

Art

Design & Technology (D&T)

Nutrition & Food Science (NFS)



2022 Sec 2 Subject Options Presentation



Inquiry-based Learning

Because of the nature of the subjects offered by the Craft & Technology Department, inquiry-based learning is adopted across **Art** (*Art Inquiry Model*), **Design & Technology** (*Design Thinking Model*) and **Nutrition & Food Science** (*Problem-based Learning*).

Through IBL, you would experience active learning that starts by posing questions, problems or scenarios.

The inquiry-based instruction is very closely related to the development and practice of thinking and problem solving skills.

Coursework Subjects Focus



Character Development

- Responsibility, perseverance, resilience, task-focus, appreciation mindset.
- Creativity, self-management, dare-to-think, dare-to-do spirit, time management.



Academic Excellence

- Through the inquiry approach, students are able to internalize concepts through solving problems, critical and analytical thinking, as well as application of knowledge, which leads to better learning outcomes.

A red speech bubble icon with a white outline, containing the text 'Your commitment' in white. It is located within a light pink rounded rectangular box.

**Your
commitment**

Requirement

- Self-disciplined and determination throughout the coursework process.
- Good attendance, as coursework stretches over 7-8 months

Which Coursework Subject Is Best Suited For Me?

Art

- ★Interest: *drawing & painting, design, digital art, solving problems through divergent thinking*
- ★Strength: *drawing & painting, design, creative, analytical and critical thinking skills*
- ★Career Aspiration: *art educator, museum/gallery curator, animator, illustrator, motion graphic artist, game designer, fashion designer, interior designer, filmmaker, photographer, etc.*

D&T

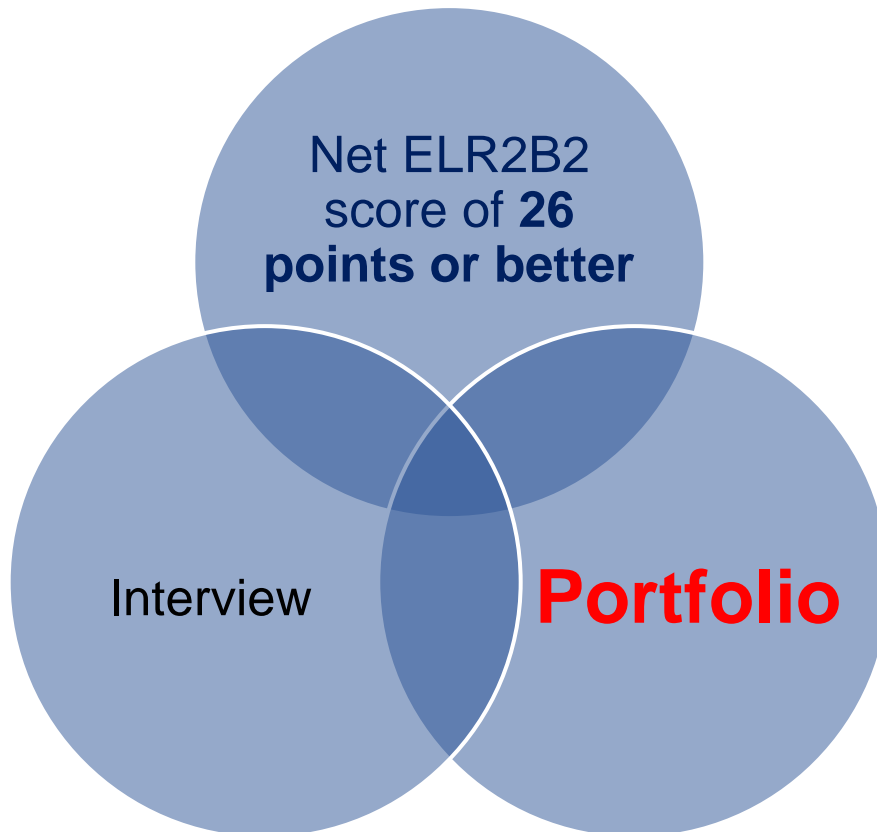
- ★Interest: *creating, making, designing*
- ★Strength: *drawing, design, creative, analytical and critical thinking skills, hands-on*
- ★Career Aspiration: *engineer, architect, product designer, interior designer, etc*

NFS

- ★Interest: *health, nutrition, sustainable produce, cooking, science experiments, food science*
- ★Strength: *analytical and critical thinking skills, language skills, innovative thinking, passion in cooking*
- ★Career Aspiration: *food technologist, nutritionist, dietician, sports nutritionist, food & beverage specialist, chef, restaurant owner, etc*

EAE (Early Admission Exercise) for Coursework Subjects

Up to 50% of students can be admitted to polytechnic EAE:



Art, D&T & NFS assignments, and participation in subject-based national competitions in lower and upper can be included in the portfolio for EAE.



