Briefing Session on NSS ICT Learning & Teaching Resource Package – Database Design Methodology and Systems Development

CDI02 00901 46 - NSS Enriching Kno wledge for ICT Curriculum Series: (7) Database Design Methodology and Systems Development

Agenda

- Overall introduction
- Part 1 Introduction of the rational es and design of the resource package
- Break
- Part 2 Briefing on the contents of the resource package and the use in learning and teaching
- Q & A

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Briefing Session on NSS ICT Learning & Teaching Resource Package – Database Design Methodology and Systems Development

Part 1 Introduction of the rationales and the design of the resource package

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ICT - Some Fundamental Attributes

- Frontier for social development
 - The Information Society
 - The nth Wave
- · Technology based
- · Social-technical
- Crucial enabler for business
- Indispensable and visible (or sometimes invisible) in everyday life
- · Skills based
- Logical/abstract/systemthinking
- Atmosphere of ICT in Hong Kong

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The ICT Curriculum Aims (1)

- Provide students with a body of essential knowledge, concepts and applications of information, communication and computer systems
- Equip students with problem-solving and communication skills, and encourage them to think critically and creatively

Develop students into competent, effecti

 Develop students into competent, effective, discriminating, ethical and confident users of ICT, so as to support their lifelong learning

The ICT Curriculum Aims (2)

 Provide students with opportunities to appreciate the impact of ICT on our knowledge-based society, so as to nurture in them positive values and attitudes towards this area

Project Background

- ICT One of the 5 elective subjects in the TE Key Learning Area in NSS curriculum
- To ensure smooth implementation, teachers must have
 - firm grasp of the curriculum intention
 - fully equipped to deliver the curriculum contents confidently
- To cope with the need, EDB commissioned projects to provide various learning and teaching resource packages for teachers with the intention to teach ICT

The ICT Curriculum Revisited (1)

- Compulsory (165 hours)
 - Information Processing
 - Computer System Fundamentals
 - Internet and its Applications
 - Basic Programming Concepts
 - Social Implications

The ICT Curriculum Revisited (2)

- Electives (Choose one, each of 75 hours)
 - Databases
 - Data Communications and Networking
 - Multimedia Production and Web Site Development
 - Software Development
- School-based Assessment (30 hours)

Total Curriculum Time = 270 hours

Overall Objectives of the Package

- Provide quality bilingual learning and teaching reference materials in curriculum, pedagogy and assessment
- Support the learning and teaching of elective topics
- Enrichment to textbooks (if any)

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Design Principles (1)

- · Builds on prior knowledge
 - Database Concepts → Database Design
- · Balance between breadth and depth
 - Appreciation of various methodologies vs. walkthrough of a certain methodology (Waterfall model)
- Emphasis on both theoretical and applied learning
 - Normal forms and the actual use of them in solving database design issues

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Design Principles (2)

- Close alignment between curriculum, pedagogy and assessment
 - Matched pedagogy for different topics
 - Assessment tasks designed to reinforce learning outcomes and provoke explorations
- Takes into account the feasibility of implementation in the local education context
 - Feasibility in carrying out of activities (to ensure students' satisfaction)
 - Feasibility in obtaining relevant tools (software packages, etc)

Design Principles (3)

- · Caters for learner diversity
 - Templates and guidelines in different depths are available
 - Relevant strategies included in Teachers' Guide
- Friendly and appealing to learners
 - Lively interface of the PowerPoint slides
 - Authentic and interesting examples

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Design Principles (4)

- · Promotes independent learning
 - Follow up activities in daily life context
- Well structured contents but with flexible learning and teaching paths
- As a resource bank varieties of resources with organic relationship
 - Case studies, PowerPoint slides, worksheets, multimedia elements, etc

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Design Principles (5)

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Use of the Package by ... (1)

- using various learning and teaching strategies (e.g. case study, problem-based learning)
- catering learner diversity (varied lesson contents, learning and teaching strategies and assessment)

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Use of the Package by ... (2)

- providing students with up-to-date knowledge and skills through authentic examples, cases, etc
- developing students' generic skills (e.g. problem solving) and nurturing students care er-rel ated ex peri en ces

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Topics Covered in this Package/Briefing Session

