**MAITLAND**highschool



# Year 9 2020

An information booklet for students beginning Year 9 in 2020



# **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.



# Introduction

Parents and students of Year 8,

This booklet outlines the courses on offer at Maitland High School for Stage 5 2020/2021. Throughout Years 7 to 10, the curriculum is structured to ensure that students meet the NSW NESA pattern of study requirements.

The mandatory pattern of study requirements apply particularly to *core subjects*, such as:

- English, Mathematics and Science (which in government high schools must be studied for 500 hours between Years 7 and 10);
- Australian History / Australian Geography / Civics & Citizenship (which must be studied satisfactorily for at least 400 hours); and
- Personal Development / Health / Physical Education (which must be studied for 300 hours between Years 7 and 10).

In addition to the <u>compulsory curriculum</u>, which continues throughout Years 9 and 10, students at Maitland High will have completed, in Years 7 and 8, *general experience* courses in Visual Arts, Music, Technology, and Languages.

As well as studying the mandatory courses, students in Years 9 and 10 are offered elective courses. At Maitland High School, students in Years 9 and 10 study **three** elective courses; these can be selected from a broad range of offerings. Students and parents are advised to think through the course choices carefully. In particular, a student should target courses which:

- he/she enjoys and wants to learn more about; and
- which he/she will find beneficial socially, academically or vocationally; and
- he/she is good at; and
- he/she is interested in.

It is also important for students and parents to take note of the advertised **course contributions** associated with possible subject choices. Course contributions are required for the purchase of course consumables and a wider range of goods and services. **Students who elect subjects for which there is a contribution** (i.e. a money cost) **do so on the understanding that the contribution will be met**.

Students who fail to comply with satisfactory study requirements (i.e. to follow the approved course; to apply themselves with diligence and sustained effort; to meet some or all of the course outcomes) will be warned by letter to their parents /caregivers, in time to make the necessary improvements.

I congratulate Year 8 on achieving this stage of their secondary studies, and encourage them to take advantage of the elective opportunities in Year 9, by choosing courses after careful consideration.

Paula Graham Principal

# Contents

Amazing Places, Extraordinary People
Catering and Events7
Child Studies
Commerce
Crimes and Catastrophes
Dance
Design It
Drama
Food Technology14
Industrial Tech Electronics
Industrial Tech Engineering
Industrial Tech Metals17
Industrial Tech Multimedia
Industrial Tech Timber
Information Software and Technology
momation Software and Teenhology
iSTEM
iSTEM
iSTEM21Japanese22Music23Outdoor Recreation24Photography and Digital Media25Physical Activities and Sports Studies26Python & Cinematic 3D Design27Robotics & Programming28Textiles Technology29Theatre Design30
iSTEM21Japanese22Music23Outdoor Recreation24Photography and Digital Media25Physical Activities and Sports Studies26Python & Cinematic 3D Design27Robotics & Programming28Textiles Technology29Theatre Design30The Power of Podcasting31
iSTEM21Japanese22Music23Outdoor Recreation24Photography and Digital Media25Physical Activities and Sports Studies26Python & Cinematic 3D Design27Robotics & Programming28Textiles Technology29Theatre Design30The Power of Podcasting31VR & Gaming using 3D Unity32

#### STAGE 5 CURRICULUM 2020/21 - COMPULSORY CURRICULUM

English (7 periods per 2 week cycle) Mathematics (7 periods per 2 week cycle) Science (7 periods per 2 week cycle) HSIE (one semester of each of Geography and History, 6 periods per 2 week cycle) Personal Development, Health & Physical Development (4 periods per 2 week cycle) Learn2Learn (2 periods per 2 week cycle)

#### **ELECTIVE CURRICULUM -** Three electives from the list below

AMAZING PLACES, EXTRAORDINARY PEOPLE\* **CATERING AND EVENTS \*** CHILD STUDIES COMMERCE \* **CRIMES & CATASTROPHIES \*** CULTURES AROUND THE WORLD \* DANCE DESIGN IT DRAMA FOOD TECHNOLOGY **INDUSTRIAL TECHNOLOGY – ELECTRONICS INDUSTRIAL TECHNOLOGY - ENGINEERING** INDUSTRIAL TECHNOLOGY - METAL INDUSTRIAL TECHNOLOGY - MULTIMEDIA **INDUSTRIAL TECHNOLOGY – TIMBER iSTEM INFORMATION SOFTWARE & TECHNOLOGY (IST)** MULTIMEDIA MUSIC **OUTDOOR RECREATION \*** PHOTOGRAPHIC AND DIGITAL MEDIA PHYSICAL ACTIVITY & SPORTS STUDIES (PASS) PYTHON & CINEMATIC 3D DESIGN \* **ROBOTICS & PROGRAMMING \* TEXTILES TECHNOLOGY** VISUAL ARTS VISUAL DESIGN \* WRITE IT PLAY IT RECORD IT \*