Some Relevant Courses in Art Universities

(LASALLE College of the Arts)



DIPLOMA

ANIMATION

Be at the forefront of one of the most rapidly developing areas of the creative industries and technical development.



DIPLOMA

DESIGN FOR COMMUNICATION AND EXPERIENCES

Acquire the thinking capacity and creative skills to boldly design the future.



DIPLOMA

BROADCAST MEDIA

Be among the next generation of highly versatile moving image creatives for media-related industries in Singapore and around the world.



DIPLOMA

CREATIVE DIRECTION FOR FASHION

Develop your creative vision and create otherworldly images for fashion media.

<https://www.lasalle.edu.sg/programmes/diploma>

Relevant Courses in Art Universities

(Nanyang Academy of Fine Arts)

FOUNDATION

- ELMAB3 (English Language, Mathematics, Best 3 other subjects) aggregate score of 15 points or better, excluding CCA Bonus Points, for Secondary 4 Normal (Academic)
- Possess potential and passion in the arts

DIPLOMA

- GCE O-Level, GCE A-Level, IB Diploma, Singapore Integrated Programme, Full-time NITEC/Higher NITEC
- 16 years of age and above in the year you are enrolled into Year 1 of the diploma course
- International applicants need to complete at least 10 years of education
- Possess potential and passion in the arts

DEGREE

- GCE A-Level, IB Diploma, Singapore Integrated Programme, Diploma
- 18 years of age and above in the year you are enrolled into Year 1 of the degree course
- International applicants need to complete at least 12 years of education

DIPLOMA

3D Design

- Diploma in Design (Furniture and Spatial)
- Diploma in Design (Interior and Exhibition)
- Diploma in Design (Landscape and Architecture)
- Diploma in Design (Object and Jewellery)

Design and Media

- Diploma in Advertising
- Diploma in Graphic Communication
- Diploma in Illustration Design with Animation
- Diploma in Screen Media

Fashion Studies

- Diploma in Fashion Design
- Diploma in Fashion Merchandising and Marketing

Fine Art

- Diploma in Art Teaching
- Diploma in Fine Art

Relevant Polytechnic Courses for Art and Design & Technology

Built Environment

- Architecture
- Landscape Architecture

Business & Management

- Arts Business Management

Information & Digital Technologies

- Digital Visual Effects
- Game Design & Development
- Game Development & Technology
- Multimedia & Animation

Relevant Polytechnic Courses for Art and Design & Technology

Design & Media

- 3D Interactive Media Technology
- Advertising & Public Relations
- Animation
- Apparel Design & Merchandising
- Arts & Theatre Management
- Communication Design
- Design for User Experience
- Digital Animation
- Digital Film & Television
- Digital Game Art & Design
- Environment Design
- Experience & Product Design
- Film, Sound & Video
- Industrial Design
- Interactive & Digital Media
- Interior Architecture & Design
- Interior Design
- Mass Communication
- Media Production & Design
- Motion Graphics & Broadcast Design
- Product & Industrial Design
- Product Design & Innovation
- Space & Interior Design
- Visual Communication & Media Design
- Visual Effects & Motion Graphics

Relevant Polytechnic Courses for NFS

Applied Sciences

- Baking & Culinary Science
- Food Science & Nutrition
- Sports Science and Wellness
- Health Management and Promotion
- Sports & Exercise Science

Business & Management

- Culinary & Catering Management
- Food & Beverage Business
- Restaurant & Culinary Operations
- Hospitality Management

ART

2022 Sec 2 Subject Options Presentation





Syllabus

- **Coursework**
(2D or 3D Fine Arts and Design, Lens-based, Digital or Multimedia) + Prep Boards
- **Drawing and Painting**
+ Prep Studies



