**English (1128)**

**Paper 4 – Oral Communication**

Main themes

1. Neighbourliness
2. Volunteerism
3. Sports
4. Health
5. Reading
6. Environment
7. Cashless society
8. Tourism
9. Technology
10. Heritage
11. Education
12. Children

Themes

| ***Neighbourliness*** |
| --- |
| * Void deck of a block of flats * Build a relationship with neighbours * Foster a sense of community * Learn about different traditions, cultures and beliefs. More understanding and tolerance of practices different from ours. * Be concerned about neighbours’ well-being and care for their welfare. |

| ***Volunteerism*** |
| --- |
| * Not take things for granted (pampered at home, comfortable and well provided for) → naive and ignorant of the underprivileged * Not indulge in frivolous things and past-times (e.g. online gaming, shopping, overeating) * EG: Visit to orphanage – tasked to paint walls of dormitory   + Shocked to tears – see such young children living in the home   + The smiles on the children’s faces when they saw us told a different story. They accepted their circumstance and were simply happy to see visitors.   + Spend time with children – read, play board games, brought gifts on special occasions |

| ***Sports*** |
| --- |
| * Atmosphere in the sports hall was electrifying. Supporters from both teams were chanting cheers and shouting their favourite players’ names. * Crowd roared in unison * The crowd’s emotions drove the mood and possibly, pace of the game. * The hall came alive, either with jubilant cheering or deep murmurings of disappointment. * Improve cardiovascular health, lower body fat, improve muscle tone, improve stamina * Build strength, flexibility and endurance * Once in a blue moon * PE lessons   + At least twice a week * Sports-based CCAs   + Rigorous regular training schedule   + Train more when competition / game is coming up * Walking / cycling   + Instead of taking taxi / bus   + Town connectors linking one town to another * Sport class outside of school   + Local community club – conduct lessons on different sports * Use stairs instead of lift |

| ***Health*** |
| --- |
| * Regular exercise * Good eating habits   + Teenagers – eat at odd hours especially when they burn the midnight oil during examination period   + Adults – too caught up with work schedules to have proper mealtimes   + Irregular meals, consumption of unhealthy processed food * Sufficient sleep   + Few people have enough speed in modern & fast-paced society today   + Not able to function effectively the following day   + Body unable to rest and repair itself * Healthy mind   + Mentally frustrated, dissatisfied with life – resort to aggressive behaviour to handle challenges   + Relax and unwind   + Handle stressful situations appropriately |

| ***Reading*** |
| --- |
| * Voracious reader * Types of books   + Horror and adventure   + Comics   + Fantasy   + Electronic books   + Social media posts – current affairs |

| ***Environment*** |
| --- |
| Recycling   * Recycle plastic bottles * Bring along reusable bags for shopping instead of accepting plastic bags from stores blindly * Participate in Earth Hour, notice how much electricity we can save just by making simple decisions at home * Order food served in foam, plastic or paper plates, cups and packaging for one time use * Drive everywhere we go because we own a car, polluting the air * Haze – air quality dropped and many suffered from respiratory issues   Transportation   * Uses large amounts of petroleum – increased air population * Air pollutants and gases such as carbon monoxide and carbon dioxide contribute significantly to global warming * Noise pollution |

| ***Cashless society*** |
| --- |
| * Typical queue to the ATM machines during peak hours – withdraw or deposit money, check account balance, top up cash cards * Banks introduce services such as *Paynow* and *Paylah* * Fast, convenient * E-wallets – new sign-ups come with discounts, rebates and other attractive loyalty programs * Literally watch what I spend, meaning the coins and notes would be depleted as the weeks go by * Doing sums in my head and always online, checking on my bank accounts and e-wallets * Banks keep internet banking safe – enhanced 2-step verification processes via digital token and fingerprint recognition when accessing accounts via phone apps + records of internet transactions maintained for a period of time (uncertain of transactions we see on records, can call banks for help or to dispute payment) * Cash transactions – no physical record unless it comes with receipt + unsafe to carry large amount of cash |

| ***Tourism*** |
| --- |
| * Excited at the thought of the upcoming holiday * Feel anxious if they are travelling for work * Relaxed and move along leisurely if they are early and have time to spare * Feel slightly stressed and try to manoeuvre their way to check in counter if they are late and have a plane to catch * Feel delighted to be home if they have just arrived at airport * Looking forward to seeing more of the country if they have just arrived for a vacation  | Benefits | Harms | | --- | --- | | * Employment opportunities (e.g. hospitality industry) * Better facilities, infrastructure | * Rice in prices (e.g. accommodation) * Demise of traditional cultures (e.g. handmade traditional handicraft replaced by factory produced) * Pollution by tourists |  * EG: Prague Christmas markets   + Feature local delicacies and handicrafts – very good souvenirs   + People carolling on the streets   + Browse the stalls, drinking and eating local food, intrigued by all the beautiful offerings   + Short trips to Vienna and Budapest via train   + Breathtaking scenery – Riesenrad Ferris wheel, ride in one of its stately gondolas feels like steeping back in time   + Jewish District of Budapest – one of the best music scenes in Europe * EG: Thailand   + Beach, elephant reserves, floating market, night markets   + Rest in the shade, had a massage   + Participated in water sports * EG: Coney Island   + Be with nature – rich biodiversity, explore natural environment   + Get away from hustle and bustle of city life   + Cycling trip   + Air less polluted * EG: Singapore Zoo   + Wide range of animals (housed in enclosures)   + Orangutans – celebrity orangutan Ah Meng passed away, tourism ambassador   + Reptiles – get up close, hold them * EG: Vietnam   + Visit local school where disadvantaged children studied – see how less fortunate children lived – fortunate, satisfaction helping   + Interesting buildings     - Colonian influences from Chinese, Khmer, French occupation     - Learn history + rich complex heritage |

