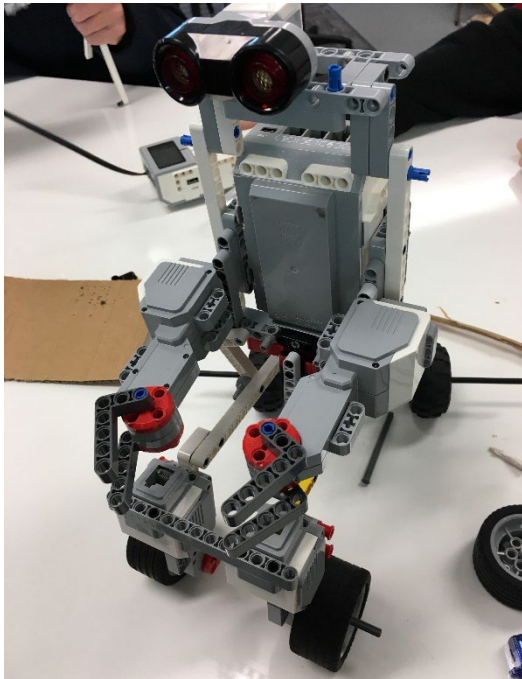


Year 9 & 10



ELECTIVE HANDBOOK



2020

2020 Year 9/10 Electives

Year 9/10 students will select a total of 8 electives over two years.

When choosing courses students need to ensure that they:

- Choose at least one Arts elective during Year 9 and at least one in Year 10
- Choose at least one Technology elective during Year 9 and at least one in Year 10
- Understand that the number in a unit title refers only to the course name and is not a prerequisite subsequent course e.g. Metalwork 1 is not a prerequisite for Metalwork 2 or 3
- Build on their strengths, interests and personal passions as a learner
- Work towards preparing for future study and career options.
- Courses like LEADAS and PEARLS are by application.

Students will need to select their top 4 preferences and 2 reserve preferences for each semester (6 selections in total each semester). Students can make a subject a No. 1 preference in both semesters but need to understand they will only be able to do that subject once. Whilst Amaroo School will endeavour to place students in their first or second preferences the school may need to place in their reserve preferences.

Once elective courses are finalised all students will make their course selections using an online preference system during AMCARES class.

We encourage students to talk to their teachers and parents to help make decisions about the courses that they would like to take part in next year.

We look forward to working with you on developing your child's educational program for 2020.



Ed Cuthbertson
Deputy Principal - Secondary
Amaroo School
August 2019

Semester Long Elective Course

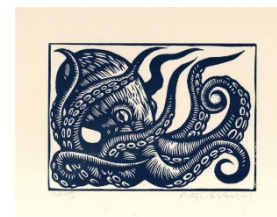
THE ARTS	<ul style="list-style-type: none"> • Art 1 - Painting and Printmaking • Art 2 - Sculpture & Ceramics • Art 3 - Contemporary Art • Art 4 - Specialist Art • Graphic Design 1 - Adobe • Graphic Design 2 - Marketing • Dance 1 - Dance Festival • Dance 2 - Dance Choreography • Drama 1 – Physical Theatre 	<ul style="list-style-type: none"> • Drama 3 – Page to Stage • Media 3 – Production and Storyboarding • Media 4 – Advertising • Music Performance 1/2 • Year 9 Band/ Year 10 Band
ENGLISH	<ul style="list-style-type: none"> • Writers Workshop: Writing and Publishing 	
HPE	<ul style="list-style-type: none"> • Advanced HPE 1 – Fitness • Advanced HPE 1 – Sports Leadership 	<ul style="list-style-type: none"> • Outdoor Education – Land • Outdoor Education - Aquatics
HUMANITIES	<ul style="list-style-type: none"> • Archaeology and Ancient Civilisations • Battles and Breakthroughs: The History of Warfare 	<ul style="list-style-type: none"> • Economics & Business • History Mysteries and Untold Stories • Legal Studies
SCIENCE	<ul style="list-style-type: none"> • Forensic Science • Psychology 	<ul style="list-style-type: none"> • Science Investigations • Zoology
TECHNOLOGY	<ul style="list-style-type: none"> • Food Technology 1 – Food for All • Food Technology 2 – Hospitality & Beyond • Food Technology 3 – International Cooking • Metalwork 1/3 • Metalwork 2/4 • Textile Techniques • Clothing Design 	<ul style="list-style-type: none"> • STEM Projects 1 - Robots, Rockets & Revolutions • STEM Projects 2 - Bio-Engineering, Product Development & Sustainability • STEM Projects 3 – Design Your Own Future • STEM Projects 4 – The Science of Sport • Woodwork 1/3 • Woodwork 2/4