Assessment Weightage

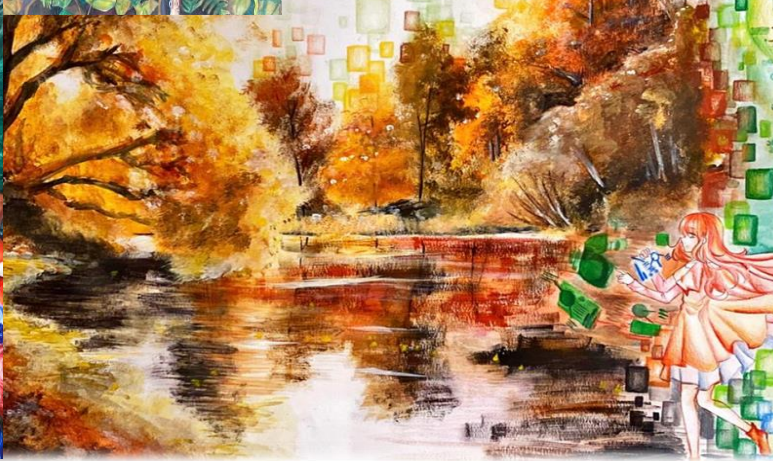
- **60% on Coursework**
(over 7 months for 'N' Level , 8 months for 'O') Level
- **40% on Drawing & Painting Paper**
(3 weeks prep)

Museum-based Learning



Drawing and Painting

ART



Artistic Processes (analytical and critical thinking)

In my opinion on glass items is made out of sand and it's about fragility, how fragile glass is and how long it can last without breaking. Because of its fragility, glass breaks easily when they are not well taken of and constantly being taken advantage of. I can relate this feeling of fragility to my own personality because I'm very sensitive and people always take advantage of me since I easily forgive them when they offend me. I feel that no one understands how fragile I am. So this artwork is a representation of my personality since I'm very fragile and I can be easily hurt or broken.



I did some observational studies on glass by focusing on its shiny surface, focusing on its reflections, translucency, light source and how the shadow is reflected.



Me as a glass because I'm fragile and constantly being taken advantage of. I achieved a realistic look on me as a glass by using acrylic.



As I worked on my preparatory studies, my breakthrough came from looking at an hour glass. I tried drawing me as an hourglass, representing how fragile I feel, and I may be out of time with regards to holding my emotions in. The medium I used, which was watercolor, helped to make my work look realistic. I focused on the reflections and the shadows of the hour glass. I used that to make my work have a better effect.

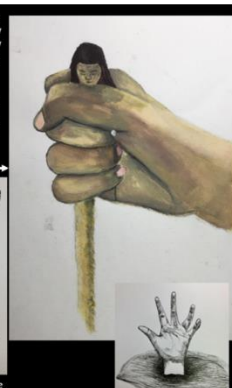


I choose to work from this painting of a fist because I want to show how I can be easily intimidated and taken advantage of because I am small, easily afraid and timid.



I choose to work from this sand images as I want to show how brittle sand is before it becomes glass, which is also breakable

Rene Magritte inspired me a lot. I particularly like how he uses his artwork to show the inner side of a human. I emulate this concept while exploring painting the sand spilling out of my body. This is to represent what I am made of, sand that is brittle before it becomes glass.

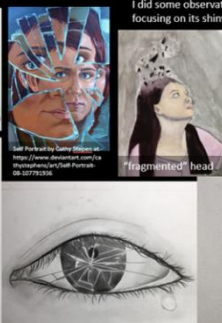


This image inspired me to turn myself into a sand statue. Sand statues are vulnerable as they can be stepped on and easily destroyed. Sometimes I feel helpless out in the open, unprotected.

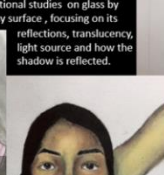
I think my final prototype is successful because of how meaningful it is as it shows how fragile I am. I think my final work is successful because how realistic it looks when I use acrylic as my medium. After investigating more on this painting, I was able to put it in my final work.



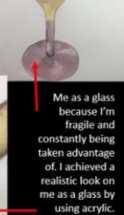
My "fractured" self-portrait



Pencil drawing of shattered eye



"fractured" head



I choose to work from this image because I want to show that this can be an example of how people treat me.



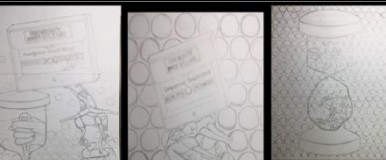
First, I studied bubbles and bubble wrap illustrations, since they are both almost transparent. Bubbles only last for a few seconds but bubble wrap gives protection and prevents an item from breaking, and they are mostly used to wrap fragile items.



