# NSS Information and Communication Technology (ICT):
# Interface with Junior Secondary Computer Curriculum
# 新高中資訊及通訊科技科：
# 與初中電腦課程的銜接

22 Oct., 2007 (Event AA)
23 Oct., 2007 (Event AB)

資訊及通訊科技
**Information and Communication Technology**

# Program Rundown

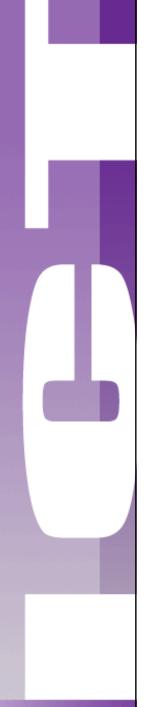**Oct. 23, 2007 (Event AB)**

1400 – 1415 Introduction

1415 – 1515 Presentation 1 -- Mr. LIU Man-lee
Shun Tak Fraternal Association Yung Yau College

1515 – 1530 Q & A

1530 – 1545 Break

1545 – 1645 Presentation 2 -- Mr. CHOW Chun-kit
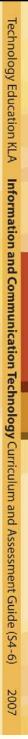Cheung Chuk Shan College

1645 – 1700 Q & A

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# Objectives

1. Using project learning and teaching computer game design in junior secondary computer curriculum
2. Teaching robot programming and mobile programming in junior secondary computer curriculum
3. Preparing junior secondary students for NSS ICT

# Technology Education
# Key Learning Area

## Information and Communication Technology
### Curriculum and Assessment Guide
### (Secondary 4 - 6)

Jointly prepared by the Curriculum Development Council and the Hong Kong Examinations and Assessment Authority

Recommended for use in schools by the Education and Manpower Bureau
HKSARG
2007

Technology Education KLA

Information and Communication Technology Curriculum and Assessment Guide (S4-6)

2007

資訊及通訊科技
**Information and Communication Technology**

中學課程綱要

# 普通電腦科

中一至中三

1999

香港課程發展議會編訂

香港教育署建議學校採用

SYLLABUSES FOR
SECONDARY SCHOOLS

# COMPUTER LITERACY

SECONDARY 1 - 3

1999

Information and Communication Technology

# Major Areas of Study

| | |
|---|---|
| Computer System 電腦系統 | 25% |
| Information Technology 資訊科技 | 58% |
| Programming 程序編寫 | 17% |

Logo was designed as an integrated learning environment in which students could learn important ideas in mathematics, computer science and problem solving while inventing and carrying out their own computer-based programming projects…

School may opt either Logo or any other computer language for teaching programming. (p. 9)

# Observations

- Learning diversity due to different primary school backgrounds
- Focus on hands-on skills using software packages instead of high level problem solving skills and critical thinking skills
- More time contributed to multi-media production & web site development; less on programming
- Difficult to teach IT11 (Control Technology)
- Resource Allocation on purchasing software / hardware

資訊及通訊科技
**Information and Communication Technology**

# Observations

In school visits, we found that

- Schools start trying new things
  - Game Factory, Game Maker
  - Lego, IQ Bug
  - Visual Basic, Flash Action Script
  - Mobile programming with C#
  - …

# Presentations

Presentation 1 – Mr. LIU Man-lee

Shun Tak Fraternal Association Yung Yau College

Preparing for the Higher Form Computer Programming Learning Step by Step: Use of Javascript, IQ-Bug, C Language and Visual Programming

Presentation 2 -- Mr. CHOW Chun-kit

Cheung Chuk Shan College

Designing Junior Computer Curriculum to Cater for Learners' Diversity, Cooperative Learning and Interface with NSS ICT using Game Design and Robotics

# Question
# &
# Answer

Please help by filling in the evaluation form