Year Long Elective Courses

THE ARTS	<ul style="list-style-type: none"> • Year 9 Band 	<ul style="list-style-type: none"> • Year 10 Band
HPE	<ul style="list-style-type: none"> • LEADAS (HPE class by application) 	<ul style="list-style-type: none"> • PEARLS@ Amaroo (HPE class by application)
HUMANITIES	<ul style="list-style-type: none"> • Duke of Edinburgh – Bronze & Silver Award 	<ul style="list-style-type: none"> • SL@AM
LANGUAGES	<ul style="list-style-type: none"> • French 	<ul style="list-style-type: none"> • Japanese
ENGLISH	<ul style="list-style-type: none"> • EAL/D 	

Art 1 - Painting & Printmaking**Semester Long**

Students will have the opportunity to explore and develop skills in a range of 2D media. This unit of study allows for the introduction and specialisation of drawing, painting and printmaking. Experimentation with different media may include use of watercolour and acrylic paints, ink and pencil drawing, Lino and screen printing as well as mixed media. A theory component will also complement practical assessment tasks.



Consumable Levy: \$40

Art 2 - Sculpture & Ceramics**Semester Long**

Students will explore a range of 3D media in creating a variety of sculptural and ceramic artworks. Students may use three-dimensional media such as clay, plaster, wire, papier-mache, recycled materials, timber and metal. A range of techniques will be explored, and students will work toward a major piece. A theory component will also complement practical studies.



Consumable Levy: \$40

Art 3 - Contemporary Art**Semester Long**

Students will work through a range of visual art techniques both in 2D and 3D media based on contemporary art practice. Media explored may include painting, drawing, sculpture, ceramics, digital photography, printmaking and collage. Students will have the opportunity to exhibit their work throughout the school as well as working on designing projects for specific locations within the school for longer term displays. Art theory is also incorporated into the course to complement practical units of study.



Consumable Levy: \$40

Art 4 - Specialist Art**Semester Long**

This course allows students to focus on their preferred art making process using media of their choice. Students are encouraged to develop their own ideas in their visual arts process diary through to finished artworks. This course will focus on both theoretical and practical components and will also include curating an exhibition.

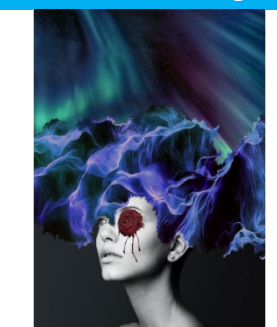


Consumable Levy: \$40

Graphic Design 1 - Adobe**Semester Long**

Students will develop their ICT skills using a variety of graphic art software, including Adobe Photoshop and Adobe Illustrator. Students will explore graphic design concepts including digital imaging and manipulation, page layout/design and typography. Students will create, make and present digital layouts and artworks using skills learnt from exercises and class projects.

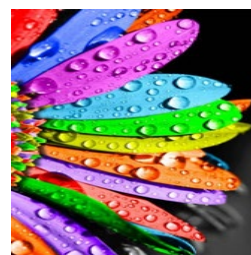
Consumable Levy: \$20



Graphic Design 2 - Marketing**Semester Long**

Students will further develop their skills through project-based work utilising Adobe programs; Photoshop and Illustrator. Students will have opportunities to explore and extend their skills with the software. Students will create, make and present advertisements and a branding package using skills learnt from exercises and class projects.

Consumable Levy: \$20

**Dance 1 – Dance Performance/Dance Festival****Semester Long**

Students will focus on performance production. Students will choreograph their own dance performance and participate in opportunities that expand their knowledge in music editing, lighting and costume design in a dance production. They will practice reflection, analysis and refining their dance with a specific focus and meaning. They will storyboard their production and write a script/program to accompany their performance. Finally, students will manage and market the production themselves. This unit is highly demanding and expects students to develop their own creative solutions by working as a team to utilize each other's strengths. Students may have the opportunity to perform in Youth Dance Festival (run by AusDance), Limelight and to present at assembly and in front of other audiences.

