

APPLIED STUDIES

- 1. Nutrition and Food Science (NFS)
- 2. Design and Technology (DT)
- 3. Elements of Business Skills (EBS)



COURSE	G3	G2	G1
SUBJECTS OFFERED	Nutrition and Food Science (NFS)	 Design and Technology (DT) Nutrition and Food Science (NFS) 	 Elements of Business Skills (EBS) Nutrition and Food Science (NFS)
	NFS P1 Written Paper (40%) P2 Coursework (60%)	 DT P1 Written Paper (40%) P2 Design Project (60%) NFS P1 Written Paper (40%) P2 Coursework (60%) 	 EBS P1 Written Paper (60%) P2 Coursework (40%) NFS P1 Written Paper (40%) P2 Coursework (60%)



	Nutrition and Food Science (NFS)	
CRITERIA, DESIRED DISPOSITIONS	 Students of Nutrition and Food Science should have: A natural curiosity about food, nutrition, and their impact on health to lead a healthier lifestyle proactively An interest in promoting health and well-being through nutrition 	
SKILLS & COMPETENCIES TO BE DEVELOPED	 The syllabus provides opportunities for students to develop a wide range of skills: Learning to conduct nutritional assessments such as dietary analysis to evaluate one's diet and build awareness and appreciation of cultural diversity in food practices and dietary preferences Developing proficiency in conducting research studies, collecting and analysing data and interpreting experimental finding to provide evidence-based recipe modification, cultivating critical and adaptive thinking Gaining hands-on experience in food preparation techniques, culinary skills, recipe development, and menu planning 	
POST-SECONDARY OPPORTUNITIES	Students of NFS would have a strong grasp of the nutrition, diet and health. The ability to read analytically, think critically and communicate clearly will be needed in various fields: healthcare, nutrition and dietetics, applied sciences and STEAM-related areas	





	Design and Technology
CRITERIA, DESIRED DISPOSITIONS	 Students of Design and Technology should have: a strong grasp of design thinking protocol which enable them to be empathetic and adaptable to create suitable solutions which understand the perspectives, preferences and needs of end user a strong creative flair and enjoys thinking outside the box the ability to be adaptable and open to learning new skills and techniques to adapt their designs to meet changing requirements and constraints.
SKILLS & COMPETENCIES TO BE DEVELOPED	 With School's Imaginarium, student will be able to Design projects with complex problems that require creative solutions. Students should be adept at analysing problems, identifying constraints, and developing effective design solutions which hones problem-solving skills gain proficiency in design tools, software, and technical skills such as CAD programs, 3D printer, tabletop laser cutter and prototyping tools, to bring their designs to life. critically evaluate their own designs as well as the work of others which involves assessing the functionality, usability, and aesthetics of designs to ensure they meet the needs of users and clients with the application of critical thinking
POST-SECONDARY OPPORTUNITIES	Students of Design & Technology would have a sharpened grasp of the Design Thinking protocol with heightened sensitivity to the impact of design on meeting the needs of users. The ability to be empathetic, think critically and communicate clearly via their design solutions will be needed in various fields of Design, such as Architectural, graphic, industrial, game, user experience, product design and STEAM-related areas



Examples of students' work in DT N/O level coursework



	Elements of Business Skills	
CRITERIA, DESIRED DISPOSITIONS	 confidence in their ability to learn new concepts and apply them to real-world business scenarios as the subject covers various sectors like Travel, Tourism, Hospitality, and Retail. strong and effective communication skills as the subject often involves interactions within a business context and customer relations. willingness to actively participate and contribute to projects and team activities is important. 	
SKILLS & COMPETENCIES TO BE DEVELOPED	 Students are expected to develop skills in marketing and customer relations, critical thinking, innovation, self-management, effective communication, and the use of ICT. Students should develop the values and attitudes of: integrity and responsibility in making decisions; respect and social awareness in managing relationships with others; an enterprising mindset; resilience in overcoming challenges; and passion to pursue lifelong learning. 	
POST-SECONDARY OPPORTUNITIES 7	The syllabus prepares students for further studies in institutes of higher learning and careers in the service industry (Travel and Tourism, Hospitality, and Retail) which continues to be a significant sector in Singapore's economy.	