MAITLANDhighschool

Year 8 2020

An information booklet for
students starting Year 8 in 2020

Introduction

Parents and students of Year 7,

This booklet outlines the Year 8 curriculum and provides information on the elective courses offered at Maitland High School in 2020.

Mandatory study requirements apply particularly to *core subjects*, such as English, Mathematics and Science, which in government high schools must be studied for a total of 500 hours between Years 7 and 10. In the area of Human Society and its Environment, Australian History / Australian Geography / Civics, must be studied satisfactorily for at least 400 hours. Similarly Personal Development, Health and Physical Education must be studied in each year between Years 7 and 10 for a total of 300 hours.

Additionally, the NSW Education Standards Authority (NESA) requires students to study *general experience* courses in Visual Arts, Music, Technology and Languages. Most schools, like Maitland High, elect for students to complete the *general experience* course requirements in Years 7 and 8, as a preparation for their choices of elective courses in Years 9 and 10.

In addition to the Mandatory courses students are required to study, students are given the opportunity to choose elective courses in Years 8-10. In Year 8 students are provided with the opportunity to choose a 'taster course' that they are interested in, have skills in, and think they might wish to pursue as electives in Years 9 and 10. These courses will run for one semester each and students will study one per semester. These courses will ensure a good foundation for their ongoing school success.

Throughout the booklet you will find information for each of these 'taster courses' as well as an outline of the overall pattern of study for Year 8.

Paula Graham
Principal

QR Codes

A QR code is a machine-readable code consisting of an array of black and white squares. They can be read on any smartphone or tablet and store all sorts of information.

Download a QR reader (free) onto your smartphone and find out what information they contain.

Throughout the booklet you will find some QR codes for several different subject areas.

This QR code contains our new school website

YEAR 8 2020 CURRICULUM

The overall curriculum for Year 8 at Maitland High School in 2020 is set out below:

Year 8 2020

Subject		Number of Periods	Notes
English		8	
Mathematics		8	
Science		8	
Geography	History	7	One semester of each in Year 8
PDHPE		4	
Mandatory Technology		5	
Learn2Learn		1	
Elective	Elective	5	*One elective per semester*
	Total-->	**46**	

COMPULSORY CURRICULUM

The compulsory curriculum is all of the courses that students must study.

English

Mathematics

Science

Geography

History

Personal Development, Health & Physical Education

Technology (Mandatory)

ELECTIVE CURRICULUM

Students in Year 8 have the opportunity to select two 'semester' electives. One is studied in Semester 1 the other in Semester 2. For example, a student successful in selecting the two electives, Animation & Games and Money Matters, might study Money Matters for 5 periods per cycle (fortnight) in Semester 1 then study Animation & Games for 5 periods per cycle in Semester 2. The aim of the elective choice in Year 8 is to give students access to a wider curriculum and to get them ready for the broader range of electives available in Year 9.

The electives offered are listed below. Not all courses are offered in each semester so students need to consider their choices carefully. A separate selection sheet is provided with this booklet for students to make their selections on and return to the school.

Electives offered

#TECHGIRLS

In this course girl students will produce design and edit videos using professional camera equipment and Industry software, such as Adobe Premiere Pro. They will also learn to code and problem solve through the creation of their very own App for Android devices and develop communication and teamwork through the use of collaborative applications, including Google Docs.

These girl students will also be invited to participate in the 'Tech Girls are Superheroes' competition in partnership with 'HunterWise Girls'. This competition will provide opportunity to learn new skills and win amazing prizes, including trips to America, iPads and much more.

The girls will be assigned a female mentor from the University of Newcastle. Their role is to provide advice and encouragement to the students through the development of their own App, including several trips to Maitland High School and one full day excursion to the University of Newcastle. Girls will have the opportunity to build professional relationships with females working in the STEM industry gaining valuable experience and seeing first-hand what careers are available.

"Could you and your friends be the next creators of your very own App booking yourself a prize trip to San Francisco in the USA?"

