



OVERVIEW OF COURSES FOR YEAR 10 2019

All Year 10 students will complete an educational program that covers the main learning areas that include English, Health & Physical Education, Mathematics, Science and Humanities and Social Science (HASS).

SPECIALIST PROGRAMS

Students from any school are eligible to apply for the Specialist Programs. If you would like to apply for a Specialist Program and require information or an application form/s, please contact us on 9206 6555. Application forms can also be downloaded from our website, or picked up from our reception.

Specialist Australian Rules Football

The Specialist AFL program works in conjunction with the West Perth Football Club Development program and also with surrounding local junior football clubs. Students in Year 10 have many exciting opportunities to consolidate their knowledge and skills as the program includes; effective coaching, fitness and nutrition, umpiring, principles of weight training and an introduction to Physical Education studies. Off campus opportunities include strength and conditioning sessions at the beach and gym, playing in day carnivals and after school competitions and visiting local primary schools to run coaching sessions. Our girls have many opportunities to further develop their game with day carnivals and participating in the Senior Girls competition.



Specialist Performing Arts

The **Specialist Performing Arts** (SPA) program centres specifically on Dance, Drama and Music (Instrumental & Vocal) with a strong focus on technology and problem-solving during the design process. Students specialise in two Arts disciplines, while developing combined Performing Arts skills in special workshops and classes.

Music – students explore music concepts, examine theory and aural perception and participate in a variety of performances and workshops.

Dance – students learn about movement, create, perform and appreciate various dance genres and develop and perform choreography.

Drama – students explore theatre, develop improvisation and acting skills and participate in workshops and productions throughout the year.



HIGH PERFORMANCE PROGRAMS

Instrumental Music 10AMi1/2

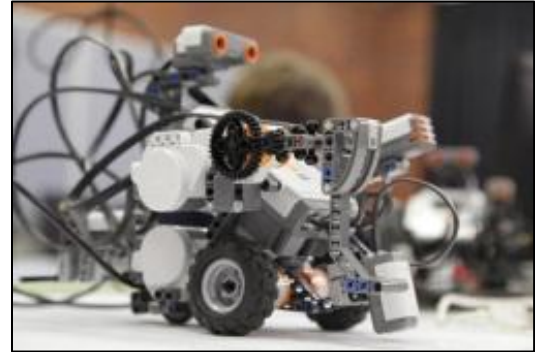
Students who elected the Instrumental Music course in year 8 are expected to continue their study with S.I.M. and the instrumental course. New students to the school who have experience in playing a musical instrument or are currently undergoing lessons are invited to enrol in this course. Year 10 acts as the foundation course for Year 11 ATAR Music by using a modified Year 11 General Music Course of Study.



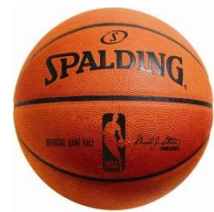
Robotics 10TDR1/2

Students taking this course will use an Arduino microprocessor to create a robot. They will build and attach input and output devices to their chip to perform robotic functions such as moving, sensing, turning and switching. Students will take part in design challenges that cater for students of all abilities. Electronic and mechanical engineering principles are taught throughout the course.

Coding is a focus of this unit. Students will learn simple JavaScript and Python codes and conventions, then apply this knowledge during Madmaker, an intensive 6 week learning program.



Interested students will be encouraged to enter the Robocup Junior competition in Dance, Rescue or Soccer hosted by Curtin University.



HEALTH AND PHYSICAL EDUCATION

In Semester 1, all students will participate in General Physical Education where they will be exposed to a range of different sports like Hockey, Badminton, Tennis and Gymnastics and learn the basic skills and game plans. In Semester 2, Year 10 students with an interest in these subjects can choose to focus on learning basic skills and game strategies of either Basketball or Football, they could choose Physical Recreation or they could continue on with General PE.