\* INDICATES 100 HOUR COURSE



# **Amazing Places, Extraordinary People**

#### KLA: HSIE



#### Course Description:

A new and exciting course that is a mixture of Society and Culture and Human Geography. If you want to explore the amazing places of the world and the extraordinary people that live here then this is the course for you. This course will give you an opportunity to learn through film, documentaries, debate, field work and computer based technologies.

# What will students learn about?

Topics will include learning about amazing places in the world such as the Amazon Rainforest, Mount Everest, Uluru and the Australian outback, Antarctica, and how people live in these extreme environments; what makes a belief a religion and what makes it a cult? Inventions that changed the world from radio to wifi, plastic to post-it notes and the extraordinary people who invented them; people who have changed the world from Nelson Mandela and Bob Geldof through to Greta Thunberg and Bill Gates.

# What will students learn to do?

This is a course for anyone who is interested in the world around them and how people interact with their environment. Students will learn how to research, question and debate the amazing places and extraordinary people of this world.

# Special Features:

The course is designed to attract students who have an interest in the world around them, its people, its countries and its environments, allowing them to explore topics that include Geography as well as Society and Culture. In addition to a list of topics, students may also develop and practise research methods and skills. This course will provide a valuable background to many courses offered in the senior school such as Society and Culture and Geography.

# Assessment:

Field Work, research tasks, bookwork, topic quizzes and homework.



# **Catering and Events**

#### KLA: TAS



#### **Course Description:**

Catering and Events is aimed at students who are interested in the hospitality field as this course focuses on a combination of the hospitality and food industries. This course will be addressing various food preparation techniques and methods of cookery skills.

#### What will students learn about?

Students will learn about food service and catering ventures and how they operate. They will plan and prepare foods for catering at small and larger scale events. In addition, students will learn an appreciation for catering for various dietary needs such as vegetarian and gluten intolerance.

#### What will students learn to do?

Students will experience practical skills and theory components relevant to this course. Students will be <u>required</u> to support school catering events and learn the standard of professionalism required in this field. They will learn basic commercial cookery skills including cheflike knife skills and gourmet catering.

#### Assessment:

Assessment is related to practical tasks completed together with a theory component.

#### Additional Requirements:

Students **MUST** wear sturdy upper leather covered shoes to ALL practical lessons. All students are required to wear a plain black polo style shirt and black pants (not tights) at catering events.

Course Fee: \$80 (\$20 per term)



#### KLA: TAS

# 200 hour course (Year 9 & 10)



#### Course Description:

Child Studies involves students learning knowledge about children 0-5 years. Students develop their practical skills and awareness about positive child care practices. Students will learn about a variety of topics including: food, play, child development, safety etc. related to babies and toddlers.

#### What will students learn about?

Preparing for parenthood	Family interactions
Conception to birth	Newborn care
Growth and development	Play and the developing child
Health and safety in childhood	Food and nutrition in childhood
The diverse needs of children	Childcare and culture

# What will students learn to do?

Students will learn skills required to: care for infants and young children; understand the stages of child development; the demands of parenting; and the skills and knowledge required when working with small children.

**Special Features:** Students will gain awareness about the demands of young children, not only through these experiences, but also through the 'baby-think-it-over' simulator doll.

Assessment: Typical course assessment tasks over two years include:

Theory – research tasks, assignments, tests, design projects. Practical – food preparation and nutrition; textiles (baby equipment), use of 'baby- think-it-over' simulator doll. Contributions are required for this.

Additional Requirements: When students are doing practical components they will need to wear covered upper leather shoes. Students may be required to purchase some fabrics for articles, e.g. child toy. Students' contribution will cover the cost of nutrition practical lessons, use of the Baby Think It Over Doll and some costs of fabric materials. Students are required to do some sewing during this course, whilst constructing play and baby items.



#### KLA: HSIE



#### **Course Description:**

Commerce assists young people to make sound decisions on consumer, financial, business, legal and employment issues. It develops financial literacy, which enables the participation in the financial world in an informed way and prepares students for living independently, being able to understand the voting system, buying a car and other life skills.

