

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources
	Mon	Tue	Wed	Thur	Fri				
1	5-9	6-9	7-9	8-9	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	12-9	20-9	14-9	15-9	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	19-9	27-9	21-9	22-9	23-9	Typewriting method (2)	1. Correct method of Typewriting (2) 2. Further practice on typewriting	• Self-learning practice	• Assessment scheme
4	26-9	4-10	12-10	6-10	7-10	中文輸入法	九方輸入法概念	• 打字練習	• Typewriting program
5	3-10	11-10	19-10	13-10	14-10	Word-processing <MS word>	Introduction to word-processing method with <MS word>	•Project: Calendar design	
6	10-10	18-10	2-11	20-10	28-10	Word-processing <MS word>	Photo / Graphic processing		
7	17-10	3-11	9-11	27-10	4-11	Computer-aided Presentation	Fundamental of <MS PowerPoint>	• Presentation Exercise: Self-Introduction	
8	7-11	8-11	16-11	10-11	11-11	Computer-aided Presentation	Multimedia Presentation		
9	14-11	15-11	30-11	17-11	18-11	Glider design	1. Basic theory of glider 2. Structure of glider 3. Basic craftsmanship	• Product design	• Group work

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10	28-11	29-11	7-12	24-11	25-11	Glider design	Glider Production	<ul style="list-style-type: none"> • Product realization 	<ul style="list-style-type: none"> • Group work
11	5-12	6-12	14-12	1-12	2-12	Glider design	Glider Production		
12	12-12	13-12	21-12	8-12	9-12	Glider flying competition	Competition		
13	19-12	20-12	4-12	15-12	16-12	Typing Test		<ul style="list-style-type: none"> • Test 	-
14	9-1	3-1	-	5-1	6-1	-	-	-	-
15	-	-	-	-					

Week	Date					Topic	Content	Activities / Assignment	Remark/Resources
	Mon	Tue	Wed	Thur	Fri				
1	6-2	7-2	1-2	2-2	3-2	1. i-portfolio 2. Typewriting Skill (2)	3. Data input and Publication	• Self-account management	
2	13-2	14-2	8-2	9-2	10-2	Computer-aided design (1): <CorelDraw>	1. Fundamental of <CorelDraw> 2. Bitmap graphic & Vector graphic	• Vector graphic exercise	• Web resources: Self-learning program-CorelWork
3	20-2	21-2	15-2	16-2	17-2	Computer-aided design (2) : <CorelDraw>	1. Creating vector graphic 2. Using of drawing instruments 3. Application of Layer	• Vector graphic design	
4	29-2	28-2	22-2	23-2	24-2	Computer Animation (1) : <Fireworks>	1. Concept of making animation 2. Creating moving character	• Design project	• Web resources: Self-learning program-Fireworks
5	5-3	6-3	7-3	1-3	2-3	Computer Animation (2): <Fireworks>	1. Scripts writing 2. Application of Timeline		
6	12-3	13-3	14-3	8-3	9-3	Computer Animation (3) : <Fireworks>	Creating educational animation		
7	19-3	20-3	21-3	15-3	16-3	Computer programming (1): <Scratch>	1. Fundamental of <Scratch> 2. Exploring Web Resources 3. Basic operation of <Scratch>	•Interactive Computer game design	• Web resources: Self-learning program-Scratch
8	16-4	17-4	18-4	22-3	20-4	Computer programming (2) : <Scratch>	1. Recognize Motion commands 2. Use of Control command		
9	23-4	24-4	25-4	19-3	27-4	Computer programming (3) : <Scratch>	1. Applying Sensors 2. Interactive motions		
10	7-5	3-5	2-5	26-3	4-5	Computer programming (4) : <Scratch>	1. Adding sound 2. Exporting project		

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11	14-5	8-5	9-5	10-5	11-5	Potential Energy Car Design	<ol style="list-style-type: none"> 1. Scientific Principles 2. Basic Craft-Skills 3. Use of Handtools 	<ul style="list-style-type: none"> • Product realization 	<ul style="list-style-type: none"> • Group work
12	21-5	15-5	16-5	17-5	18-5	Potential Energy Car Design	<ol style="list-style-type: none"> 1. Production Skills 2. Use of Machine in production 		
13	28-5	22-5	23-5	24-5	25-5	Potential Energy Car Design	Exploration and Modification of design product		
14	4-6	29-5	30-5	31-5	1-6	Potential Energy Car Design	Competition / Typing Test		
15	-	5-6	6-6	7-6	8-6	Typing Test (2)		Test	
16	-	-	-	-	-				

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	A	B	C	D	E				
1	5-9	6-9	7-9	8-9	9-9	1. Introduction 2. e-Class 3. i-portfolio 4. Typewriting Skill	1. Introduction of the syllabus 2. Subject regulations 3. Subject relative activities 4. i-Portfolio data input 5. Enhanced typing skills	<ul style="list-style-type: none"> • Self-account management • Typing exercise 	<ul style="list-style-type: none"> • Seating Plan • Students learning file
2	12-9	20-9	14-9	15-9	16-9	Computer aided graphic design : <Sketchup>(1)	1. Introduction and User Interface 2. Production of 2D and 3D graphic	<ul style="list-style-type: none"> • Computer graphic Design Project: 	<ul style="list-style-type: none"> • Web resources: (Self-learning program)
3	19-9	27-9	21-9	22-9	23-9	CAD: <Sketchup>(2)	Enhanced skills in 3D graphic		
4	26-9	4-10	28-9	29-9	30-9	CAD: <Sketchup>(3)	Use of components		
5	3-10	11-10	12-10	6-10	7-10	CAD: <Sketchup>(4)	1. Applying Terxture 2. Production of animation		
6	10-10	18-10	19-10	13-10	14-10	CAD: <Sketchup>(5)	Design Realisation		
7	17-10	3-11	2-11	20-10	28-10	Robot Design (1)	Basic assembly of the robot	<ul style="list-style-type: none"> • Design Project: Wireless control robot design 	<ul style="list-style-type: none"> • Group work
8	7-11	8-11	9-11	27-10	4-11	Robot Design (2)	Mechanical structutre and Principles		
9	14-11	15-11	16-11	10-11	11-11	Robot Design (3)	Connection of electronic components		
10	28-11	29-11	30-11	17-11	18-11	Robot Design (4)	Basic craftsmanship—porduction of the body of the robot		
11	5-12	6-12	7-12	24-11	25-11	Robot Design (5)	Outlook Design and Production		
12	12-12	13-12	14-12	1-12	2-12	Robot Design (6)	Wireless Contorl Method		
13	19-12	20-12	21-12	8-12	9-12	Robot Design (7)	Realization of design project		
14	9-1	3-1	4-12	15-12	16-12	Competition / Typing Test	Competition		
15			-	5-1	6-1	Typing Test		Test	

