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04 Shortlisting

Selection Outcomes

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What is DSA?

Direct School Admission (DSA)



Secure a place before everyone else

Students can apply for and receive conditional offers for admission to the school they want

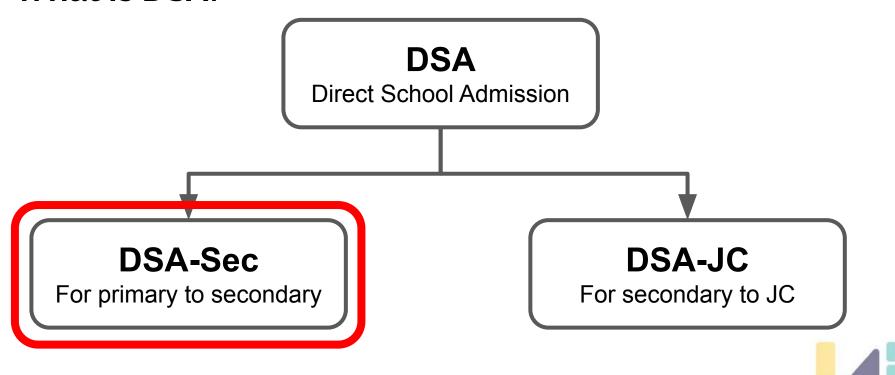


Aptitude-based admissions

Schools will select and admit students based on their <u>talents</u>, <u>aptitudes and interests</u>



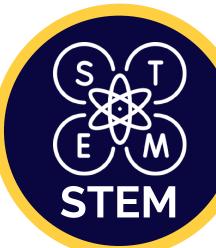
What is DSA?











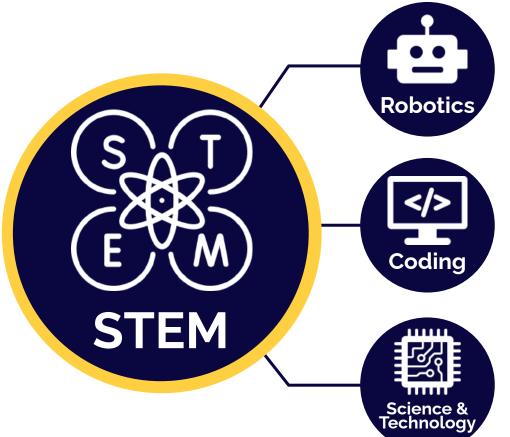












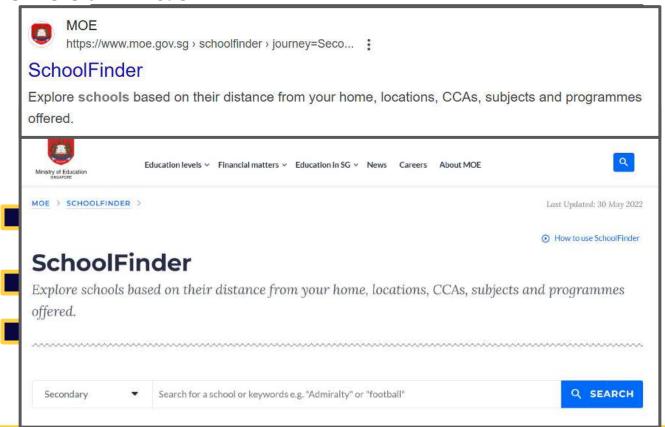
Lego Mindstorms EV3, Spike, Raspberry Pi, Arduino System...

Blockly Programming, Scratch,
Python, Javascript, HTML,
C Languages...

Applied technologies, computer sciences...



MOE School Finder





STEM / Coding / Infocom School choices













Pei Hwa Sec

Admiralty Sec

Broadrick Sec

Ngee Ann Sec

Commonwealth Sec

Beatty Sec



Dunman Sec



Gan Eng Seng



Presbyterian High



Hwa Chong



Yusof Ishak Sec



DSA Timeline



Explore / Research school choices

Look out for updates on the school's websites

Consolidate your portfolio/resume

07 May (Tue), DSA online applications opens*

Submit your applications by 03 June (Mon)*

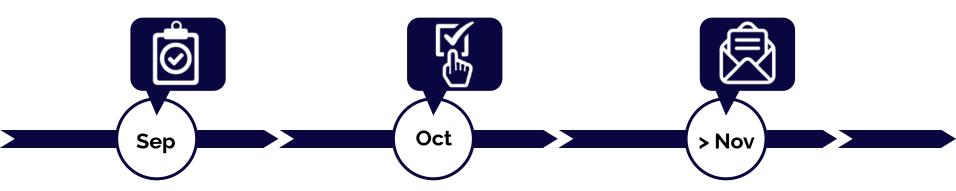
Shortlisted students have to attend interviews /auditions/trials

