

FHBL Programme for 2021 Term 2 Week 10

Secondary 1

Schedule:

Mon, 24 May 2021		
Time	Activity/Event	Class
07 40 – 07 50	Log in to Zoom and attendance taking	All
07 50 – 11 00	Aesthetics Programme	1/1, 1/2, 1/7
07 50 – 11 00	ECG "Learn4Fun Learn4Life" Programme	1/3, 1/4, 1/5, 1/6
11 00 – 11 30	Debrief and reflection	All
Tue, 25 May 2021		
Time	Activity/Event	Class
07 40 – 07 50	Log in to Zoom and attendance taking	All
07 50 – 11 00	Aesthetics Programme	1/3, 1/4, 1/5, 1/6
07 50 – 11 00	Cyber Wellness Minecraft Programme	1/1, 1/2, 1/7
11 00 – 13 00	Math Fun Day	All
Thurs, 27 May 2021		
Time	Activity/Event	Class
07 40 – 08 00	Log in to Zoom and attendance taking	All
08 00 – 09 00	YM Address	All
09 00 – 09 15	Break	All
09 15 – 10 45	Closure of the semester by Form Teacher, review of targets and reflection	All
Fri, 28 May 2021		
Time	Activity/Event	Class
07 40 – 08 00	Log in to Zoom and attendance taking	All
08 00 – 08 50	Principal's Closing Address and sharing on Safety Advisory & tips on boosting personal wellness by Key Personnel	All
08 50 – 09 00	Break	All
09 00 – 10 00	Project Gratitude & Appreciation	All
10 40 – 17 00	Parent-Teacher Conference Session	All

Information on some of the programmes:

Aesthetics Programme	<p>Objective: To allow students to develop an appreciation of the Aesthetics so as to seed engagement in the Aesthetics, to pursue creative and expressive capacities, and to appreciate the form.</p> <p>Students will be engaged in one of the following forms of art/music/dance:</p> <p>a Manga/Comic Character Design, conducted by <i>Inkfusion Company</i></p>
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	<p>(Students are to get ready the workbook, pencils and markers)</p> <p>b Ukulele, conducted by <i>Travelclef</i> (Students are to get ready the ukulele and the printed notes)</p> <p>c Hip Hop Dance, conducted by <i>StudioWu</i> (Students are to wear t-shirt and shorts and have ample space to move around in front of the laptop)</p>
<p>ECG "Learn4Fun Learn4Life" Programme</p>	<p>Objective:</p> <ul style="list-style-type: none"> To allow students to promote life skills and leadership development, enhance soft skills and collaboration, to partner educators in engaging the latest pedagogy and lifelong learning development, and inculcate a sense of ownership and entitlement <p>Students will attend one of the following workshops conducted by <i>GNS Learning Hub Pte Ltd</i>:</p> <p>a Mobile Photography Students will learn the techniques of taking pictures from the correct angles and using the appropriate features / techniques.</p> <p>b Business Students will learn about business models, mechanics of business and marketing.</p> <p>c Food and Beverage Service This workshop covers the introduction to the industry, customer skills and getting to know the different cutlery used for dining and setting up of table.</p> <p>d Aeronautics Engineering The course introduces students to the aeronautics industry and how to design and build their own gliders using the forces of flight theory.</p>
<p>Cyber Wellness Minecraft Programme</p>	<p>Objective:</p> <ul style="list-style-type: none"> M:EE is a game-based learning platform, specifically designed for an educational setting that promotes creativity, collaboration, and problem solving in an immersive digital environment. This is the PERFECT platform to reinforce key Cyber Wellness messages, in a fun-filled way.
<p>Math Fun Day</p>	<p>Objective:</p>

	<ul style="list-style-type: none">• To engage students in fun Math activities through a virtual escape room• To let students collaborate with one another in solving puzzles using Mathematical concepts learned during curriculum lessons
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