Main Topics Covered:

- Team work
- Communication
- Entrepreneurship
- Video Editing
- Video Production
- App Development
- Business Plan Creation

We need all hands on deck, and that means clearing hurdles for women and girls as they navigate careers in science, technology, engineering, and math.
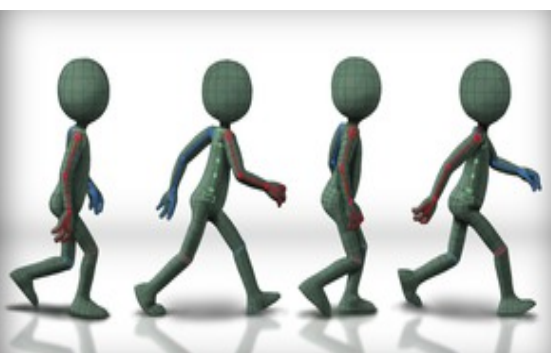
— *Michelle Obama* —

AZ QUOTES

Course Fees: $20

ANIMATION AND GAMES

Who doesn't love to watch a great animation or play a cool computer game?!!

This course is designed for students interested in using computers to experience an introduction into the world of animation and game development. It gives students an opportunity to study computing from a different perspective and allows them to be a creative designer rather than just a user of technology.

The course is very practical & hands on with students using their creativity to design animations and games with several different pieces of software, most of which are freely available on the Internet.

Main Topics Covered:

- What makes a good computer game?
- How do Disney and Pixar make such great animations?
- Designing and creating your own animations in Pivot and Adobe Character Animator.
- Adding audio to your animations and games with Audacity.
- Creating computer games using Gamemaker, Sploder, Gamefroot and Minecraft.
- Create cool animated patterns and artwork using Processing software

Course Fee: $15
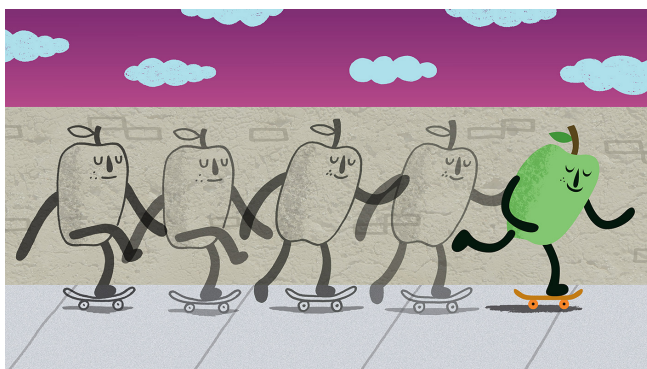
BAKING

Baking allows students to further extend basic skills and knowledge in areas of domestic, commercial and industrial applications of food techniques. Students gain experience through practical 'hands on' applications. This course focuses on learning basic baking skills and how to use these skills to form traditional and current trend foods.

Main Topics Covered:

- Cake Baking techniques and processes
- Food Trends
- Food Preparation Techniques

Particular Course Requirements:

- Protective clothing (apron and sturdy upper leather covered shoes)
- Students MUST wear leather shoes to participate in practical lessons

Course Fee: $30

DANCE

Dance is both a practical and theoretical subject where students gain an understanding of dance as an art form. Students will be provided with opportunities to further develop their dance skills in the two core areas of performance and composition.

Main Topics Covered:

Performance – Dance technique and performance, safe dance practice, basic physiology of the human body, common causes / prevention and care of dance injury.

Composition – Exploration and improvisation, the elements of dance and choreographic skills a choreographer would consider as the foundation for the communication of an intent or idea within a dance work.

Particular Course Requirements:

Students will be required to wear a dance uniform for practical lessons. The dance uniform will consist of black dance pants (3/4 or full length), a plain black top and a black leotard for dance performances and assessment tasks for girls. Boys will require black shorts and a plain black top.

DESIGNING & PRINTING in 3D
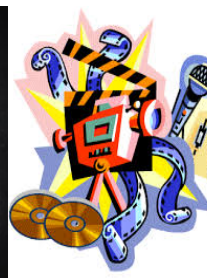
What would you like to be able to design and create?

More and more the world is becoming a digital village. Without the necessary skills, participation in this digital world is restricted. Start your digital literacy journey through this course.

In this course students will learn about and become skilful users of digital technologies. Students will investigate and create a number of digital products using a variety of 3D and design software and hardware.

No experience required, however the experience will be invaluable for future schooling and assessments in all subject areas up to Year 12.