This will be conducted from Jun to Sep*

- * As <u>dates may vary each year</u>, use this timeline as a rough estimate
- ** Current timeline is based on MOE's timeline for 2024's DSA exercise



DSA Timeline

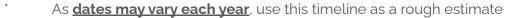


Selected students will receive their DSA application offers by September Week 2* usually.

(DSA 2023 - 11 Sept) (DSA 2024 - 9 Sept) Submit your school choices on the DSA portal. Any withdrawals from DSA must be completed here as well.

(DSA 2023 - 23 to 27 Oct) (DSA 2024 - 21 to 25 Oct) Receive DSA school allocation along with results

(PSLE for Primary) (January for O-Level)



** Current timeline is based on MOE's timeline for 2024's DSA



What to prepare

Schools will be looking for students that will nurture their talent in their specialised programmes, carry the school name and fit into the school's culture.







Track records and insights



Portfolio

Each school will have their own specific criterias that applying students should meet to have a <u>better chance</u> of being shortlisted.

Pei Hwa Secondary School's criteria

Criteria

Applicants should have:

- . Talent/experience in:
 - · Mindstorms EV3, SPIKE Prime
 - Robocup CoSpace Programming
 - · FIRST Tech Challenge
 - Vex Robotics System
 - Arduino System
 - o micro:bit microcontroller system
 - C/C++/Java/Python Programming
 - Python Programming
 - Any other programming languages
- · Participated in CCA, national or/and international robotics competitions, showcasing and projects
- · An e-portfolio to showcase their work. Shortlisted applicants will be informed about the method of submission.

Note

- Applicants who do not have prior experience may also apply. The school will assess applicants based on the selection criteria, which may include assessing the potential of the applicants.
- 2. Meeting all the criteria does not guarantee the applicant will be shortlisted/given an offer.

Ngee Ann Secondary School's criteria

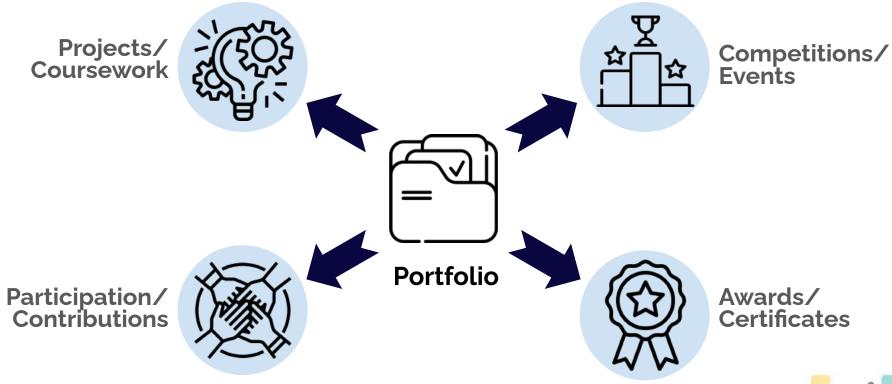
In general, all potential students must:

- Demonstrate strong passion for, as well as motivation in the respective talent areas;
- Demonstrate commitment, perseverance and resilience in their talent area endeavour;
- Consistently displays exemplary character traits with minimum conduct grade of "Very Good".

In addition, each talent areas will have their own shortlisting criteria:

- # DSA-Sec Talents Shortlisting Criteria
- 1 Coding
- Displays strong computational-thinking skills and passion in coding/robotics but no specific requirement to be trained in any coding language.
- Has participated in local or international coding-related competitions (e.g. National Junior Robotics Competition, First LEGO League, National Robopreneur Carnival).
- Good to support with, if any, (a) portfolio of coding-related projects and or (b) relevant certificates and achievements.

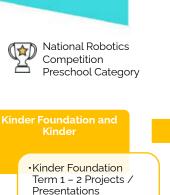




Highly recommended to start building as soon as possible!