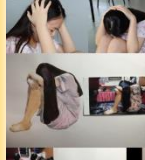
As I worked on my preparatory studies, my breakthrough came from studying the characteristics of bubble wrap to "wrapping myself in bubble wrap" because it related to my personality. I think my final prototype is successful because I managed to put in both of my work together and to make it more meaningful. I think my final work is successful because of how realistic it looks when I used watercolor as my medium. I used that to help me achieve a better effect. After investigating this painting, I was able to put it in my final work.



In my final work, it represents my personality which is fragile because of how I was constantly intimidated and taken since I always open my heart out to everyone but end up getting stabbed in the back by people again and again after constant forgiveness. The three people and bubble wrap represents how fragile I am as it is going to fall anytime soon because of how they are taking advantage of me since I am easily forgiving and naive to prevent me from breaking. The emergency break glass shows how people treat me because they will know me when they got what they wanted and the hourglass with concrete inside shows how easily people can take advantage of me since I'm small and timid.



My "fractured" self-portrait



I think many photos of myself in different positions, to show how broken I am and how scared I am to open myself out to people again since I was constantly taken advantage of because of my "soft" personality and also people breaking my trust multiple times after multiple times of forgiveness.



I choose to put myself into the "emergency break glass" to show how I was taken advantage of. People always find me when they need help or when they have an emergency, but once they get the help from me, they leave me. I think my final prototype is successful because I managed to put in both of my work together and to make it more meaningful. I think my final work is successful because of how realistic it looks when I used watercolor as my medium. I used that to help me achieve a better effect. After investigating this painting, I was able to put it in my final work.



For Chichibashi inspired me a lot. Particularly how she used human to stick up on top of one another, this shows how fragile I am as it might collapse anytime soon. So I tried by taking many photos of myself in different positions and started myself sticking and balancing on top of one another. To inspire I, I painted with only one color which was black to represent my sadness and despair.



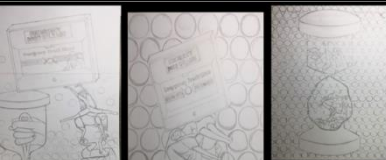
Well digging deeper into my memories I realized my mother stayed so strong throughout the entire ordeal just for me and my brother as a single parent who do not have any relatives living in Singapore to share her burden with. Instead she was stuck with two kids to raise while working alone supporting us, making sure we have a roof over our head that's why I draw different perspective of how she might have felt throughout the ordeal. It is at the top view wanting to end her life, the bottom view after she landed, the darkness that drowned her or the light that she desires.



My mother looking straight ahead seeing a goal, light at the end but it seems like the tunnel is endless like her stress pouring onto her.



View from the bottom of the ground, covered in soil, highlighting the only light source which is above. Unattainable and full of hope for freedom to get out of this mess.



Calling into abyss emphasizes about the stress and negativity in all felt slowly covering and eventually engulfing us.



Layouts



The image of missing snakes reflected on the glass shards adds on to the meaning of danger.



The empty space below the glass shards are to be cut off to show that it is floating and unstable, and will fall apart anytime, which also greatly signifies danger.



Last dying breath view (lying on the ground)



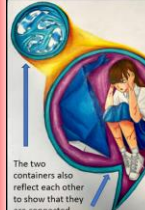
Experimenting with perspective



Trying out different composition



A layout from a woman's view



The two containers also reflect each other to show that they are connected.



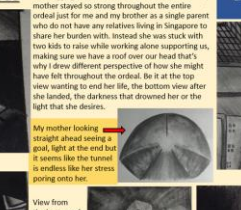
I think my final work is successful because it have conveyed my idea of "Full Container" exactly how I want it. My final work shows the instability of my emotions and how I feel extremely frustrated and claustrophobic from being trapped inside my own head with overflowing thoughts that I am unable to escape from, making me desperate for freedom outside of my own mind, for new memories out of the old ones, away from the restraining thoughts that suffocates me and puts me in the danger of losing a hold of my emotions and actions and doing something stupid. My work also shows how I feel extremely lonely as I don't have anyone to support me through hard times.



I draw reference from Tetsuya Ishida's "Soldier", and myself in the semi-circular container to show the light space that emulates the full thoughts that I have in my head.



