product design and STEAM-related areas</p>

Example of student's work: Design and Technology coursework

Number 1: Find visuals

design opportunities are everywhere, get out there to seek and gather findings.



Internet: found pictures of messy school bags, shows how student do not have extra space for art materials that is big and has many different separate component. >>problem

When I was taking art in lower secondary, I had to buy many items for painting class, it is all big and inconvenient which led to me bringing an extra bag for art all the time. I have classmates facing problems of losing some component and they felt that its too expensive to purchase them all over again.

2009 04 07, Friday
(125 / 4032)



Elements of Business Skills – available for G1 level only

	Elements of Business Skills – available for G1 level only
CRITERIA, DESIRED DISPOSITIONS	<p>Students of Elements of Business Skills should have</p> <ul style="list-style-type: none"> • confidence in their ability to learn new concepts and apply them to real-world business scenarios as the subject covers various sectors like Travel, Tourism, Hospitality, and Retail. • strong and effective communication skills as the subject often involves interactions within a business context and customer relations. • willingness to actively participate and contribute to projects and team activities is important.
SKILLS & COMPETENCIES TO BE DEVELOPED	<ul style="list-style-type: none"> • Students are expected to develop skills in marketing and customer relations, critical thinking, innovation, self-management, effective communication, and the use of ICT. • Students should develop the values and attitudes of: <ul style="list-style-type: none"> • integrity and responsibility in making decisions; • respect and social awareness in managing relationships with others; • an enterprising mindset; • resilience in overcoming challenges; and • passion to pursue lifelong learning.
POST-SECONDARY OPPORTUNITIES	<p>The syllabus prepares students for further studies in institutes of higher learning and careers in the service industry (Travel and Tourism, Hospitality, and Retail) which continues to be a significant sector in Singapore's economy.</p>