



Waverley Christian College
WANTIRNA SOUTH CAMPUS

2017

YEAR 10 SPECIALIST SUBJECTS HANDBOOK



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Table of Contents

Year 10 Specialist Subjects

ADVANCED ENGLISH	4
ADVERTISING	5
APPLIED LEARNING.....	6
ARCHITECTURE	7
ART.....	8
CHINESE	9
DESIGN TECHNOLOGY: FABRICATION LAB (FABLAB)	10
DESIGN TECHNOLOGY: VEX ROBOTICS.....	11
DESIGN TECHNOLOGY: WOOD AND COMPOSITES	12
DIGITAL ART.....	13
DIGITAL PHOTOGRAPHY.....	14
FASHION REVOLUTION (TEXTILES).....	15
FOOD AS GIFTS.....	16
FRENCH	17
FRESHWATER & MARINE BIOLOGY	18
LET’S PARTY	19
MAJOR PRODUCTION	20
MUSIC PERFORMANCE.....	21
MUSIC PREPARATION.....	22
SPORTS SCIENCE	23
WEB DESIGN.....	24

Year 10
SPECIALIST SUBJECTS



ADVANCED ENGLISH

Subject Domain: English

Subject: Advanced English Elective

Brief Description of Course

This unit is designed to enhance the literacy skills of high achieving students in Year 10 in order to assist them to develop the higher-order thinking skills necessary for academic excellence. These skills include analysis, inference, synthesis and critical discernment. As an enrichment intensive, the unit has wide-ranging cultural, literary, ethical and cross-curricular implications, as outlined below in its aims and objectives. Students will be introduced to classical European literature and have the opportunity to show-case their literacy skills.

General Aims and Objectives

- To enhance the literacy standards of high achieving students in Year 10
- To cultivate intellectual curiosity, creativity, critical thinking and discernment
- To prepare students for VCE English and Literature
- To engender an eclectic appreciation of fine literature
- To cater for individual differences in learning and performance through a fully integrated enrichment program

Topics

- Public Speaking/Monologues/Soliloquies
- Studies in Latin and Greek stems and roots
- Big picture questions e.g. good versus evil
- Classical and Contemporary Poetry
- The Principles of Prosody
- Metalanguage Workshop
- Philosophy and Ethics
- Writers' Workshop
- Theoretical Criticism
- Shakespearean Sonnets
- Classical Drama/Tragedy

Time Allocation

- 9 periods per cycle
- This unit is offered in both Semesters 1 and 2

Prerequisites

- Select entry intake. Students need to demonstrate a love of language and to have achieved at B grade or higher in Year 9 English

Special Requirements

- Book-listed items (to be advised)
- \$45 levy for excursions to Julie Arliss: Gifted and Talented Workshop, Camberwell Grammar

Assessment

- A literary soirée or dramatic presentation
- An extended research paper on an area of deep interest
- A poetry anthology or short story collection

ADVERTISING

Subject Domain: Art & Design

Subject: Visual Communication

Brief Description of Course

Students examine current communication designs and create their own visual presentations. The design process is taught involving research, idea sketching and development. The computer is used for final resolutions. Each design task will encourage the use of specific tools in both Adobe Photoshop and Adobe Illustrator. Design solutions relate to the fields of graphic design, marketing and advertising.

General Aims and Objectives

- To develop skills in visual perception and communication through drawing
- To research and find inspiration for design tasks
- To develop an awareness of appropriate visual representation in design and marketing
- To be able to effectively use design elements and principles, to learn software tools and apply this knowledge to design tasks
- To develop analysis skills and visual communication terminology

Topics

- Elements and Principles/Typography
- Letterhead
- Analysis of Advertisements
- Promotional Poster
- Creating a bottle and label

Time Allocation

- 5 periods per cycle for Semester 2

Pre requisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$50

Assessment

- Design tasks: fulfilling the brief
- Analyses of advertisements
- Computer: knowledge and application
- Folio Presentation

APPLIED LEARNING

Subject Domain: Humanities

Subject: Applied Learning

Brief Description of Course

The concept of applied learning is often equated to ‘hands on’ or practical learning experiences. This broader definition advocates an approach that contextualises learning in a way that empowers and motivates students, while assisting them to develop key skills and knowledge required for employment, further education and active participation in their communities.