For the color scheme I chose green to depict the army and to showcase the general's greed, ambition and safety. As humans long, we hunger for power leading to greed. In addition we feel safe because with power little can harm us. The opposing side is red to represent danger, power and death. This means they desire the green's power and thus are a threat. By contrasting these colors it symbolizes the constant power struggles.



on from a use of details.



8



8

Art Discussions

Photos were taken pre-COVID-19

ART



Peer Feedback



Questions

Why do you make it so that some parts are a bit burn than others? what does the burn represent? Why did you decided to burn one face off and the other bandage up? what does it mean for all those purpose? why represent family with 2 people?

Question

- why does one faces, burn it?
- why is there cut up pieces of paper on the other's face?
- is there meaning to why one's arm is around the other's?
- why one try on a ball?
- does the ball represent the earth? the world?

Polish.

I would add mini clothes onto them so that people can identify which is the male and the female. and have you ever considered adding more stuff on the mill?

POLLISH

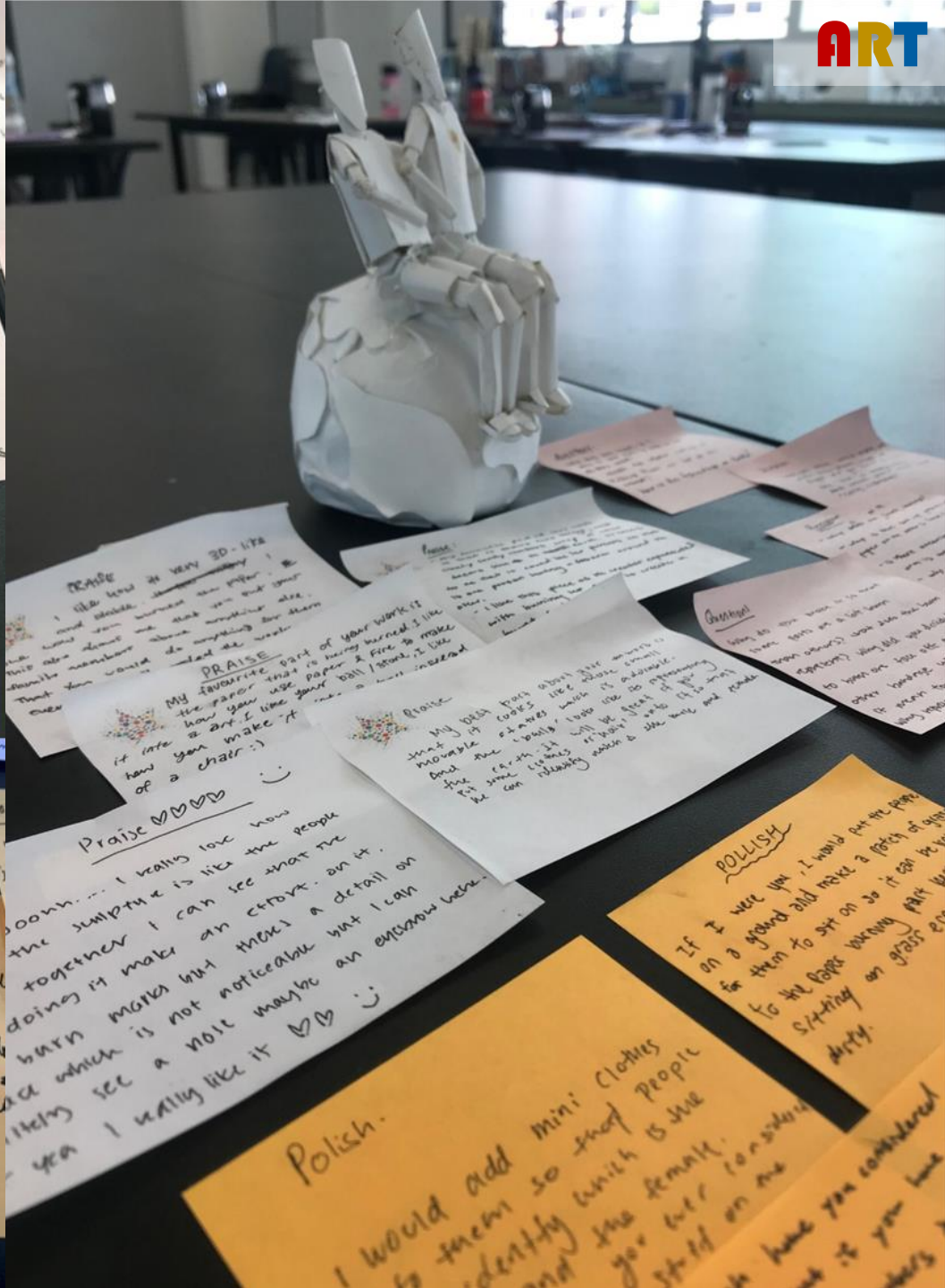
If I were you, I would put the people on a ground and make a patch of grass for them to sit on so it can be linked to the paper burning part because it sitting on grass especially mud is dirty.

