Annex A: Suggested Links to Curriculum

<table>
<tr><th rowspan="2">Activity</th><th rowspan="2">Learning Objectives</th><th colspan="2">Syllabus Links</th></tr>
<tr><th>Primary</th><th>Secondary</th></tr>
<tr><td rowspan="2">Magic.. Mystery.. Mayhem! (Mass escape game) & Gallery Trail</td><td>CONTENT

1. Basic brain anatomy
2. Basic neural pathway and function
3. Role of brain in central nervous system
4. Functions of the brain</td><td>SCIENCE

1. Practise observation and evaluation skills
2. Learn investigative problem solving, formulating hypotheses, prediction, and decision-making
3. Understand the structure of the brain and its various functions
4. Appreciate the role and impact of science and technology in society
5. Electrical systems and circuit components
6. Light and shadows</td><td>SCIENCE

1. Develop attitudes relevant to science, inquiry,
2. Learn brainstorming, problem-solving, cooperative learning
3. Interpret and evaluate observations
4. Understand the structure of the brain and its various functions
5. Appreciate science in everyday phenomena
6. Ray model of light and reflection
7. Electrical systems and circuits</td></tr>
<tr><td>SOFT SKILLS

1. Strategy planning
2. Teamwork
3. Time management
4. Focus and attention
5. Problem-solving and investigation
6. Observation and analytical skills
7. Creative thinking</td><td colspan="2">CHARACTER AND CITIZENSHIP EDUCATION

1. Dealing with emotions (e.g., anxiety, excitement, stress) under pressure
2. Seeking help when necessary
3. Working in a team
4. Persevering towards a common goal
5. Responsible decision making</td></tr>
</table>

Activity	Learning Objectives	Syllabus Links	
		Primary	**Secondary**
The ELECTRIFIED Show: Spark	**CONTENT** 1. Innovation of ideas & technologies 2. Be mystified, amazed, and inspired to explore science **SOFT SKILLS** 1. Focus and attention 2. Observation and analysis 3. Creative thinking 4. Appreciation of emotions	**SCIENCE** 1. Practise observation and analytical skills 2. Build interest and stimulate curiosity about their environment 3. Appreciate how science and technology have influenced and transformed the world 4. Understand the interactions within and between systems, as well as between Man and the environment **ART** 5. Develop critical and inventive thinking 6. Ask questions and gather information to make meaning of what is observed 7. Experience and appreciate the use of emotions to bring about enjoyment – surprise, suspense, awe, fear 8. Create imagination perceived through sight, hearing, and other senses 9. Foster curiosity and exposure to creative storytelling	**SCIENCE** 1. Acquisition of scientific knowledge partly through systematic observation, experimentation, and analysis, and partly through human imagination and creativity 2. Challenge pre-formed ideas, observations, methods, and scientific knowledge 3. Appreciate science as a human endeavour which is subject to multiple interpretations 4. Role play, drama, dance, and movement to express understanding of scientific concepts and processes in a creative way 5. Stories of science to capture students' interest and engage them in talking about science 6. Applications of the engineering design process **ART** 7. Infer ideas, feelings, and meanings of visuals through the use of art elements and principles, media, processes 8. Derive ideas from multisensory observation 9. Evaluate the effects of using different materials, tools, and media to create interesting visuals and audio 10. Incite curiosity to find out more about visual phenomena demonstrated in the show 11. Experience and appreciate the use of elements such as humour, narrative, dialogue, and drama to engage an audience