General Aims and Objectives

These key concepts underpin the following applied learning principles:

1. Start where students are at.
2. Negotiate the curriculum. Engage in a dialogue with students about their curriculum.
3. Share knowledge. Recognise the knowledge students bring to the learning environment.
4. Connect with communities and real-life experiences.
5. Build resilience, confidence and self-worth – consider the whole person.
6. Integrate learning – the whole task and the whole person. In life we use a range of skills and knowledge. Learning should reflect the integration that occurs in real-life tasks.
7. Promote diversity of learning styles and methods. Everyone learns differently. Accept that different learning styles require different learning or teaching methods, but value experiential, practical and ‘hands on’ ways of learning.
8. Assess appropriately. Use the assessment method that best ‘fits’ the learning content and context.
9. Prepare students for what is expected for VCAL in Year 11 and 12.

Topics

- Communication Skills - Presentations
- Fundraising – Adopt a Cause
- Hands On Learning – e.g. Barista Certificate
- Real Life Budgeting – Numeracy
- Leadership
- Student Directed Topics

Time allocations

- 9 periods per fortnight

Pre requisites

- Nil

Special requirements to be supplied by student

- Estimated Levy \$150
- Camp/Excursions – To be determined. Fundraising may take place to cover some costs, as determined by the students

Assessment

- Students will be assessed throughout the year with a combination of projects and activities.

ARCHITECTURE

Subject Domain: Art & Design

Subject: Visual Communication

Brief Description of Course

This unit explores design for environmental spaces. Students practice a range of creative thinking techniques and apply them to their work. Design tasks relate to the fields of architecture and landscape design.

General Aims and Objectives

- To develop visual thinking and expression through drawing
- To develop an awareness of appropriate visual representation for different audiences
- To incorporate effective use of design elements and principles in environmental design tasks
- To be able to create three-dimensional models from two-dimensional drawings
- ICT skills – Computer Aided Design (CAD) using Sketch up

Topics

- Creative Thinking Techniques
- Café/Building Design – using Google SketchUp
- Model making
- Designer research project

Time allocations

- 5 periods per cycle for Semester 1

Pre requisites

- Nil

Special requirements to be supplied by student

- Estimated Levy \$55

Assessment

- Creative design and drawing tasks
- Three-dimensional models
- Research and Idea Generation
- Oral Presentation
- Classroom Participation

ART

Subject Domain: Art & Design

Subject: Art

Brief Description of Course

This course is designed to give students a broad experience and knowledge of skills in interpretive and observational drawing, as well as printmaking. Students will be able to interact, collaborate and share ideas with fellow classmates whilst at the same time independently exploring the world of creative art. Whether you're an accomplished artist or an art novice this course will help you improve your drawing skills and unleash your inner creativity. The course will prepare students for further studies in the areas of VCE Art and Visual Communication Design, by giving students a variety of skills and techniques which can be applied in both areas of Study. By the end of the course, students will complete a portfolio demonstrating the application of skills and techniques learnt.

*This course is highly recommended for those students who are considering studying VCE Art & Visual Communication Design.

General Aims and Objectives

- To gain a knowledge of the nature of materials, techniques and working methods
- To manipulate arts elements and principles to effectively realise students' ideas
- To demonstrate a level of technical competence in the use of skills, techniques and processes
- To develop artworks which reflect personal art responses to specific tasks
- To document thinking and working practices

Topics

- Compose a painting: Landscape/Still Life/ Abstract.
- Mixed Media artwork: using photographs and overlay hand drawn sketches using a variety of media, oil & dry pastel, watercolour, inks, charcoal, paint
- (Drawing Fundamentals) Portrait Drawing and Sketching: People, Architecture & Objects
- Woodcut print

Time Allocation

- 5 periods per cycle
- This unit is offered in Semester 1

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$55

Assessment

- All class work – research and developmental work, practical projects and resolved artworks
- Written work and assignments

CHINESE

Subject Domain: Language Other Than English (LOTE)

Subject: Chinese

Brief Description of Course:

The Year 10 Chinese course builds on topics covered in Years 8 and 9 and includes such topics as school life, leisure life, travelling, and sickness.

Study of culture is an integral part of the curriculum. Students continue to develop and refine their reading in Chinese characters and character writing skills through exposure to a range of documents in the Chinese script and structured study of grammar. Listening and speaking skills are developed through activities such as role-plays, pair work, interviews, and the use of multimedia and technologies such as CDs and DVDs, iPads, and laptops. A student's progress is assessed in the outcome strands of listening and responding, and speaking; viewing, reading and responding; and writing. Students are taught in mixed ability groups and may choose to continue their studies into Years 11 and 12.

