

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources
	A	B	C	D	E				
1	3/9	6/9	9/9	7/9	9/9	1. Subject Introduction 2. e-Class 3. i-portfolio	1. Introduction of the teaching syllabus 2. Subject regulations 3. Subject relative activities 4. Application of e-Class system 5. Introduction of i-Portfolio system	• Self-account management	• Seating Plan • Students learning file
2	10/9	13/9	16/9	14/9	16/9	Typewriting method (1)	1. Correct method of Typewriting (1) 2. Application of self-learning program	• Self-learning practice	• Web resources (Self-learning program)
3	17/9	20/9	7/10	21/9	7/10	Typewriting method (2)	1. Correct method of Typewriting (2) 2. Further practice on typewriting	• Self-learning practice	• Assessment scheme
4	24/9	27/9	14/10	5/10	14/10	中文輸入法	九方輸入法概念	• 打字練習	
5	(A)	8/10	4/10	21/10	12/10	4/10	Word-processing <MS word>	Introduction to word-processing method with <MS word> •Project (Booklet design)	# Split Class
	(B)	5/11	8/11	18/11	16/11	8/11	<MS word>		
6	(A)	15/10	11/10	28/10	19/10	11/10	Word-processing Photo / Graphic processing	• Presentation Exercise	# Split Class
	(B)	12/11	15/11	25/11	23/11	15/11	<MS word>		
7	(A)	22/10	18/10	4/11	26/10	18/10	Computer-aided Presentation	Fundamental of <MS PowerPoint>	# Split Class
	(B)	19/11	22/11	2/12	30/11	22/11	Presentation		
8	(A)	2/10	25/10	11/11	9/11	25/10	Computer-aided Presentation	Multimedia Presentation	# Split Class
	(B)	26/11	29/11	9/12	7/12	29/11	Presentation		
9	(A)	5/11	8/11	18/11	16/11	8/11	Glider design	1. Basic theory of glider 2. Structure of glider 3. Basic craftsmanship	# Split Class
	(B)	8/10	4/10	21/10	12/10	4/10			

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources	
	A	B	C	D	E					
10	(A)	12/11	15/11	25/11	23/11	25/11	Glider design	Glider Production	• Product realization	# Split Class
	(B)	15/10	11/10	28/10	19/10	28/10				# Split Class
11	(A)	1/11	22/11	2/12	30/11	2/12	Glider design	Glider Production		# Split Class
	(B)	22/10	18/10	4/11	26/10	4/11				# Split Class
12	(A)	26/11	29/11	9/12	7/12	9/12	Glider flying competition	Competition		# Split Class
	(B)	29/10	25/10	11/11	9/11	11/11				# Split Class
13		3/12	6/12	16/12	14/12	16/12	Typewriting Test	• Test	-	
14		10/12	3/1		4/1		-	-	-	
15		17/12								

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources
	A	B	C	D	E				
1	21/1	24/1	20/1	18/1	20/1	i-portfolio	<ol style="list-style-type: none"> 1. Data input 2. Publication 	<ul style="list-style-type: none"> • Self-account management 	
2	11/2	14/2	27/1	25/1	27/1	Computer-aided design (1)	<ol style="list-style-type: none"> 1. Fundamental of <Fireworks> 2. Bitmap graphic & Vector graphic 	<ul style="list-style-type: none"> • Vector graphic exercise 	
3	18/2	21/2	10/2	15/2	10/2	Computer-aided design (2)	<ol style="list-style-type: none"> 1. Creating vector graphic 2. Using of drawing instruments 3. Application of Layer 	<ul style="list-style-type: none"> • Vector graphic design 	
4	25/2	2/3	17/2	22/2	17/2	Computer-aided design (3)	<ol style="list-style-type: none"> 1. Photo editing skill 2. Modification of Bitmap graphics 	<ul style="list-style-type: none"> • Photo editing design 	
5	4/3	7/3	24/2	1/3	24/2	Computer Animation (1)	<ol style="list-style-type: none"> 1. Concept of making animation 2. Creating moving character 	<ul style="list-style-type: none"> • Design project 	
6	11/3	14/3	3/3	8/3	3/3	Computer Animation (2)	<ol style="list-style-type: none"> 1. Scripts writing 2. Application of Timeline 		
7	18/3	21/3	10/3	15/3	10/3	Computer Animation (3)	Creating educational animation		
8	25/3	28/3	17/3	22/3	17/3	Computer programming (1)	<ol style="list-style-type: none"> 1. Fundamental of <Scratch> 2. Exploring Web Resources 3. Basic operation of <Scratch> 	<ul style="list-style-type: none"> • Computer game design 	
9	1/4	4/4	24/3	29/3	24/3	Computer programming (2)	<ol style="list-style-type: none"> 1. Recognize Motion commands 2. Use of Control command 		
10	8/4	11/4	31/3	12/4	31/3	Computer programming (3)	<ol style="list-style-type: none"> 1. Applying Sensors 2. Interactive motions 		

