

	M	T	W	T	F	Topic	Content	Activities	Assignment	Remark/Resources
1A	9/9	10/9	/	5/9	6/9	1.Subject Introduction 2.Computer-aided graphic design (1)	<ul style="list-style-type: none"> ▪ Introduction of the teaching syllabus ▪ Subject regulations ▪ Subject related activities ▪ Bitmap graphic & Vector graphic ▪ Fundamental of <CorelDraw> ▪ Basic drawing tools 	<ul style="list-style-type: none"> ▪ Drawing practise 	<ul style="list-style-type: none"> ▪ Vector graphic exercises 	<ul style="list-style-type: none"> ▪ Presentation file ▪ Students learning file ▪ Worksheet ▪ Web-resources
1B	11/1 1	12/1 1	/	21/1 1	15/1 1					
2A	16/9	17/9	/	12/9	13/9	CAD (2)	<ul style="list-style-type: none"> ▪ Editing tools in <CorelDraw> 	<ul style="list-style-type: none"> ▪ Drawing practise 		<ul style="list-style-type: none"> ▪ Worksheet
2B	18/1 1	19/1 1	/	28/1 1	22/1 1					
3A	23/9	24/9	/	3/10	19/9	CAD (3)	<ul style="list-style-type: none"> ▪ Application of Layers in <CorelDraw> 	<ul style="list-style-type: none"> ▪ Drawing practise 	<ul style="list-style-type: none"> ▪ Characters design 	<ul style="list-style-type: none"> ▪ Worksheet
3B	25/1 1	26/1 1	/	5/12	29/1 1					
4A	30/9	8/10	/	10/1 0	4/10	Computer Animation	<ul style="list-style-type: none"> ▪ Principles of computer animation ▪ Fundamental of <Fireworks> ▪ Time line application ▪ Use of Layers 	<ul style="list-style-type: none"> ▪ Design practise 	<ul style="list-style-type: none"> ▪ 2-D animation 	<ul style="list-style-type: none"> ▪ Worksheet ▪ Web-resources
4B	2/12	3/12	/	12/1 2	6/12					
5A	7/10	15/1 0	/	17/1 0	11/1 0	Computer programming (1)	<ul style="list-style-type: none"> ▪ Fundamental of <Scratch> ▪ Basic operation of <Scratch> ▪ Recognize Motion commands 	<ul style="list-style-type: none"> ▪ Characters design ▪ Programming practise 		<ul style="list-style-type: none"> ▪ Worksheet ▪ Web-resources
5B	9/12	10/1 2	/	19/1 2	13/1 2					
6A	21/1 0	22/1 0	/	7/11	18/1 0	Computer programming (2)	<ul style="list-style-type: none"> ▪ Use of Control commands ▪ Applying Sensors 	<ul style="list-style-type: none"> ▪ Computer game design 		<ul style="list-style-type: none"> ▪ Worksheet ▪ Web-resources
6B	16/1 2	17/1 2	/	2/1 16/1	17/1					
7A	4/11	5/11	/	14/1 1	8/11	Computer programming (3)	<ul style="list-style-type: none"> ▪ Interactive motions and Adding sound ▪ Exporting project 	<ul style="list-style-type: none"> ▪ Computer game design 	<ul style="list-style-type: none"> ▪ Computer game design 	<ul style="list-style-type: none"> ▪ Worksheet ▪ Web-resources
7B	20/1	21/1	/	23/1	24/1					

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8A	27/1	28/1	/	13/2	14/2	Robot Design (1)	<ul style="list-style-type: none"> ▪ Mechanical structure and Principles <ul style="list-style-type: none"> a. Linkages b. Lever ▪ Design Process 	<ul style="list-style-type: none"> ▪ Experiments ▪ Group discussion 	<ul style="list-style-type: none"> ▪ Design folio ▪ Robot outlook design 	<ul style="list-style-type: none"> ▪ Learning kits 																																																																																																	
8B	24/3	25/3	/	10/4	4/4						9A	10/2	11/2	/	20/2	21/2	Robot Design (2)	<ul style="list-style-type: none"> ▪ Basic craft skills <ul style="list-style-type: none"> a. Filing b. Sawing ▪ Production of the mechanical body 	<ul style="list-style-type: none"> ▪ Workshop Realization 		<ul style="list-style-type: none"> ▪ Worksheet 	9B	7/4	8/4	/	8/5	9/5	10A	17/2	18/2	/	27/2	28/2	Robot Design (3)	<ul style="list-style-type: none"> ▪ Basic craft skills <ul style="list-style-type: none"> a. Drilling b. Gluing c. Bending of plastics ▪ Production of the mechanical body 	<ul style="list-style-type: none"> ▪ Workshop Realization ▪ Experiments 	<ul style="list-style-type: none"> ▪ Mechanical part 	<ul style="list-style-type: none"> ▪ Worksheet 	10B	12/5	13/5	/	15/5	16/5	11A	26/2	25/2	/	13/3	6/3	Robot Design (4)	<ul style="list-style-type: none"> ▪ Wired control-pad connection ▪ Outlook Design and Production 	<ul style="list-style-type: none"> ▪ Workshop Realization 		<ul style="list-style-type: none"> ▪ Worksheet ▪ Wired control-pad components 	11B	19/5	20/5	/	22/5	23/5	12A	3/3	4/3	/	20/3	14/3	Robot Design (5)	<ul style="list-style-type: none"> ▪ Production of the mechanical body ▪ Outlook Design and Production 	<ul style="list-style-type: none"> ▪ Experiments ▪ Workshop Realization 	<ul style="list-style-type: none"> ▪ Outlook design 		12B	26/5	27/5	/	29/5	30/5	13A	10/3	11/3	/	27/3	21/3	Robot Design (6)	<ul style="list-style-type: none"> ▪ Testing and modification 	<ul style="list-style-type: none"> ▪ Workshop Realization 	<ul style="list-style-type: none"> ▪ Final solution 	-	13B	9/6	3/6	/	5/6	6/6	14A	17/3	18/3	/	3/4	28/3	Robot Design (7)	<ul style="list-style-type: none"> ▪ Analysis and evaluation 	<ul style="list-style-type: none"> ▪ Competition 	<ul style="list-style-type: none"> ▪ Self-elevation 	<ul style="list-style-type: none"> ▪ Mark sheet ▪ Evaluation form 	14B
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