

Chatham High School

Excellence • Innovation • Opportunity • Success



Year 9 and 10
2022 – 2023

Elective Course Booklet

“Quality Teaching and Active Learning in a Caring Environment”

Table of Contents

YOUR STAGE 5 COURSE OF STUDY	3
COMPULSORY CORE COURSES (Lines A – D, H).....	3
ELECTIVE COURSES (Lines E, F and G)	3
STAGE 5 PATTERN OF STUDY.....	4
ELECTIVES	5
200 HOUR ELECTIVES.....	5
<i>ABORIGINAL STUDIES</i>	5
<i>AGRICULTURE</i>	5
<i>CHILD STUDIES</i>	7
<i>CHINESE (Mandarin)</i>	7
<i>COMMERCE</i>	7
<i>DRAMA</i>	8
<i>FOOD TECHNOLOGY</i>	9
<i>GRAPHICS TECHNOLOGY</i>	9
<i>IMPROVING SPORT PERFORMANCE</i>	10
<i>INDUSTRIAL TECHNOLOGY</i>	11
<i>INFORMATION AND SOFTWARE TECHNOLOGY</i>	13
<i>LET’S CREATE</i>	13
<i>MARINE STUDIES</i>	14
<i>MUSIC</i>	15
<i>PHOTOGRAPHY AND DIGITAL MEDIA</i>	15
<i>PHYSICAL ACTIVITY AND SPORT STUDIES</i>	16
<i>TEXTILES TECHNOLOGY</i>	16
<i>VISUAL ARTS</i>	17
100 HOUR ELECTIVES.....	18
<i>AMAZING ASIA</i>	18
<i>CERAMICS</i>	18
<i>CHILD STUDIES</i>	19
<i>CHINESE (Mandarin)</i>	19
<i>COMMERCE</i>	20
<i>DANCE</i>	20
<i>ETHICS IN LITERATURE</i>	21
<i>FOOD TECHNOLOGY</i>	21
<i>GEOGRAPHY ELECTIVE</i>	22
<i>GRAPHICS TECHNOLOGY</i>	22
<i>HISTORY ELECTIVE</i>	23
<i>IMPROVING SPORT PERFORMANCE</i>	24
<i>INDUSTRIAL TECHNOLOGY</i>	25
<i>INFORMATION AND SOFTWARE TECHNOLOGY</i>	27
<i>LET’S CREATE</i>	28
<i>MARINE STUDIES</i>	28
<i>PHOTOGRAPHY & DIGITAL MEDIA</i>	29
<i>TEXTILES TECHNOLOGY</i>	30
<i>VISUAL DESIGN</i>	30
<i>WORK EDUCATION</i>	31
PLANNING SHEET FOR ELECTIVE COURSES	33

Section 1

YOUR STAGE 5 COURSE OF STUDY

All courses and subjects taught at Chatham High School follow the guidelines set by the NSW Education Standards Authority (NESA). NESA sets the core curriculum for schools by developing syllabuses for Kindergarten to Year 12 and provides support materials for teachers and parents.

There are two types of courses

- Compulsory Core Courses
- Elective Courses

COMPULSORY CORE COURSES (Lines A – D, H)

The NESA rules require everyone to study English, Maths, Science, History, Geography, PD/H/PE and Sport.

You must take in Years 9 and 10 a minimum of:

- 4 semesters of ENGLISH in Line A
- 4 semesters of MATHS in Line B
- 4 semesters of SCIENCE in Line C
- 4 semesters of HISTORY and GEOGRAPHY in Line D
- 2 semesters of PD / HEALTH / PE in Line H
- Sport

Information on the structure of the compulsory courses you will study in years 9 and 10, will be detailed in an **Assessment Booklet** distributed at the commencement of the year. If you have particular questions regarding a particular subject we encourage you to contact the school with your enquiry and we will be happy to put you in touch with the Head Teacher of that subject.

The compulsory core also includes some CAREER EDUCATION in Years 9 and 10.

ELECTIVE COURSES (Lines E, F and G)

You must also choose **four (4)** elective subjects to study through Year 9 to 10, two electives of 200 hours and two electives of 100 hours duration. To help you choose, outlines of all courses are printed in this booklet.

In consultation with your parents and teachers you should choose subjects which:

- you enjoy
- interest you and
- in which you will do well

Some electives have COURSE FEES which must be PAID to cover the cost of materials used. Before choosing these you must make sure your parents/carers are prepared to pay the fees.

STAGE 5 PATTERN OF STUDY

Your timetable will follow this pattern. As you can see for the elective lines E and F, you have the opportunity to study two elective options for two years (200hrs). On line G you have the opportunity to study two electives for one year each (100hrs).

NOTE: You cannot study a course for 300hrs e.g. PASS 200hrs and PASS 100hrs.

	YEAR 9		YEAR 10	
	Semester 5 (1)	Semester 6 (2)	Semester 7 (1)	Semester 8 (2)
Line A	English		English	
Line B	Maths		Maths	
Line C	Science		Science	
Line D	History and Geography		History and Geography	
Line E	Elective 1		Elective 1	
Line F	Elective 2		Elective 2	
Line G	Elective 3 (100hrs)		Elective 4 (100hrs)	
Line H	PD/Health/PE		PD/Health/PE	

When choosing electives don't forget to think about the following points

** interest * success * enjoyment * costs/fees*

Section 2

ELECTIVES

All the elective courses outlined in this booklet are being OFFERED, however for the course to run depends on

- A. a sufficient number of students selecting the course
- B. available staff to teach the course

200 HOUR ELECTIVES

ABORIGINAL STUDIES

This course helps you understand what it means to be an Australian Aboriginal. You will explore such things as:

- Aboriginal lifestyles before contact with white people
- The nature and diversity of Aboriginal cultures
- The importance of land to Aboriginal people
- The significance of spirituality and kinship in Aboriginal cultures
- The impact of white civilisation on Aboriginal civilisations
- The effects of racism and discrimination
- Modern movements like land rights and reconciliation
- Aboriginal peoples today.

You will also study **FOUR elective themes**, chosen from:

- Aboriginal Technology and Environment
- Aboriginal Visual and Performing Arts
- Aboriginal Participation in Sport
- Aboriginal Families and Communities
- Aboriginal Literature
- Life Stories of Aboriginal People
- Aboriginal Languages
- Aboriginal Organisations
- Aborigines and the Media
- Aboriginal Enterprises.

Prerequisites: Nil

Contribution: Nil

AGRICULTURE

The aim of this course is to develop students' knowledge and understanding of agricultural enterprises and the practices and skills required in producing plant and animal products. Students will develop skills in the effective management of sustainable production and marketing practices that are environmentally and socially responsible.