Main Topics Covered:

- Introduction to 3D design and printing using Google Sketchup & TinkerCAD
- Digital image manipulation using Photoshop
- Creating animations using Adobe Animate
- 3D animation and design using Processing
- Power of collaborative software like Google Drive and Microsoft 365

Course Fees: $20 (includes 3D printing resources)

MANUFACTURING DESIGN

Manufacturing Design is a practical, hands-on subject where students develop basic skills and knowledge using various building materials. Students are required to develop the project ideas and construct it. This will include using various new and recycle/upcycle materials, depending on the chosen project.

Main Topics Covered:

- Wood - Simple Joint Construction and Surface Finishing Techniques or
- Metal – Sheet metals and machining or
- Plastic- heating bending and finishing

Students will gain experience in the safe use of drill processes, metal & wood lathes, Metal working & woodworking hand tools. Students will have the opportunity to develop their skills using these materials, when they produce two projects during the semester.
Projects that may be produced include: collapsible stool, wooden toys, plastic jewellery, treasure chest, or clock. Students must adhere to safety principles in this course at all times. Students may have opportunities to use the laser cutter with their designs.

Particular Course Requirements:

- Protective clothing, including sturdy upper leather covered shoes and a dust shirt. Students MUST wear leather shoes to participate in practical lessons.
- Project bag (old pillowcase is acceptable).
- Safety glasses.

Course Fees: $20

DRAMA

Year 8 Drama is an exciting and creative course where students are challenged through the development and exploration of skills in improvisation and character building. Students participate in workshops designed to introduce them to the elements of drama and increase their confidence in performance. Students will learn the importance of 'being in the moment' and creating theatre. The study of drama engages and challenges students to maximise their individual abilities through imaginative, dramatic experiences created in cooperation with others.

Main Topics Covered:

Students will be introduced to and explore the definitions and applications of the improvisation. The ability to improvise can provide a structure when creating, developing and refining a piece of theatre and students will develop the skills to improvise scenes based on a given scenario. Students learn about how to develop a character from a stimulus and how to maintain the character during performance.

Students will explore and developing understandings of the rules improvisation through rehearsed and spontaneous improvisations which will culminate in a TheatreSports tournament. They will also develop a character and learn how to create the subtleties of performing a character that is different to themselves. Students will rehearse and refine a story for performance.

Assessment will involve workshop participation, TheatreSports Tournament, character development workshops, character 'speed dating', storytelling performance.

Course Requirements

Comfortable clothing for practical work, process Diary, general stationary (2B Lead Pencil, pen, glue and scissors)

Course Fee: $15

ENGINEERING & ELECTRONICS

Engineering and Electronics is a practical, hands-on subject where students develop basic skills and knowledge about elements of these topics. Students learn about basic electronic and engineering concepts and build relevant projects.

Main Topics Covered:

Students will learn how to integrate Engineering and Electronic concepts to create a design project. This may include utilising 3D printers, Cam and the Laser Cutter to produce projects such as a desk lamp.

Students will learn about the principles of electronics and apply these to simple projects such as LEDs, resisters and basic circuitry.
Students will learn basic principles of engineering during the production of introductory projects such as a CO_2 car.

Particular Course Requirements:

- Protective clothing, including sturdy upper leather covered shoes and a dust shirt.
- Project bag (old pillowcase is acceptable).
- Safety glasses.

Course Fee: $25

FUN FASHION

Fun Fashion involves the basic study of knowledge in fibres, yarns, fabrics and the manufacturing and production of textile items. Students will gain experience in textile technology through practical experience and research. They will also learn about basic fashion sketching and rendering, as well as design.

Main Topics Covered:

- Fun Fashion
- Sewing and fabric decoration basics
- Students will study one main area during the semester. This will require a design portfolio and the construction of textile items. The unit will be based on the production of items including boxer shorts, bag and using fabric dyeing techniques to produce an item.

Particular Course Requirements:

- Wearing of sturdy upper **leather** covered shoes to practical lessons
- Own fabric, patterns (students can share)

Course Fees: $15 plus purchase of own fabrics and notions

JAPANESE

Students will have the opportunity to expand on the knowledge and skills learned in Year 7. Learning another language is not just about reading and writing skills. Learning another language opens up a whole new world of food, dance, art and history. It gives students the opportunity to begin looking at the world outside what they have grown up with. Learning a foreign language provides students with skills that will benefit future travel experiences and teach students to look at the world from a different perspective.

