Group		Mon	Tue	Thu	Fri	Topic	Content	Activities	Assignment	Remark/Resources
1	B	10/9	11/9	6/9	7/9	1. Subject Introduction 2. Glider design (1)	▪ Introduction of the teaching syllabus ▪ Subject regulations ▪ Subject related activities	-	-	▪ Presentation file ▪ Students learning file
	A	19/11	20/11	8/11	9/11		▪ Basic principles of wooden gliders ▪ Exploration of materials ▪ Use of basic hand-tools ▪ Regulations of workshop	▪ Workshop realization	▪ Working drawing	▪ Materials for project work ▪ Handouts
2	B	17/9	18/9	13/9	14/9	Glider design (2)	▪ Working process a. Cutting of wood b. Polishing c. Materials for joining	▪ Workshop realization	-	▪ Handouts
	A	26/11	27/11	15/11	16/11					
3	B	24/9	25/9	20/9	21/9	Glider design (3)	▪ Assembly of wooden glider ▪ Finishing of design product	▪ Workshop realization	-	▪ Handouts
	A	3/12	4/12	22/11	23/11					
4	B	8/10	9/10	4/10	5/10	Glider design (4)	▪ Testing and modifications ▪ Class competitions ▪ Self-evaluation	▪ Workshop realization ▪ Competition	▪ Self-evaluation	▪ Self-evaluation form
	A	10/12	11/12	29/11	30/11					
5	B	15/10	16/10	18/10	19/10	Graphic communication (1)	▪ Isometric projection	▪ Drawing practice	▪ Geometrical figures drawing	▪ Drawing instruments ▪ Handouts ▪ Exercise
	A	17/12	18/12	6/12	7/12					

Group		Mon	Tue	Thu	Fri	Topic	Content	Activities	Assignment	Remark/Resources
6	B	24/10	7/11	25/10	26/10	Graphic communication (2)	▪ Use of basic drawing instruments ▪ Geometrical figure drawing skills	▪ Drawing practice	▪ Geometrical figures drawing	▪ Handouts ▪ Exercise
	A	7/1	8/1	13/12	14/12		▪ Isometric projection			
7	B	12/11	13/11	1/11	2/11	Computer-aided graphic (1)	▪ Bitmap graphic & Vector graphic	▪ Drawing practise	▪ Vector graphic exercises	▪ Handouts
	A	21/1	22/1	3/1	4/1	<CorelDraw>	▪ Basic drawing and Editing tools			▪ Web-resources
8	B	28/1	29/1	24/1	25/1	Computer-aided graphic (2)	▪ Application of Layers in <CorelDraw>	▪ Drawing practise	▪ 2-D computer graphic	▪ Handouts
	A	8/4	9/4	21/3	26/4					
9	B	4/2	5/2	31/1	1/2	Computer programming (1)	▪ Basic operation of <Scratch>	▪ Characters design	▪ Characters design	▪ Handouts
	A	15/4	16/4	18/4	3/5		▪ Recognize Motion commands	▪ Programming practise		▪ Web-resources
10	B	18/2	19/2	7/2	22/2	Computer programming (2)	▪ Use of Control commands	▪ Computer game design	▪ Computer game design	▪ Handouts
	A	22/4	23/4	25/4	10/5		▪ Applying Sensors			▪ Web-resources
11	B	27/2	26/2	21/2	1/3	Computer programming (3)	▪ Interactive motions and Adding sound	▪ Computer game design	▪ Computer game design	▪ Handouts
	A	6/5	7/5	2/5	16/5		▪ Exporting project			▪ Web-resources
12	B	4/3	8/3	28/2	8/3	Design project: Bridge Building (1)	▪ Principles and structures	▪ Examination		▪ Handouts
	A	13/5	14/5	9/5	24/5		▪ Materials and tools	▪ Exploration		
13	B	11/3	12/3	7/3	15/3	Design project: Bridge Building (2)	▪ Modification of design idea	▪ workshop realization		
	A	20/5	21/5	23/5	31/5		▪ Final solution			
14	B	18/3	19/3	14/3	19/4	1. Bridge Building (3)	▪ Testing and evaluation of bridge building	▪ Testing	-	▪ Questionnaire
	A	27/5	28/5	30/5	7/6	2. Course evaluation	▪ Course evaluation	▪ Evaluation		
15		3/6	4/6	6/6	/					