Topics covered in Year 9 include:

- * Origins of Agriculture
- * Agriculture sector within Australia
- * Plant production
- * Pests & Diseases

Topics covered in Year 10 include:

- * Farm resources and production systems
- * Livestock
- * Fruit & Vegetables
- * Meat Products

Practical experiences are very important in this subject with students involved in activities which include:

- Raising plants in the shade house and in garden plots.
- Preparing and selling produce throughout the school.
- Conducting experiments and trials.
- Operating machinery such as the tractor.
- Looking after poultry, sheep and cattle. eg drenching, shearing, hatching and rearing chickens.

If you are interested in learning how to parade and judge animals, students will have the opportunity to participate in the school Agriculture Show Team that exhibits steers in local shows as well as Wingham Beef Week and the Upper Hunter Beef Bonanza.

A number of research assignments will be undertaken as part of the assessment scheme.

Assessment

Assessment marks will be obtained throughout the course and will include marks from topic tests, research assignments and practical activities which include raising plants, caring for, and handling animals and operating machinery.

Homework

At times, homework relating to our class work and practical activities will be set. Some of the marks obtained from this will be included in the overall assessment as described in the full assessment policy.

Requirements

Students are required to have the necessary safety footwear in order to work with the livestock and to safely operate the machinery and equipment.

Prerequisites: Nil

Contribution: Nil

CHILD STUDIES

How effective do you think you'll be as a parent or carer? Babies and young children are very much a part of everyone's life. You may have younger brothers or sisters, nieces or nephews. Perhaps you even have a friend with a young child. This course is valuable to all students who have an interest in the overall care and development of young children aged between 0-8. This course will provide a journey through conception, pregnancy and birth.

You will explore the impact of the family on children, learn how to care for children and look at life for children living in other cultures. Test your parenting skills through the use of our "Egg for Baby" task. Students studying the 200hr course will have an opportunity to undertake a greater level of research and experience through excursions and projects.

The skills and qualifications necessary to work in Childcare will also be studied with excursions to child specialist centres such as Manning Rural Referral Hospital. There will be a variety of "hands on" practical experiences including food preparation for babies and toddlers, guest speakers and a virtual toyshop excursion.

If you are interested in children or want to pursue a career in this area, then this is the subject for you, children are tomorrow's future after all!

Prerequisites: Nil

Contribution: \$20.00

CHINESE (Mandarin)

Mandarin is the most widely spoken language on the planet and is almost becoming a pre-requisite for a career in business in our region. Learning languages provides students with the opportunity to engage in cultural and linguistic diversity, allowing them to engage more effectively in the global community. Students studying the 200hr course will have an opportunity to undertake a greater level of research and experience through excursions and greater exposure to the language.

Students will undertake an exam on the Chinese language in both written and spoken forms. This course allows students an opportunity to study Mandarin at HSC level.

Prerequisites: Nil

Contribution: Nil

COMMERCE

This Stage 5 Course in Commerce gives students a strong background in the important areas of **BUSINESS, MARKETING, LAW, FINANCE and GOVERNMENT** and develops skills that are essential for students to participate effectively in the commercial world.

In year 9 the course has a strong focus on **BUSINESS** and students will:

- learn about types and businesses and how to start and operate a business
- set up and plan their own class business
- allocate jobs, advertise and sell a product, keep records and make a profit
- learn about the business environment and investigate real businesses.

• Other topics that will be studied during the A course will be:

- Promoting and Selling
- Consumers and Consumer's choice
- Personal Finance
- E-commerce
- Law and Courts
- Employment and Work
- Travel.

The practical nature of Commerce means that students must be prepared to use a range of sources to gain information e.g. internet, guest speakers, news media and excursions.

In year 10, you will be able to focus on the topics:

- Young People and the Law
- How Government Affects You
- Money and Saving
- Getting a Job / Employment.

Assessment

Assessment will be determined by the performance of the student in operating the class business, as well as performance in tests, writing tasks and research assignments from a variety of sources.

Homework

Homework in Commerce is centred on students examining current events by investigating different types of media (like the internet, TV and newsprint) to learn about the latest issues in Business and Commerce.

More detailed information about Assessment and Homework will be issued at the start of the course.

Prerequisites: Nil

Contribution: Nil

DRAMA

Drama in year 9 is a performance-based course. Students will engage with improvisation, play building and a variety of dramatic forms such as Clowning, Mask, Puppetry, Melodrama and Greek Theatre. We will also engage in the study of the history of theatre within the context of the texts/styles studied in class. The course aims to provide students with acting skills and an understanding of performance techniques. Students will be introduced to the technical aspects of theatre which include set design, costume and make-up design, and sound and lighting design. Drama teaches valuable skills such as cooperation, team-work, personal communication, self-confidence and empathy. The Drama A course will provide students with the opportunity to express their ideas and opinions by engaging with the powerful and enjoyable medium of live theatre. Performance is a vital aspect of this course and students are expected to perform/compete in the local Eisteddfod.

Drama in year 10 is a theatre and film making course. Students will engage with play building and dramatic forms such as the Theatre of the Absurd and Shakespeare's plays. The course may also involve the study of Small Screen Drama. This course aims to provide students with performance and technical skills which they can use across other subjects in the school. Drama teaches valuable skills such as cooperation, team-work, personal communication, self-confidence and empathy. The Drama B course will provide students with the opportunity to explore issues relevant to them and their

community. The course will equip them with the skills necessary for expressing and presenting their ideas and opinions to an audience. Performance is a vital aspect of this course and students are expected to perform/compete in the local Eisteddfod.

Prerequisites: Nil

Contribution: Nil

FOOD TECHNOLOGY

Are you interested in food?

Would you like to improve your Food preparation skills and make a variety of tasty and skilful dishes?

Food Technology involves students investigating food through practical experiences. Every week your teacher will demonstrate new and exciting ways to make delicious meals. Food Technology enables you to develop an understanding of a range of technologies used in food preparation. A study of our nutritional needs and the importance of these to good health will also be undertaken.

Students will gain an insight into the area of food service and catering. This would benefit students who are thinking about becoming a chef or taking on a career in Hospitality. Through a study of food and its application in domestic, commercial, industrial and global settings, the course caters for all students' needs and interests. It will contribute to both vocational and general life experiences through the design, production and evaluation of solutions to situations involving food. These will form part of a broad set of skills that are transferrable to all sorts of study, work and life contexts. Remember, when you're a chef you can work your way around the world, because you can get a job anywhere!

If you like working with food, enjoy cooking and want to improve your skills and knowledge- then choose Food Technology as a 100 hour course. If you are considering a career or wishing to study Hospitality or Food Technology at HSC level then consider studying the 200hr course.

Prerequisites: Nil

Contribution: \$25.00 per term (\$100.00 per year) for practical lessons: **Remember, if you choose to take this course, you are also choosing to pay the fees.** Students **MUST** wear closed in leather shoes, the rest of the Uniform is provided at school.