Main Topics Covered:

- Daily routine
- Exchanging opinions
- Making arrangements with friends
- Modern Japanese culture in comparison to modern Australian culture
- Japanese language systems

HORRIBLE HISTORIES
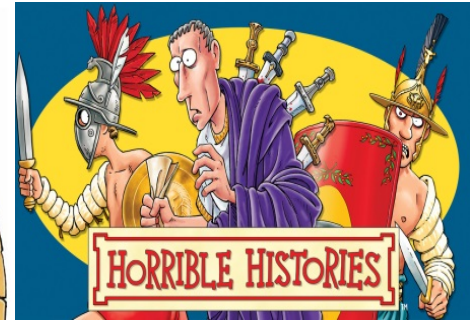
History revolves around a series of unsolved mysteries that go back even to ancient times. In this course students can play the detective and piece together the clues left in History to solve many of these mysteries. There will also be the opportunity for students to investigate some of the myths and legends that have developed over time. Some of these myths and legends will be looked at through stories, films and models.

Did you know that Pharaoh Pepi II used to smear honey on his slaves to keep flies away from him? Or that the Vikings were actually known for their excellent hygiene?

This course will allow students the opportunity to delve more deeply into exciting events and stories like those above, than the mandatory History course allows.

Main Topics Covered:

- Constructing history
- Learning from sources
- Case studies such as Mysteries about the Blue Mountains Crossing, Ned Kelly: Hero or Villain
- Thematic studies e.g. Heroes and villains, religious beliefs and rituals through the ages, myths and legends, crime and punishment, slavery, etc.

MONEY MATTERS

The Year 8 Money Matters course will provide students with many skills needed in life. It involves the study of the world of money and business in the 21st Century which will help students survive in today's exciting world of careers, expensive cars, credit cards, mobile phone plans and much more.

Students also develop skills in the ability to research information; apply problem-solving strategies and how to make decisions as individuals in the community.

Main Topics Covered:

- A Consumer World.

- Is there such a thing as a bargain? Buying wisely.

- The temptation of easy finance and the cold hard truth about cash.

- How to get my hands on the money! Earning an income.

Music

...Upload...

The Music Upload course provides opportunities for students to integrate music technology into their understanding of music. Students will be able to compose, perform and produce music using a range of software and live technology. The content of the course will involve looping and recording music and the publication of songs through online platforms such as youtube and other streaming services. This will take place in the second semester.

Main Topics Covered:

- Music in the media.
- Performance and Composition.
- Basic looping skills through contemporary software and hardware.
- Understanding of the role of technology in the recording industry.
- Basic music recording, mixing and mastering skills.

Software used:
- Notion 6
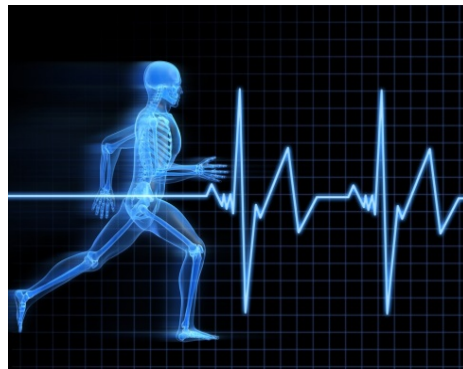- Noteflight/flat.io
- Soundation
- Cubase

Course Requirements:

16 Gb Flash drive

Course Fee: $20

PASS – PHYSICAL ACTIVITY & SPORT

This course is designed to give students interested in human movement, physical development and skill development, and a basic insight into the body and how it functions in these areas. It also gives students an opportunity to experience some physical leisure and recreational activities which are not possible with the PDHPE core course.

This course would appeal to any student interested in further study within the PDHPE area and also those who, at some time in the future, may become involved as a coach or participant of sporting and recreational activities.

