

Subject	Format / Topics
English Language (NT)	<p><u>Paper 1 (e-Paper format)</u> Duration: 1 h 20 min Total marks: 70m (35%) Editing (10 marks), Situational Writing (30 marks) and Continuous Writing (30 marks)</p> <p><u>Paper 2</u> Duration: 1 h 20 min Total marks: 60m (35%) Language Use: Modified Cloze (20 marks) Comprehension Skills (40 marks)</p> <p><u>Paper 3</u> Duration: 45 min Total marks: 20m (10%) Listening Skills</p> <p><u>Paper 4</u> Total marks: 40 (20%) Oral: Reading Aloud (15 marks) and Spoken Interaction (25 marks)</p>
Basic Chinese	<p><u>试卷一（占35分，70分钟）</u> 第一部分：实用文（占10分，30分钟） 根据网络贴文，写出回应。可以使用考评局规定的词典。 字数在75 以上。</p> <p>第二部分：语文应用与阅读理解（占25分，40分钟） 这个部分考查的项目包括语文应用、阅读理解一和阅读理解二， 共有15道选择题。 A组：语文应用 （对话/篇章，多项选择题） B组：阅读理解一（海报，多项选择题） C组：阅读理解二（篇章，多项选择题） *词语和技能：单元一至五（参考老师提供的词语列表）</p> <p><u>试卷二：口试（占45分，约15分钟）</u> 第一部分：朗读短文（占15分） 第二部分：会话（占30分）</p> <p><u>试卷三：听力理解（占20分，约30分钟）</u> 共10道选择题，需要用铅笔涂黑。</p>

Subject	Format / Topics
Basic Malay	<p><u>Kertas 1: Penulisan Teks Fungsional dan Esei (Bahagian 1 - 30 min - 10 markah)</u></p> <p>Bahagian A: Penulisan Teks Fungsional (10m)</p> <ul style="list-style-type: none">• 1 soalan (Teks respons) <p><u>Kertas 1: Penggunaan bahasa dan Kefahaman (Bahagian 2 - 40 min – 25 markah)</u></p> <p>Bahagian A: Melengkapkan Teks (5m)</p> <p>A1 - MCQ (2 soalan - 2m)</p> <p>A2 - MCQ (3 soalan - 3m)</p> <p>Bahagian B: Kefahaman 1 (10m)</p> <p>B - MCQ (5 soalan - 10m)</p> <p>Bahagian C: Kefahaman 2 (10m)</p> <p>C1 - MCQ (2 soalan - 4m)</p> <p>C2 - MCQ (3 soalan - 6m)</p> <p><u>Kertas 2: Lisan (45 markah)</u></p> <p>Bahagian A: Bacaan Lantang (15m)</p> <ul style="list-style-type: none">• Teks Bacaan <p>Bahagian B: Interaksi Lisan (30m)</p> <ul style="list-style-type: none">• Video Rangsangan 1 minit• Respons bebas <p><u>Kertas 3: Kefahaman Mendengar (20 markah)</u></p> <ul style="list-style-type: none">• Audio• Aneka Pilihan (MCQ)/ Mengisi Tempat Kosong (FIB)• 10 soalan• 20 markah

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Mathematics (NT)	<p><u>Paper 1</u> Duration: 1 h 30 min Total marks: 50 Weightage: 50%</p> <p><u>Paper 2</u> Duration: 1 h 30 min Total marks: 50 Weightage: 50%</p>	<p>C1: Indices and Standard Form C2: Map Scales C3: Algebraic Expansion, Fractions and Expression for the nth Term of a Number Sequence C4: Factorisation and Formulas C5: Arc Lengths and Sector Areas C6: Pyramids, Cones and Spheres C7: Cumulative Frequency C8: Graphs of Linear Equations C9: Simultaneous Linear Equations</p>
Science (NT)	<p><u>Paper 1 (e-examination)</u> Duration: 1 h 15 min Total Marks: 50 Section A will carry 40 marks and consist of 30 multiple-choice questions (30 marks) and 2 to 5 selected response questions (10 marks). Section B will carry 10 marks and consist of 2 to 3 selected-response, short-answer and/or structured questions with video, animation or interactive stimuli. Selected response questions in Paper 1 may include matching, checkbox, drag and drop, and fill-in-the blank. Candidates answer questions on a computer for Paper 1.</p> <p><u>Paper 2</u> Duration: 1 h Total Marks: 50 Paper 2 will carry 50 marks and consist of a variable number of short-answer and structured questions. One of the questions is a data-response question, requiring candidates to interpret, evaluate or solve problems using data and/or observations. This question will carry 8–12 marks.</p>	<p>Chapter 1: Energy Chapter 2: Electricity Chapter 3: Waves Chapter 4: Effects of Force Chapter 5: Sources of Food Chapter 6: Food Chemistry</p>

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Elements of Business Skills (NT)	Duration: 1 h Total marks: 75 marks Short Structured Questions: 3-4 questions with helping words or requiring short answers Questions ranges from testing for knowledge, understanding, application, analysis and evaluation	Full range of sub- topics that covers: 1. Introduction to Business 2. Businesses in Selected Service Industry 3. Introduction to Marketing 4. The Marketing Mix 5. Communication with Customers 6. Customer Service (Refer to syllabus NT/7066 for full description of each of the topics.)
Design and Technology	Duration: 1 h Total marks: 50 Short Structured Questions	1. Design Model 2. Project Management 3. Research 4. Need Definition <ul style="list-style-type: none"> PIES, user analysis and product analysis Design brief Design consideration and specification 5. Idea Generation and Development <ul style="list-style-type: none"> Brainstorming SCAMPER Shape borrowing 6. Evaluation 7. Design Communication 8. Ergonomics and Anthropometry 9. Electronics <ul style="list-style-type: none"> Basic electricity Common electronic components and their uses Sensing circuits for light, moisture and temperature 10. Mechanisms <ul style="list-style-type: none"> Transmission of Motion Conversion of Motion Control of Motion

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Computer Applications (NT)	<p><u>Paper 1:</u> Duration: 1 h Total Marks: 40-50m</p> <p>MCQ: 10 questions Short Structured Questions</p> <p><u>Paper 2:</u> Duration: 1 h 30 min Total Marks: 50 – 60m Task Questions (Lab Practical)</p>	<p><u>Paper 1</u></p> <p>Computer fundamentals (CPF), Media Elements (MEL), Document Processing (DOP), Animation and Game Making (AGM), Spreadsheet (SST) and Interactive Multimedia Communication (IMC). Students will demonstrate understanding of the range and power of computer applications and the responsible use of information including knowledge behind various office productivity application software for word processing, multimedia presentations and spreadsheet calculations and charts and scratch programming software.</p> <p><u>Paper 2</u></p> <p><u>SST</u> Task 1 (first problem scenario) Candidates will use spreadsheet software to work on a given data table, by creating and completing columns in the data table and performing specified tasks like:</p> <ul style="list-style-type: none"> • using operators, formulas and functions for calculations; • plotting and labelling charts; • data validation; • conditional formatting; • sorting and manipulating data; <p>as well as submit the required work.</p> <p><u>AGM</u> Task 2 (second problem scenario) Candidates will use programming software to work on a given game scenario to demonstrate skills in selecting suitable pictures for background(s) and characters, creating scripts to animate characters, allowing user interaction through keyboard and/or mouse, as well as submit the required work.</p> <p><u>DOP</u> Candidates will use word-processing software to format and edit a given document according to specifications given in the question paper. Candidates are expected to demonstrate skills like importing text and images; page layout with columns, tables and/or text boxes; adding headers, footers and footnotes; inserting borders.</p>