GRAPHICS TECHNOLOGY

Ever thought of being a Game Designer, an Architect, or a Graphic designer? Ever thought of working in advertising? Are you a budding inventor? Do you like designing things, from real world parts for a PlayStation hand controller, to aerodynamic bike and car parts like spoilers?

Vitual Reality, 3D printing and Computer numerical control (CNC) machining along with increased consumer demands have meant a hugely increased role for people with skillsets in graphics in contemporary society.

In the new Graphics Technology Syllabus, students practise logical thought and decision-making, and EVERYTHING they design is put into a Virtual Reality world or 3D printed into real world objects. Students can take their printed objects home or put them into their portfolio. It can turn out to be one of THE most useful subjects that you can undertake, whilst at school for a career after school.

By studying this course students will learn traditional and state of the art drawing techniques used in: graphic arts, design and prototyping fields. A major recent development is 'up-specced' computers in a room fully set up for VR, with 3D printers and access to a CNC machine. Students studying the 200hr course will design a major project in a drawing field of their own choosing. Students will learn:

- Computer Aided Drawing (CAD) using Fusion 360, the Unity Engine, Steam, Blender, Illustrator and Rhino. Advanced students will learn how to animate objects that they import into games in unity. This technology is the same as that used by professional Game makers, draftspersons, designers and graphic artists. As well, students will learn to use desktop publishing programs and specialist programs for home and landscape design; as well as object creation.
- The presentation and communication skills developed in Graphics Technology will assist those students who wish to pursue careers in Game Creation, Engineering, Architecture, Industrial Design, Building, Drafting and Advertising as well as various Trade Courses.

Prerequisites: Nil

Contribution: \$25.00 per year (consumables). Each student should also budget to purchase drawing equipment such as pencils, drawing instruments and an A3 drawing folio.

IMPROVING SPORT PERFORMANCE

This course allows students to extend their core PDHPE experiences. It will allow students to be introduced to concepts, knowledge and experience that will benefit them in following PDHPE through to the 2 unit HSC course in Years 11 and 12.

This course also allows students to examine all factors that will contribute to improving sport performance over a variety of sports. Students will participate in a range of training techniques, skill drill's, modified games and games. Students will also gain experience in factors that lead to a skilled performance.

This is a highly practical course that will provide opportunities for personal challenges, enjoyment, satisfaction, improved performance and understanding of all factors involved in a quality sporting performance.

The course promotes the concept of learning through movement. Students will address issues such as: Skill development, Fitness, Nutrition, offensive and defensive patterns, injury management, recovery and game situations.

Improving sport performance provides opportunities and experience in:

- Individual Development in specific sports
- Personal Preparation for a sporting event
- Team preparation
- Environmental considerations in sport performance.

Assessment

- Presentations
- Movement tasks
- Group Work
- Research Projects.

Prerequisites: Nil

Contribution: Nil

INDUSTRIAL TECHNOLOGY SUBJECTS

METAL is particularly suited to students who like working with a range of different metals, fabrication and machining.

In Industrial Technology- Metal the students will be introduced to a wide range of metalworking knowledge and skills. The practical work involves using hand tools associated with a home workshop as well as equipment used in industry including oxy welders and lathes (Year 9).

When students undertake this as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in Year 10, where such equipment as shapers, oxy welders and milling machines will also be used.

Industrial Technology - Metal emphasises practical skills with theory work being directly related to the practical projects, materials and tools used. The projects which may be undertaken include a try square, sliding bevel, funnel, adjustable cramp, camping shovel (Year 9), engineers bench vice, and a major project (for the 200 hour course in Year 10).

STUDENTS who choose this subject **MUST WEAR/USE APPROPRIATE** personal protective equipment including safety spectacles, CLOSED-IN LEATHER SHOES, and own PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 per year for material fees: Remember, if you choose to take this course, you also choose to pay the fees

TIMBER is a perfect subject for someone who enjoys creating projects in timber or who wants to go into cabinet-making, furniture construction.

In Industrial Technology – Timber, the students will be introduced to a wide range of woodworking knowledge and skills. The practical work involves using hand and machine tools associated with a school or home wood workshop. The theory work is directly related to the practical work, materials and tools used. When students undertake this subject as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in Year 10.

The projects which may be undertaken in Industrial Technology – Timber include:

Year 9- A document box, hand-carved-bird, coffee table and project involving wood turning.

Year 10 - Major Project of a bedside table or blanket box of your own design.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES -- CLOSED-IN SHOES, and their OWN PROTECTIVE APRON.**

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees

ENGINEERING/STEM if you have ever wondered ‘how that works?’ or ‘what makes that tick?’ this is the course for you. Engineering is a cross curriculum course integrating aspects of Science, Technology, Engineering and Mathematics (STEM) and offers a pathway in the growth area of STEM careers. Engineering involves a mix of inquiry and project based learning. The majority of the course will involve the following types of learning activities; researching, building and presenting project ideas. Eventually students will be required to prepare a presentation regarding their major design project this may be either as an individual or part of a small group. The course is structured around modules with the students completing four modules a year. Examples of the modules are aerodynamics, mechatronics and 3D CAD (computer aided design) / CAM (computer aided manufacture).

Students will learn to use a range of tools, techniques and processes, including relevant technologies in order to develop solutions to a wide variety of problems and challenges relating to their present and future needs and aspirations.

Assessment will be based upon the following aspects:-

- Research skills
- Final Portfolio
- Design
- Problem solving strategies
- Presentation - this will involve an oral component where the student will communicate their project in a group setting.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES** - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees. This will cover the thumb drive for storing notes, the folders for the portfolio and materials for the various projects such as 3D printer plastic, balsa wood, small motors and other incidentals.

BUILDING AND CONSTRUCTION is suited towards a student who is interested in house construction, carpentry or DIY projects around the house.

In Industrial Technology – Building and Construction, students will be introduced to a wide range of building and construction knowledge and skills. The practical work involves using a range of hand and power tools/machinery similar to that used in industry to replicate processes and jobs in the outside world.

The projects which may be undertaken in Industrial Technology – Building and Construction include a tool box and saw horse in Semester 1 Year 9 to build students' practical skills, whilst a letter box will be produced in Semester 2 Year 9 that develops students' understanding of house framing. Concrete pavers will be made and simple bricklaying will be undertaken during the Year 9 course. During the Year 10 course, larger group construction and landscaping projects are undertaken to broaden the students understanding of various buildings and construction areas of expertise.

STUDENTS who choose this course MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 per year for material fees: Remember, if you choose to take this course, you are also choosing to pay the fees

INFORMATION AND SOFTWARE TECHNOLOGY

Want to know all about using computers out there in the 'real world'?

Want to increase your opportunities in the 'workforce'?

Want to use your computer at home more effectively?

If your answer is: **YES!** Then Choose - INFORMATION & SOFTWARE TECHNOLOGY

Information and Software Technology can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different programming environments occurring if studying the 200 hour option.