General Aims and Objectives:

- Students will have some understanding of what the Bible has to say about language. How God's Word and our own experience that language and thought are inseparable, and that as a result what we say reflects our heart, our inmost being
- Students learn about the rich and varied culture of China and Chinese speaking communities around the world. To give the students an understanding of one of our neighbouring nations, its culture, traditions and values
- Students understand and use Chinese within the world of teenage experience and demonstrate comprehension of factual information from topics of interest.

Topics

- asking school subjects, tests, class
- getting around, modes of transport
- leisure activities
- describing appearances
- travel, holidays
- feeling sick
- celebrations

Time Allocation

- 9 periods per cycle for Semester 1

Prerequisites:

- Recommended prior study: Year 9 LOTE Chinese
- For students who have not taken Chinese in Year 9: Teaching and learning will support and cater for mixed abilities

Special Requirements to be supplied by student

- Estimated Levy: \$40

Assessment:

- Oral and written communication activities
- Classroom work and activities, workbook/games/role-plays
- Ability to respond to Chinese instructions
- Tests and exams

DESIGN TECHNOLOGY: FABRICATION LAB (FABLAB)

Subject Domain: Art & Design

Subject: Design Technology

Brief Description of Course

Fabrication lab is a space where students use state-of-the-art equipment to design, build and test almost anything. Students develop technological, problem-solving and hands-on practical skills. Students will experiment, take risks, and play with their own ideas, giving them permission to trust themselves. While inventing we need to acknowledge that there is more than one right answer and that gives students permission to feel safe while learning and problem solving. The goal of the FabLab is for students to see themselves as learners who have good ideas and can transform those ideas into reality. The FabLab also teaches students critical skills in computing, electronics, programming and CAD (computer-aided design) fabrication techniques – a set of industry recognised skills. Students will explore many interrelated career fields, including engineering, science, mathematics, art, graphic design, computer aided design (CAD), electronics, and entrepreneurship.

General Aims and Objectives

- Provide students with opportunities to apply math, geometry and reasoning skills in practical, relevant and contextualised ways.
- Students will explore computational skills through coding, programming, electronics and robotics
- Develop Technological, problem-solving and hands-on practical skills
- To solve an engineering problem, the students would need to design parts, build them, write code and then evaluate their success. This problem solving process will allow them to be inventors of both hardware and software in creative and exciting ways.
- Explore many career fields; including engineering, science, mathematics, art, graphic design, computer aided design (CAD), electronics.
- CAD drawing and designing: Using the 3D printer software
- Workshop safety and tools

Topics

- Problem Solving Simulations – Real world scenarios
- Portable Mobile Phone Charger & 3D printed body
- Electronics & Coding tasks: Using Arduino IDE
- Robotics Challenge: Dagu Rover

Time Allocation

- 4 periods per cycle for a whole year

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy \$90

Assessment

- Use of technology and equipment
- Arduino IDE + Coding
- Soldering
- Electronics tasks

DESIGN TECHNOLOGY: VEX ROBOTICS

Subject Domain: Art & Design

Subject: Electronics

Brief description of course

VEX Robotics inspires students to become the problem solving heroes of tomorrow. VEX Robotics offers students a rich and exciting platform to immerse themselves in the areas of Science, Technology, Engineering and Math (STEM) through the fun of building robots. Students will design and build a mobile robot to play a sport-like game. During this process they will learn key STEM principles, and robotics concepts. At the culmination of this class, they will compete head-to-head against their peers in the classroom, or in a state level in the Victorian VEX Robotics Competition, the largest and fastest growing international robotics competition for middle and high school students. This elective is a modular and project-based curriculum teaches the design process in an engaging, hands-on manner to help challenge, motivate, and inspire students. By moving students through an actual engineering project, students quickly understand the relevance of what they are learning

General Aims and Objectives

- Provide students with opportunities to apply math, geometry and reasoning skills in practical, relevant and contextualised ways.
- Students will explore computational skills through coding, C+ programming, electronics and robotics
- Develop Technological, problem-solving and hands-on practical skills
- To solve an engineering problem, the students would need to design parts, build them, write code and then evaluate their success. This problem solving process will allow them to be inventors of both hardware and software in creative and exciting ways.
- Explore many career fields; including engineering, science, mathematics, art, graphic design, computer aided design (CAD), electronics.
- Workshop safety and tools