- Datab as es
 - Introduction to Databases
 - Relational Databases
 - Introduction to Database <u>Design</u>
 <u>Methodology</u> (22 hours)
 - Database Applications, Development and Society

Learning Objectives for "Introduction to Database Design Methodology"

- How to identify and perform an analysis of the data requirements of simple scenarios in different applications
- The construction of simple data models using the ER diagrams methodology
- The importance of good database design as a blueprint for the development of a database management system

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Introduction to Database Design Methodology – Main Contents

- Good database design
- 3 levels of data abstraction
- Types of relationship among entities
- Simple scenarios in business, education, etc
- Data redundancy
- ER diagrams

Abstract? Logical thinking? Real-life related? Interesting? Lab exercises? Multimedia? Analogies readily available? ... etc

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Some Reflections on the Topics

- Related to Data Modelling
- Fundamentally, data modelling is to capture reality, as much as possible, into the application system (before any processing can be done)
- Usually carried out by the Database Administrator (DBA) Data Analyst in the industry
- Requires higher order of abstract and logical thinking

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Topics Covered in this Package/Briefing Session

- Software Development
 - Programming
 - Programming Languages
 - Systems Development (16 hours)



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Learning Objectives for "Systems Development"

- The importance of a systematic approach to soft ware development
- How to apply concepts underlying so ftware development in a systematic way

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Systems Development – Main Contents

- · Basic concepts
- Sy stems analy sis
- Systems design
- Sy stems implementation
- Systems conversion and maintenance
- Systems documentation
- Alternative approaches (Waterfall Model and others)
- The personnel

Abstract? Logical thinking? Real-life related? Interesting? Lab exercises? Multimedia? Analogies readily available? ... etc

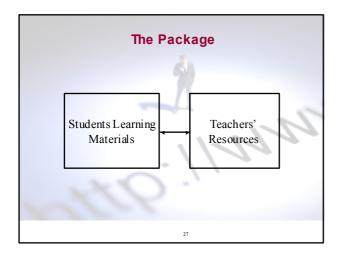
Some Reflections on the Topics

- Need a good grasp on "system"
- Need some understanding of the business world (e.g. The personnel)
- Usually carried out by Systems Analysts in the industry
- A more social-technical topic when compared with Introduction to Database Design Methodology

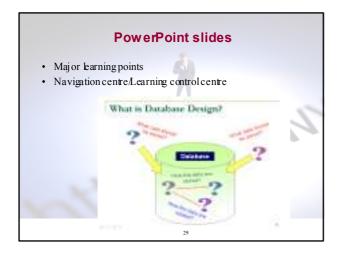
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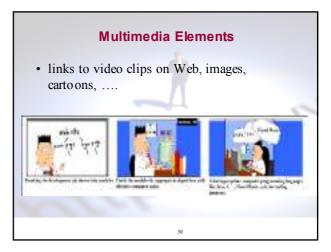
Project Deliverables

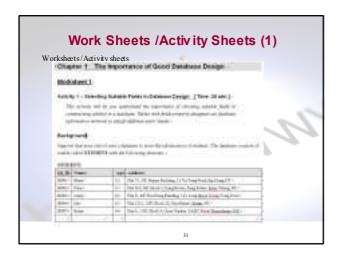
- The package learning and teaching materials in both English and Traditional Chinese
 - to be made available at e-platform
- 2 sets of DVD-ROMs containing the package to be distributed to each school
- 4 regional -based briefing sessions