Technology is used in almost all aspects of our lives. We have to expect that we will work and live in a world where we are required to have high levels of knowledge and understanding of computing and technology. You benefit from the knowledge learnt as technology can assist you with employment, study, shopping, banking or communicating.

Students will learn the following within the focus areas of Web Site Development:

- Digital Media Design, Robotics and Networking Systems)
- Design, Produce and Evaluate software projects; Data Handling; PC Hardware;
- Issues with technology in our society; Past, Current and Emerging Technologies;
- Careers in IT; A variety of software programs

Prerequisites: Nil

Contribution: \$25.00 per year (includes a 16GB USB)

LET'S CREATE

Are you interested in Design Projects, using Multi-media, Movie Making, Website construction and Animations?

If your answer is YES then choose **LET'S CREATE!**

Let's create can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different multi-media systems occurring if studying the 200 hour option.

Students will gain practical design skills and a basic technical knowledge of Multimedia techniques and processes using many computer applications. When students undertake this as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in year 10.

This will be achieved by:

- using computer applications and digital cameras to enhance images
- through the use of electronic tools and construction processes.

Let's Create will engage students in fun, hands on completion of design based multimedia projects.

Students will learn how to use various multimedia programs such as:

- Photoshop, FLASH animation, Movie Maker
- Audacity and Dream Weaver to create many different multi-media projects.

Projects include:

- Post cards, posters, computer animations, website construction, TV advertisements, and electronic story books

This is a practical multi-media course for those who wish to build on their multimedia skills and learn many new skills.

Prerequisites- Nil

Contributions: \$25.00 per year for consumables.

MARINE STUDIES

Marine Studies provides opportunities for students to learn about marine and aquatic environments, water safety, and general maintenance of equipment. The major focus of the syllabus is on practical experiences. This course develops the capacity of students to design, produce, use and sustainably manage marine and water-related environments.

Students learn about Work Health and Safety issues, apply principles of water safety and first aid in marine situations. They learn to responsibly select, use and maintain materials and equipment, as well as use appropriate techniques in the context of the selected modules. Students learn to research, experiment and communicate in relation to marine and aquaculture activities.

Students study core and option modules. There are 48 option modules organised into seven focus areas covering broad aspects of marine and aquaculture technology.

This course can be studied as a 100-hour course or as a 200-hour course.

Students undertaking the 200-hour course are required to complete:

- Core 1, Core 2 AND SIX option modules, selected by the teacher, additional to those in the first 100 hours.
- Core 1 is to be studied at the beginning of the course and Core 2 is to be studied at the beginning of the second 100 hours of the course.

Assessment

Assessment will be determined by the performance of the student in all areas of the practical aspect of the course, as well as performance in tests, oral and writing tasks and research assignments from a variety of sources.

Prerequisites: Nil

Contribution: Nil

MUSIC

This is an elective course for those who have an interest in music.

During the course you will learn skills to read music notation, create and arrange music, perform solo or in various groups, learn about the significance of music throughout history & discover many styles of music including rock, popular, jazz and music from other cultures. There will be an emphasis on Australian music.

All students will have the opportunity to become proficient in keyboard, guitar and music computer technology with the option of learning others such as the saxophone, guitar (electric and / or acoustic), clarinet, flute, drums etc.

There will be a focus on the use of digital technologies in music.

This is also an excellent preparation for Music courses in Years 11 /12.

Assessment

Performance	40%
Music History / Listening	40%
Composition	20%

Homework

Assignments related to Music History, Listening & Composition are set each semester. Performance tasks are given with class time being allocated to work both as a soloist and as part of an ensemble.

Prerequisites: Nil

Contribution: \$25.00 (covers the cost of digital music subscriptions and recording software)

PHOTOGRAPHY AND DIGITAL MEDIA

During this course students will explore issues and aspects of the world around them expressed through photography and digital media. Students will be provided with opportunities to create photographic and digital works in varying forms. PHOTOGRAPHY & DIGITAL can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different photographic techniques and editing environments occurring if studying the 200 hour option.

200hr course content includes;

- Wet Photography
- Manipulated images, special effects, collage and montage

No previous experience is necessary as students will be introduced to all practical areas of photography throughout history and will critically study the work of famous photographers. If you're keen, enthusiastic and creative this interesting and varied course is for you!

Assessment

Assessment is an ongoing process and will involve the production of photographic pieces for exhibition – Making 60%, and research and class tasks related to historical and critical evaluation of other photographers and photographic practice – Theory 40%. Students will be expected to submit a Journal that documents their photographic processes at the end of each unit.

Homework

This will involve a research assignment each semester, critical evaluation of photographs and case studies of photographers covered both in class and at home.

Prerequisites: Nil

Contribution: \$100.00 . Students will be provided with equipment once ¼ of the fees (\$25) have been paid. Fees will need to be paid prior to the commencement of each term.

PHYSICAL ACTIVITY AND SPORT STUDIES

This course is both theory and practical and extends your experiences from the core lessons in PDHPE. Sports included are Tennis, Archery, Indoor Hockey, Fitness Activities and Aquatics. This course also offers the student a chance to gain a sports coaching certificate (Level 0). The students also engage in a coaching program designing and delivering an eight week program to Primary School students. This is the grounding to gain higher coaching accreditation. Other areas covered include:

- Impact on diet and exercise
- Body functions and systems
- World Games.

Assessment

- Movement Tasks
- Presentations
- Group work
- Examinations and tests
- Research Project.

Prerequisites: Nil

Contribution: Nil

TEXTILES TECHNOLOGY

Do you enjoy creating? Do you like learning how to decorate, make, design and end up with exciting productions? Then TEXTILES TECHNOLOGY is for you!

The subject allows for you to be creative and document your design ideas. If you enjoyed the Textile Technology component of Mandatory Years 7 or 8 then you will enjoy this even more. The areas you look at are apparel (clothes), furnishings (cushions), non- apparel (bags).

When students undertake this as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in year 10.

Learn how to:

- Use a sewing machine to create fashion articles
- Explore methods of fabric decoration
- Explore batik, patchwork, embroidery and applique.

The emphasis, in this course, is on practical experiences which allow students the opportunity to develop their design and construction skills.

You design what to make and your teacher will guide you through the skills you need to create it.

You will also learn about different fibres, yarns and fabrics and the way they are made and what they can be used for.

Prerequisites: Nil

Contribution: \$40.00 per year for materials. This will cover all requirements except for a few units of work where students will need to purchase their own fabric. **Remember, if you choose to take this course, you are also choosing to pay the fees**

VISUAL ARTS

Why do Visual Arts? By studying and making your own artworks you will develop the ability to communicate ideas, feelings and observations in a visual way. The young artist's lateral thinking skills are valued in today's business world. You will develop visual, technological and literacy skills in studying art.

