



P1 Introductory Briefing

Character Development



Primary School Curriculum for Well-rounded Learning



Subject-based Learning

Character Development

English

Positive Discipline

Mathematics

Programme for Active Learning (PAL)

Mother Tongue

Character and Citizenship Education (CCE)

Physical Education

Art and Craft

Music

Social Studies



Positive Discipline @BGPS



Empowered Learners
Persons of Strength & Character



Our Philosophy

1. Students **learn well** where there is **order and discipline**. At the same time, they need **care, encouragement and space to learn from mistakes and improve**.
2. Discipline is an educative process, and the goal is to **instil self-discipline and good character** in students.
3. Disciplinary measures serve as a **proxy for consequences of the poor choices made**. It is not punishment, and must be meted out fairly, firmly and appropriately.

3 Core Practices

Promote a safe and supportive environment and a culture of care
Prevent challenging behaviours from occurring



A Positive & Proactive Approach to Discipline

Address inappropriate behaviour promptly
Correct it before it affects students' development and well-being



Replace inappropriate behaviour with prosocial, appropriate ones
Restore relationships with others hurt by their actions



Positive Discipline- Discipline with Care, Dignity & Respect

- Help students **understand** how their actions would affect themselves and others.
- Students take **responsibility** to replace inappropriate behaviour and restore relationships with others affected by their actions.
- **Care**- Give due attention to students' physical, emotional and social well-being.
- **Dignity**- Help students preserve the importance and value that they have, which makes them respect themselves.
- **Respect**- Accept that every student is different and show the same level of politeness, honour and care to all students.

Positive Discipline will happen when students

- obey the school rules (Habit 1).
- have discipline and self-control (Habit 1).
- work respectfully with others (Habit 5).
- understand how their behaviour affect others (Habit 5).



Management of Discipline Issues

What should parents do should an incident occur?

- Keep calm
- Get information from both your child and school
- Contact the form teachers
- Follow up with the form teachers on the actions that will best cater to the well-being of all parties

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Programme for Active Learning



PAL Objectives

- Provides pupils broad exposure to the 4 PAL domains ★
- Nurtures pupils in the 3Cs and social-emotional competencies ★

PAL Learning Outcomes

- Nurturing the 3Cs:
Confidence, Curiosity and Cooperation Skills in pupils

5 PAL Learning Characteristics

1 Experiential in nature

2 Encompasses learning in a creative way

3 Provides opportunities for children to create

4 Incorporates values and social-emotional learning

5 Fun and enjoyable

5 Key Practices of the PAL Teacher

1 Models curiosity and expresses joy in learning

2 Uses varied and engaging pedagogies to facilitate creative and hands-on learning

3 Allows pupils' inquiry and interest to drive the direction of learning during lessons

4 Facilitates pupils' learning with open-ended questions that prompt sharing and reflection

5 Creates a learning environment that welcomes play, exploration and teamwork

PERFORMING ARTS

OUTDOOR EDUCATION

SPORTS AND GAMES

VISUAL ARTS

Programme for Active Learning (PAL)

Social Emotional Competencies

- Self-awareness
- Social awareness
- Self-management
- Relationship management
- Responsible decision-making



Programme for Active Learning (PAL)

To encourage **learning beyond the classroom**, PAL gives your child the chance to hone his/her **Social Emotional Competencies** while **discovering new skills and interests**.

PAL Module Domains

| Physical Domain | | Aesthetics Domain | |
|------------------------|-------------------|--------------------------|-----------------|
| Sports and Games | Outdoor Education | Visual Arts | Performing Arts |



PAL Modules

P1 PAL MODULES

| | | |
|------------|------------------|-------------|
| Semester 1 | Sports and Games | Visual Arts |
| Semester 2 | Dance | Drama |

P2 PAL MODULES

| | | |
|------------|-------------------|-------------|
| Semester 1 | Dance | Drama |
| Semester 2 | Outdoor Education | Visual Arts |



PAL Implementation

Total of 8 modules from
P1 to P2

Each lower primary class will cover
1 PAL module each term

1.5 hours (3 periods) per week
during curriculum time

PAL lessons facilitated by FTs
or teaching subject teachers



PAL Lessons



PAL Activities

Reflection Booklets



What I learnt from Module 1...

- > Become a _____ of personal space.
- > R _____ others' personal space.

How can we learn to respect each other's personal space?

In the space below, write or draw how you can respect your friend's personal space?