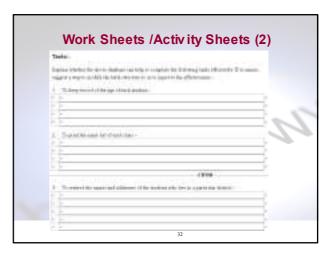


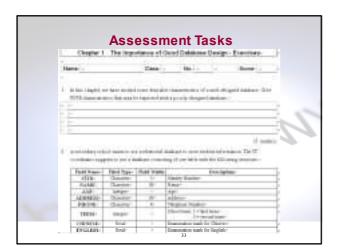


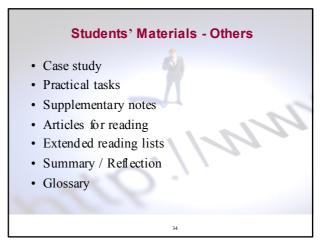




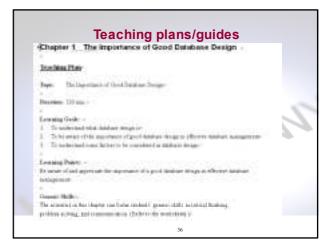


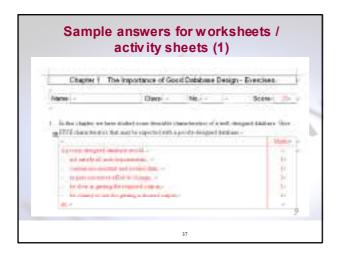


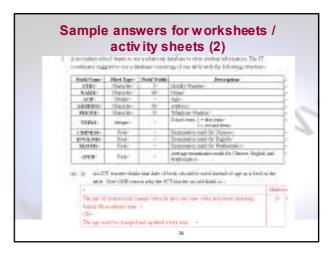






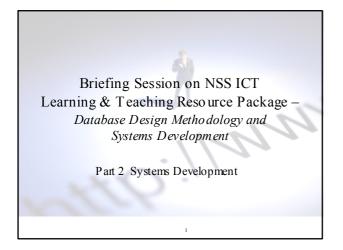


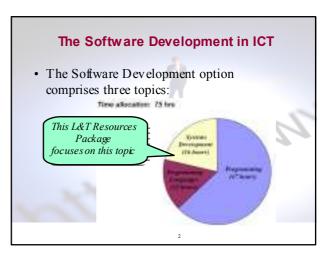




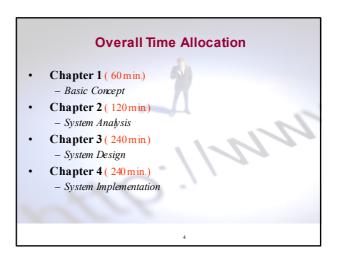
Teachers' Resources - Others • Additional teaching materials • Hints in catering for learners' diversity • Reference materials

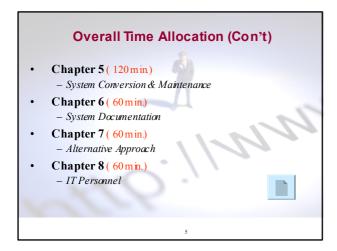




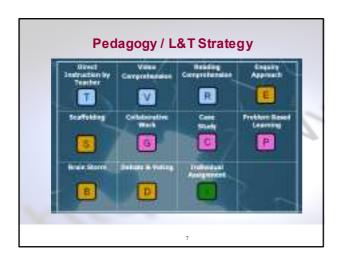


Systems Development • General Information: - Total time allocation: 16 hours - Altogether 8 chapters - Each chapter focuses on different topics in different aspects of Systems Development