POLISH:

You could make it more like "lively". Maybe to add a tree or small flower? I think this would call as if about portray as 2 hurting people? I don't really know man. But very good already.

POLLISH

Polish. I would add mini clothes to them so that people can identify which is the male and the female. and have you ever considered adding more stuff on the mill?



Design & Technology



2022 Sec 2 Subject Options Presentation



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Syllabus

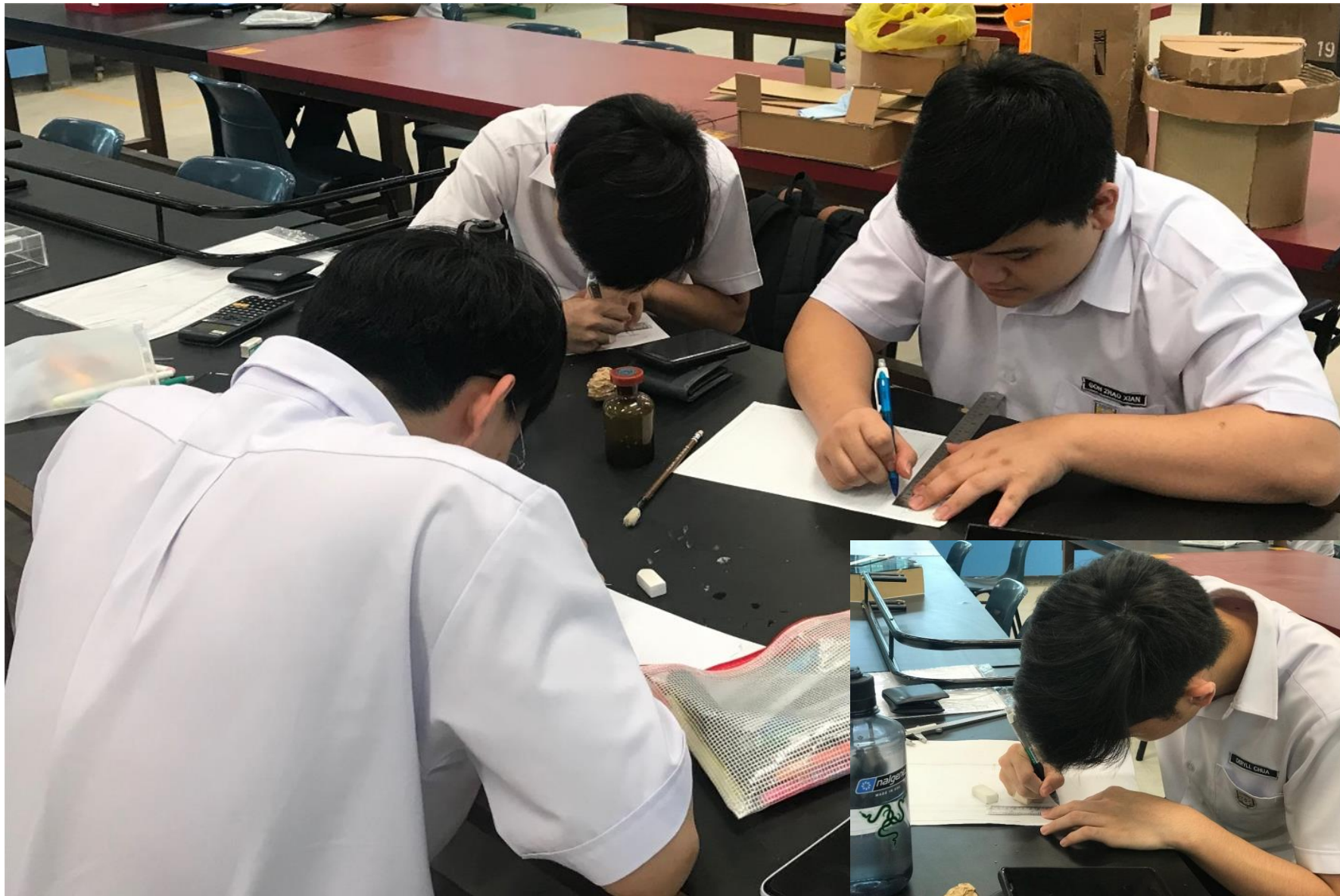
- **Coursework**
(Prototype + Journal + Presentation Board)
- **Design & Technology Theory**
*[3 Technologies: Mechanism, Electronics, Structure
(O Level Only)]*