·Kinder Term 1 - 4

Proiects /

Presentations



Coding

Olympics for

Lower Primary

Junior Foundation and

1 - 2 Projects /

Presentations

Presentations

Projects /

·Junior Term 1 - 4

· Junior Foundation Term







Project Award The Lab Thinkers Competition for Kinder, Junior and Coders. Winners will move on to the Singapore Science Buskers

Holiday Camps

<Each workshop is a project/portfolio itself.>

Monthly Best





The Lab Instructor Assistant

Program

National Robotics Competition -

and Secondary

CoderZ Coding Challenge for Primary

Coder Foundation and

- ·Basic Lvl 1 Project
- ·Basic Lvl 2 Project
- ·Intermediate Lvl Project
- ·Advanced Project Tic
- ·Advanced Project -Мар

Coder

Coding

Olympics for

Higher Primary

- Tac Toe Game

Monthly Fastest

Coder and Best

Project Awards

Programming

See External Events

Canadian

Computina

Competition

The Lab X Unity

·Platformer Game

·Skill Arcade Game

Predator Arcade Game

First Person Shooter

·Racing Game

·Shooting Game

The Lab X Competitive

Game ·Strategy Game

IMDA

CodeQuest by

Legend:





Competitions



Other Programs









Portfolio (Junior)

```
move for 0.5 seconds • at 50 50 % speed
move for 0.5 seconds • at -50 -50 % speed
set Random - to pick random 5 to to
```





Portfolio (Coder)

```
Comment of the last of the las
CO USCUE CO USCUE CO
```





Portfolio (Advance)

subno = any(Input[2] in string for string in number)

: > Console * * @ Shell * +

main.py ~ 🗉 × +

```
888888
                                                     8 8 8 8 8 8
1 - def printList(lists):
                                                                                                         pen-penuati
                                                     888888
                                                                                                         x,y = keypoint[position]
       for r in range(len(lists)):
                                                     888888
                                                                                                         sen_motols.yl
                                                     888888
                                                                                                         pen-color("Black")
         print(*lists[r],sep=" ")
                                                                                                         pen_penstzet22
                                                     888888
 4 def change(lists,symbol):
                                                                                                         per predant (
                                                     Enter number of bombs: 6
                                                                                                         drawo[1
       for row in range(a-1,a+2,1):
                                                     Enter bomb 1 position (row col): 0 0
                                                                                                         Amygoist postposition:
         for col in range(b-1,b+2,1):
                                                     Enter bomb 2 position (row col): 4 1
                                                                                                         Opesition appendiposition)
                                                     Enter bomb 3 position (row col): 2 4
           if row >= 0 and row <= 5:
                                                     Enter bomb 4 position (row col): 5 3
             if col >= 0 and col <= 5:
                                                                                                          win = check(Oposition,AET)
                                                     Enter bomb 5 position (row col): 15
               If lists[row][col] != """:
                                                     Enter bomb 6 position (row col): 5 0
                                                                                                          Witness - "D"
                                                                                                                                                            Player-1: X
                                                     * 10011
                 lists[row][col] += 1
                                                     11012 *
       lists[a][b] = symbol
                                                                                                                                               1. Contole - - O Shell - +
                                                     0 8 9 1 * 2
                                                                                                        ollf winter = ""
       return lists
                                                     111111
                                                                                                                                                Player 1 (1-9):
Player 2 (1-9):
13 mylist = []
                                                     2 * 2 1 1 0
14 pat = "*"
15 - for row in range(6):
                                                                                                   100 hourd()
       innerlist = []
                                                                                                  181 game! }
      for col in range(6):
                                                                      Input: Apple is a word
                                                                                                   main.py × 🗈 × +
                                                                                                                                                                      >_ Console > × @ Shell × +
1 word = [1]
                                                                      Input: 123 is a number
                                                                                                    main.py
2 number = []
                                                                      learning
                                                                      Input: what is Apple
                                                                                                                  if index != -1:
3 Allogic = ['what is', 'is a number', 'is a word']
                                                                     word
                                                                                                                       g_XPosList.pop(index)
- While True:
                                                                     Input:
      Input = list(input('Input: ').split())
      Input = [s.replace('?', "') for s in Input]
                                                                                                              @staticmethod
      Input = ' '.join(Input).split()
                                                                                                              def Main():
     in Input[0] - 'end':
                                                                                                                  arid = Field()
      elif Input[0] + ' ' + Input[1] = Allogic[0]:
                                                                                                                                                                        Grid Y-Axis: 10
                                                                                                                  roamer = Roamer(q_roamerStartPos[0],
                                                                                                                                                                        Grid X-Axis: 20
       If Input[2] in number:
                                                                                                         g_roamerStartPos[1], g_RoamerSymbol)
                                                                                                                                                                        Turn count: 1
         print('number')
                                                                                                                  hunter = Hunter(g_hunterStartPos[0],
       elif Input[2] in word:
                                                                                                                                                                        Roamer movment debugging....
                                                                                                         g_hunterStartPos[1], g_HunterSymbol)
         print('word')
                                                                                                                                                                        1 - Up / 2 - Down / 3 - Left / 4 - Right
                                                                                                                  grid.CreateField(g_gridX, g_gridY)
                                                                                                                                                                        Roamer move count: 1
                                                                                                                  grid.InitialiseFieldX()
                                                                                                                                                                        Not Changing Direction, Current: 1
         substring = any(Input[2] in string for string in word)
                                                                                                                                                                        1 Move invalid, force changing direction...
                                                                                                                  roamer.InsertCharacter(grid)
          substringALT = any(string in Input[2] for string in
                                                                                                                                                                        Changing Direction to: 4
                                                                                                                  hunter.InsertCharacter(grid)
    word)
                                                                                                                                                                        Right Movement valid... Moved
                                                                                                                  grid.Display()
```