This course will offer you the opportunity to develop a variety of skills including drawing, painting on stretched canvas, printmaking, ceramics and sculpture. The importance of Visual Arts lies in its ability to allow you to express your views on aspects of the world, develop fine motor skills, perception and enhance cultural awareness and aesthetics.

Pablo Picasso once said "every child is an artist. The problem is how to remain an artist once he grows up". Visual Arts will allow you to explore the artist within, build on previous skills and teach you plenty of new techniques. During your studies you will explore a diverse range of media, themes and concepts related to the world around you. It is not necessary to be a "good" drawer but it is essential that you are interested and enthusiastic and you are encouraged to develop your "own style" of artwork.

In line with the Digital Education Revolution technology will play a key component of both theory and practical studies over the two year course. You will utilise programs on your laptop for manipulating your artworks, submitting theory tasks and the study of related artists and cultures.

Assessment

Practical skills contribute to the assessment marks in this subject at 60%. Completed practical pieces known as a Body of Work along with a Visual Arts Process Diary that involves all developmental work and self-reflection of ideas and processes, will make up the practical component. A further 40% of marks will be assessed on the study of related artists/cultures both in class and in the form of designated assignment tasks and exams at the end of a semester studies.

Homework

Homework will involve a theory task each semester based around related artists in the current unit of work. Historical and critical evaluation of artists will be covered in class and in homework.

Prerequisites: Nil

Contribution: \$50.00 This will cover the costs of your Visual Diary along with varied materials and equipment that will be utilised during the two years study. Students will be provided with equipment once ¼ of the fees (\$12.50) have been paid. Fees will need to be paid prior to the commencement of each term.

100 HOUR ELECTIVES

AMAZING ASIA

This content endorsed subject is designed to investigate the history, language and culture of our Asian neighbours.

Through the case studies and comparative studies students will gain greater understanding of the cultures and people of Asia.

Studies will learn about:

- Geographic attributes
- History
- Lifestyles
- Language
- Culture

Specific case studies will be selected through class consultation to focus on group interests.

CERAMICS

During this course students will explore the techniques and skills related to ceramics and will be provided with opportunities to create ceramic works in varying forms. Students will learn a variety of techniques related to ceramics such as hand building, throwing, glazing, casting and kiln operations.

No previous experiences are necessary, as students will be introduced to all practical areas of ceramics throughout history and critically study the work of other famous ceramic artists.

Assessment

Assessment is an ongoing process and will involve the production of ceramic pieces for exhibition – Making 60%, and research and class tasks related to historical and critical evaluation of other ceramic artists and ceramic practices – Theory 40%. Students will be expected to submit a Journal that documents their ceramic processes at the end of each unit.

Homework

This will involve a research assignment each semester, critical evaluation of ceramic work and case studies of ceramic artists are covered both in class and at home.

Prerequisites: Nil

Contribution: \$60.00 to cover clay, glazes, mixed media etc. . Students will be provided with equipment once ¼ of the fees (\$15) have been paid. Fees will need to be paid prior to the commencement of each term.

CHILD STUDIES

How effective do you think you'll be as a parent or carer? Babies and young children are very much a part of everyone's life. You may have younger brothers or sisters, nieces or nephews. Perhaps you even have a friend with a young child. This course is valuable to all students who have an interest in the overall care and development of young children aged between 0-8. This course will provide a journey through conception, pregnancy and birth.

You will explore the impact of the family on children, learn how to care for children and look at life for children living in other cultures. Test your parenting skills through the use of our “Egg for Baby” task. Students studying the 200hr course will have an opportunity to undertake a greater level of research and experience through excursions and projects.

The skills and qualifications necessary to work in Childcare will also be studied with excursions to child specialist centres such as Manning Rural Referral Hospital. There will be a variety of “hands on” practical experiences including food preparation for babies and toddlers, guest speakers and a virtual toyshop excursion.

If you are interested in children or want to pursue a career in this area, then this is the subject for you, children are tomorrow's future after all!

Prerequisites: Nil

Contribution: Nil

CHINESE (Mandarin)

Mandarin is the most widely spoken language on the planet and is almost becoming a pre-requisite for a career in business in our region. Learning languages provides students with the opportunity to engage in cultural and linguistic diversity, allowing them to engage more effectively in the global community. Students studying the 200hr course will have an opportunity to undertake a greater level of research and experience through excursions and greater exposure to the language.

Students will undertake an exam on the Chinese language in both written and spoken forms. This course allows students an opportunity to study Mandarin at HSC level.

Prerequisites: Nil

Contribution: Nil

COMMERCE

This Stage 5 Course in Commerce gives students a strong background in the important areas of **BUSINESS, MARKETING, LAW, FINANCE and GOVERNMENT** and develops skills that are essential for students to participate effectively in the commercial world.

In year 9 the course has a strong focus on **BUSINESS** and students will:

- learn about types and businesses and how to start and operate a business
 - set up and plan their own class business
 - allocate jobs, advertise and sell a product, keep records and make a profit
 - learn about the business environment and investigate real businesses.
- Other topics that will be studied during the A course will be:
- Promoting and Selling
 - Consumers and Consumer's choice
 - Personal Finance
 - E-commerce
 - Law and Courts
 - Employment and Work
 - Travel.

The practical nature of Commerce means that students must be prepared to use a range of sources to gain information e.g. internet, guest speakers, news media and excursions.

In year 10, you will be able to focus on the topics:

- Young People and the Law
- How Government Affects You
- Money and Saving
- Getting a Job / Employment.

Assessment

Assessment will be determined by the performance of the student in operating the class business, as well as performance in tests, writing tasks and research assignments from a variety of sources.

Homework

Homework in Commerce is centred on students examining current events by investigating different types of media (like the internet, TV and newsprint) to learn about the latest issues in Business and Commerce.

More detailed information about Assessment and Homework will be issued at the start of the course.

Prerequisites: Nil

Contribution: Nil

DANCE

Dance as an art form is the philosophy behind this subject. It develops students' artistic, aesthetic and cultural education through dance. Students will develop knowledge, understanding, skills, values and attitudes through interrelated experiences of performing, composing and appreciating their own dances, dances of others as a work of art in the public domain.

Students will experience the elements of dance and the language of dance that will enable them to communicate physically, verbally and in the written forms.

Students will be choreographer, performer and appraiser of numerous dance styles.

Assessment

- Presentations
- Inquiry based research
- Peer Assessment
- Self-Assessment

Prerequisites: Nil

Contribution: Nil

ETHICS IN LITERATURE

Please note: this subject is a pre-requisite for any student planning to study Advanced or Extension English in years 11 and 12. It is also highly recommended for any students planning on getting an ATAR for entry into university.

