

| Subject | Chapter/Topic | Duration | Learning tasks/ assignments/ quizzes | Deadline of assignment |
|-------------------|---------------------------------------------------------------------------------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|
| Mathematics | Chapter 9.1 (Congruent triangles) Chapter 9.2 (Conditions for Congruent triangles) | 1/6-5/6 | 1. Assignment 15 – Chapter 9.1, 9.2 | 7/6 |
| Computer Literacy | Scratch Programming | 3/2-16/2 | 1. Fish Eating Game (Scratch Program) ** Use USB Flash memory or other methods to save the scratch programs and bring it to school for first CL lesson checking | --- |
| | Scratch Programming | 17/2-21/2 | 1. Elephant Chase-chased Game (Scratch Program) ** Use USB Flash memory or other methods to save the scratch programs and bring it to school for first CL lesson checking. | --- |
| | Chapter 5 Spreadsheet | 9/3-13/3 | 1. Chapter 5 Spreadsheet Workshop 2,3 ** Use USB Flash memory or other methods to save the scratch programs and bring it to school for first CL lesson checking. | --- |
| | Self Test 3-6 Revision + Workbook | 18/3-24/5 | 1. Workbook Chapter 5 P.29-32 ** Submit after resuming normal lesson (hard copy) | --- |
| | Self Test 7-9 Revision + Workbook | 25/3-31/5 | 1. Workbook Chapter 6 P.34-37 2. Workbook Scratch Programming Exercise 1 P.44-47 ** Submit after resuming normal lesson (hard copy) | --- |