



WANNEROO SECONDARY COLLEGE

YEAR 10 - 2023 COURSE GUIDE



DREAM BELIEVE LEARN SUCCEED

Year 10 Subject Selections 2023- ASSOCIATED COSTS

COMPULSORY COURSES	Approx. Cost
Mathematics, English, Science, HASS, Health and Physical Education (Semester 1 only)	\$170

LANGUAGES

Japanese	\$30
----------	------

PHYSICAL EDUCATION

General Phys Ed	\$10
Outdoor Recreation	\$50
Physical Recreation	\$50
AFL Specialist Program	\$148

THE ARTS

VISUAL	Painting and Mixed Media	\$34	PERFORMING	Dance	\$22
	Printmaking and Mixed Media	\$35		Drama	\$22
	Media	\$28		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

DESIGN	Wood Technology	\$40 / Sem	DIGITAL	Workplace Desktop Publishing	\$24
	Metal Technology	\$40 / Sem		Webpage Design and Animation	\$27
	Jewellery Design	\$43		Computer Coding	\$27
	Photography	\$35		Mechatronics (Year long course)	\$66
	Technical Graphics (Design)	\$28			
	Food Technology	\$70			
	Child Care	\$57			
	Cafe Culture	\$70			
	Textiles, Fashion and Craft	\$60			

YEAR 10 COURSE GUIDE

All Year 10 students will complete an educational program that covers the main learning areas that include English, Health & Physical Education, Mathematics, Science, Humanities & Social Sciences (HASS), Technologies and The Arts.
Cost approx: \$178 per annum

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 6401 9800. Application forms can also be downloaded from our website or collected from Administration. Cost approx: \$138 pa



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, umpiring primary school day carnivals, playing in after school competitions and visiting local primary schools to run coaching sessions. Students 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 creation and performance. Students specialise in two Arts disciplines, while developing combined Performing Arts skills in special workshops and classes.

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.

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

LANGUAGES

Japanese

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.

Cost: approx. \$15 per semester

Need more information?

Ask the teacher: Miss Tran and Miss Stojanovic

HEALTH & PHYSICAL EDUCATION

In Semester 1, all students will participate in General Physical Education where they will be exposed to a range of different sports such as Hockey, Badminton, Tennis and Gymnastics and learn the basic skills and game plans.

In Semester 2, Year 10 students can choose to continue a General Physical Ed program or try Outdoor Recreation or Physical Recreation as an option (limited number of students).

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. (This is a higher cost option. Charges must be paid prior to commencement of the course.)

Outdoor Recreation

The Outdoor Recreation course gives students a chance to experience a number of practical and theoretical concepts within the outdoor education area. Students will be involved in activities such as camp cooking, mountain biking, navigation, surfing skills, roping/abseiling and first aid as well as learning how to get the most out of the natural environment around them. There will be focusses on teamwork, leadership and care for the environment as well as practical applications which will allow students to improve both their physical skills and personal development. The course will provide a strong foothold to prepare students for the Certificate II Outdoor Recreation in Yr 11 and 12.

Need more information?

Ask the teachers: Mr McCallum (Head of Health & Physical Education), Mr Brewer, Ms Cichon, Mr Harris, Mr Gillespie, Mr Minchin or Mr Verazzi



TECHNOLOGIES

INFORMATION TECHNOLOGY & COMPUTER SCIENCE

Workplace Desktop Publishing

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.

Mechatronics Engineering (Mechanical & Robotics)

Mechatronics is a branch of engineering that focuses on both electrical and mechanical systems, and also includes a combination of robotics, electronics, computer, telecommunications, systems, control, and product engineering. Interested in motors and machines? How mechanical systems and robotic systems work? In this context, you will learn how to automate a range of basic mechanical tools and systems. You will be introduced to Arduino microcontrollers and experiment using various electronics components such as motors, servos, LEDs and relays. You will automate various mechanical systems using basic code and modify open sourced scripts. You will use your new knowledge and learning to design, create and apply real world problem solving solutions, using robotic and program logic control systems. Students will be using industry standard software and manufacturing systems i.e. Autodesk 3D modelling software and CNC controlled laser, plasma cutters and 3D printers to develop and produce project prototypes. This course can be studied for either a semester or year duration.

Webpage Design and Animation

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.

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.

Need more Information?

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

DESIGN & TECHNOLOGY- THE PRACTICAL CHOICE

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. 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

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. Wood Technology in Year 10 is 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. The course can be either a semester or year duration.

Metals Technology

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. The course can be either a semester or year duration.

Jewellery Design

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

This subject teaches students to use a variety of camera techniques, 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)

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 architectural design, product design and engineering design. Students will project based learning activities to develop an in-depth understanding of Graphic Communication through exploring Preliminary, Production and Promotional graphics. The subject provides an excellent basis for further study in Year 11 and 12 for those moving into any Technologies, Design or Engineering courses.

Need more Information?

Ask the teachers: Mr Graefe, Mr Healy, Mr Moro, Mr Noack, Mr Jay, Ms Stein and Mr Thomson (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 initiative to solve problems while working co-operatively with other's, 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

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

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

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

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 complement 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 Aston, Ms Willshire and Ms Osborne



THE ARTS

Visual Arts

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 teaching, 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

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.

Media

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.

Need more Information?

Ask the teachers: Ms Dixon, Ms Davis, Mrs Arapis,
and Mr Bell (Head of The Arts)



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 are 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

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

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

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.

Need more Information?

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





WANNEROO SECONDARY COLLEGE

Year 10 Course Guide
2023

56 Quarkum Street
WANNEROO WA 6065
Whadjuk Noongar Country
www.wanneroosc.wa.edu.au
wanneroo.sc@education.wa.edu.au
6401 9800