message - El × +

! □ostpat - +





Certificates and Awards







Events, Workshops and Competitions

DSA Supplement Programs



Competitions







https://www.thelab.sg/the-lab-program/dsaprogram/



Competition schedule

Competition Dates	Competition Title	Remarks
Feb	The Canadian Computing Competition	
Mar	Code Quest - Lockheed Martin	
Apr	National Code & Robotics Competition 2025	
May	Hwa Chong Infocomm Challenge	Primary 6 only
Aug	Coding Olympics	
Aug	NRC Preschool	
Aug	NRC CoSpaces Coding Challenge	

^{*} Dates are based on **2024.** Subject to changes



\bigcirc

Non-academic contributions



Sunshine Friday at Teck Ghee

Christmas with Econ Healthcare

GlyphCommunity holiday camp



Portfolio tips

It is important to show the school that you are skilled and passionate in your talent!



Mastery and Achievements

Proof that you are good and have what it takes



Show the important stuff first

Prioritise and show what the school is looking for



Portfolio tips

Schools also look at the student's growth and development in the subject over time. This shows the student's potential in being able to grow further and become an asset to the school.



Passion & Interests

Complimentary hobbies and projects

Showcases personal skill in research and development



The learning journey and progress

Highlights their passions and helps build personality





Examples



miniLiew

A geeky dad blog about his gadgets, his sons and family, his opinions, and lots of fun stuffs.

Home

About



Malaysian (Singapore PR) Renew Passport in UTC Johor







Golf – My Eagle Attempt



Jay Can Cook - Sous

Vide The Beef Rump &

The Tobiko Angel Hair

Search ...

Blog Stats

• 384,755 hits

My Recent MiniLiew Posts

 Malaysian (Singapore PR) Renew Passport in UTC Johor February 27, 2023

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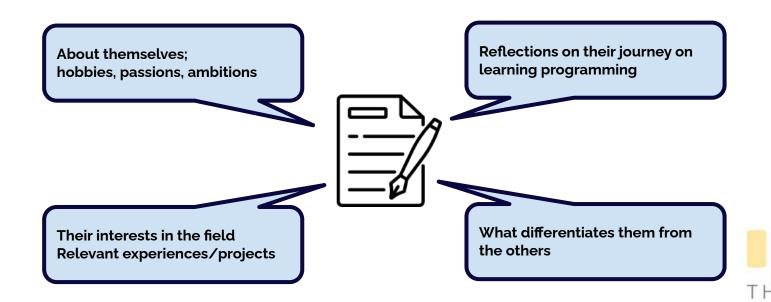


Gadget – 52PI New Ice Tower Cooler for Raspberry Pi 4



Write-ups

Some schools will require the students to submit a brief essay together with their applications and/or portfolios.