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources
	A	B	C	D	E				
11	14/4	5/5	7/4	26/4	7/4	Computer programming (4)	1. Adding sound 2. Exporting project		
12	6/5	9/5	28/4	3/5	28/4	Computer programming (5)	Interactive computer game design		
13	13/5	16/5	12/4	17/5	12/4	Computer programming (6)	Interactive computer game design		
14	20/5	23/5	19/4	24/5	19/4	Computer programming (7)	Interactive computer game design		-
15	27/5	30/5	26/4	31/5	26/4	Typewriting Test		Test	
16	3/6		2/6		2/6				

周次	日期					課題	教學內容	習作	備註
	A	B	C	D	E				
1	8/9	6/9	7/9	3/9	8/9	1.課程簡介 2.電腦管理系統	1. 全年課程內容 2. 教室的使用及安全守則 3. 科組活動介紹 4. e-Class & i-Portfolio	<ul style="list-style-type: none"> 戶口管理 個人資料輸入 	<ul style="list-style-type: none"> 座位編排(座位表) 開設學生文件夾 聯課活動&科技室助理簡介
2	15/9	13/9	14/9	10/9	15/9	電腦圖像傳意<Sketchup>(1)	1. 軟體介面及應用 2. 平面及立體構圖	<ul style="list-style-type: none"> 繪圖練習 	<ul style="list-style-type: none"> 設計習作：<理想家居>設計
3	22/9	20/9	21/9	17/9	22/9	電腦圖像傳意<Sketchup>(2)	進階立體構圖	<ul style="list-style-type: none"> 繪圖練習 測驗 	
4	29/9	27/9	28/9	24/9	29/9	電腦圖像傳意<Sketchup>(3)	構件的應用	<ul style="list-style-type: none"> 繪圖練習 	
5	6/10	4/10	5/10	8/10	6/10	電腦圖像傳意<Sketchup>(4)	設計圖的種類與應用	<ul style="list-style-type: none"> 繪圖練習 測驗 	
6	13/10	11/10	12/10	15/10	13/10	電腦圖像傳意<Sketchup>(5)	1. 色彩與肌理 2. 動畫製作	<ul style="list-style-type: none"> 繪圖練習 	
7	20/10	18/10	19/10	22/10	20/10	六足機械人設計(1)	基本原理及組裝物料的認識	<ul style="list-style-type: none"> 機械人模型 	<ul style="list-style-type: none"> 設計習作：<六足機械人>
8	27/10	25/10	26/10	29/10	27/10	六足機械人設計(2)	機械結構及簡單運動的特性	<ul style="list-style-type: none"> 機械人模型 	
9	10/11	8/11	9/11	5/11	10/11	六足機械人設計(3)	基本電子控制系統	<ul style="list-style-type: none"> 製作電子控制器 	
10	17/11	15/11	16/11	12/11	17/11	六足機械人設計(4)	足部設計及作	<ul style="list-style-type: none"> 機械人模型 	
11	24/11	22/11	23/11	19/11	24/11	六足機械人設計(5)	外型設計	<ul style="list-style-type: none"> 外型設計及製作 	
12	1/12	29/11	30/11	26/11	1/12	六足機械人設計(6)	遙遠控制技術	<ul style="list-style-type: none"> 製作電子控制器 	
13	8/12	6/12	7/12	3/12	8/12	六足機械人設計(7)	模型測試	<ul style="list-style-type: none"> 機械人模型 	
14	15/12	3/1	14/12	10/12	15/12	機械人角力比賽	比賽		
15	5/1		4/1	17/12	5/1				