The Ethics in Literature course is aimed at students who enjoy writing and discussing ideas and issues. Students will explore the ethics of the act of writing for publication. Ethics is a branch of Philosophy which deals with whether or not some act or comment is right or wrong, good or bad. Novels, short stories, plays, film scripts, documentary films, radio broadcasts, and newspaper and magazine articles all have various ethical aspects which need to be understood prior to publication. Following whole class discussions about how to think ethically and critically about issues and ideas, students will choose a medium they wish to write in and produce a major work for publication.

The course aims to provide students with knowledge and understanding of the ways literature can shape society. Students will gain skills that will improve the quality of their writing and provide them with a forum to express and refine their ideas and opinions. This is an ideal course for students interested in the higher levels of English in the senior school, as well as for those who wish to develop skills in academic writing.

Prerequisites: Nil

Contribution: Nil

FOOD TECHNOLOGY

Are you interested in food?

Would you like to improve your Food preparation skills and make a variety of tasty and skilful foods?

Food Technology involves students investigating food through practical experiences. Every week your teacher will show you new and exciting ways to make delicious foods. Food Technology enables you to develop an understanding of a range of technologies used in food preparation. A study of our nutritional needs and the importance of these to good health will also be undertaken.

Students will gain an insight into the area of food service and catering. This would benefit students who are thinking about becoming a chef or taking on a career in Hospitality. Through a study of food and its application in domestic, commercial, industrial and global settings, the course caters for all students' needs and interests. It will contribute to both vocational and general life experiences through the design, production and evaluation of solutions to situations involving food. These will form part of a broad set of skills that are transferrable to all sorts of study, work and life contexts. Remember, when you're a chef you can work your way around the world, because you can get a job anywhere!

If you like food, enjoy cooking and want to improve your skills and knowledge- then choose Food Technology as a 100 hour course. If you are considering a career or wishing to study Hospitality or Food Technology at HSC level then consider studying the 200hr course.

Prerequisites: Nil

Contribution: \$25.00 per term (\$100.00 per year) for practical lessons: Remember, if you choose to take this course, you are also choosing to pay the fees. Students MUST wear closed in leather shoes, the rest of the Uniform is provided at school.

GEOGRAPHY ELECTIVE TRAVELLING GEOGRAPHER

This course will let you explore the world. Students will look at the tourism industry and is designed for students to take on the role of Travel Agent.

Students will investigate a range of global destinations, plan itineraries for specific types of customers, investigate transport costs, plan tours, cost packages and complete travel documentation – everything but stepping on the plane.

If travel is in your future this would be a great introduction

Assessment

Assessment will be ongoing and students will be required to present a in a variety of formats, including PowerPoint presentations, travel brochures, media advertisements and the production of travel documents.

Prerequisites: Nil

Contribution: Nil

GRAPHICS TECHNOLOGY

Ever thought of being a Game Designer, an Architect, or a Graphic designer? Ever thought of working in advertising? Are you a budding inventor? Do you like designing things, from real world parts for a PlayStation hand controller, to aerodynamic bike and car parts like spoilers? VR, 3D printing and CNC machining along with increased consumer demands have meant a hugely increased role for graphics in contemporary society.

In the new Graphics Technology Syllabus, students practise logical thought and decision-making, and EVERYTHING they design is put into a Virtual Reality world or 3D printed into real world objects that they can take home or put into their portfolio. It can turn out to be one of THE most useful subjects that you can undertake, whilst at school for a life after school.

By studying this course students will learn traditional and state of the art drawing techniques used in: graphic arts, design and prototyping fields. A major recent development is 'up-specced' computers in a room fully set up for VR, with 3d printers and access to a CNC machine. Students studying the 200hr course will design a major project in a drawing field of their own choosing. Students will learn:

- Computer Aided Drawing (CAD) using Fusion 360, the Unity Engine, Steam, Blender, Illustrator and Rhino. Advanced students will learn how to animate objects that they import into games in unity. This technology is the same as that used by professional Game makers, draftspersons, designers and graphic artists. As well, students will learn to use desktop publishing programs and specialist programs for home and landscape design; as well as object creation.
- The presentation and communication skills developed in Graphics Technology will assist those students who wish to pursue careers in Game Creation, Engineering, Architecture, Industrial Design, Building, Drafting and Advertising as well as various Trade Courses.

Prerequisites: Nil

Contribution: \$20.00 (consumables). Each student should also budget to purchase drawing equipment such as pencils, drawing instruments and an A3 drawing folio.

HISTORY ELECTIVE

Students explore the nature of history and the methods that historians use to construct history through a range of thematic and historical studies. Students develop an understanding of how historians investigate and construct history. A selection of ancient, medieval and early modern societies are studied in relation to themes such as war and peace, crime and punishment, music through history, slavery, women in history or other relevant topics.

Topic 1 Constructing History	<ul style="list-style-type: none"> • Family History • Film as History • Historical Fiction • Heritage and Conservation • History and the Media • Local History 	<ul style="list-style-type: none"> • Museum and/or Archives Studies • Oral History • Historical Reconstructions • A history website/CD-ROM
Topic 2 Ancient, Medieval and Early Modern Societies	<ul style="list-style-type: none"> • An Asian Study • Archaeology of the Ancient World • Literature of the Ancient World • Medieval and Early Modern • Europe • The Ottoman Empire • An Asian Study 	<ul style="list-style-type: none"> • The Americas • The Pacific • Africa • A 19th century study • A 20th century study

Topic 3 Thematic Studies	<ul style="list-style-type: none"> • Children in History • Heroes and Villains • Religious Beliefs and Rituals through the Ages • Sport and Recreation in History • War and Peace • World Myths and Legends 	<ul style="list-style-type: none"> • Crime and Punishment • Music through History • Slavery • Terrorism • Women in History
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Prerequisites: Nil

Contribution: Nil

IMPROVING SPORT PERFORMANCE

This course allows students to extend their core PDHPE experiences. It will allow students to be introduced to concepts, knowledge and experience that will benefit them in following PDHPE through to the 2unit HSC course in Years 11 and 12.

This course also allows students to examine all factors that will contribute to improving sport performance over a variety of sports. Students will participate in a range of training techniques, skill drills, modified games and games. Students will also gain experience in factors that lead to a skilled performance.

This is a highly practical course that will provide opportunities for personal challenges, enjoyment, satisfaction, improved performance and understanding of all factors involved in a quality sporting performance.

The course promotes the concept of learning through movement. Students will address issues such as: Skill development, Fitness, Nutrition, offensive and defensive patterns, injury management, recovery and game situations.

Improving sport performance provides opportunities and experience in:

- Individual Development in specific sports
- Personal Preparation for a sporting event
- Team preparation
- Environmental considerations in sport performance.

Assessment

- Presentations
- Movement tasks
- Group Work
- Research Projects.

Prerequisites: Nil

Contribution: Nil

INDUSTRIAL TECHNOLOGY

(Students will need to nominate which strand and the length of the course they intend on studying e.g. metal 200hrs)

METAL

This course is particularly suited to students who like working with a range of different metals, fabrication and machining. In Industrial Technology- Metal the students will be introduced to a wide range of metalworking knowledge and skills.