#### What will students learn about?

- Consumer and Financial Decisions
- The Economic and Business Environment
- Employment and Work Futures
- Law, Society and Political Involvement
- Investing
- Promoting and Selling
- Travel
- Towards Independence
- Law In Action

#### What will students learn to do?

Students will study a number of topics that provide students with necessary life skills. Opportunities to participate in competitions such as the Sharemarket Game and the Money Stuff Challenge also exist for students in this course.

#### Assessment:

Typical course assessment tasks include reports of visits to businesses and by guest speakers, maintaining records, filling in forms, simulation activities such as the Share Market Game, topic tests and formal semester exams.



# **Crimes and Catastrophes**

#### KLA: HSIE



#### Course Description:

This course focuses on an investigation of a range of crimes and catastrophes throughout ancient and modern times. Students will study and investigate the true story behind some famous criminals and draw conclusions about the available evidence.

# What will students learn about?

Examples may include: Jack the Ripper, Dracula, Nero, Ned Kelly, Hitler, Pol Pot, Attila the Hun and the emperor Shi Huang di. Some famous crimes could include the Lindberg Baby Kidnapping and may also include solved or unsolved crimes. Catastrophes may be natural or man-made: the eruption of Mount Vesuvius, the 9/11 disaster and the atomic bombing of Hiroshima are a few possibilities.

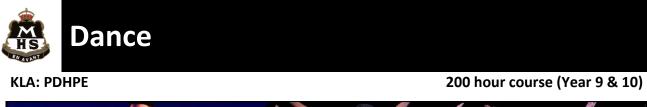
# What will students learn to do?

Students will learn how to: discern the reliability and credentials of internet based information; effective historical research practices, and craft their historical presentation skills.

# Special Features:

The course is designed to attract students who have an interest in history, allowing them to explore topics broader than the mandatory course allows. In addition to a list of topics, students may also choose to study topics of particular interest to them.

**Assessment:** Research assignments and presentations, bookwork, topic quizzes and homework activities.





#### Course Description:

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 performance, composition and dance appreciation.

# What will students learn about?

Preparing the body for dance, Arts as Stimulus, Musical Theatre, Jazz (Now and Then), Elements of Dance (Space, Time & Dynamics), Body Percussion, Safe Dance Practice, Cultural Dance and History of Dance.

#### What will students learn to do?

Students learn the importance of safe dance practice. They develop performance quality and confidence through participation in various group and individual tasks and are provided various opportunities to showcase their performances and compositions.

#### Assessment:

Assessment will include both practical dance performances as well as theory elements throughout the year.

# Additional 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) and a plain black top. A black leotard will also be required for dance performances and practical assessments.



KLA: TAS

100 hour course (Year 9 only)



#### Course Description:

Students will have an opportunity to create, develop ideas and evaluate their projects using various materials and equipment. Items could incorporate materials from the areas of textiles, electronics, engineering, timber and/or metals. The use of electronic components, 3D printers and laser cutters may be used to create aspects of designs.

# What will students learn about?

Students will have opportunities to design, manufacture and problem solve. Student projects will relate to real-life products, which may include items like: eco-lamps, clocks, stationery holders, e-textile/interior designs and/or up-recycling.

# What will students learn to do?

Students will develop their skills and knowledge to create products using different materials. This will occur as they create two different projects throughout the year, one per semester and will support this with a design folio.

# Assessment:

Assessment in the course includes both theory and practical tasks. Each project will be supported with a design folio which shows the stages of production and research skills. This will include researching, as well as testing and evaluating their projects.

# Additional Requirements:

Students <u>MUST wear sturdy upper leather covered shoes</u> to practical lessons. They MUST also wear protective clothing (dust coat, hair net and safety glasses), and a project bag (old pillowcase is suitable).

Course Fee: \$70 (\$35 per semester)



#### KLA: CAPA



#### **Course Description:**

Through the study of Drama, students will be challenged through experiential learning activities and workshops designed to introduce them to the elements of drama and performance. Students will explore performance tasks in improvisation, scripted and movement performances, directorial tasks and a monologue project. This course is designed with the intention that students explore theory and build upon their knowledge and skills through the practical component of each workshop.

# What will students learn about?

Students will learn about the elements that make up performances such as character and role, tension, situation, movement, dramatic meaning and audience engagement through improvising, performing, directing and watching performances. They will create drama that explore a range of created and imagined situations. They will perform their own devised and scripted drama using a variety of performance techniques.