Working Together (Lesson 1) My Reflection



Am I able to draw the characters on my own?

| | Yes, I can! | I tried to do it. | No, I can't draw. |
|---------------|-------------|-------------------|-------------------|
| Self-Efficacy | | | |

Am I able to ask my friends for help when I am stuck at a task? Or do I offer help to those who need it?

| | Yes, I can All the time! | I do, sometimes. | No, I can't do it. |
|---|--------------------------|------------------|--------------------|
| Relationship Management - Asking and providing help | | | |

Did you enjoy today's PAL lesson? Yes / No

What did you like or did not like about the lesson?

Date: _____

Roll - A - Monster! (Lesson 2)

To play roll-a-monster, listen to your teacher's instructions. You need to play this game in groups of 3. Draw the monster in the space provided below.

Hello! My name is _____

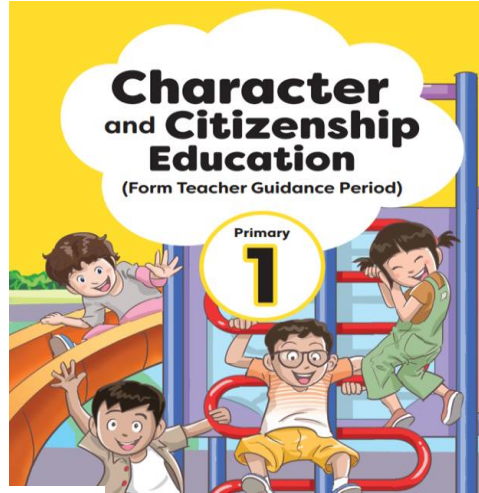
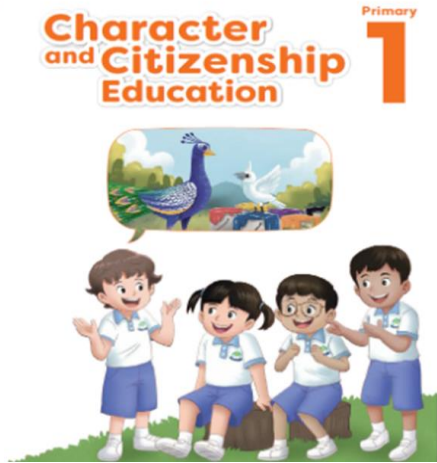
I can _____

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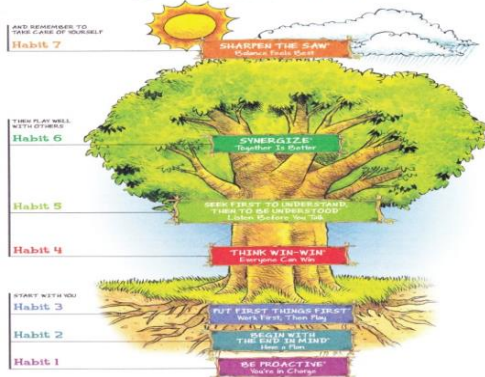


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Character and Citizenship Education (CCE)



The 7 Habits' Tree



The Leader In Me :
7 habits

Bedok Green
Primary School



Little Leaders
Learning Self-Management Skills



Did you know?

67% of children aged seven to nine in Singapore use smartphones every day, and are active on social media

DEVICES USED DAILY BY CHILDREN (%)

| | Overall | Aged 7 to 9 | Aged 10 to 12 | Aged 13 to 16 |
|-----------------|---------|-------------|---------------|---------------|
| Smartphone | 84 | 67 | 85 | 98 |
| Personal laptop | 32 | 13 | 30 | 51 |
| Family laptop | 36 | 44 | 37 | 27 |
| Tablet/iPad | 52 | 65 | 51 | 40 |
| Others | 5 | 7 | 5 | 5 |

Source: The Straits Times, 7 Feb 2021

Age when they started using social media

| Current age/ Starting age | Overall | Age 7 to 9 years old | Age 10 to 12 years old | Age 13 to 16 years old |
|---------------------------|---------|----------------------|------------------------|------------------------|
| 3 years old or below | 9% | 17% | 6% | 4% |
| 4-6 years old | 25% | 42% | 24% | 11% |
| 7-9 years old | 39% | 41% | 46% | 31% |
| 10-12 years old | 22% | NA | 24% | 40% |
| 13-16 years old | 5% | NA | NA | 14% |

Parents may not be aware of the online risks

Parents might not be aware, but...

1 in 3 children has chatted with strangers online

1 in 3 children has been exposed to pornographic materials

1 in 4 children has overshared their personal information

Source: MLC-TOUCH Parent Child Poll Findings, 22 Aug 2023

What is Cyber Wellness?

