Visual and Media It Club

To develop visual and media literacy among students by equipping them the skills to recognise, understand and communicate their thoughts through diverse media and art forms.

Programme Outline



Using Media in Art

Students will be integrating and using media such as Photography and Augmented Reality (AR) in their art making process.





Hands on Experience

Students will experience traditional art forms such as Chinese Calligraphy and Batik painting. Student will be using iPads and (AR) apps to enhance the visual meaning of their artworks.



Public Gallery Experience

Selected artworks will be exhibited at the Sengkang Library's Tweens Corner.



Our Plan

Our plan is to integrate media and visual arts together. As technology advances, we will have more opportunities to explore and learn new media art to enhance visual arts learning in the digital age.



Our Aim

Our aim is to participate in SYF Art Exhibition biannually (next exhibition is in 2023) and also to start a Stop Motion Animation Module with Lego/ Air Dry Clay.

Teachers in Charge:

Mdm Louis Ms Jesslyn Tan Mdm Mehrajunnisha Mr Sazali Mrs Audrey Tan

Venue: Art Room