#### What will students learn to do?

Students will learn to improvise and create theatre as well as evaluate and refine performances. They will develop characters from roles through improvisations and playbuilding. Students will develop the ability to reflect on workshop experiences through written reflections. In Year 10, Students will be given the opportunity to create a monologue and either perform or complete a design project as part of their major work.

#### Assessment:

Performance, workshop participation, logbook, director's portfolio

#### Additional Requirements:

Process Diary, general stationary (2B Lead Pencil, pen, glue and scissors)



KLA: TAS



#### Course Description:

Food Technology involves students investigating and developing skills and knowledge in areas of domestic, commercial and industrial applications of food techniques. Students gain experience through practical 'hands on' applications and through research of various topics associated with food technology.

# What will students learn about?

Students will learn about Food Preparation and Processing, and Nutrition and Consumption. Over the two years, study includes: Food in Australia; Food Equity; Food Product Development; Food Selection and Health; Food Service and Catering; Food Trends; Food for Special Occasions; and, Food for Specific Needs.

# What will students learn to do?

Students will learn to develop skills and knowledge in all areas of hygienic and safe food preparation and its requirements.

# Assessment:

Typical course assessment tasks over two years include a variety of practical tasks together with associated theory. Students are required to participate in practicals, but must have correct P.P.E to do so.

# Additional Requirements:

Students <u>MUST wear sturdy upper leather covered shoes</u> to practical lessons. Students must be ready with equipment to participate in each practical lesson.



# **Industrial Tech Electronics**

#### KLA: TAS



#### Course Description:

The Electronics focus area provides opportunities for students to develop knowledge, understanding and skills in relation to the electronics and associated industries. Students will get the opportunity to work with and assemble electronic kits. They learn to understand how each component works and use these to produce workable items.

# What will students learn about?

Students will learn about various electronic circuits and components including: safety, integrated circuits, soldering, making and etching circuit boards, finding and rectifying faults, identifying components and testing equipment.

# What will students learn to do?

Students develop their skills assembling electronic kits and circuit systems. Both the practical and theory components of this course are relevant to Core Electronic Module 1 and Specialised Module 2: Electronic components, electronics-controlled devices or robotic projects.

# Assessment:

Assessment will involve both practical and theory tasks.

# Additional Requirements:

Students <u>MUST wear sturdy upper leather covered shoes</u> to practical lessons. They MUST also wear protective clothing (dust coat, hair net and safety glasses), and have a project bag (old pillowcase is suitable).



# **Industrial Tech Engineering**

#### KLA: TAS



#### **Course Description:**

The Engineering focus area provides opportunities for students to develop knowledge, understanding and skills in relation to engineering and its associated industries. Students study and investigate the core module of Engineering 1: which relates to engineering structures and mechanisms. They will then study the specialised modules: Alternative Energy and Control Systems. Students will develop knowledge and skills in the use of materials, tools and techniques when constructing relevant projects.

# What will students learn about?

Skills are developed through the study of the modules:

- Core Module 1: Engineering Mechanisms
- Core Module 1: Engineering Structures
- Specialised Module: Alternative Energy
- Specialised Module: Control Systems

# What will students learn to do?

Students will learn to design and test projects related to engineering structures e.g. bridge structures and engineering mechanisms e.g. Cams toy. They will also investigate alternative energies e.g. Solar energy products and control systems e.g. Rube Goldberg Machine.

# Assessment:

Assessment in the course includes a combination of both theory and practical tasks

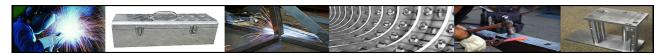
# Additional Requirements:

Students <u>MUST wear sturdy upper leather covered shoes</u> to practical lessons. They MUST also wear protective clothing (dust coat, hair net and safety glasses), and have a project bag (old pillowcase is suitable).



# **Industrial Tech Metals**

#### KLA: TAS



#### Course Description:

The Metal focus area provides opportunities for students to develop knowledge, understanding and skills in relation to the metal and associated industries.

The core module, Metal Fabrication 1, develops knowledge and skills in the use of materials, tools and techniques related to metal which are enhanced and further developed through the study of specialist Metal Fabrication modules in:

- Metal Machining
- Fabrication
- Sheet metal products

# What will students learn about?

Students will learn about work safe practices in the Metals industry together with techniques and tools associated with working with metal.

# What will students learn to do?

Students will gain experience in the safe use of: drill processes, metal lathes, milling machines, as well as welding (electric arc, oxy-acetylene and MIG), and heat treatment. Projects may include: folding camp shovel, tool kit, cannon and tack hammer.