- Cyber Wellness is about our students being able to navigate the cyber space safely.
- This is done through our curriculum which aims to
 - **equip students with the knowledge and skills** to harness the power of Information and Communication Technology (ICT) **for positive purposes;**
 - maintain a **positive presence in cyberspace;** and
 - be **safe and responsible users of ICT.**

During CCE (FTGP) lessons

During CCE(FTGP)* lessons, students will be taught:

- **Basic online safety rules**
 - Talking to only people you know
- **Importance of a balanced lifestyle** in exercise, sleep and screen time for health and well-being
- **Protecting personal information**
 - Understand the risks of disclosing personal information



E.g. Lower Primary
Lesson on Staying
Safe in the
Cyberworld

During CCE (FTGP) lessons

- **Cyber Contacts**
 - Understand that the profiles of strangers that we see online may not be their real identities
 - Recognise the dangers of chatting with strangers online

Parents are strongly encouraged to participate in the “**Family Time**” activities in the CCE (FTGP) Journal with your children to reinforce the key cyber wellness messages at home

Family Time! Family Chat Time!
Share 'My Online Safety Code' with your parents/guardians, siblings and other family members.

I can...

- share with my family members how I can be safe in the cyberworld.
- remind my family members to follow the safety rules together.

We did this together!
Parent's / Guardian's signature

E.g. Family Time in the lesson on **Staying Safe in the Cyberworld**

Cyber Wellness Programmes in School

- Peer Support Champions to advocate Cyber Wellness in class
- Safer Internet Week (Term 1)
- Recess activities
- Cyber Wellness Advocacy talk (Term 3)
- External Cyber Wellness workshop for parents (from Health Promotion Board (HPB), Cyber Security Agency (CSA), Digital for Life,)

What are the school rules on digital device use?

- Students are **not to use smartphone and/or smartwatches, during school hours including recess, CCA and after-school programmes.**
- Students who bring such devices are **to put them in school bags before school start time.** They can retrieve these after school ends. Students should bear responsibility for safekeeping these devices.
- Students are only allowed to use the digital devices at designated areas after school hours for communication purposes, (e.g. canteen, foyer).

How can parents help their child develop good digital habits?

- **Role model good digital habits** for your child/ward (e.g. parents/guardians not using devices during mealtimes).
- Provide a safe space for conversations to allow your child to **feel safe expressing their thoughts and feelings with you.**
- **Have regular conversations with your child** to better understand what they do online, how to stay safe and how to use technology in a responsible manner.
- **Discuss and develop a timetable with your child** to moderate their time spent on screens.

Parenting for Wellness-Toolbox for Parents



Navigating the Digital Age

Page 1 of 2

Helping Your Child Manage Device Use & Stay Safe Online



Develop a Family Screen Use Plan

- A family screen use plan consists of screen use rules, their consequences and screen-free activities that the family can engage in.
- As a family, create your screen use rules by discussing and agreeing on expectations of screen use and the consequences of breaking these rules clearly.

Your screen use rules can include:



Device-free times and places



Time limit for devices

- **"What are some suggestions on when and where devices should not be used?"**
- **"What should we do if we break our agreement?"**
- Decide as a family what screen-free activities you want to engage in, like going outdoors, playing sports or playing board games together.
 - **"What screen-free activities do you think we can do together?"**
- Engaging your child in the process of creating screen use rules and inviting them to suggest activities to do together helps increase their ownership of the whole family screen use plan.
 - **"What do you think of our screen use rules?"**



Role Model Behaviours and Have Open Conversations

- Be consistent in role modelling positive screen use behaviours and habits.
- Engage your child in open conversations about their online activities, how to navigate the online space and its associated challenges. For example:
 - State observation: **"I noticed you have been spending a lot of time on your device."**
 - Ask open-ended questions: **"What do you usually do on your device?"**



How can parents better support their child's digital habits?

Achieving balanced screen time

- **Screen time** refers to the amount of time spent using devices each day. Having some screen time can be beneficial, such as when your child uses devices to learn and connect with others.
- However, it is important to be aware that **spending an excessive amount of time using devices is unhealthy**, as it is associated with insufficient good quality sleep, sedentary behaviours, increased obesity, and poorer mental health and well-being.
- **Discuss and develop a timetable** with your child to moderate their time spent on screens.
- Children aged 7 – 12 should have **consistent screen time limits**.

Using parental controls to manage device use and stay safe online

- **Parental controls** refer to a group of settings that put you **in control of what your child can see and do on a device or online**.
- Such controls can allow you to **supervise and monitor your child's online activities and protect them** from inappropriate content, online sexual grooming, cyberbullying and other online risks.
- Parental control settings can be used to **monitor and limit screen time** as agreed with the child.

Guidance on Screen Use (MOH)



Thank you!



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