Consumable Levy: \$20

**Dance 2 - Choreography****Semester Long**

Students will develop their ability to learn choreography, improve their confidence and have opportunities for large scale performance. Students will learn choreography in a variety of styles to enhance movement repertoire. Students will work both as a whole class and in smaller groups to perform dances showcasing different themes and ideas. Students will be required watch and critique professional dance pieces and reflect on their performance each week. Students may perform in the Dance Nation Schools Spectacular, perform at the Winter Concert, Limelight and present at assembly.

Consumable Levy: \$20

**Drama 1 – Physical Theatre****Semester Long**

Students will be introduced to the style of physical theatre and the elements of drama. They will actively explore the viewpoints of space and time through performance, directing and reflecting.

Consumable Levy: \$30

**Drama 2 – Playing Around (AVAILABLE 2021)****Semester Long**

This exciting course offers students and young writers, directors and producers the opportunity to develop and perform new Australian short plays. Students will write and perform their own 10 minute plays in small groups.

Consumable Levy: \$30

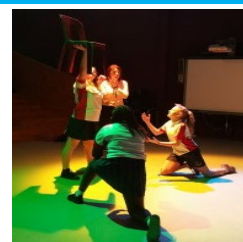


Drama 3 – Page to Stage

Semester Long

Students learn about different Australian playwrights and scripts. They choose scenes from a play studied in class and learn how to create a polished performance from script to stage.

Consumable Levy: \$30



Drama 4 – Senior Drama (AVAILABLE 2021)

Semester Long

Students immerse themselves in acting and devising performances. The style of drama that students will focus on is College Drama, monologues and Cinematic Theatre.

Consumable Levy: \$30



Media 1 – Movie Genres (AVAILABLE 2021)

Semester Long

Students will study various movie genres and film trailers and learn about filming techniques, special effects and mise-en-scene.

Consumable Levy: \$40

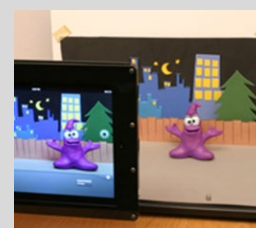


Media 2 – Vines (AVAILABLE 2021)

Semester Long

Students will learn about various production and editing software in order to produce a portfolio of 6 second movie clips. Stop motion and special effect editing will be a focus for the vines.

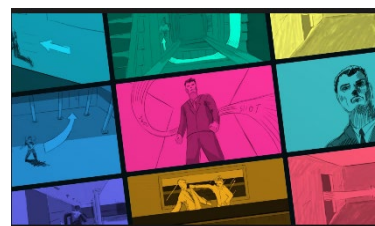
Consumable Levy: \$40



Media 3 – Production & Storyboarding**Semester Long**

Students will be looking into the exciting world of music videos. They will be designing and producing their own music video clips.

Consumable Levy: \$40

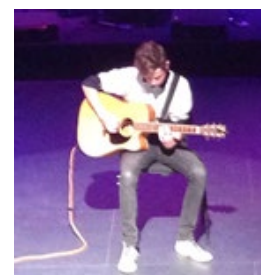
**Media 4 – Advertising****Semester Long**

Students will look at viral advertising campaigns and design their own advertising materials such as slogans, clips and logos for the school. They will also be building photography and editing skills.

Consumable Levy: \$40

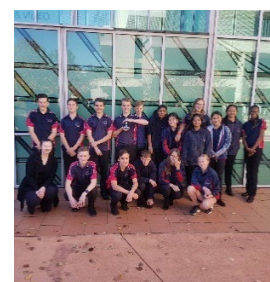
**Music Performance and Production 1 & 2****Semester Long**

Students will rehearse, perform and produce a piece based on their chosen instrument/voice. They will also explore different performance techniques and aspects of music that demonstrates their understanding and creativity in Music. Consumable Levy: \$30

**Year 9 Band/ Year 10 Band****Year Long**

Students will continue to advance their skills on their chosen Concert Band instruments. They will continue to develop their music reading and theory skills through technical and creative tasks. Students are required to have at least one year experience on a Concert Band instrument or by application.