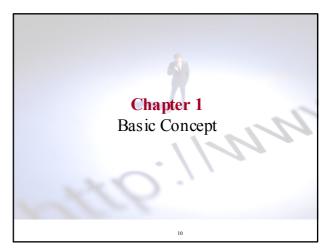


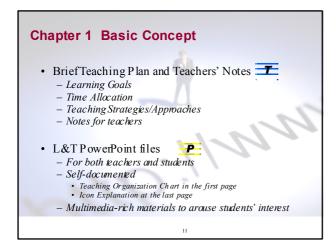


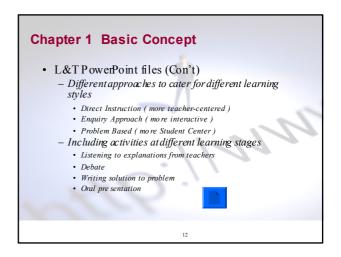


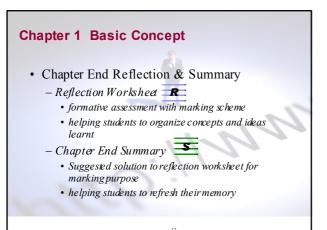


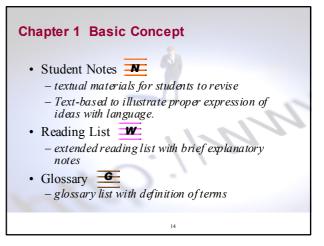


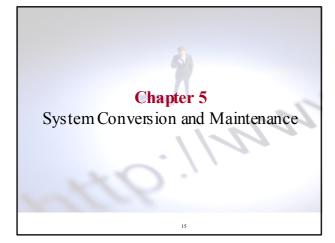


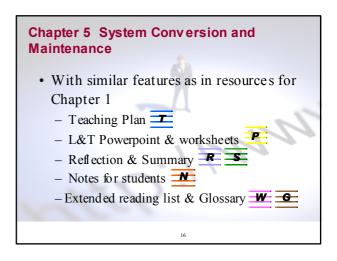


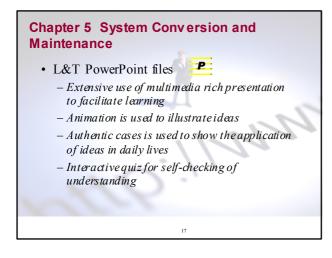


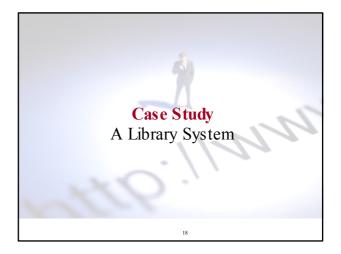












Case Study: A Library System

- An authentic example showing how to analyze the problem and hence design suitable solution,
- Spreading across chapters according to the learning stages

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Case Study: A Library System

- 1. System Analysis:
 - Alternative Proposal (Activity provided)
 - Requirement Specification (Activity provided)
- 2. System Design:
 - Describe Library System with various charts (Activity provided)

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Coursework

- SBA Report Template helping student to write a well-structured report.
- Students should apply the techniques they learned in Chapter 1 to 8 to solve the SBA problem
- Adopting scaffolding learning strategy:
 - Different chapters of the SBA report forms a framework requiring students to construct their own knowledge

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Coursework

- Examples Report Templates
 - Chapter 3: Charts in SBA Project
 - Chapter 5: System Testing & Evaluation
 - Chapter 6: Requirement Statement & User Manual of System developed in SBA Project

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Assessment Tasks

- Formative assessment tasks with instructions
- Suggested rubrics / marking scheme M

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Briefing Session on NSS ICT Learning & Teaching Resource Package Database Design Methodology and Systems Development Part 2 Introduction to Database Design Metho dol ogy

Introduction to Database Design Methodology

- · General Information:
 - Total time allocation: 22 hours
 - Altogether 7 chapters
 - Each chapter focuses on different topics in database design methodology

Overall Time Allocation

- Chapter 1 (120 min.)
 - The Importance of Good Database Design
- Chapter 2 (120 min.)
 - Three Levels of Data Abstraction in Database

Learning Outcomes

Be aware of and appreciate the importance of a good database design in effective database management.

Describe the needs of the three levels of data abstraction, namely conceptual level, physical

level and view level.

Overall Time Allocation

- Chapter 3 (160 min.)
 - Basic Concepts of Entity-Relationship Model
- Chapter 4 (280 min.)
 - Entity-Relationship Diagram

Learning Outcomes

Be aware of the different types of relationships among entities in a relational database.

Analyse simple scenarios in business, education or other fields and create simple ER diagrams involving binary relationship only in designing databases.

Overall Time Allocation (Con't)

- Chapter 5 (280 min.)
 - Logical Database Design

Learning Outcomes

Transform the ER diagrams to tables in relational databases.

- Chapter 6 (80 min.)
- Chapter 7 (280 min.)
 - Normalisation

- Data Redundancy & Anomalies Explain the concepts of data redundancy and discuss the methods or measures used to reduce data redundancy

Overall Time Allocation (Con't)

- Case Study (90 min.)
 - An e-Learning platform
 - included in Chapters 3, 4, 5



Resources in the Package

- · Teaching Plan
- · PowerPoint files
- · Worksheets
- · Assessment
- · Glossary
- · Reading List
- · etc.

