Offering of Upper Sec G1 Computing Subjects from 2026

Info deck for parents of prospective students

Value of Computing Subjects

Computer Science:

Understanding the **field of Computing** and **emerging technologies** such as Artificial Intelligence (AI), and how they transform the way we live.

Computer as Tools:

Acquiring **digital literacy and technological skills** to prepare students for the **technology-driven workplace** in the future.

Computers and Society:

Understanding the **ethics and societal impacts of technology** and developing important **21st Century competencies** e.g., critical and adaptive thinking skills

Introducing G1 Computing Subject

Computing is offered at G1 for Upper Secondary with the following content:

| **G1 Computing** |
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| 1. Computing Fundamentals
2. Networking
3. Impact of Computing
4. **Document Processing**
5. Spreadsheets
6. Media Software
7. Programming |
| Develops essential skills for work and studies with coverage of software basics, web applications and document processing |

Focus Areas in the Computing Syllabus
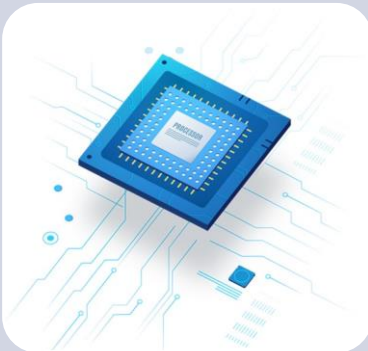
Computing Concepts

- Knowledge and understanding of computer systems, networks, application software and programming
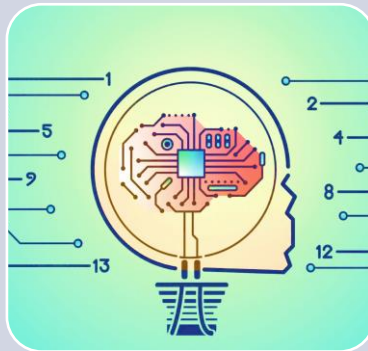
Computational Thinking & Programming

- Develop computational thinking skills through programming and creating computational artefacts

Digital Literacy & Software Skills

- Develop digital literacy and media software skills useful for post-secondary education and career.

Emerging Technology

- Appreciate emerging technologies, cybersecurity and impacts of computing

G1 Computing

Key Focus	Modules	G1 Computing
Computing Concepts	Computing Fundamentals	1.1 Components 1.2 Input and Output 1.3 Software
	Networking	2.1 Concepts 2.2 Cloud Computing
Digital Literacy & Software Skills	Document Processing	4.1 Body Text 4.2 Page properties 4.3 Graphics and text boxes
	Media Software	6.1 Media Elements 6.2 Vector graphics 6.3 Raster graphics 6.4 Presentations and Videos
	Spreadsheets	5.1 Cell Formats 5.2 Charts 5.3 Formulas 5.4 Functions 5.5 Sorting and Filtering 5.6 Data validation
Computational Thinking	Programming	7.1 Basics 7.2 Game programming
Emerging Technology	Impact of Computing	3.1 Technology 3.2 Responsible Use of Computers