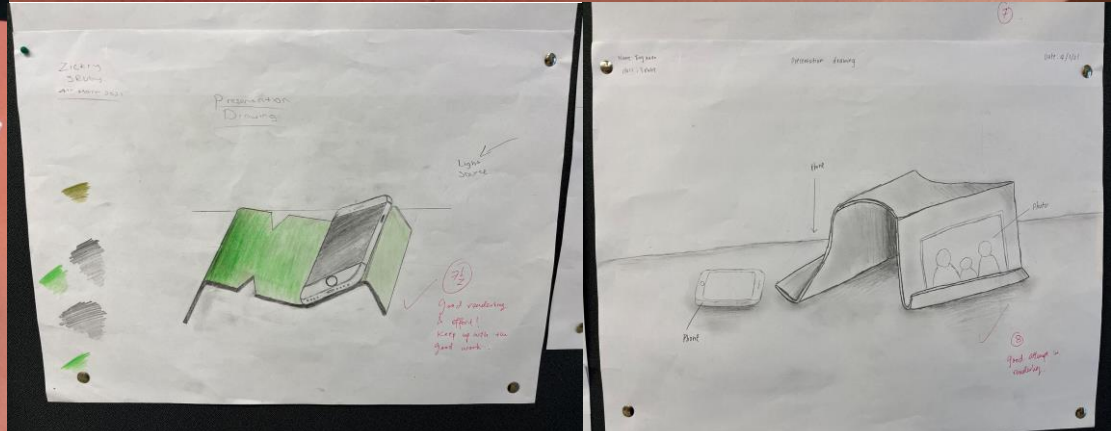
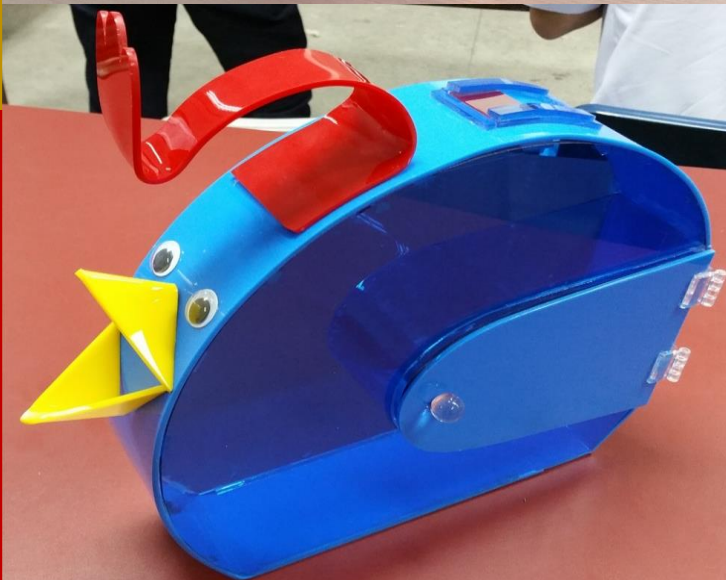
Assessment Weightage

- **60% on Coursework**
(over 7 months)
- **40% on Written Exam**
*(2 hrs & 1.5 hrs for O and N Level
respectively)*

Journaling



Prototypes & Rendering



Nutrition & Food Science



2022 Sec 2 Subject Options Presentation



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Syllabus

- **Coursework**

(Themed Research + Investigation & Data Analysis (O Level only) + Meal & Food Prep Planning + Execution + Evaluation)

N Level - 30 pages, O Level – 50 pages

- **Food & Nutrition Theory : Food Sciences**

(Nutrients, Meal Planning, Food Commodities, Food Prep, Cooking, Food Safety & Preservation)



Assessment Weightage

- **60% on Coursework**

(over 7 months)

- **40% on Written Exam**

(2 hrs & 1.5 hrs for O and N Level respectively)

Themed Research

A) Information Synthesis

After conducting the experiment on (date), I will move on to the next component which is the information synthesis. In this component, I will tabulate the data collected from the experiment and present it in a form of bar graph. Also, I will make conclusion whether cooking does affect physical and chemical changes to the cupcake.