Write-up tips

- Stay within the word limit and to the point.
 Some schools might specify what to write.
- Some schools may want students to <u>write</u> their essay. Legibility and penmanship will be important.
- The write-up should be in present tense because it should be something the student is still interested in.
- Research the school's history, motto, strengths and achievements.
- O5 Start writing it early so that there is time to edit and refine it.



Testimonials

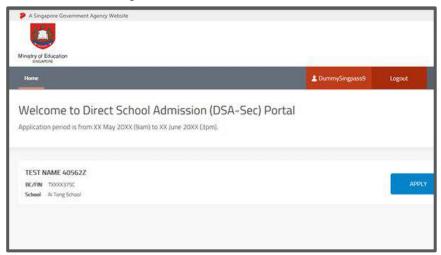
This helps provide the schools more insight about the applying student. Do note that <u>not all schools entertain testimonials.</u>

These testimonials can come from the student's school and/or from us.

If you require a testimonial from us, do email a request to contact@thelab.sg at least 2 weeks ahead of time.



As the date nears the DSA application period, updated information and the application portal will be published on the MOE and school sites.



Login into the DSA Portal and submit your application before the deadline. You can update, withdraw and resubmit during this period.



Use the provided application template to consolidate all necessary materials before starting the actual online application.

2022 DSA-Sec Template for Applicants studying in MOE Mainstream Schools

Instructions

You are encouraged to use a desktop or a laptop to fill in your application and use this template to help you prepare the relevant information before you log in to the DSA-Sec portal. This will reduce your application time and minimise any risk of losing your entries due to connection issues. To avoid errors in your submission, use Enalish language only.

You will need to fill in the following information for the DSA-Sec application:

Section I	Talent(s) and School(s)	
Section II	Non-school based Awards/Activities (Optional)	
Section III Contact Details		

Name of Child	
BC/FIN	

Section I: Talent(s) and School(s)1

You can indicate up to 3 choices of talent areas and schools. The choice order does not matter.

Of the 3 choices, a maximum of 2 choices can be used to apply to the same school, for 2 different talent areas.

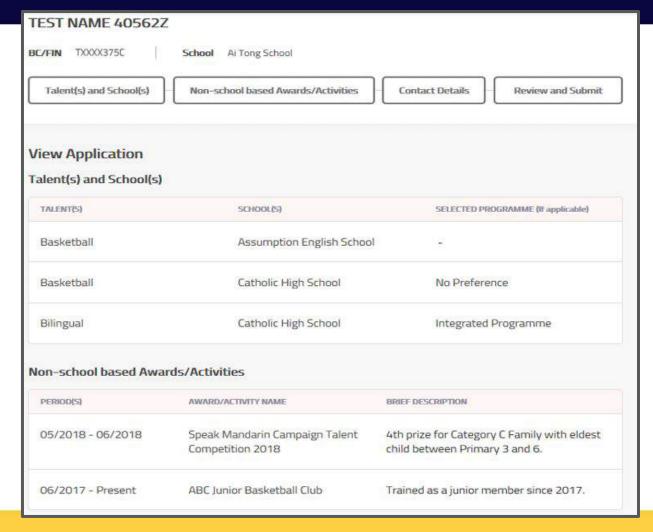
Note: If you have chosen a school offering both the Integrated Programme and O-Level Programme, the talent area(s) may be offered in both programmes. Please select the preferred programme. If applicable,

Talent	School	Select Programme (If applicable) (Please choose one only.)
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference



Section II: Non-school-based Awards/Activities (Optional)

Select up to 3 choices and 3 talent areas. You may indicate up to 2 talent areas for the same school.



For students in non-mainstream schools applying for DSA:

- Additional steps need to be completed before applying.
 (Registration number, etc)
- 2. Application template requires more details
 (Mainstream schools will automatically share information between schools)

For more details, https://www.moe.gov.sg/secondary/dsa/application has the step-by-step application process for both Mainstream and Non-mainstream schools.



2022 DSA-Sec Template for Applicants studying in MOE Mainstream Schools

Instructions

You are encouraged to use a desktop or a laptop to fill in your application and use this template to help you prepare the relevant information before you log in to the DSA-Sec portal. This will reduce your application time and minimise any risk of losing your entries due to connection issues. To avoid errors in your submission, use English language only.

