



# WANNEROO SECONDARY COLLEGE

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## YEAR 8 - 2023 COURSE GUIDE



**DREAM BELIEVE LEARN SUCCEED**

## Year 8 Subject Selections 2023 - ASSOCIATED COSTS

### COMPULSORY COURSES

	Approx. Cost
English, Mathematics, Science, Humanities	\$178.50
Health Education & Physical Education	
Languages - Japanese (semester only)	\$15

<b>AFL Specialist Program</b>	\$148
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### THE ARTS

<b>VISUAL ARTS</b>	Art	\$21
	Arts Media	\$15
<b>PERFORMING ARTS</b>	Dance	\$22
	Drama	\$22
	Music	\$22
	Instrumental Music	\$48
SPA	Drama/Dance	\$188
SPA	Dance/Music	\$186
SPA	Music/Drama	\$170

*NB: Instrumental Music fee does not include the instrument hire charge*

### TECHNOLOGIES

<b>DESIGN Technology</b>	Wood Technology	\$40
	Metal Technology	\$35
	Jewellery Design	\$35
	Computer Aided Manufacturing (CAM)	\$35
	Design Technical Graphics	\$27
	Food Technology	\$70
	Textiles / Craft	\$59
<b>DIGITAL Technology</b>	Multimedia Design	\$38
	Coding	\$27
	Robotics (Semester only)	\$33

# YEAR 8 COURSE GUIDE

All Year 8 students will complete an educational program that covers the main learning areas that include English, Health & Physical Education, Mathematics, Science and Humanities & Social Sciences (HASS).

The Technologies curriculum is written on the basis that all students will study both Technologies subjects (Design and Technologies and Digital Technologies) in Year 8. The Arts curriculum is written on the basis that all students will study at least two Arts subjects in Year 8. It is a requirement that students study a performance subject (Dance, Drama or Music) and a visual subject (Visual Arts or Media Arts).

## SPECIALIST PROGRAMS

Students from any school are eligible to apply for the Specialist Programs. Students can enter the programs in Year 7, 8 and 9. If you would like to apply for a Specialist Program and require information or an application form/s, please contact us on 6401 9800. Application forms can also be downloaded from our website or collected from Administration.

## Specialist Australian Rules Football

The Specialist Football Program is run in conjunction with the West Perth Football Club Development Program and also works closely with surrounding Junior Football Clubs. Students are given many exciting opportunities to improve their skills and learn more about the game. The program includes; AFL history, match strategies, positions and game skills, fitness and nutrition, managing your body for peak performance, umpiring and coaching skills. During the program students will also go on camp, tour Optus Stadium and other WAFL club facilities, listen to high profile guest speakers, umpire and play in Lightning Carnivals, coach at junior levels and play against other local schools.

## Specialist Performing Arts

The Specialist Performing Arts (SPA) program centres specifically on Dance, Drama and Music (Instrumental and Vocal) with a strong focus on creation and performance.

Students specialise in two Arts disciplines, while developing combined Performing Arts skills through special workshops and productions.

**Dance** – students will develop specific dance skills essential to each of the genres– Irish and Contemporary Dance.

These skills will encompass Flexibility, Rhythm, Balance, Co-ordination, Strength and Fitness.

**Drama** - Students explore theatre practices with a focus on acting and creating. They will participate in small group and whole class performances culminating in a One-Act Festival and scripted productions.

**Music**- Instrumental Music School Services (IMSS) Students are given lessons once a week with their instrument/ voice along with classroom lessons and ensemble rehearsals. Students focus on performing with their instrument/ voice in a variety of styles and developing confidence and ability through public performances.





# HIGH PERFORMANCE PROGRAMS

## Academic Extension

The Academic Extension (AE) Program is an enriched curriculum that stimulates students to excel at school and open pathways to university. The program places particular emphasis on developing an understanding of different learning styles and skills in enquiry, analytical, critical and creative thinking. Classroom teachers provide a stimulating environment to give students the skills and the time to explore an issue, problem solve in more depth and communicate their conclusions more effectively. You will need to make a separate application and students will sit a test for enrolment into this program.

## Robotics

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.

# TECHNOLOGIES

## Technologies Learning Area

Technologies is an area of specialised education in which students are given the opportunity to take part in a number of exciting and rewarding practical activities. The subjects develop the beginnings of a formalised approach to design, problem solving and practical skills development. There are two subjects within the Technologies learning area. They are **Design and Technologies** and **Digital Technologies**. Each subject has numerous contexts which are listed in the following pages.