Instrument hire (if applicable): \$60 refundable bond per year + \$30 per semester



Writer's Workshop: Writing and Publishing**Semester Long**

This unit is for anyone interested in real-world experience writing or publishing! Some students will generate creative content for a school magazine including short stories, poetry and song lyrics. Others will write book and film reviews, conduct interviews, report on key events around the school and will learn to develop feature articles. Students will then take photos, collaborate on design, edit and publish a magazine celebrating all things Amaroo School!

Consumable Levy: \$10



Advanced PE 1 - Fitness

Semester Long

In this elective students will have the chance to develop their skills relating to improving both their own fitness and that of the community. The theory component of this elective will focus on personal fitness and the different training methods that can be used to develop this. Students will also be given the opportunity to participate in a variety of fitness activities and reflect on the effectiveness of these. **Please note:** Advanced HPE subjects are designed to extend student learning in HPE and include a significant theory component, they are designed to prepare students for college level subjects.

Consumable Levy: \$20

This program is semester based elective HPE course



Advanced PE 2 – Sports Leadership

Semester Long

In this elective students will have the chance to develop their skills relating to strategy and advanced movement skills in practical lessons. The theory component of this elective will focus on sports leadership and how different roles and attitudes can influence the outcomes of movement activities. Students will also be given the opportunity to work towards gaining coaching certificates in a variety of sports and work with junior students to develop and refine their skills. **Please note:** Advanced HPE subjects are designed to extend student learning in HPE and include a significant theory component, they are designed to prepare students for college level subjects.

Consumable Levy: \$20

This program is semester based elective HPE course



Advanced PE 3 – Sports Administration

Semester Long

In this elective, students will have the opportunity to examine the different roles involved in sporting organisations. They will examine the varied perspectives held by Australians on sports and look at how we encourage participation. Students will be involved in organising a sporting carnival from start to finish, gaining perspective on the different requirements. Students may also explore the impact of the media messages associated with physical activity, recreation and sport in Australia.

Please note: Advanced HPE subjects are designed to extend student learning in HPE and include a significant theory component, they are designed to prepare students for college level subjects.

Consumable Levy: \$20

This program is semester based elective HPE course



Advanced PE 4 – Human Movement

Semester Long

In this elective, students will have the opportunity to learn about the human body systems related to physical activity and movement. They will look at how the manipulation of speed and force can affect movement and the impact this has on the human body. They will use ICT to analyse movement patterns and use the information to enhance performance.

Please note: Advanced HPE subjects are designed to extend student learning in HPE and include a significant theory component, they are designed to prepare students for college level subjects.

Consumable Levy: \$20

This program is semester based elective HPE course



LEADAS

Year Long

Boys Only

The LEADAS program is devised to harness the strengths of teamwork and leadership through fitness, sport and positive role modelling. Students will be involved in extensive fitness work as both an individual and as a part of a team. Students will be provided with opportunities to show leadership within the group as well as within the wider school community and they will be held to a high standard of behaviour across the program. Students need to be prepared to commit to completing strenuous fitness activities as well as playing a variety of sports, occasionally against other schools. In addition, students will provide services to the school and wider community as part of developing their social conscience and their own personal growth.

Students interested in this course will be required to complete an application process.

Students will be notified of their successful application.

This program is a year long core HPE class

Consumable Levy: \$20



PEARLS@Amaroo

Year Long

Girls Only

The PEARLS@Amaroo program is designed to empower young women to become confident, strong and resilient members of the school community. This program aims to build friendships in a supportive, positive and safe environment. Students will work to develop their leadership and teamwork skills by participating in physical activities such as yoga, boxing, various sports and outdoor pursuits. Students will also have the opportunity to engage in peer coaching, school wide and community service initiatives to develop their adaptability, problem solving skills and sense of social awareness. Students interested in this course will be required to complete an application process. **Students will be notified of their successful application.**

This program is a year long core HPE class

Consumable Levy: \$20



Outdoor Education - Land

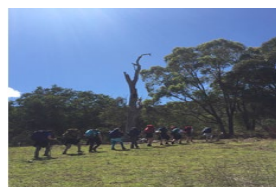
Semester Long

Students will participate in activities which will develop knowledge and skills to perform in a range of outdoor recreational pursuits safely and effectively. The focus of this course is on land-based activities such as bush-walking, rock-climbing, caving, mountain biking and other related activities. Students are required to participate in all activities including camps and excursions. Core Enrichment activities may come to an approximate cost of \$500. Students will also have leadership opportunities to participate in combined Outdoor Education alpine camps and excursions. If there is a financial concern with meeting these expectations please contact the school.