The practical work involves using hand tools associated with a home workshop as well as equipment used in industry including oxy welders and lathes (Year 9).

When students undertake this as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in Year 10, where such equipment as shapers, oxy welders and milling machines will also be used.

Industrial Technology - Metal emphasises practical skills with theory work being directly related to the practical projects, materials and tools used. The projects which may be undertaken include a try square, sliding bevel, funnel, adjustable cramp, camping shovel (Year 9), engineers bench vice, and a major project (for the 200 hour course in Year 10).

STUDENTS who choose this subject **MUST WEAR/USE APPROPRIATE** personal protective equipment including safety spectacles, CLOSED-IN LEATHER SHOES, and own PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you also choose to pay the fees

TIMBER

This is a perfect subject for someone who wants to go into cabinet-making, furniture construction or enjoys creating projects in timber.

In Industrial Technology - Timber the students will be introduced to a wide range of woodworking knowledge and skills. The practical work involves using hand and machine tools associated with a school or home wood workshop. The theory work is directly related to the practical work, materials and tools used. When students undertake this as a **two year 200 hour course**, they will undertake a **major project** of their own choosing in Year 10.

The projects which may be undertaken in Industrial Technology – Timber include:

Year 9- A document box, hand-carved-bird, coffee table and project involving wood turning.

Year 10 - Major Project of a bedside table or blanket box of your own design.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES** - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees

ENGINEERING/STEM

If you have ever wondered ‘how that works?’ or ‘what makes that tick?’ this is the course for you. Engineering is a cross curriculum course integrating aspects of Science, Technology, Engineering and Mathematics (STEM) and offers a pathway in the growth area of STEM careers. Engineering involves a mix of inquiry and project based learning. The majority of the course will involve the following types of learning activities; researching, building and presenting project ideas. Eventually students will be required to prepare a presentation regarding their major design project this may be either as an individual or part of a small group.

The course is structured around modules with the students completing four modules a year. Examples of the modules are aerodynamics, mechatronics and 3D CAD (computer aided design) / CAM (computer aided manufacture).

Students will learn to use a range of tools, techniques and processes, including relevant technologies in order to develop solutions to a wide variety of problems and challenges relating to their present and future needs and aspirations.

Assessment will be based upon the following aspects:-

- Research skills
- Final Portfolio
- Design
- Problem solving strategies
- Presentation - this will involve an oral component where the student will communicate their project in a group setting.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES** - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees. This will cover the thumb drive for storing notes, the folders for the portfolio and materials for the various projects such as 3D printer plastic, balsa wood, small motors and other incidentals.

AUTOMOTIVE

This course is suited towards a student who is interested in how engines work and the maintenance and repair of 2-stroke and 4-stroke motors.

In Industrial Technology – Automotive, students will be introduced to a wide range of automotive knowledge and skills. The practical work involves the maintenance and repair of small engines, automotive restorations, building a small powered vehicle and work undertaken on isolated automotive components.

The projects which may be undertaken in Industrial Technology – Automotive include a small parts box, repair/restoration of 2 stroke and 4 stroke engines, practical car maintenance, and a solar-powered model car.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES** - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$60.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees

BUILDING AND CONSTRUCTION

This is suited towards a student who is interested in house construction, carpentry or DIY projects around the house.

In Industrial Technology – Building and Construction, students will be introduced to a wide range of building and construction knowledge and skills. The practical work involves using a range of hand and power tools/machinery similar to that used in industry to replicate processes and jobs in the outside world.

The projects which may be undertaken in Industrial Technology – Building and Construction include a tool box and saw horse in Semester 1 Year 9 to build students' practical skills, whilst a letter box will be produced in Semester 2 Year 9 that develops students' understanding of house framing. Concrete pavers will be made and simple bricklaying will be undertaken during the Year 9 course. During the Year 10 course, larger group construction and landscaping projects are undertaken to broaden the students understanding of various buildings and construction areas of expertise.

STUDENTS who choose this course **MUST WEAR APPROPRIATE SAFETY EQUIPMENT IN ALL INDUSTRIAL TECHNOLOGY COURSES** - Including CLOSED-IN SHOES, and OWN PROTECTIVE APRON.

Prerequisites: Nil

Contribution: \$70.00 material fees: Remember, if you choose to take this course, you are also choosing to pay the fees

INFORMATION AND SOFTWARE TECHNOLOGY

Want to know all about using computers out there in the 'real world'?

Want to increase your opportunities in the 'workforce'?

Want to use your computer at home more effectively?

If your answer is: **YES!** Then Choose - INFORMATION & SOFTWARE TECHNOLOGY

Information and Software Technology can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different programming environments occurring if studying the 200 hour option.

Technology is used in almost all aspects of our lives. We have to expect that we will work and live in a world where we are required to have high levels of knowledge and understanding of computing and technology. You benefit from the knowledge learnt as technology can assist you with employment, study, shopping, banking or communicating.

Students will learn the following within the focus areas of Web Site Development:

- Digital Media Design, Robotics and Networking Systems)
- Design, Produce and Evaluate software projects; Data Handling; PC Hardware;
- Issues with technology in our society; Past, Current and Emerging Technologies;
- Careers in IT; A variety of software programs

Prerequisites: Nil

Contribution: \$25.00 (includes a 16GB USB)

LET'S CREATE

Are you interested in Design Projects, using Multi-media, Movie Making, Website construction and Animations?

If your answer is YES then choose **LET'S CREATE!**

Let's create can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different multi-media systems occurring if studying the 200 hour option.

Students will gain practical design skills and a basic technical knowledge of Multimedia techniques and processes using many computer applications. When students undertake this as a **two year, 200 hour course**, they will undertake a **major project** of their own choosing in year 10.

This will be achieved by:

- using computer applications and digital cameras to enhance images
- through the use of electronic tools and construction processes.

Let's Create will engage students in fun, hands on completion of design based multimedia projects. Students will learn how to use various multimedia programs such as:

- Photoshop, FLASH animation, Movie Maker
- Audacity and Dream Weaver to create many different multi-media projects.

Projects include:

- Post cards, posters, computer animations, website construction, TV advertisements, and electronic story books

This is a practical multi-media course for those who wish to build on their multimedia skills and learn many new skills.

Prerequisites-Nil

Contributions- \$25.00 for consumables.

MARINE STUDIES

Marine Studies course provides opportunities for students to learn about marine and aquatic environments, water safety, and general maintenance of equipment. The major focus of the syllabus is on practical experiences. This course develops the capacity of students to design, produce, use and sustainably manage marine and water-related environments.