# Assessment:

Assessment will involve substantial practical projects which are complimented with theory tasks and folio.

# Additional Requirements:

Students <u>MUST wear sturdy upper leather covered shoes</u> to practical lessons. They MUST also wear protective clothing (dust coat, hair net and safety glasses), and have a project bag (old pillowcase is suitable).



# **Industrial Tech Multimedia**

#### **KLA: COMPUTING**



#### **Course Description:**

Industrial Technology is a practical, hands-on subject which provides opportunities for students to develop knowledge, understanding and skills in relation to the use of materials, tools and techniques used in Multimedia and associated industries. The course is orientated to students undertaking a range of practical experiences that occupy the majority of course time. All skills learnt in this course are transferrable to many Stage 6 courses.

#### What will students learn about?

Students will learn about the five components that compose Multimedia: text, images, video, animation and audio using some of the latest techniques and software. The course also looks at how the Multimedia industry operates within today's society. Students may have the opportunity to visit multimedia sites in Sydney, for example Google, and be involved in design competitions throughout the year to experience the Multimedia industry.

#### What will students learn to do?

Students are involved in projects to promote skills development in the following areas and use software that is free for students to download at home:

- Video (producing, editing, storing)
- Image manipulation
- Use of hardware devices
- Webpage development
- Emerging technologies

- Creation and manipulation of sound
- Green screen video
- Animation (including stop motion)
- Podcasting
- 3D Modelling

#### Assessment:

Assessment is based on Practical Activities throughout the year.





# **Industrial Tech Timber**

#### KLA: TAS



#### Course Description:

The Timber focus area provides opportunities for students to develop knowledge, understanding and skills in relation to the timber and associated industries. Students will investigate and develop knowledge and skills in the use of materials, tools and techniques related to timber. They will study Core Modules Timber 1 and 2, with units related to furniture, wood turning and cabinetry.

# What will students learn about?

Students will learn about wood concepts; cabinetwork and wood machining. They will also learn about the safe use of wood lathes, power tools (saws, drills, routers, sanders and specialty equipment), joint construction and surface finishing techniques.

# What will students learn to do?

As students learn about the various timber techniques and the use of different tools they will complete a number of practical projects which may include: furniture items (bedside table or coffee table), decorative timber products (chest), storage products (desk caddy) and small stepladders or similar.

# Assessment:

Assessment will involve substantial practical projects which are complemented with theory tasks and folio.

# Additional Requirements:

Students **MUST** wear sturdy upper leather covered shoes to practical lessons. They MUST also wear protective clothing (dust coat, hair net and safety glasses), and have a project bag (old pillowcase is suitable).



# **Information Software and Technology**

#### **KLA: COMPUTING**

# 200 hour course (Years 9 & 10)



#### **Course Description:**

People can expect to work and live in environments requiring highly developed levels of computing and technology literacy. Current technologies are becoming obsolete at a rapid rate and new generations will need to be flexible to accommodate changes as they emerge. In this course students will develop their skills and knowledge by using the computer with a variety of hardware peripherals and software applications.

#### What will students learn about?

Students will undertake computer-based projects related to the following focus areas:

- Digital Media
- Internet & Website Development
- Authoring and Multimedia
- Robotics and automated systems
- Database Design; and
- Software Development & Programming

# What will students learn to do?

Students will learn to create software projects that involve the use of many different software applications. From creating webpages to programing Lego; from building a game to creating an animation; from creating augmented reality to recording a podcast. The following list contains some of the software used throughout this course.

Adobe AuditionAdobe Photoshop

Adobe Premiere Pro

• Adobe After Effects

- Adobe Dreamweaver
- Lego Mindstorm EV3
- Tynker
- Augmented Reality

- Podcasting
- Microsoft Office
- Processing
- Unity

#### Assessment:

Assessment is based on practical activities throughout the year.







#### Course Description:

Science, technology, engineering and mathematics are fundamental to shaping the future of Australia. They provide enabling skills and knowledge that increasingly underpin many professions and trades and the skills of a technologically based workforce. The iSTEM program utilises these knowledge sources in application to Skills, Technology Engineering and Mechanics.

# What will students learn about?

Students are involved in group and individual projects to promote skills development in the following areas:

- Engineering fundamentals
- Aerodynamics

- Robotics
- CAD / CAM
- Motion mechatronics
- Programming

• Computer controlled

Students will participate in competitions with other schools across the Hunter involved in the iSTEM program. For example the Robocup held at Newcastle University and the Mars Rover Starlab competition.