Basketball 10PPB
Physical Recreation 10PPR

Australian Rules Football 10PFB
General Physical Education 10PE2

Physical Recreation

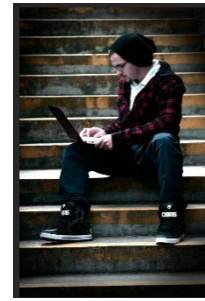
This subject is the alternative to the traditional sports of General Physical Education. It will give the students the opportunity to be exposed to a range of recreational activities that may include Table Tennis, Orienteering, Lawn Bowls, Ten Pin Bowling and Dark Light.

Need more information?

Ask the teachers: Mr Sloper, Mr Brewer, Mr Harris, Mr Minchin, Mr Moscarda, Miss Lumb or Miss Barnes

TECHNOLOGIES

— INFORMATION TECHNOLOGY & COMPUTER SCIENCE —



Workplace Desktop Publishing 10TBW

This subject is for those students interested in learning graphic editing techniques using Photoshop and Google Docs to produce magazines, newsletters and brochures for an office environment. Students are introduced to the basics of graphic design using digital technologies. The content involves basic design theory and practice, the design of specific types of documents and preparation of documents and files for printing and viewing. The emphasis is upon using a creative (logical or artistic) approach to document design.

Webpage Design and Animation 10TBA

Students will further develop graphic editing and animation skills to digitally manipulate graphics and create animations. Students will plan the content of webpages utilising basic elements and principles of design. The digital content will be incorporated into a website using the Dreamweaver interface as well as an introduction to HTML coding. There is an emphasis upon developing graphic editing and animation skills. Fireworks software is used to digitally manipulate pictures and Flash for animation text and pictures. This unit provides a sound foundation for students interested in multimedia.

Coding 10TCO

Computer programming has become a national focus for schools and is aimed at students who have an interest in coding. Coding presents basic concepts in computer science and modelling systems through hands-on activities and simulations. A series of highly engaging design-and-build activities guide students through project development using Python, JavaScript, C++ and more. Our Humanoid Robot, NAO, will be used to develop student understandings, testing and problem solving skills. Students will also be able to access online communities and clubs as a part of their study.



Need more Information?

Ask the teachers: Mr N.Smith, Mr Noack, Mr Mylonas (Head of Technologies)



Design and Technology is an area of specialist education in which students are given the opportunity to take part in a number of exciting and rewarding practical activities. The subjects extend the beginnings of a formalised approach to design.

All subjects provide students with knowledge and skills that can be used in their future careers and in pursuit of recreational activities. Students intending to continue study in Year 11 and 12 can develop the necessary skills, knowledge and understandings that prepare them for study in WACE Courses in Design and Technology education.

Wood Technology 10TDW

In this subject students are encouraged to take a significant part in decision making, design and problem solving. Part of the subject is structured to develop expertise in process skills and related knowledge while the remainder of the subject encourages individual development. This subject helps students to become confident and self-reliant and teaches them problem solving skills relevant to all Design and Technology subjects. Structured activities are maximised in order to help students gain success but there is still the opportunity for individual project design. Both Woodwork courses in Year 10 are a good introduction to senior school Materials, Design & Technology - Wood as well as being a subject to develop skills to be used for leisure, TAFE or woodwork in later life.

Metals Technology 10TDM

In this subject students develop self-confidence through assembly type projects requiring reasonable precision and the manipulative use of specialised equipment, machinery, power tools and hand tools. New skills include use of machinery such as metal lathes, benders and saws. Students independently use an array of skills, processes and techniques such as welding, bending, riveting and sawing in the design and construction of projects. Structured activities are kept to a minimum to allow students to develop their own projects and activities using the design process.

Jewellery Design 10TDJ

Through the elements and principles of design, students will create articles of jewellery that will be developed to a theme. Students will be involved in utilising a range of skills in jewellery making which will include stone setting and casting techniques for the production of jewellery. Students are taught skills such as filing, shaping, soldering, applying textures and finishes to a range of materials including brass, copper, nickel silver, glass and wood to produce rings, bracelets, pendants etc. Students will develop an understanding of the trends and influences in jewellery design.