Teacher version and student version available for "Power Point files", "Works heets", "Assessments" emonstra

Chapter 1

The Importance of Good Database Design

Chapter 1 The Importance of Good Database Design

- · Teaching Plan - Learning Goals

 - Time Allocation
 - Teaching Strategies/Approaches
- PowerPoint files
 - For teacher & student 🔫
 - Texts, pictures & animations to cater for different learning styles
 - Including activities at different learning stages
 - Easy for teacher to customize (by Copy & Paste)

Chapter 1 The Importance of Good Database Design

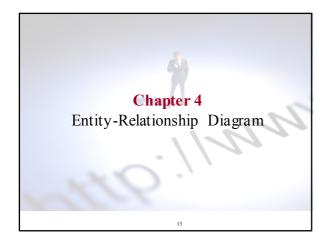
- Worksheets 1: 2: 3

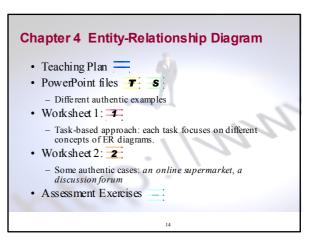
 - Teacher's note with suggested teaching strategies provided
 - Emphasize on developing students' generic skills in addition to subject knowledge
 - Cater for leamer diversity:
 - Worksheets can be completed with or without using IT tools (data files provided in different formats).
 - Animations are provided for assisting students to understand.
- Assessment Exercises
 - Formative assessment with marking scheme

Chapter 1 The Importance of Good Database Design

- Glossary

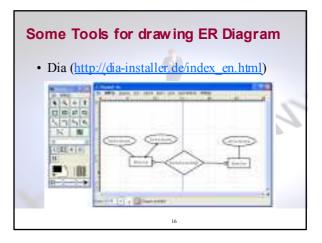
 - Gloss ary list with definition of terms
 - Summarising key concepts / terms
- Reading List
 - Extended reading list with brief explanatory
 - The concept of "Reading to Learn"





Some Tools for drawing ER Diagram

• Drawing Tool in MS Word



Chapter 5
Logical Database Design

Chapter 5 Logical Database Design

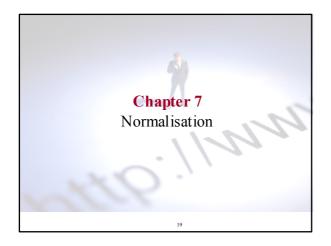
Teaching Plan

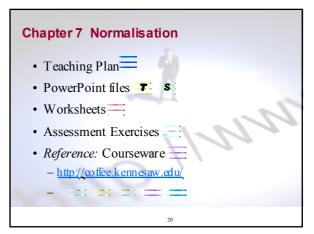
PowerPoint files
Worksheets

Assessment Exercises

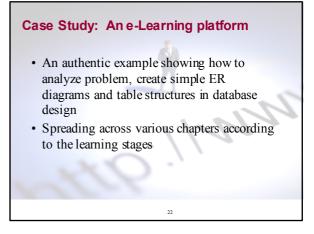
Reference: Online Exercises

http://coffee.kennesaw.edu/

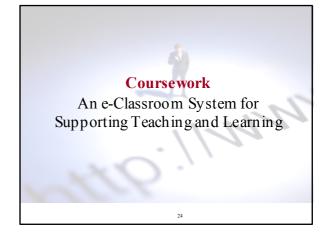




Case S tudy An e-Learning platform



Case Study: An e-Learning platform 1. Introduction: background information, user requirements, overall structure (Chapter 3) 2. Identification of entities, attributes & relationships (Chapter 3) 3. Design of basic E-R diagram (Chapter 4) 4. Transformation of ER diagram into table structures (Chapter 5) 5. Design of table structures for each sub-system (Chapter 7)



Coursework

- A continuous assessment given to students
- Students should apply the techniques they learn in Chapter 1 to 7 to solve the problem
- Adopting scaffolding learning strategy:
 - The given case study acts as a framework to support students to construct their own knowledge and solutions

- -

Coursework

- Formative assessment tasks with instructions
- Suggested rubrics / marking scheme

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Thank You!