# What will students learn to do?

Students will learn to use a range of tools, techniques and processes, including relevant technologies in order to develop solutions to a wide variety of problems relating to their present and future needs and aspirations.

# Assessment:

Assessment is based on Practical projects throughout the year on the various focus areas.



#### KLA:LOTE

#### 200 hour course (Years 9 & 10)



#### Course Description:

The new syllabus for Japanese in Stage 5 has two strands: a communicating strand and an understanding strand that aim to develop the learner's ability to interact in a variety of situations in the Japanese language.

#### What will students learn about?

- Daily life of Japanese teenagers
- Systems of Japanese language
- The impact of media and technology on Japanese language and culture

#### What will students learn to do?

- Interact with others in Japanese in various social and professional situations
- Share information about significant events in their own life
- Daily life interactions in Japan (ordering food in a restaurant, catching public transport, etc
- Create a range of texts for Japanese speaking members of the community

#### Assessment:

Typical assessments over the 2 year course include in class examinations, communicating tasks, and researching a chosen topic to compose an informative text.

#### **Course Fee**: \$30 for a course book

A small additional cost may be required at times when foods / excursions are involved.



KLA: CAPA



#### **Course Description:**

Music is a course for those students who wish to improve their skills in music and their knowledge of the history of music. There is a strong emphasis on group work (bands and ensembles). Students are encouraged to participate in extra-curricular ensembles as part of the course.

# What will students learn about?

Students will undertake study of a combination of term topics, including: Rock, Jazz, Australian, Baroque, Music of a Culture, Art Music and others. Students will learn about the concepts of music through performance, composition and listening. Students enhance and improve their skills as they gain greater experience through musical awareness and practise.

# What will students learn to do?

- Understand different stylistic, social cultural and historical purposes of music
- Perform music in a range of musical styles
- Understand musical concepts through improvising, arranging and composing music in different styles and genres
- Explore the impact of technology on music.

Assessment: Performance, composition, exam and aural work.

Additional Requirements: Students need to be enrolled in band or vocal ensemble.



KLA: PDHPE



#### Course Description:

This course would appeal to any student interested in further study in PDHPE and Outdoor Recreation. It provides an excellent link with senior studies and for students interested in coaching or participating in recreational and sporting activities.

# What will students learn about?

This course is designed to give students interested in Outdoor Recreation an opportunity to develop their skills, understandings and attitudes associated with safe and enjoyable outdoor recreation activities. Study of these areas aims to provide opportunities for developing leadership, techniques for group involvement, understandings about conservation, and methods employed to manage risk in outdoor recreation activities. At times the course will be physically demanding, which serves as an excellent source of health maintenance.

# What will students learn to do?

Students will learn the value of outdoor recreation, the technical skills and understandings needed for safe participation in outdoor recreation together with the impact of group dynamics on the outdoor experience and orienteering and navigational skills.

#### Assessment:

Typical course assessment tasks include laboratory reports, research reports, outdoor recreation skills testing and formal written examinations.

# Additional Requirements:

Students must be prepared to be very physically active. Several excursions may occur which involve costs for transport and venue hire. An overnight excursion is also planned for Term 4.



# **Photography and Digital Media**

KLA: CAPA

200 hour course (Year 9 & 10)



#### **Course Description:**

This course allows students to study Photography & Digital Media as a course in its own right or it can be used to extend the learning of Visual Arts Elective students who may later wish to focus on photography as their Body of Work in the Visual Arts course in Years 11 & 12.

# What will students learn about?

Students have the opportunity to learn about still and moving photographic forms, specifically in 'wet' black & white photography, 'dry' digital photography and video production over the two year course. Students will develop a portfolio of work where creativity and individuality is important in the demonstration of their technical skills. The course develops students' broad skills and knowledge in both these photographic forms in Year 9 and provides the opportunity to refine and further explore more sophisticated photographic techniques in Year 10.

# What will students learn to do?

Students will learn how to develop black and white film in a darkroom exploring 'traditional' or 'wet' photographic techniques to produce high quality photographic works. Students will learn how to develop interesting themes and conceptual layers of meaning in their work.

Students will learn to use Photoshop in a creative and sophisticated way to produce industry quality digital artworks which demonstrate a strong understanding of composition

# Assessment:

Practical portfolio of works, including digital and traditional photographs; darkroom and digital image manipulation skills; writing about and responding to the meaning of other artists' photographic images.