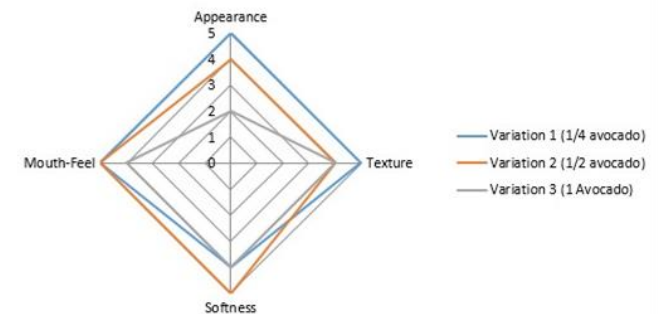
Observation table:

	V1 (¼ avocado)	V2(½ avocado)	V3(1 avocado)
Appearance	Golden brown	Golden brown with a light green colour	A distinctive green
Texture	Smooth texture	Slightly smooth texture	Slightly smooth texture
Taste	Moist and light	Moist, light and slight taste of avocado	Very distinctive taste of avocado
Softness	Very soft and spongy	Soft and spongy	A little soft but a little hard
Average Height	2.9cm	3.3cm	2.9cm

Description of criteria for rating characteristics in the experiment:

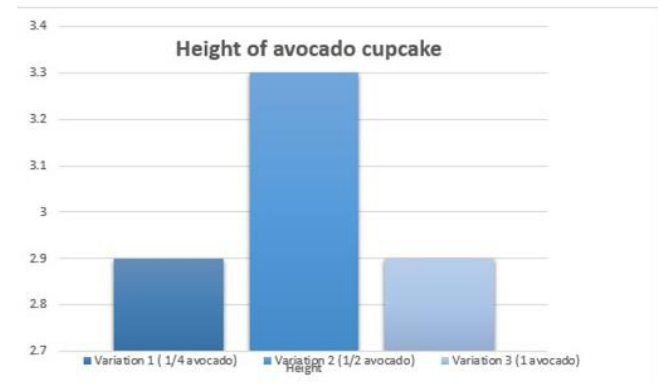
	1	2	3	4	5
Appearance	Greenish-golden brown cracked	Light green	Light golden brown with light green	Light golden brown	Golden brown and dome shaped
Texture	Very grainy	Grainy	Smooth and a little grainy	smooth	Very smooth,
Taste	Very strong distinctive taste of avocado/ dense and dry	Strong taste of the avocado	Light taste of avocado	Smooth and creamy	No taste of avocado, creamy/moist and light
Softness	Very soft and spongy	Soft and spongy	A little soft but a little hard	Hard and firm	Very hard and firm

Star Diagram to show the characteristics of the cupcake

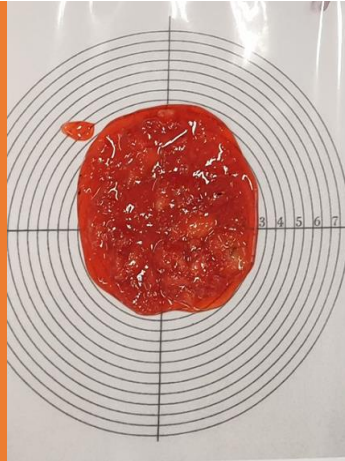


The star diagram shows that the characteristics of each cupcake like the texture, appearance, softness and mouth-feel. All of the variables gave a dome shaped like but the variation 3 gave the most domed shaped. The taste of the variation 1 is the tastiest and it doesn't have the strong avocado taste. Variation 3 also gave the darkest color among the other 2 variables.

Bar graph shows the average height of the avocado cupcakes



Food Science Experiment



Viscosity Test on Strawberry Jam



Effect of Sugar on Baked Product

Meal Planning and Execution



Thank You



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