This program is semester long elective HPE course

Consumable Levy: \$25

Additional Cost: \$500 for Camps/Excursions



Outdoor Education – Aquatics

Semester Long

Students will participate in activities which will develop knowledge and skills to perform a range of outdoor recreational pursuits safely and effectively. The focus of this course is on water-based activities such as swimming, snorkelling, surfing, canoeing and other related activities. Students will be given an opportunity to achieve the Royal Life-Saving Bronze Medallion. Students are required to participate in all activities including camps and excursions. Core Enrichment activities may come to an approximate cost of \$500. Students will also have leadership opportunities to participate in combined Outdoor Education alpine camps and excursions. If there is a financial concern with meeting these expectations please contact the school.

This program is semester based elective HPE course

Consumable Levy: \$30

Additional Cost: \$500 for Camps/Excursions



Archaeology and Ancient Civilisations

Semester Long

The Archaeology elective gives students the opportunity to explore the past through objects and places. They will explore a brief history of archaeology and what modern archaeology looks like to give context on how archaeology has changed over time. This will then lead to an experimental archaeological project in which students will select a historical practice to research and recreate. Some historical practices that may be researched are: cooking, fitness, writing, art and music.

Possible excursions: The Big Dig in Sydney
Consumable Levy: \$10



Battles and Breakthroughs: The History of Warfare

Semester Long

This unit challenges why civilisations seemingly inevitably clash, and when they do what the effect is on societies. Although conflicts can be destructive and devastating, students are encouraged to look at the progress that societies can undertake and to understand the implications of conflicts of our past and their impact on our future. Topics that could be covered include: War and the Ancient World; War and Culture in the Middle Ages; War in the Age of Revolution; Post Industrial Revolution warfare; Post WWII Conflicts; The role of Peacekeeping in modern conflicts.

Consumable Levy: \$10



Duke of Edinburgh - Bronze & Silver Award

Year Long

The Duke of Edinburgh International Award is a youth achievement award based on four sections and run across two semesters. The award has a requirement for service to the community, learning a new skill, taking part in physical activity and a residential trip away to learn leadership and teamwork. As part of the award the group may have opportunities to be involved in activities such as learning vehicle mechanics, mountain biking, cheerleading, parkour, working with the Mustard Seed Foodbank in Gungahlin and spending four days at Birrigai learning skills and eating marshmallows melted on an open fire. Students cannot select the Silver award unless they have completed the Bronze award. For information on the award please look at the full website <http://www.dukeofed.com.au/>

Consumable Levy: \$10
Additional Costs: Bronze: \$600 - Registration and camps
Silver: \$750 - Registration and camps



Economics & Business

Semester Long

In this unit students will investigate the world of work and business. They will learn how to formulate a business plan and create a business that will be part of the Amaroo School Market Day. Students will investigate and research economics of the market and make connections with the wider world. They will also learn the importance of personal finance and how it impacts on the free market.

Consumable Levy: \$20



History Mysteries and Untold Stories

Semester Long

This unit aims to teach students about the most mysterious and obscure events that have had a lasting impact on the world. 'History's Mysteries and Untold Stories' looks at how historical narratives, and the perspectives within them, can be warped or never told at all. From trials, tribunes and traitors, this unit aims to tell students everything they didn't know they didn't know. Examples of some of the events that may be covered are: Hannibal crossing the Alps, Tutankhamun and a forgotten dynasty, Rabban Sauma, and the alliance between Christians and the Mongols, The War of the Roses, Salem and mass hysteria and The Gunpowder Treason and Plot.



