WANNEROO SECONDARY COLLEGE

YEAR 7 - 2023
COURSE GUIDE

DREAM BELIEVE LEARN SUCCEED

THE ARTS

VISUAL ARTS

Art—Drawing/ Painting   approx. cost $20.00

Students will create detailed and intricate 2D and 3D artworks. These will be inspired by drawings completed from life and then developed into either paintings, sculptures or prints, on themes such as food and animals.

Arts Media   approx. cost $26.00

Students will complete a variety of tasks within the context of Feature Film. They will look at the context of Hollywood film genres. Tasks include film analysis, making movie posters, and creating their own mini movie using cameras and computers. Assessments include a folio of completed work and video of film.

PERFORMING ARTS

Dance   approx. cost $22.00

Students will develop specific dance skills essential to each of the focused genres. These skills will encompass flexibility, rhythm, balance, coordination, strength and fitness. Students will also be taught the correct way to stretch and warm-up to enhance their body's preparation for optimum performance.

Drama   approx. cost $22.00

Students will engage in drama tasks which involve improvisation, self-devised drama and interpretation of extracts of plays and other texts. Much of their work will be in groups, encouraging them to build their teamwork. There will be a written element to their course relating to in-class performances.

Music   approx. cost $24.00

The music course offers students lessons in playing the guitar and keyboard for those who don't study an instrument privately. Students also explore genre characteristics and contemporary music elements through investigations and presentations. Students also look at arranging and composing music using recent IMac programs such as Garage Band.

TECHNOLOGIES- DESIGN

DESIGN   Approx. cost $38.00

Design consists of one term of Wood Technology and one term of Metal Technology.

Wood Technology

In this context students develop and expand their process skills and knowledge in woodwork and consolidate hand skills. This subject introduces power tools and machines as part of the workflow. Design methods and projects are introduced in preparation for courses in later years. Students will be guided through a series of projects that will help with hand/ eye development, coordination and problem solving.

Metals Technology

In this context students develop competence in the use of a range of metalworking hand tools, safe work procedures with power tools and associated equipment and the reading of simple workshop drawings. New skills and processes introduced include sheet metalwork, bench work, plenishing and the use of simple bending equipment. Students use a wide range of specialized metalworking hand tools and equipment to make simple metal items for home and personal use.

HOME ECOMOMICS

Home Economics consists of one term of Food Technology and one term of Textiles.

Food Technology

The food program offers students the opportunity to creatively prepare and present a wide variety of foods. They will have the chance to develop their practical food preparation skills while using a range of ingredients and equipment. Students will be able to investigate different production techniques, demonstrating self-expression and creativity in the making of simple meals. They will complete a program that includes developing their own food products based on their knowledge of ingredients and nutritional requirements.

Textiles

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

TECHNOLOGIES- DIGITAL

Computer Coding   approx. cost $28.00

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, guide students through project development using Python, JavaScript, C++ and more. Our Humanoid Robot, NAO, will be used to develop students' understanding, testing and problem-solving skills. Students will also be able to access online communities and clubs as a part of their study. Basic computer network skills are also taught in a classroom environment.

Multimedia Design   approx. cost $38.00

Students are introduced to a range of software programs including those in the Microsoft and Adobe suites. Students are taught how to manipulate graphics and audio files, take and edit digital photos, animate images and optimise these files for viewing on screen, hardcopy or the web. Students will learn how to integrate text, graphics, photos, video, animation and audio in order to prepare presentations and portfolios of work.

Robotics   approx. cost $33.00

This unit focuses on sensor control and simple mechanisms. Students will take part in activities that form part of the Lego Green City Challenge, based on renewable energy sources. Students will engage in coding activities using Scratch and other applications. Interested students will be encouraged to enter the Robocup Junior competition in Dance, Rescue or Soccer, hosted by Curtin University.

LANGUAGES

Japanese   approx. cost $10.00

As an introduction to Japanese, students will learn techniques to help them master the basics of the Japanese script. At the end of the course students will be able to read hiragana texts, listen to and understand basic Japanese conversations and write information about themselves using Japanese script.
This is a semester unit only.

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