# **Physical Activities and Sports Studies**

#### KLA: PDHPE

# 200 hour course (Year 9 & 10)



#### Course Description:

This course is designed to give students interested in human movement, physical development and skill development, a basic insight into the body and how it functions in these areas. At times the course will be physically demanding, which serves as an excellent source of health maintenance.

# What will students learn about?

This course would appeal to any student interested in further study in PDHPE. It provides an excellent link with senior studies and for students interested in coaching or participating in recreational and sporting activities.

# What will students learn to do?

Students will participate in a variety of sports including orienteering and badminton. They will also learn first aid procedures, life saving techniques and the value of nutrition in sport.

# Assessment:

Typical course assessment tasks include laboratory reports, research reports, physical ability testing and formal written examinations.

# Additional Requirements:

Students must be prepared to be very physically active. Several excursions may occur which involve costs for venue hire. Overnight excursions are also conducted in Term 4 for Year 9 and Term 3 for Year 10.



# Python & Cinematic 3D Design

**KLA: COMPUTING** 



# Course Description:

This course provides students with the technical skills to become creators of technology. It runs for 100 hours and provides an introduction to 3D design using industry standard software including Adobe Premiere Pro, After Effects and Cinema 4D and offers an introduction to computer programming (coding) using one of the most common, powerful and accessible languages, Python.

# What will students learn about?

Students will develop problem-solving and creativity skills and enhance their logical thinking skills as they learn about the science of coding and concepts of design. Each unit will begin with an overview of the learning environment, followed by introductory skills, techniques, demonstrations, tutorials and appropriate terminology, culminating into a creative project to showcase the learning that has occurred in each unit.

# What will students learn to do?

Students will create a variety of projects using industry standard software including: animations, music videos, interactive portfolios, 3D models, animations and games as they progress through each unit. All skills learnt in this course will be beneficial to any of the Stage 6 computer based courses.

# Assessment:

Assessment is based on practical activities throughout the year.

# Course Fee:

\$30.



#### KLA: COMPUTING

100 hour course (Year 9 only)



#### **Course Description:**

Today, robotics and intelligent systems are found everywhere – smart cars, smart houses, smart buildings and smart phones. Students, as future innovators, need to know how to use them. Robots elicit curiosity from people of all ages; there is something that fascinates people when they see a robot moving around making decisions on its own. When students study robotics, they learn about engineering, electronics, and programming. They gain equally valuable experience in managing projects, analysing systems, accessing information, working in teams and problem solving. The best part is that anyone can learn robotics in a fun and engaging environment.

#### What will students learn about?

This course is designed to introduce the concept of computer programming, with particular focus on programming lego robotics, arduinos, drones, spheros and other physical devices.

#### What will students learn to do?

- Use a variety of programming languages including EV3 Mindstorms, pi2Go, Arduino, Karel the Robot and Python.
- Use new hardware that includes the latest LEGO EV3s, spheros, drones and Raspberry pis.
- Attend an excursion to the University of Newcastle Robotics Department in Term 3, where students will have the opportunity to spend a whole day programming Bioloid Robots.

#### Assessment:

Assessment is based on practical activities throughout the year covering the various pieces of software available.





#### KLA: TAS



#### **Course Description:**

Textiles Technology involves students developing skills and knowledge in fibres, yarn, fabrics and the manufacturing and production of textile items. Students gain experience through practical experience and research. This includes using commercial patterns to make garments, experimenting with fabric dyes and felting to make wall hangings and learning about the Australian Fashion Industry.

# What will students learn about?

Students will learn about design principles, the properties and performance of textiles, and how textiles in used throughout society. They will also gain knowledge and experience in apparel, furnishings, costumes and textile art. Students will investigate current issues in the industry such as textile waste and the impact on the environment.

# What will students learn to do?

In this course students are required to complete components of project work – practical and documentation of their work (portfolio). This may be a garment, interior household product, e.g. cushion, bag, etc. depending on the topic. Students study festival fashion, culture, sustainable fashion, wearable electronics and textile arts.

# Assessment:

Assessment in the course includes both theory and practical tasks.

# Additional Requirements:

Students MUST wear covered upper leather shoes to all practical lessons. They will be given basic material: fabric for samples, fabric dyes, sewing threads and access to the required tools. Students will need to supply their own fabric, patterns (students can share) and appropriate notions for practical lessons.