Photography

10TDP



This subject teaches students to use a variety of camera techniques compact using single lens reflex cameras and digital technologies. Students are encouraged to photograph their subjects using the basic principles of picture taking to create exciting and unique pictures. There is a high practical content in the course and students are 'challenged' to experiment with techniques and photographic composition. Computer digital photography is used to assist with student challenges and to manipulate and edit images ready for printing or uploading to the web. Adobe Photoshop software is the preferred software for this work.



Enlargements are made from student digital files for the purpose of display prints and to showcase work at community and industry photographic competitions. There is enormous scope for personal recognition within this unit of study. *This unit is an excellent preparation for the Certificate 2 Visual Arts – Photography Course.*

Technical Graphics (Design)

10TDTG

Students will have the opportunity to work through a series of design drawing activities covering a range of architectural, graphic illustration and engineering drawing skills. The methods used will include drawing instruments and Computer Aided Drawing (CAD). Projects in areas such as housing and solar design and engineering design problems involving multi-part assemblies are covered. The subject provides an excellent basis for further study in Year 11 and 12 for those moving into any Materials Design and Technology Course (Wood/Metal/Engineering).



Need more Information?

Ask the teachers: Mr Fragomeni, Mr Noack, Mr Thomson, Mr Healy,
Mr Mylonas (Head of Technologies)

HOME ECONOMICS



Home Economics is a fun, hands-on subject area, encompassing many life skills. Using a technology and health focus students are encouraged to use their own initiative to solve problems while working co-operatively with others using appropriate equipment and managing time effectively. This is done in the contexts of food and health, nutrition, food cuisines and cultures including textiles and fashion.

Child Care 10THC

As part of the Child Care course students will have the opportunity to recognise the importance of providing for a child's physical, emotional, social and intellectual needs. They will investigate the importance of nutrition and identify the role of play, toys and social interaction in the life of a toddler. With emphasis on practical activities the students will have the chance to apply the Technology Process to the development of a number of items suitable for a toddler. Students will have access to our virtual babies throughout the semester and engage in real life simulations and roleplay.



Food Technology 10THF

The Food Technology course provides students with the opportunity to develop their food preparation skills and learn new and exciting trends in food styling with an international flavour. Through the use of the Technology Process students are encouraged to develop their own meals. They will also learn to work safely, manage time efficiently, and work collaboratively. There is scope for experimenting with cake decorating as well.

Textiles, Fashion & Craft 10THT

In the Textiles course students will explore, create and make their own designs for a fashionable item using a variety of colours, fabrics and textures. This includes craft techniques such as embroidery, appliqué, quilting or beading. Opportunities to produce personal garments with creative flair are a feature of this subject. Students will construct fashionable garments using the Technology Process and up-to-date techniques that save time and energy.

Café Culture ... *NEW*** 10THFC**

Café style restaurants and regular dining at these establishments has become extremely popular and is one of the fastest growing areas in food retailing. In this program students will explore the idea that we do not eat for nourishment alone, but also for enjoyment! Through practical learning experiences students will learn the tricks of the trade and how Cafés achieve food that looks and tastes great. Students will be taught the secrets of colour, shape and texture as well as tips on choosing garnishes which best compliments the flavour of the food. The content focuses upon healthy eating through the development of skills and knowledge relevant to nutrients and the application of principles of food safety, preservation, preparation, presentation and sensory perceptions. YUM!



Need more Information?

Ask the teachers: Ms Alexander, Ms Murray, Ms Aston

LANGUAGES

Japanese 10LJ1/2

Year 10 Japanese is a year long course designed to build upon the essential skills developed in Year 9. Students will explore a variety of topics including Shopping and Eating Out in Japan, Living with a Host-family and Part-time Jobs. At the end of the course students should feel confident that they would be able to travel to and live in Japan for a short stay.