You will need to fill in the following information for the DSA-Sec application:

Section II: Non-school-based Awards/Activities (Optional)

Section I	Talent(s) and School(s)	
Section II	Non-school based Awards/Activities (Optional)	
Section III	Contact Details	

Name of Child	
BC/FIN	

Section I: Talent(s) and School(s)1

You can indicate up to 3 choices of talent areas and schools. The choice order does not matter.

Of the 3 choices, a maximum of 2 choices can be used to apply to the same school, for 2 different talent areas.

Note: If you have chosen a school offering both the Integrated Programme and O-Level Programme, the talent area(s) may be offered in both programmes. Please select the preferred programme, if applicable.

Talent	School	Select Programme (If applicable) (Please choose one only.)
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference
		☐ Integrated Programme ☐ O-Level Programme ☐ No Preference

2022 DSA-Sec Template for Applicants Not Studying in MOE Mainstream Schools

Instructions

You are encouraged to use a desktop or a laptop to fill in your application and use this template to help you prepare the relevant information before you log in to the DSA-Sec portal. This will reduce your application time and minimise any risk of losing your entries due to connection issues. To avoid errors in your submission, use **English language** only.

You will need to fill in the following information for this DSA application:

Section I	Talent(s) and School(s)	
Section II	Academic Information	
Section III	Awards/Activities (Optional)	
Section IV	Contact Details	

Name of Child	
RG Number	

Section I: Talent(s) and School(s)1

You can indicate up to 3 choices of talent areas and schools. The choice order does not matter.

Of the 3 choices, a maximum of 2 choices can be used to apply to the same school for 2 different talent areas.

Note: If you have chosen a school offering both the Integrated Programme and O-Level Programme, the talent area(s) may be offered in both programmes. Please select the preferred programme, if applicable.

Talent	School	Select Programme (if applicable) (please choose one only)
*		☐ Integrated Programme
		☐ O-Level Programme
		☐ No Preference
		☐ Integrated Programme
		□ O-Level Programme

Shortlisting

Schools will shortlist students based on their own selection criterias.

If selected, students can expect to attend some of the following(s):

(Can be a combination of any)

- Aptitude tests/Trials
- Auditions
- Interviews





Shortlisting - Aptitude tests/Trials

Selection Process for DSA (STEM)

- Shortlisted applicants who meet the criteria will be invited for an interview and a hands-on trial (subject to prevailing SMM).
- After the interview, we will conduct a final round of selection before confirming our candidates.



Selection Process and Criteria

The selection process will involve an interview and a selection test which requires applicants to attempt a programming task,

Criteria	Weighting
Level of Experience & Exposure as a Programmer	20%
E-Portfolio (Evidence of Students' existing work from School-Based Activities)	20%
Interview	30%
Selection Test	30%

DSA-SEC Selection Process and Key Dates

Part One: Selection Process

All shortlisted students will be invited to the school for a selection test, an audition or trials. Students will be assessed on their ability to play the game or instrument, as well as their potential. Do note that you only need to attend ONE of these selection tests.

Students should come prepared with their instrument, equipment and/or sports attire or school uniform. They should report to the school's general office, and will be directed to the respective venues.

Selection tests, auditions and trials details (usually first two weeks of July; exact details to be confirmed):

Talent Area	Date (Day)	Time	Venue
Coding	30 Jun (Thu)	3.30 to 4.30pm	Computer Lab 1
	05 Jul (Tue)	3.30 to 4.30pm	SR7 Classroom

Coding

(i) Applicants are expected to do a Multiple-Choice Question test which assesses aptitude in computational thinking skills. Programming language will not be assessed.

Part Two: Interview

Successful applicants from the selection process will be required to attend an interview session.

Dates: Last week of July and first week of August (To be confirmed)

Venue: Ngee Ann Secondary School Conference Room

Time: From 3 pm onwards



Interviews

Usually a face to face interview with the school's teacher(s).

(i.e, with the Head-of-department and/or teacher in-charge of the CCA/subject.)

These interviews are the student's chance to:

- Share about themselves
- 2. Show their passion/interest in the subject
- 3. Share about their reasons in picking their school
- 4. Convince them they are the right choice
- 5. Demonstrate their eloquence and confidence





Commonly-asked questions



Questions about yourself

- Tell me more about yourself
- What are some hobbies that you pursue?
- What are your strengths and weaknesses?