| ***Technology*** |
| --- |
| Education   * A break from the monotony of a typical lecture or class work * Interactive lessons * Fact checks done quickly and easily on the Internet   + Check of meanings and use of English words   + Check for solutions for complicated Math equations   + Extend my learning on science subjects   + See similar topics or discussions, or be redirected to related topics * Observe video lessons – can stop video when interrupted and continue where they left off easily + replay * Online lessons have chat platforms to allow immediate feedback and discussions, and Q and A sessions – teachers use this feature to ask important questions to guide students in their learning * Convenient – do not have to rush from place to place to attend lessons, flexibility to listen to lectures anywhere, not constrained by date and time * Feel tired from looking at the screen for prolonged period of time * Requires students to be disciplined in attending lectures and submitting homework * No school life – not interaction with friends outside classroom * Good mix of online & classroom learning will be ideal   Current affairs   * Find out the latest information online   + Do not have to wait for news to reported on TV   + Witnesses and reporters provide minute-by-minute updates (e.g. natural disasters)   + Apps for news stations (e.g. CNN, BBC, CNA) * Find out events all over the world   + All barriers removed, find out events in countries remotely located * Anywhere and anytime   + Do not have to be at particular place to receive news   + Read on mobile phones, tablets * Fake, misleading news   + Multiple reports   + People report false news   + Confusing, inaccurate |

| ***Heritage*** |
| --- |
| * EG: Peranakan museum   + Dancers in traditional Peranakan costumes   + Enliven atmosphere   + Effectively portray different aspects of the Peranakans, showcase important information about Peranakan that distinguishes them from other groups in society   + Being out the essence of what it means to be a Peranakan   + Lively dance – better remember information + interested to find out more   + Change public opinion – not dull and uninteresting (items not interactive and visitors can only observe and read about them) * EG: civic district   + Memorials, museums and parks   + Victoria Theatre and Concert Hall – home to Singapore Symphony Orchestra (improved acoustics after renovation but its facade and heritage elements still present)   + National Gallery of Singapore – largest art collection in Southeast Asia   + Bronze statue of elephant given by Thai king – commemorate first time a monarch from Thailand visited foreign country   + Dalhousie Obelisk – commemorate visit by the Marquis of Dalhousie   + Arts House   + Asian Civilisation Museum   + Fort Canning park * Important to know own heritage   + Modernisation and globalisation – cultures around the world easily pervade younger generation   + Grow up surrounded by foreign cultures, know little about country   + Sense of identity – who they are, where they come from * Hustle and bustle of daily life   + Rising materialism – accumulation of wealth   + Lose identity, forget roots * Traditional, quaint, authentic local cultures – draw foreigners to visit |

| ***Education*** |
| --- |
| Subjects   * Science   + Understand the world around us   + Discover importance of innovation and discovery – conduct experiments   + Encourage students to use both left and right side of brain – not only be logical, but also need to think creatively and out-of-the-box   + Know that not everything succeeds the first time – persistence and tenacity * Maths   + Find it easy to grasp concepts   + Challenging questions do not faze me   + Able to see the logic in the sums and work out the solutions   + Fascinated by how numbers can actually tell a story & can be used in so many ways in life   + Enjoy the process of thinking about the solution * History   + Dull – so many words in textbook   + Do not see the meaning behind havig to learn about what when on in the past   + A lot of memory work – meaningless, not help me in my daily life   Learning outside classroom   * Instances   + Visit to supermarket   + Outdoor to park, beach, nature reserve * More enriching, meaningful * Explore beyond what is tought in classroom * Depends on learner’s ability to pick up knowledge – no restriction to what can be learnt * Learning take place without knowing it |

| ***Children*** |
| --- |
| * Playing environment   + Go down the slide   + Walk across the bridge   + Run about * Forms of recreation   + Spend time at beach / park   + Playing games   + Online games * All work and no play makes Jack a dull boy – balance of study and play * No longer in confines of classroom, not feel constrained – free to move around, do what they enjoy * Explore as much as they possibly can, the different things they can do * Cautioned by their parents about the dangers playgrounds pose * Compete with each other – neighten feelings of excitement * Sense of accomplishment – overcome challenges, succeed in challenging tasks * Importances   + Relax – not contrained by space, move about freely   + Learn more about nature – see for themselves what they have read about in books / told in school   + Interaction between children – socialise and make friends |