Students learn about Work Health and Safety issues, apply principles of water safety and first aid in marine situations. They learn to responsibly select, use and maintain materials and equipment, and

use appropriate techniques in the context of the selected modules. Students learn to research, experiment and communicate in relation to marine and aquaculture activities. Students study a core and option modules. There are 48 option modules organised into seven focus areas covering broad aspects of marine and aquaculture technology. This course can be studied as a 100-hour course or as a 200-hour course.

Students undertaking the 100-hour course are required to complete:

- Core 1 AND any FIVE option modules selected by the teacher.

Assessment

Assessment will be determined by the performance of the student in all areas of the practical aspect of the course, as well as performance in tests, oral and writing tasks and research assignments from a variety of sources.

Prerequisites: Nil

Contribution: Nil

PHOTOGRAPHY & DIGITAL MEDIA

During this course students will explore issues and aspects of the world around them expressed through photography and digital media. Students will be provided with opportunities to create photographic and digital works in varying forms. PHOTOGRAPHY & DIGITAL can be studied as either a 200 hour or 100 hour course with the level of complexity and exposure to different photographic techniques and editing environments occurring if studying the 200 hour option.

100hr course content includes;

- Digital Media in printed form using Photoshop and various Adobe Creative Cloud Programs
- Animation
- Movie Making

Assessment

Assessment is an ongoing process and will involve the production of photographic pieces for exhibition – Making 60%, and research and class tasks related to historical and critical evaluation of other photographers and photographic practice – Theory 40%. Students will be expected to submit a Journal that documents their photographic processes at the end of each unit.

Homework

This will involve a research assignment each semester, critical evaluation of photographs and case studies of photographers covered both in class and at home.

Prerequisites: Nil

Contribution: \$60.00

Students will be provided with equipment once ¼ of the fees (\$15) have been paid. Fees will need to be paid prior to the commencement of each term.

TEXTILES TECHNOLOGY

Do you enjoy creating? Do you like learning how to decorate, make, design and end up with exciting productions? Then TEXTILES TECHNOLOGY is for you!

The subject allows for you to be creative and document your design ideas. If you enjoyed the Textile Technology component of Mandatory Years 7 or 8 then you will enjoy this even more. The areas you look at are apparel (clothes), furnishings (cushions), non- apparel (bags).

Learn how to:

- Use a sewing machine to create fashion articles
- Explore methods of fabric decoration
- Explore batik, patchwork, embroidery and applique.

The emphasis, in this course, is on practical experiences which allow students the opportunity to develop their design and construction skills.

You design what to make and your teacher will guide you through the skills you need to create it.

You will also learn about different fibres, yarns and fabrics and the way they are made and what they can be used for.

Prerequisites: Nil

Contribution: \$40.00. This will cover all requirements except for a few units of work where students will need to purchase their own fabric. **Remember, if you choose to take this course, you are also choosing to pay the fees**

VISUAL DESIGN

This Stage 5 course builds on the Stage 4 Visual Arts mandatory course. It provides opportunities for students to investigate visual design in greater depth and breadth. Students will explore Visual Design through a variety of forms such as multimedia, advertising, illustration/cartooning, print media, video and animation, sound and lighting and objects that convey visual meaning.

No previous experiences are necessary, as students will be introduced to all practical areas of Visual Design throughout history and critically study the work of other famous artists.

Assessment

Assessment is an ongoing process and will involve the production of Visual Design pieces for exhibition – Making 60%, and research and class tasks related to historical and critical evaluation of other artists and Visual Design practices – Theory 40%. Students will be expected to submit a Journal that documents their visual design processes at the end of each unit.

Homework

This will involve a research assignment each semester, critical evaluation of visual design work and case studies of artists are covered both in class and at home.

Prerequisites:NIL

Contribution: \$50.00 per year to cover specialist presentation materials, mixed media etc. . Students will be provided with equipment once ¼ of the fees (\$12.50) have been paid. Fees will need to be paid prior to the commencement of each term.

WORK EDUCATION

The world and the communities in which we live are constantly changing. Changes in work, technology, training and education mean new skills and knowledge are required in order to succeed in these environments. The aim of this elective is to give students the opportunity to develop employment skills and help prepare them for the future world of work.

The course has three core topics:

- 1.Preparing Futures** - including workplace safety and transition planning.
- 2.Working Communities** - areas covered here include workplace rights, exploring post-school pathways and technology and communication.
- 3. Workplace Learning** - (work experience) is a focus of this course.

This one hundred hour course will require study of three options; student choice will drive which options are studied. The options include:

Options

(15-25 indicative hours each)

- | | |
|--|---|
| 1. Using Technology in the Workplace | 8. Contemporary Workplace Issues |
| 2. Workplace Safety | 9. Managing Finances |
| 3. Life Transitions | 10. Government Initiatives and Community Partnerships |
| 4. Community Participation | 11. Learning in the Workplace |
| 5. Learning <i>about</i> the Workplace | 12. School-Developed Option |
| 6. Workplace Communication | |
| 7. Workplace Environments | |

Prerequisites: Nil

Contribution: Nil

Dear Parent / Caregiver

Students are to select four x 200Hr courses, in priority order, with choices 3 and 4 being reserve choices should they not gain a position in the first two selections. They will study these courses for **two years**.

To assist with planning for Year 10, students should select four x 100Hr courses in priority order, with choices 3 and 4 being reserve choices should they not gain a position in the first two selections. **They will study these courses for one year each, choice 1 in Year 9 and choice 2 in Year 10.** There may be an opportunity to change preference for their Year 10 course at the end of Year 9.

Complete the planning sheet on the last page, detach and bring it on Wednesday 13 October 2021 (Term 4, Week 2) when the electronic subject selection process will begin at school.

Ms Joon / Mr Williams
Deputy Principal
16 September 2021

Bring sheet to Selection day Wednesday 13th October 2021

PLANNING SHEET FOR ELECTIVE COURSES

Final subject selections will be made online

NAME: _____

200 Hour ELECTIVES (my priority)

1

2

3

4

100 Hour ELECTIVES (my priority)

1

2

3

4

LIST OF ELECTIVES

200 Hour

Aboriginal Studies
Agriculture
Child Studies
Chinese (Mandarin)
Commerce
Drama
Food Technology
Graphics Technology
Improving Sport Performance
IT – Metal
IT – Timber
IT – Engineering/STEM
IT – Building and Construction
Information and Software Technology
Let's Create
Marine Studies
Music
Photography and Digital Media
Physical Activity and Sport Studies
Textiles Technology
Visual Arts

100 Hour

Amazing Asia
Ceramics
Child Studies
Chinese (Mandarin)
Commerce
Dance
Ethics in Literature
Food Technology
Geography Elective
Graphics Technology
History Elective
Improving Sport Performance
IT – Metal
IT – Timber
IT – Engineering/STEM
IT – Automotive
IT – Building and Construction
Information and Software Technology
Let's Create
Marine Studies
Photography and Digital Media
Textiles Technology
Visual Design
Work Education