

## NSS Learning and Teaching Strategies for the ICT Curriculum Series: (4) Teaching Programming

新高中資訊及通訊科技課程學與教策略系列：  
(4) 教授程式編寫

2:00pm	Registration
2:15pm	Introduction
2:30pm	'Basic Programming' Concepts of the Compulsory Part <i>Mr KWAN Chi-kuop (King Ling College)</i>
3:30pm	Break
3:45pm	'Software Development' of the Elective Part <i>Mr CHUNG Wah-tung (Pai Ching Middle School)</i>
4:45pm	Support Measures
4:50pm	Question and Answer

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## Programming in Computer Subjects

Curriculum		Time Allocation
<b>Computer Literacy (S1 – S3)</b> <i>School may opt either Logo or any other computer language for teaching programming</i>		16 hours
<b>CIT</b> (S4 – S5)	<b>Core Module</b> 4. Basic Programming Concepts	18 hours
	<b>Elective Module</b> (A) Algorithm & Programming	30 hours
<b>NSS ICT</b> (S4 – S6)	<b>Compulsory Part</b> D. Basic Programming Concepts	20 hours
	<b>Elective Part</b> D. Software Development	75 hours

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### ICT vs CIT

**Compulsory part - Basic Programming Concepts**  
*New learning elements in ICT*

- Sub-programs or modules
- Design appropriate user interface
- Select appropriate data types and data structures  
*(integer, real, character, Boolean, string and one-dimensional array)*
- Boolean logic / truth tables
- Algorithm to load and print an array, add or delete an item from an array
- Identify boundary cases and generate test data

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### ICT vs CIT

**Elective part – Software Development**  
*New learning elements in ICT*

- User-defined data types
- Construct lists, stacks and queues in terms of arrays
- Appraise the use of structured programming
- Numerical errors
- Programming paradigm involved in query language
- Define code generation, linkers and loaders
- **Systems Development (16 hours)**

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### ICT vs CIT

**Elective part – Software Development**  
*More clearly defined in ICT*

- Algorithm  
*(searching – linear & binary; sorting – bubble, insertion, merge & quick)*
- Choose an appropriate algorithm  
*(complexities, data structure, efficiency, correctness, appropriateness)*
- Text file handling  
*(delete, insert, append and amend records)*
- Program debugging  
*(stubs, flags, break points, program traces)*


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### Statistic

Candidature of CIT Module A	Survey on schools offering ICT Option D
2005' - 23.9%	09/10' - 29%
2006' - 22.2%	
2007' - 20.6%	
2008' - 18.6%	

**Programming language used in CIT Module A:**  
C – 15%    Pascal – 85%

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 **Difficulties in Learning Programming**


Compulsory part - Basic Programming Concepts  
*Candidates performance by Examiner' Report*

- Lack of the experiences on flow-chart tracing
- Should strengthen their knowledge and skills in using flowchart

*Other weaknesses observed by teachers*

- Identify the objectives of an algorithm
- Amend / complete a given algorithm


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 **Difficulties in Learning Programming**

Elective part – Software Development  
*Candidates performance by Examiner' Report*


- Showed a poor understanding in algorithm
- Showed a limited understanding of the operation in linked list
- Weak in calling procedure / function and handling parameters
- Showed limited experience of programming

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 **'Basic Programming Concepts' of the Compulsory Part**

*Mr KWAN Chi-kuen  
(King Ling College)*

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 **Break**

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 **'Software Development' of the Elective Part**

*Mr CHUNG Wai-tung  
(Pui Ching Middle School )*

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 **Support Measures**

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**e-platform on the ICT, ASCA and ALCS Curricula**

- <http://sfcs.edb.hkedcity.net/>

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**Learning & Teaching Resources**

*L&T Resource Packages for elective part*

- Multimedia Production and Web Site Development
- Database Design Methodology and Systems Development
- Programming and Programming Languages
- Introduction to Databases, Relational Databases, Database Applications, Development and Society
- Data Communications and Networking

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**Professional Development Programme**

*PDP for Teaching Programming*

29/06/2009 - Learning Programming Through Mobile Technology in Computer Subjects

*Plan for 2009-2010 s.y.:*

- Enriching Knowledge Series: Programming and Programming Languages
- Teaching Programming Through Mobile Technology in Computer Subjects
- Teaching Programming Through Game Design in Computer Subjects
- Teaching Programming in Junior Secondary Curriculum

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**Student Competition**

*Hong Kong Olympiad in Informatics (HKOI)*

- an annual competition for secondary students on problem solving techniques and programming skills
- a preliminary contest to international, national and regional competitions such as NOI and IOI
- usually being held in October - December

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**Question and Answer**

- Please return the completed evaluation form to us before you leave

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