Topics

- C+ programming and coding
- VEX robotics – design & creating a robot
- Robot wars – Challenge
- Engineering Challenge

Time allocation

- 4 periods per cycle for a whole year

Prerequisites and/or recommended studies

- Nil

Special requirements

- Estimated Levy: \$90

Assessment

- C+ Programming & Coding
- Robot Design
- Design Process
- Robot Challenge
- Team Collaboration

DESIGN TECHNOLOGY: WOOD AND COMPOSITES

Subject Domain: Art & Design

Subject: Design Technology (Wood)

Brief Description of Course

This unit aims to introduce and develop a systematic and creative approach to generating technological solutions. Students will gain the ability to apply knowledge and skills by using a variety of equipment tools and materials while incorporating the elements of design.

Activities may include: designing and producing practical projects using Wood as the main material; discussions and demonstrations on safe workshop practices; Developing skills and knowledge of hand and power tools.

General Aims and Objectives

- To understand and use the design process
- To gain knowledge on the properties and characteristics of various timbers
- To produce creative projects
- To develop skills in using tools, machinery and equipment while producing practical work
- To understand and follow the correct safety procedures in the workshop
- To develop design and drawing skills

Topics will range from:

- Designing and making creative wood projects using complex joints
- Furniture Design
- Workshop Safety
- Crafting techniques- Manual and Mechanical
- Utilising the design process for each different material.

Time Allocation

- 5 periods per cycle for Semester 1

Prerequisites

- No prerequisites
- A good preparation for further study in Design and Technology (Wood)

Special Requirements to be supplied by student

- Estimated Levy: \$75 for materials
- A4 binder book
- A4 folio

Assessment

- Marks assigned to design folio
- Marks assigned to workshop skills
- Classroom activities
- Completed projects
- Safety in the workshop

DIGITAL ART

Subject Domain: Art & Design

Subject: Art

Brief Description of Course

Students interested in Art and/or Design undertaking Digital Art expands their creative potential through a broad range of Art projects. They will explore traditional Artmaking and computer methods as a means of creating, generating and manipulating artworks using the Surface Pro 3. Students are taught the basics of creating and combining photomontage imagery with their own Scanned mixed media art work. They investigate design elements and their own visual ideas. The techniques of digital art are used extensively by industry professionals in the areas of advertising, animation, film, multimedia and web based design.

General Aims and Objectives

- To gain a knowledge of the digital equipment 'Surface Pro 3', digital art techniques and working methods
- To manipulate arts elements and principles to effectively realise students' ideas
- To demonstrate a level of technical competence in the use of ICT skills, techniques and processes
- To develop artworks which reflect personal art responses to specific tasks
- To document thinking and working practices
- Gain knowledge and understanding of skills used by professionals in the various Art & Design fields

Topics

- Digital photo montage, Photographic Mosaic
- Digital print & Art making techniques
- Mono Print : Digital and hand generated
- Personal Digital Artwork

Time Allocation

- 5 periods per cycle
- This unit is offered in Semester 2

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$50

Assessment

- Digital Portfolio
- All class work – research and developmental work, practical projects and resolved artworks
- Written work and assignments

DIGITAL PHOTOGRAPHY

Subject Domain: Art & Design

Subject: Media

Brief Description of Course

In this unit students learn about various cameras, lenses and other accessories. They explore different elements of composition in order to learn to take more interesting photographs and further develop their understanding of camera settings such as shutter speed and aperture. They develop a folio consisting of conventional and digital images making best use of a range of facilities. A workbook containing class notes and written assignments are assessed.

General Aims and Objectives

- Students will further develop camera handling skills, digital photography fundamentals and the creative / compositional process of taking great photos
- To learn to select and use appropriate computer hardware and software for photograph processing
- Ability to manipulate and enhance photographs using digital software such as Photoshop CS3
- Student will get the opportunity to visit external sites and practice their skills in various contexts

Topics

- Looking at Your Digital Camera and its Functions
- Discovering Light and Improving Your Photography—Part One (Composition)
- Discovering Light, Improving Your Photography—Part Two (Techniques)
- Photography excursions at various sites around Melbourne.
- Professional Digital Image Editing

Time Allocation

- 5 periods per cycle
- This unit is offered only in Semester 1

Pre requisites

- Nil

Special Requirements to be supplied by student

- \$55 levy
- Equipment provided

Assessment

- Workbook / Journal
- Folio
- Series of portraits
- Major assessment

FASHION REVOLUTION (TEXTILES)

Subject Domain: Art & Design

Subject: Design Technology

Brief Description of Course

Revolution is a unit that focuses on fashion design and the fashion industry through the lens of social justice. By looking at the fashion industry from both creative and social perspectives, students will be able to think much more critically about what constitutes as good design, as well as investigate how design can build towards a more sustainable future.

