Year 8 Elective Handbook 2018

2018 Year 8 Electives

In this booklet you will find descriptions of elective courses being offered in 2018 to students who will be in Year 8.

We strongly encourage parents to sit with your child/children to discuss the elective courses they are interested in selecting for their curriculum program in 2018.

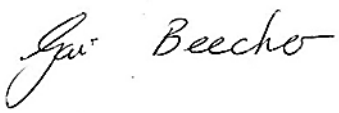
In Year 8 students will have the opportunity to complete two elective courses. It is mandatory for every child in Year 8 to complete one Arts and one Technology subject for their 2018 Elective Program. Students will get to make a 1st preference and 2 reserve preferences from the Arts list of electives and a 1st preference and 2 reserve preferences from the Technology list of electives.

Whilst Amaroo School will endeavour to place each child in their 1st preference, due to demand, class sizes and the need to have a balanced educational program, we may need to go to reserve preferences in some cases. All reserve preferences need to be electives that interest the student.

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

Parent/carers: To assist you in making selections with your child you are welcome to contact Secondary Deputy Principal Sam Beattie on 61421266.

We look forward to working with you on developing your child's educational program for 2018.



Gai Beecher
Principal
Amaroo School

September 2017

Updated Year 8 2018 Electives Summary

Listed in the table below are the elective subjects available in 2018. Each student will be required to make two choices for semester one and two choices for semester 2. Each child will then receive either their first or second preference each semester.

Please note: It is mandatory for every child in Year 8 to complete one Arts or Technology subject for their 2018 Elective Program.

The courses that run in each semester will be based upon student demand and staff availability.

Electives offered in 2018

Arts Electives	Technology Electives
Art	Food Technology – Plot to Plate
Dance	Metal Technology
Drama	Wood Technology
Year 8 Concert Band	STEM
Music	
Media	

THE ARTS

Art

Students will explore and use a range of two and three dimensional visual arts media. The theoretical component of this course will cover historical perspectives of artists' work and include a research assignment. Students will work collaboratively in an art studio environment with a focus on the elements and principles of Art. Students will use a Visual Diary to record their art making processes and develop their ideas.

Consumable Levy: $20

Dance

Students will develop their understanding of different dance styles including Indigenous and Torres Straight Dance and Asian influences on Dance. Students will also develop choreographic and performance abilities in order to create their own dance productions. They will have opportunities to build technical skills and confidence to perform in front of an audience.

Consumable Levy: $20

Drama

Students study drama through the form and style of play building. They will learn about the processes of drama to develop and build characters and work together to create and perform short plays that focus on contemporary issues and moral dilemmas. Students will develop and refine expressive skills in voice and movement, creating engaging characters in various performance styles.

Consumable Levy: $20

Year 8 Concert Band

Students will continue studying within the concert band setting. They will look to continue developing their performance and technical skills on their chosen instrument. They will have performance opportunities to showcase their ensemble skills. Students are required to have at least one year experience on a Concert Band instrument or by application.

Consumable Levy: $20

Music

Students will have the opportunity to perform, create and study music. They will also have the opportunity to create their own original song and look at the different elements of music. No previous experience is necessary.

Consumable Levy: $20

Media

Students study media outcomes through the form of photography and cinematography. Shot sizes, angles and compositions will be studied in both landscape and portrait shoots storyboarding and pre-production templates . Students will also learn about mise-en-scene and analysing shot compositions as well as filming and editing.

Consumable Levy: $20

TECHNOLOGY

Food Technology - Plot to Plate

In this unit you will learn about seasonal vegetables, create a vegetable patch and select plants you want to grow in an ongoing cycle. You will also learn to maintain the vegetable patch and harvest the produce. You will plan menus and learn to cook healthy meals with the fruit and vegetables that you successfully grow with the aim of providing the community with healthy homemade food. The aim of this project is to have a sustainable garden of which you will have ownership and the ability to plan, promote and provide food for healthy food events for the community.

Consumable Levy: $50

Woodwork

Students will develop their understanding of the design process through various projects that will broaden their understanding in Woodwork. Students will be using timber and acrylic processes to create their design ideas. This course will be teaching students to use advancing machinery and processes to prepare them for future technology courses.

Consumable Levy: $35

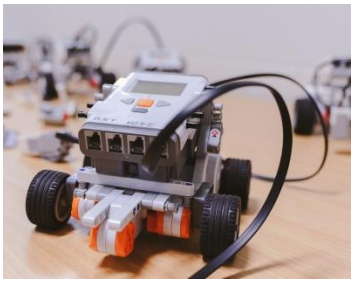
Metal Work

Students will develop their understanding of the design process through various projects that will broaden their understanding in Metalwork. Students will be using metal and other material selections to create their design ideas. This course will be teaching students to use advancing machinery and processes, for example Oxy-Welding to prepare them for future technology courses.

Consumable Levy: $35

STEM

STEM (Science Technology Engineering Maths) is a course 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 and technology, and may get the opportunity to work with 3D printers, robotic equipment, programming languages, coding technologies and even experimental rockets.



Consumable Levy: $30