## DESIGN & TECHNOLOGY- THE PRACTICAL CHOICE

### Design Technical Graphics

Technical Graphics is for students interested in developing skills in the areas of Architecture, Engineering and Technical Illustration. This subject introduces students to basic techniques such as line work, instrument drawing and freehand sketching. There is a focus upon introduction to 2D/3D drawing early in the semester using industry standard software. Students will complete a series of graphics projects in Pictorial (Perspective, Oblique and Isometric) and Orthographic drawing methods. Final products may include 3D printed or laser cut objects.

### 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 work flow. 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, planishing and the use of simple bending equipment. Students use a wide range of specialised metalworking hand tools and equipment to make simple metal items for home and personal use.



## **Jewellery**

Through the process of design, students will create their own articles of jewellery.

This is a foundation programme that introduces students to the skills involved in the process of designing and producing articles of jewellery. This will include skills such as filing, shaping, soldering, applying textures and finishes to a range of materials. Brass, copper, nickel, silver, glass and wood are used to produce rings, bracelets and pendants. Students will develop an awareness of the use of other materials such as cubic zirconia, gemstones, shells, pearls, and stainless steel.

## **Computer Aided Manufacturing (CAM) – Automated Production**

This context introduces students to 3D design and modelling using Autodesk Inventor and design software. Students will learn the basics of producing 3D models, images and drawings for a variety of purposes. 3D content involves learning how to design projects and prepare these for modern day industry production using a laser cutter, plasma cutter, 3D printer and CNC router. Students will learn the basics of designing and producing products that are made through an automated process.

### **Need more information?**

Ask the teachers: Mr Graefe, Mr Moro, Mr Healy, Mr Noack, Ms Stein and Mr Thomson (Head of Technologies)

## **HOME ECONOMICS**

### **Food Technology**

The food programme 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/Craft**

In the Textiles programme 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 context. Students will construct fashionable garments using up-to-date techniques that save time and energy.

### **Need more information?**

Ask the teachers:

Ms Aston, Ms Osborne and Ms Willshire



# INFORMATION TECHNOLOGY & COMPUTER SCIENCE

## Digital Technologies

Contexts within this subject provide students with knowledge and skills that can be used in future career choices and in pursuit of further study. Students intending to continue study in Year 11 and 12 can develop an early interest in practical and analytical problem solving through study in this course. The facilities at our school are specifically designed for study in the contexts below.

## Multimedia Design

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 how to 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.

## Computer Coding

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. Basic computer network skills are also taught in a simulated classroom environment.

## Need more information?

Ask the teachers:

Mr Jay, Mr Noack, Mr Healy and  
Mr Thomson (Head of Technologies)





# LANGUAGES

## Japanese

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.

### Need more information?

Ask the teacher: Miss Tran and Ms Stojanovic

# THE ARTS

## The Performing Arts

The Performing Arts classes focus on the skills and process for creating, workshopping, and performing original pieces and set tasks. Classes also include written tasks to supplement these skills that look at relevant historical and social elements. 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. More information on SPA classes can be found at Student Services.

### General Drama

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 coinciding within-class performances.

### General Music

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 programs such as Garageband.



### **Music—Instrumental Music School Services(IMSS)**

Students who elected the instrumental music course in year 7 are expected to continue their study with IMSS and the instrumental course(including voice). New students to the school who have experience in playing a musical instrument / vocals or are currently undergoing lessons are invited to enrol in this course.

#### **Need more Information?**

Ask the teachers: Mr Bell (Head of The Arts), Mr McPherson, Ms McKnight, Miss Lee-Kong, Mrs Piper, Miss Cheetham-Taylor and Ms Winton

## **THE VISUAL ARTS**

### **Art - Drawing/Painting**

Students will develop their Art Skills in a range of media and build on the techniques developed in the previous year. Students will explore a variety of 2D and 3D media and continue to refine their planning and design ideas. Students will also begin to expand on previously learnt colour theory and mixing and how to apply this knowledge whilst exploring the elements and principles of Visual Art.

#### **Need more information?**

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







# WANNEROO SECONDARY COLLEGE

Year 8 Course Guide  
2023

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