Consumable Levy: \$10

Legal Studies

Semester Long

All rise! Attention all LEGAL EAGLES! Do you know your rights? Do you want to fight for the rights of others? How does the law impact individuals and others? Legal Studies is an introductory unit to Australian Law – why were laws developed, how are laws made and most importantly, how not to be on the wrong side of the law. A Mock Trial competition will allow students to identify and show understanding of the relevant law to a scenario and argue their case for a client. Students will be allocated barrister roles in opening & closing statements, examination in chief, cross examination and convincing a judge your arguments are valid and correct. Students may elect to play the role of the client or witnesses in the case.



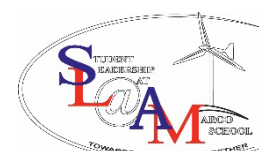
Consumable Levy: \$40

Additional Costs: Approximately \$20 for each excursion

SL@AM (Student Leadership@Amaroo)

Year Long

This unit is designed to develop students' understanding of leadership and provide practical experiences as a student leader within the Amaroo School community and beyond. Students will be given the opportunity to acquire theoretical and practical knowledge in regards to leadership, with key features including global and historical leadership, discovering innate personal skills and the development of new leadership skills. Through these new understandings students will develop a capacity to effectively influence student values, attitudes and behaviours. They will gain new insight in to practical forms of leadership and communication and examine the importance of teamwork, public speaking, goal setting, strategic planning, risk taking and responsibility.



Consumable Levy: \$30

Additional Cost: \$380 for Jumper & Excursions

Year 9/10 French

Year Long

La Langue Mondiale. Do you enjoy travelling? Do you see a big European holiday in your future? Or maybe you see yourself taking a cruise around the Pacific? Well, then French is certainly the language for you! Take the next step on the exciting journey to French language fluency with this continuing course. Students will be challenged in a smaller group setting to actively use the target language, engage readily with the rich culture and history and build confidence in overall language skills. From the basics gained in previous years, students will quickly progress onto more complex language structures, mastering both the future and past tense and developing greater conversational fluency. French studies will be enriched with opportunities for French film viewing, cooking, exciting excursions and incursions, involvement in Multicultural Day and rewarding competitions. Activities will be negotiated with students to cater for personal interests as well as making connections between French and Australian cultures. We are also hoping to offer an overseas excursion to Europe in 2020! Bonne chance et vive la France!

Consumable Levy: \$10



Japanese

Year Long

Year 9: Konnichiwa! Learning a foreign language is a wonderful experience for all, opening doors to future careers, global connections and opportunities for travel. One of the greatest gifts we can give ourselves is to open our eyes to different perspectives and lifestyles to become a true global citizen. Imagine a life where you travel to Japan, a country with a rich cultural history, regularly to visit friends and explore! Choose this elective and you will soon be speaking Japanese like a pro and making these new friends in Japan! The course will cover useful topics such as: shopping, healthy eating, future plans and travel in Japan. The course incorporates a range of interactive activities such as various excursions (some overseas!), cooking, a visit from Nara University High School, games, Education Perfect and much more throughout the year! If you suffer from wanderlust this is the course for you! If you don't know what wanderlust is, even better we will share our passion for exploring the world.

Year 10: Konnichiwa! In a world with ever shrinking borders, employers are looking for people with a global outlook, cross cultural understanding and easily transferable skills. Learning Japanese shows your future employers you have all this plus more. If this appeals to you, then we want **YOU** to keep going with Japanese in Year 10! This course allows you to extend your language skills even further and gain confidence in the core skills of reading, writing, speaking and listening through fun topics. Topics we cover prepare you for college level Japanese and will equip you with the skills to be writing job applications in Japanese, letters to your Japanese friends and edging ever closer to speaking like a native! Japanese class will be enriched with films, guest speakers, cooking, excursions (some overseas!!!), Multicultural Day participation, Education Perfect and being buddies to Nara students during their visit! We will also explore a range of Japanese cultural traditions and practices, including a focus on modern Japan- think awesome technology, big cities, amazing and whacky inventions, manga, anime and other wonders! Dreaming of travelling the world in a future life then this is the course for you!