Questions about the school and programme

- Why are you applying to our school?
- Among the other schools with you applied to, at what choice did you rank our school?
- How will you contribute to our school?





Commonly-asked questions



Questions about the talent

- What are some of your proudest achievements?
- What are some troubles you faced learning programming?
- Have you attended any programming-related events?

Ad-hoc questions

- Current affairs and/or global issues
 For example (about ChatGPT and AI)
- Programming knowledge questions





Interview Tips

- As the application form should already list the student's achievements, focus on <u>sharing the experience</u> instead.
- Be confident. The interview is about showcasing yourself to the teachers and leave a good lasting impression
- O3 Don't lie, schools can easily share data to verify your account.
- Be smart about how you phrase your answers if you do not know how to reply to a question.
- Role-playing with family and friends will help build confidence in speaking aloud.



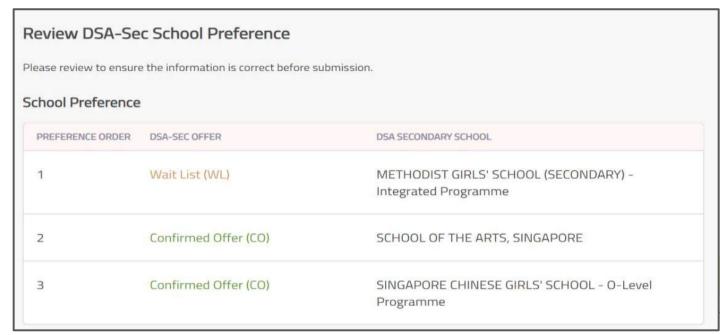
Selection outcomes

After the interviews and/or tests, these are the possible outcomes.

Confirmed Offer	Your child has a reserved place in the secondary school. To gain admission, your child will still need to opt for the school during the school preference submission period and achieve a PSLE score that qualifies them for a course offered by the school.
Wait List	Your child will be given a reserved place in the school if other students turn down their confirmed offers. Your child will still need to opt for the school during the school preference submission period and achieve a PSLE score that qualifies them for a course offered by the school.
Unsuccessful	Your child has not been given a place through the DSA-Sec, and must take part in the Secondary 1 posting process.

Preference ranking

After receiving the offers, students should submit their preferred choice of schools via the DSA portal by the deadline.





DSA Conditions

Your child's exam results <u>still matter</u>. Students offered a placement still need a score that qualifies them for the course offered.

DSA-SEC

- Students offered placement in a DSA-Sec school still need a
 PSLE AL that qualifies them for the course offered.
 - 1. What is the minimum AL score for entry into MSHS via DSA?

Answer: We do not set a minimum AL score for DSA. Being a SAP school, we only offer Posting Group 3 course of study. Applicants who wish to enrol via DSA must meet MOE placement criteria for Posting Group 3 under the Achievement Level Scoring System. The AL score for Posting Group 3 is between 4 and 22.

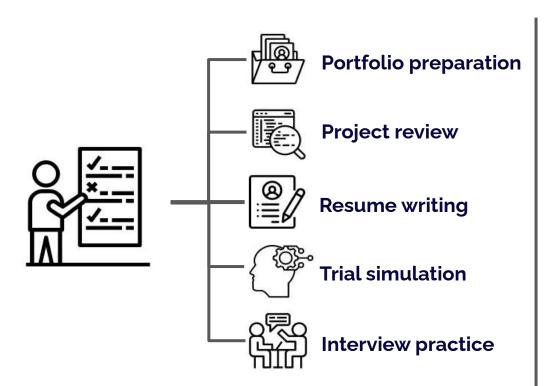


DSA Conditions

- If your child is admitted through DSA, they are not allowed to submit school choices during the S1/JAE posting process.
- They are also not allowed to transfer to another school after the release of their results. They must commit to their chosen school for the duration of the programme.
- If the student does not meet the requirements, their DSA offer will be revoked.



Personalised DSA consultations



Hourly rates:

Members - \$80

Non-Members - \$100

For more information, email us at contact@thelab.sg or call 8916 0017

Terms and Conditions:

Sessions are billed on an hourly basis with a <u>minimum</u> <u>duration of one hour</u>, and subsequent sessions also consisting of one hour each.

Participants cannot divide the session into multiple smaller sessions.