Students will learn to upcycle old items of clothing in order to create new designs and give old items new life. They will also discover how an item of clothing is manufactured, from raw materials all the way through to cut-make-trim, in order to critically analyse the process and generate ideas for improvements. Moreover, students will develop ways to integrate their research and understanding into everyday life (e.g. making decisions as consumers, advocating through social media, educating the public via YouTube).

Students will engage with local and international movements such as Fashion Revolution, Behind the Barcode (Baptist World Aid), Ethical Clothing Australia, and STOP THE TRAFFIK in order to explore the impact of clothing on people and the environment on a global level.

General Aims and Objectives – Add aims and objectives

- To develop critical and creative thinking skills about sustainable and ethical design
- To understand the global impact that fashion and design has on people and the environment
- To reflect upon our personal and social responsibility to advocate for social justice in every area of society
- To explore how to use creativity to establish God's kingdom to earth

Topics may include:

- Design process – upcycling and recycling
- Ethics and sustainability in fashion
- Global and intercultural connections through fashion

Time Allocation

- 5 periods per cycle for one semester
- This unit is offered in both Semesters 1 and 2

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$60

Assessment

- Design folio and final presentation of upcycled piece
- Projects
- Research

FOOD AS GIFTS

Subject Domain: Technology

Subject: Food Studies

Brief Description of Course

This subject explores the many ways that food can be used as gifts. It introduces students to the functional properties of ingredients that go into making various edible gifts. It builds on the skills gained in previous food studies classes by using more advanced cookery processes.

General Aims and Objectives

- To develop a deeper understanding of all types of practical cookery
- To understand ingredients and their use in cookery
- To appreciate and develop skills that we each have to create a gift for another
- To understand the functional properties of food
- To have fun and try new experiences

Topics will be selected from:

- Preserves and jams
- Cordials
- Chocolate
- Cakes
- Cake decoration
- Packaging and labelling

Time Allocation

- 5 periods per cycle for Semester 2

Prerequisites

- Nil

Special Requirements to be supplied by student

- \$60 Food levy
- Display folder
- Suitable containers to transport food

Assessment

- Practical work and written evaluation
- Tests
- Assignment

FRENCH

Subject Domain: Languages Other Than English

Subject: French

Brief Description of Course

This unit gives students an opportunity to further develop their ability to communicate in French, by developing their oral and written skills. The techniques employed for language learning will continue to be used and modified according to the context and topic. This unit will highlight the differences between French and Australian ways of life. As a result, students will have a much broader understanding of customs and culture in general. The unit also encourages students to comprehend the French language framework and structure at a deeper level and will provide a greater satisfaction in being able to communicate more effectively.

Students intending to continue French in Year 11 must undertake three units of French in Year 10.

General Aims and Objectives

- Students will have some understanding of what the Bible has to say about language. How God's Word and our own experience that language and thought are inseparable, and that as a result what we say reflects our heart, our inmost being
- Students learn about the rich and varied culture of France and Francophone communities around the world. To give the students an understanding of one of our neighbouring nations, its culture, traditions and values
- Students understand and use French within the world of teenage experience and demonstrate comprehension of factual information from topics of interest.

Topics

- About me – Your interests and how you feel about yourself
- Relationship with others – Family and Friends
- Your school – Daily routines and opinions about subjects studying
- Future jobs – The importance of your future profession and unemployment
- Job interview – Writing a CV (Résumé)
- Culture and French Cinema – Modern culture versus classical future

Time Allocation

- 9 periods per cycle for Semester 2

Prerequisites

- Recommended prior study: Year 9 French
- For students who have not taken French in Year 9: Teaching and learning will support and cater for mixed abilities.