Consumable Levy: \$10



Forensic Science**Semester Long**

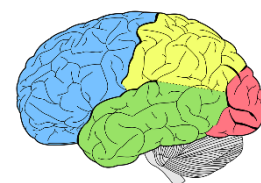
Forensic Science is the application of scientific knowledge to questions of civil and criminal law. It is a multidisciplinary applied science encompassing several sub-fields of biology, chemistry, physics, and crime science investigation (CSI). These sub-fields also include genetics, toxicology, entomology, ballistics, pathology and trace evidence. In this unit students will explore and develop an in-depth understanding of science through the study of forensics. They will investigate concepts of biology, physics and chemistry and use a range of strategies to help solve forensic problems. The course allows students to develop and gain further knowledge of laboratory skills and techniques. Activities are designed to provide students with a broad understanding of concepts and skills that are used in forensics. The assessments provide students with an opportunity to work as a team, so that they can develop their collaborative communication skills, in addition to their individual research skills.

Consumable Levy: \$20

**Psychology****Semester Long**

Psychology is the study of the Human Brain and its functions. Students will investigate developmental, clinical and criminal psychology through a range of projects and inquiries.

Consumable Levy: \$20

**Science Investigations****Semester Long**

In this elective students will develop the necessary skills to investigate a science field of their choice. They will be able to select from any field within Science (palaeontology, forensics, anthropology, chemistry, physics, geology, biology, etc.) and build a research project across the semester to investigate their hypothesis. The investigation will be done in conjunction with the CSIRO CREST Awards. Students will work towards a Bronze Level Award in their first semester of Science Investigations and can continue towards Silver and Gold Awards if they choose to carry on with this subject.

Consumable Levy: \$20

**Zoology****Semester Long**

This course covers a wide range of issues dealing with the biology of animals. Students will be exploring and understanding the behaviour, classification, distribution, structure and function of land and water animals. Students will obtain specialised knowledge in critically analysing zoological problems. They will develop an appreciation of how zoology as a scientific field has advanced our understanding of different animals.

Consumable Levy: \$20



Food Technology 1 – Food for All

Semester Long

This unit is aimed at teaching students the skills of basic cooking and food preparation. They will learn how to make pastry, bread, pasta, and simple sauces. Students will be guided to choose their own recipes that will be within a budget, which will give them the basic hospitality skills to support them through the rest of their lives. They will learn to present their food, establish success criteria and then reflect on their cooking using sensory language.



Consumable Levy: \$60

Food Technology 2 – Skills for Hospitality

Semester Long

Skills for Hospitality and Beyond is a unit that focuses on work skills. Students will learn about working safely and hygienically in the kitchen, learn how to serve customers and handle money as well as other general industry skills. Students will also learn basic barista techniques, and how to cater for large groups of people using healthy and sustainable recipes. They will learn to present their food, establish success criteria, and then reflect on their cooking using sensory language. Their assessment will be to create a pop-up café where they will design, cook and serve food and drink during an AmStudy session after school.



Consumable Levy: \$60

Food Technology 4 – International Cooking

Semester Long

This unit is for students that already have basic cooking skills and aims to extend their understanding of developing flavours when they cook. We will look at the culture and cuisine of various countries from around the world. Students will learn how to make curry pastes, how to balance recipes with sweet, sour and salty flavours, as well as making stock so they can create tasty recipes from scratch. They will also get to choose sustainable recipes from different cultures which they will then demonstrate how to make to the rest of the class. Students will learn to present their food, establish success criteria, and then reflect on their cooking using sensory language.



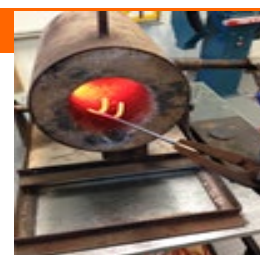
Consumable Levy: \$60

Metalwork 1 & 3

Metalwork 1: Students will be introduced to the design process and start to problem solve projects using basic workshop machines and processes. Students will be required to maintain the safe workshop environment. This unit will be centred around metal-based products.

Metalwork 3: Students will develop skills to plan a design solution to problems using advanced techniques in the workshop, developing CAD skills and graphic representation to produce a design portfolio. Students will be required to maintain the safe workshop environment. This unit will be centred around metal-based products.