Need more information?

Ask the teacher: Mr McKenzie

THE ARTS

THE VISUAL ARTS



The Visual Arts is an area that focuses on developing artistic practical skills as well as students' ability to question the world around them through the form of artistic expression. Students will be encouraged to not only create original artworks, but begin to explore and question themes in contemporary society.

The skills learned within the Visual Arts are essential for young adults seeking careers in areas such as comic and book illustration, fashion and communication design, architecture, makeup artistry, advertising, school art teacher, art therapist and more. Skills learned will also support any students interested in careers in Design such as special effects artist, animator, costume designer, set designer, tattoo artist, sign maker, Jeweller, T-shirt designer, florist, fashion designer, car designer, product designer etc. All units contain practical and written components, and are recommended for any student wishing to study Visual Art in Senior School.

Visual Arts Painting and Mixed Media 10ARTP

In this unit students have the opportunity to develop their Visual Art skills in a range of artistic genres, ranging from traditional styles to contemporary techniques and themes. Building on their existing knowledge and skills, students will explore how to create artworks that investigate issues relevant to modern society, and how to create meaning through their use of the Elements and Principles of art. This unit involves a greater emphasis on developing art analysis skills with a focus on written work, providing a sound basis for students wishing to continue studying Art into Senior School.

Visual Arts Printmaking and Mixed Media 10ARTPT

Students will develop their Visual Art skills into pop culture inspired designs, motivated by contemporary issues and trends. They will then adapt these designs into a variety of 2D and 3D projects, exploring a range of traditional and contemporary techniques and using themes that are relevant in modern society. They will also learn how to create meaning through their use of the Elements and Principles of art. This unit involves a greater emphasis on developing art analysis skills with a focus on written work, providing a sound basis for students wishing to continue studying Art into Senior School.

Need more Information?

Ask the teachers: Ms Dixon, Ms Davis, Mrs Arapis

THE PERFORMING ARTS



The Performing Arts looks at performances from previous eras and encourages students to create and perform their own. The courses expect students to investigate, create, and perform covered and original works in a variety of contexts that include in-class performances or special school occasions.

Reading and writing acts as an integral part of all courses; investigating texts, lyrics, case studies or plays makes up a large sum of each course, and these skills are developed in the planning process for all performances.

Students who excel in general courses will be approached to audition for the Specialist Performing Arts program to develop their skills in specialised classes; students who wish to audition for these classes are also encouraged to approach the Performing Arts team.

General Dance 10ADA

Students study the genre of Contemporary dance, including Hip-Hop and Bollywood, through a modified version of the WACE General Dance (senior-school course of study). They explore contemporary dance as a creative art form, learning to look beyond some traditional conventions of dance and appreciating not only what dance looks like but how it is created. Students learn technique and explore choreographic devices, followed by contributing to a whole class routine, which includes their original choreography for performance. Assessments include journal entries, a research assignment, choreography, and in-class performances.

General Music 10AMU

This music course is designed for general students who are not currently learning an instrument privately. Basic piano and guitar skills are learnt while students learn and perform cover songs of current artists for the class. Computer-based mixing using Garageband, Virtual DJ, and other programs are used to mix and create original songs. Classes also include listening tasks, song-writing assessments, and historical and genre-based investigations.

Drama 10ADR

The year 10 Drama course has a focus on contemporary Theatre styles. Students will create their own performances using play-building techniques and will also have the opportunity to perform scripted productions. Students will explore acting technique and will reflect on their understanding of the course.

Media 10AMPA

The year 10 Media course explores genre film and the students will have the opportunity to create a short film using the study of a genre as a guide. Students will also look at the technologies required for creating a film and how these have evolved over time. There will also be a second focus of Radio in the course and students will create their own radio program.

Need more Information?

Ask the teachers: Mr Bell (Head of the Arts), Mr Foreman, Mrs Lang, Mr McPherson, Ms McKnight and Mrs Piper