Special Requirements to be supplied by student

- Estimated Levy: \$40

Assessment

- Writing, listening, speaking, reading comprehension and cultural knowledge and understanding tasks
- End of semester examination

FRESHWATER & MARINE BIOLOGY

Subject Domain: Science

Subject: Freshwater and Marine Biology

Brief Description of Course

As part of their learning, students will study the various forms of organisms that inhabit freshwater and marine habitats. From the smallest sea urchin to the largest shark, students will understand the features that assist classification of organisms into their various classes. The students will look at the features that make up freshwater and marine environments and study the of human impact such as overfishing as well as using aquaculture as a means of bringing families out of poverty. They will conduct various scientific practicals including dissections as well as a field trip to a marine habitat where they will use techniques for surveying aquatic organisms.

General Aims and Objectives

- Investigate the current animal classification system
- To expose students to university standards of a degree in Marine Biology/Zoology
- Give an understanding of how scientists use data to assist management of natural resources.
- Demonstrate the effect that aquaculture can have on developing countries.
- Encourage God's awesome creation of the underwater world.

Topics

- Characteristics of the animal classifications
- Types of water bodies
- Sharks and tracking devices
- Conservation and sustainability
- Aquaculture
- Ecosystems

Time Allocation

- 4 periods per cycle for Semester 1 and 2

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$110 for snorkelling tour and dissection materials
- A4 blank sketch pad

Assessment

- Topic tests
- Practical work and scientific journal
- Poster presentation

LET'S PARTY

Subject Domain: Technology

Subject: Food Studies

Brief Description of Course

This unit explores the many essentials of food preparation. It introduces students to the functional properties of foods and uses more advanced cookery processes. The unit also looks at the various aspects of the function, hospitality and catering industries.

General Aims and Objectives

- To develop a deeper understanding of all types of practical cookery
- To understand food components and their use in cookery
- To begin practising hospitality through menu planning and preparation
- To understand God's concern for our need for food
- To understand the functional properties of food
- To understand planning requirements for functions and special events

Topics will be selected from:

- Kitchen skills
- Hygiene
- Function planning
- Menus and meal preparation
- Food presentation
- Organisation and time management
- DIY catering versus Professional catering
- Running Sheet

Time Allocation

- 5 periods per cycle for Semester 1

Prerequisites

- Nil

Special Requirements to be supplied by student

- \$60 Food levy
- Display folder
- Suitable containers to transport food

Assessment

- Practical work and written evaluations
- Tests
- Assignment

MAJOR PRODUCTION

Subject Domain: The Arts

Subject: Drama

Brief Description of Course

To cultivate enthusiasm for VCE performance classes and future performances, this course gives students a practical application for all of their cumulative knowledge and skills in Drama. Students are HIGHLY encouraged to enrol for both semesters as the culmination of the class is a Major Production. The production will be chosen, cast, rehearsed and developed completely in class time by the students and the teacher. Grades will be based on professionalism, rehearsal attendance and preparation, and effort. By the end of the class, students will have completed acting skills training up to Year 12.

General Aims and Objectives

- To give students experience in developing a production
- To prepare students for VCE Theatre Studies
- To cultivate enthusiasm for performance in the students and the school community

Topics

- **Stanislavski Training to University Level for Semester One**
- **Choosing and casting the play in Term Two**
- **Rehearsal in Terms 2-4:** Documented by journal entries and group participation
- **Performance in Term 4:** Preparation for maximising audience impact

Time Allocation

- 9 periods per cycle for both Semester 1 and Semester 2 (continuous)
- A fortnight before the Major Production some minimal extra-curricular rehearsal time will be required

Prerequisites

- Students will be asked to enroll for the entire year in order to perform in Semester 2 what they rehearsed in Semester 1

Special Requirements to be supplied by the student

- Estimated Levy: \$150 for professional production ticket & rehearsal costs for the year

Assessment

- In-Class Performance Tests
- Journal
- Professionalism
- Final Performance

MUSIC PERFORMANCE

Subject Domain: The Arts

Subject: Music

Brief Description of Course

This unit is designed for students with a love for performing all genres of music. This subject will focus on all the attributes of performance including sound and lighting. The entire class will perform in both solo and group formats culminating in the entire class forming a ‘class band’ where every student will have the opportunity to participate on their major instrument in a contemporary ensemble. Students who select this unit must be able to sing confidently or play an instrument. The class may also be called upon to prepare items for special occasions. The course’s experience will culminate in the creation of a recorded CD of the top pieces performed. Students will have opportunity to compose and orchestrate for these performances.