Consumable Levy: \$60



Metalwork 2 & 4**Semester Long**

Metalwork 2: Students will build on their design skills and develop Computer Aided Design skills to produce a design portfolio. Students will be required to maintain the safe workshop environment. This course will be based around metal products.

Metalwork 4: Students will use their previous experiences in the workshop to create, design and make their own design situation and produce their own design portfolio. Students will be required to maintain a safe workshop environment. This course will be based around metal products.



Consumable Levy: \$60

STEM Projects 1 – Rockets, 3D Design & Projects**Semester Long**

STEM (Science Technology Engineering Maths) is designed to give students real world skill around this new and exciting area. Problem solving skills, scientific inquiry, and the engineering design process are emphasised as students generate ideas and discover solutions to a real-world problem. Students will gain an understanding of rapid prototyping (3D printing) technology and 3D design principles. Students will get to use 3D printers and may also get to work with robotics and industrial design elements.



Consumable Levy: \$40

STEM Projects 2 - Bio-Engineering, Product Development & Sustainability

Semester Long

In STEM 2 students will continue to learn about Science, Technology Engineering and Maths in a practical, design focused way. Students will have the opportunity to turn prototypes and ideas into products, while working with design thinking principles and scientific enquiry. Students may also have the opportunity to design, build and test a programmable robot in order to meet a challenging set of product specifications.

Consumable Levy: \$40



STEM Projects 3 – Robotics, Coding, & Game Design

Semester Long

In STEM 3 students will learn about design thinking, innovation and entrepreneurship and apply these skills to a real project, over one semester. Students will learn about the stages of design thinking, how to 'hack' a solution to a problem and how to pitch an idea to get funding (with funding available), as well as building skills in project management and health promotion, incredibly relevant to a wide range of careers and future jobs particularly if students are ever thinking of running their own business!

Consumable Levy: \$40

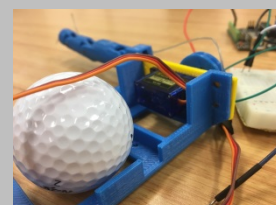


STEM Projects 4 – The Science of Sport

Semester Long

In this STEM based unit students will learn about the science and engineering that goes behind elite sporting processes. Looking at concepts of human movement and bio-kinetics students will get to design projects and develop skills around their understanding of what it takes to be an elite level sports person. Students may also get to visit sports science specialist areas, and work towards developing a sporting piece of equipment or technology relevant to the area. This unit will show how the industry of sport is relevant to so much of the Science, Technology & Engineering world, and will include elements of Design Thinking and marketing.

Consumable Levy: \$40



Woodwork 1 & 3

Semester Long

Woodwork 1: Students will be introduced to the design process and start to problem solve projects using basic workshop machines and processes. Students will be required to maintain the safe workshop environment. This course will be based around timber products.

Woodwork 3: Students will develop skills to plan a design solution to problems using advanced techniques in the workshop, developing Computer Aided Design (CAD) skills and graphic representation to produce a design portfolio. This course will be based around timber products. Students will be required to maintain a safe workshop environment.

Consumable Levy: \$60



Woodwork 2 & 4

Semester Long

Woodwork 2: Students will build on their skills and develop Computer Aided Design (CAD) skills to produce a design portfolio. Students will be required to maintain a safe workshop environment. This course will be based around timber products.

Woodwork 4: Students will use their previous experiences in the workshop to create, design and make their own design situation and produce their own design portfolio. Students will be required to maintain a safe workshop environment. This course will be based around timber products.



Consumable Levy: \$60

Textile Techniques

Semester Long

In this unit students will learn a variety of textile techniques including screen printing, tie dying, batik, sewing, applique and felt making. Fabric samples of these techniques will be included in their visual diary. Using these skills students will design and make a bag. Next the students will collect inspirational images to help them design a garment or accessory using recycled denim. Students will complete a written study of clothing from around the world.

Consumable Levy: \$60



Clothing Design

Semester Long

Are you interested in design? In this unit you will be designing and constructing clothing. We will start by pattern cutting, sewing and dying a pair of pyjama bottoms. We will then move on to designing motifs and experimenting with silk screen printing to create their own T-shirt. The students will then complete a biography of a fashion designer of their choice and the influence they had on the fashion industry.

Consumable Levy: \$60