Main Topics Covered:

- Olympic Games
- Body Systems
- Fitness Components and Testing
- Circuit Training
- Olympic Sports
- Softcrosse

PHOTOGRAPHY AND DIGITAL MEDIA

Students will explore the development of the field of Photography. This course steps students through techniques used in traditional black & white Photography through to digital techniques. Students will develop a collection of photographic artworks developed in the darkroom as well as printed digitally.

Main Topics Covered:

- Using the darkroom to develop photographs
- Making and using pin hole cameras
- How to use the camera
- Special effects in the darkroom
- Successful composition in Photography
- Digital manipulation
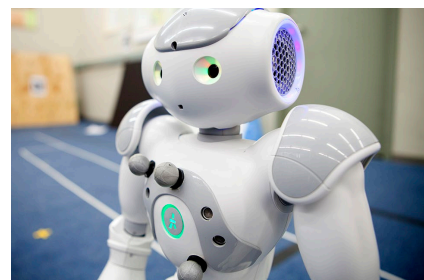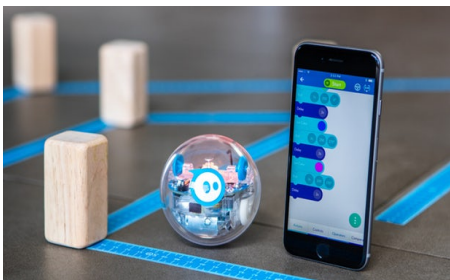- Presenting Photographs

Course Requirements:

Art book and USB

Course Fee: $30

ROBOTS IN STEM

What's a python got to do with programming?
How do you use a banana as a piano?
Can you make a building disappear in Minecraft?
Can you fly a drone, program an Edison and make a robot car follow a track or escape a maze?

Science, Technology, Engineering and Mathematics (STEM) are essential areas of study that foster students' skills and prepare them to participate in a rapidly changing world and contribute to Australia's future development and prosperity.

In this course students will learn all about 'coding' (programming) and develop problem solving abilities in a fun and engaging environment. Students will utilise open source software (freely available on the internet) like Python, Edscratch and Sphero Edu as they program a range of new and exciting hardware devices.

Main Topics Covered:

- Programming fundamentals
- Problem solving skills
- Creation of advanced worlds using code in Minecraft
- Programming of Edison robots and Makey Makeys to solve simple and engaging problems.
- Arduinos & Spheros
- Programming of drones to traverse a course

Course Fees: $20

ROCK ON!

The Rock On! course provides an opportunity for students to try different instruments, using them to perform and compose in groups or individually. By spending time focusing on the guitar, keyboard, drums and vocals, students get to discover what instrument suits them. This variety provides an excellent practical basis for the topics covered. Group work is emphasised, with students taking on roles they feel more comfortable with in the first semester of the course.

Main Topics Covered:

- Popular music
- Performance and composition work
- Basic skills in live performance
- Understanding of the roles of the instruments in a band
- Listening skills, both from the topics covered and of class performances, to improve practical skills and understanding of group work

Course Requirements:

Music exercise book and a plastic sleeve booklet for handouts

Course Fee: $20

SCULPTURE AND CERAMICS

A variety of materials are used by students to explore their work and interests over the semester to develop a series of sculptural forms. Students will use clay and a variety of other materials to construct a range of 3D artworks. Students also visit the annual Sculpture by the Sea exhibition at Bondi Beach.

Main Topics Covered:

Small experimental exercises using a range of media will be completed to develop skills and knowledge of the many sculptural processes. Some of the major projects that will be completed during the semester include the construction hand built form(s), mixed media construction, ceramic work and Pop Art sculpture

Course Requirements:

Sketchbook, 28 pencils and an eraser

Course Fee: $25

STREET ART & URBAN DESIGN

Students will explore a range of drawing and design techniques to create their own graphics, comics and illustrations based on a range of themes and ideas. Students have the opportunity to develop skills in their use of pencil, illustration pen, ink, paint and computer programs. This course is a valuable opportunity for students to develop an awareness of the multitude of media influences found today, evident in painted, drawn or written form.

Main Topics Covered:

- Art as social comment – street Art
- The power of graphics- skate and surf designs
- Graphics for clothing-branding
- Comics – the art of visuals story telling
- Digital designs and manipulations

Course Requirements:

Visual Arts Process Diary, 2B pencil and a felt tip pen

Course Fee: $20