General Aims and Objectives

- To give students a contemporary ensemble experience
- To be able to cooperate in the creation of original and ‘lifted’ music
- To further students’ ability to play an instrument
- To encourage participation in musical groups
- To foster confidence and enjoyment in performing
- To understand how the elements of music are manipulated to create many different styles
- To develop a leadership role in Music at the school particularly to develop a leadership role in Chapel Worship Bands that will help younger students to connect with God through the medium of music.

Topics

- Ensemble Performance
- ‘Lifting pop songs’ from a recording
- Composition
- Music Technology
- History of Rock music
- Theory and analysis of Western and Folk Music
- Aural Studies

Time Allocation

- 9 periods per cycle for Semester 1

Prerequisites

- Must be able to sing confidently or play an instrument

Special Requirements to be supplied by student

- Estimated Levy: \$25

Assessment

- Written Assignment
- In-Class Performances
- Theory Packets and Texts
- Arrangement

MUSIC PREPARATION

Subject Domain: The Arts

Subject: Music

Brief Description of Course

This course is specifically designed for the student who loves Music very much and would consider taking VCE Music in Year 11, but is very nervous about how difficult it is. Every student in this class will be given individual attention to their specific needs in preparing them for VCE Music so that if they decide to continue on they will hit the ground running. At the end of the course the student is given the option of continuing on into VCE Music, but much more equipped with the knowledge and accurate expectations of what it will entail. This is a preparation course and has no VCE credit. Students who select this unit must be able to play an instrument accredited by VCAA for VCE Music Units 1 – 4 (Voice is included as an instrument by VCAA).

General Aims and Objectives

By the conclusion of this unit students will have:

- A complete understanding of the outcomes and assessment for VCE Music
- Understanding of the level of theory and aural components of VCE Music and be well on the way to reaching it
- Chosen their major instrument and secured a private instructor with VCE experience
- Given an opportunity to perform for their classmates and improve their performance
- Had time to reflect upon how they can use their musical talent to praise God.
- Had numerous hours of individualised attention to their specific remedial needs in Music

Topics

- The VCE Music Course
- Solo Performance
- How to Analyse Music
- Written Theory
- Aural Theory

Time Allocation

- 9 periods per cycle for Semester 2

Prerequisites

- None, but students wanting to enter into VCE Music will have to successfully complete this course, or outstandingly complete Year 9 Music.

Special Requirements to be supplied by student

- Estimated Levy: \$20

Assessment

- Written, Performance and Aural Tests

SPORTS SCIENCE

Subject Domain: Health and Physical Education

Subject: Physical Education

Brief Description of Course

This course will look at the body systems in depth and how they function together during physical activity. Students will develop an understanding of the implications of drug use, ergogenic aids, and training and recovery methods as techniques of performance enhancement. The students will look at the history of sport and the development over time to improve techniques and equipment to better enhance the athlete's performance.

General Aims and Objectives

- To develop the individual's understanding of the body systems
- To develop an awareness of where sport has come from and how much it has changed over time eg., equipment and techniques
- To develop an awareness of the importance of nutrition in sport ie., sport specific diets
- To understand the importance of prevention and management of injuries
- Christian perspective on drug taking in sport and investigating a biblical world view

Topics

- Sports injuries prevention and rehabilitation
- Sports nutrition
- Fatigue and Recovery techniques
- Performance enhancement – Ergogenic aids
- Psychology in sport
- Skeletal system

Time Allocation

- 9 periods per cycle
- This unit is offered in both Semesters 1 and 2

Prerequisites

- None

Special Requirements to be supplied by student

- Estimated Levy: \$60

Assessment

- Oral presentations
- Topic tests
- Laboratory report
- Participation in all practical sessions
- Debate

WEB DESIGN

Subject Domain: Technology

Subject: Computer Studies

Brief Description of Course

This unit is designed to provide students with greater awareness of the implications that technology has on an individual and in society. It is intended to further develop skills that are becoming increasingly more valued and incorporated into many aspects of society. The focus of this course will be on understanding principles of website development and design techniques.

General Aims and Objectives

- To identify the standards for website development
- To develop a website that adheres to the standards
- To be able to integrate commercial computing packages

Topics

- Website design
- Website development
- Impact of technology on individuals and society

Time Allocation

- 4 periods per cycle
- This unit is offered in both Semesters 1 and 2

Prerequisites

- Nil

Special Requirements to be supplied by student

- Estimated Levy: \$30
- USB stick – minimum of 8GB

Assessment

- Website development
- Website
- Report of the impact of their website