Course Fee: \$30 + own fabrics and notions



KLA: CAPA

# 100 hour course (Year 9 only)



# **Course Description**

Theatre Design is an innovative course that gives students the opportunity to explore the other creative skills involved in the theatre beyond just performance. Students can explore creative areas of theatre such as set and costume design and manufacture, promotion design and ticketing, prop design and construction, stage make-up and technical areas of production such as sound and lighting. The course will look at a range of stage and theatre productions as case studies and will have the opportunity to play a crucial behind the scenes role in the Maitland High School production.

# What will students learn about?

Students will learn the many and varied roles that are critical in developing a successful stage performance. Students will explore the many creative jobs that exist with in this field and that the creative aspects of a successful stage show or musical go well beyond the actors and their performance. Students will research the many creative areas of theatre and the processes and skills required to develop a successful production.

Students will learn about the aspect of design specific to theatre and stage production. They will develop skills to interpret elements of a script to create the visual elements that bring characters and scenes to life, costumes, make up, sets, props, sound, lighting and promotional material.

#### Assessment:

Design portfolio, a major work specific to the chosen area of theatre arts and design

#### Additional Requirements

Process Diary, general stationery (2B Lead Pencil, pen, glue and scissors)



# **The Power of Podcasting**

# KLA: ENGLISH

# 100 hour course (Year 9 only)

# Course Description:

They don't seem like much; microphones, a recording deck, clever people and an idea, but podcasts are incredibly powerful. They've helped people overcome their fears, explored history, made us laugh, definitely made us cry - they've even solved crimes! Now you can learn how they work and how to make them.

#### What will students learn about?

Students will work independently and collaboratively to develop the professional processes required to develop a podcast from an idea through to a published product.

#### What will students learn to do?

Students will learn how to think critically about ideas and promote them through multimedia formats. This will also involve learning broadcasting skills, technical skills, and the English techniques that bind them together in order to create successful, engaging materials.

#### Assessment:

You will be creating a series of podcasts exploring a range of ideas. You will be researching, producing, collaborating, and performing as part of this task.

**Course Fee:** \$40 (for MicroSD recording cards)



**KLA: COMPUTING** 

#### 100 hour course (Year 9 only)



"Coding is today's language of creativity. All our children deserve a chance to become *creators* instead of *consumers* of computer science".

It is hard to imagine a single career that doesn't have a need for someone who can code. Everything that "just works" has some type of code that makes it run. Coding (a.k.a. programming) is all around us.

Be a master of your own kingdom!!! No prior knowledge required

#### What will students learn about?

Students will learn problem-solving skills, creativity and enhance their logical thinking skills as they learn about the science of coding and take a design concept to create a marketable product.



#### What will students learn to do?

Students are involved in a variety of projects to promote skills development in the areas of creative programming, game development and virtual reality (VR). Students will use 3D VR headsets, including Oculus Go and Google cardboard to engage in games they have created.

Unity3D software will be used primarily. This software is free and can be readily downloaded at home.

#### Assessment:

Assessment is based on practical activities throughout the year covering the various pieces of software available.



KLA: CAPA

200 hour course (Year 9 & 10)



#### Course Description:

This course allows students to work practically to develop their ideas and responses to the world in a creative and visual way. Students experiment with a range of media to produce artworks in the following forms: drawing, painting, sculpture, assemblage, collage, video, performance art and installation.

# What will students learn about?

Students learn that art is a visual language that conveys ideas and messages to an audience. They learn to develop their own creative ideas and explore how to develop layers of meaning in their own artworks, while also learning to interpret the meaning and value the aesthetic qualities in other artists' work.

# What will students learn to do?

Visual Arts students learn to develop their ideas in response to direct sources (things they see, experience and learn about in the world around them) and may include their own experiences, environment, and imagination. Students study the work of a variety of artists whose work directly relates to their practical work. The course provides both guided practical activities to develop skills, and the opportunity for students to create their own works exploring areas of personal interest. Students learn how to use a variety of media to create a Body of Work.

**Assessment:** Practical art-making; and responding to artworks of other artists; Visual Arts Process Diary book mark.

Additional Requirements: Visual Arts Process Diary, felt tip pen, 2B, 4B pencil.



#### Course Description:

Visual Design is an exciting and constantly expanding field of artistic expression. This course builds on the mandatory studies covered in Year 7 & 8 Visual Arts and provides an opportunity to investigate design in much greater depth, and on a more personal level. Students can explore areas of interest and resolve design problems to build a folio of work. This course also provides a sound base for students wishing to further develop their skills and knowledge by studying Visual Arts, Photography or Visual Design in the senior school.

#### What will students learn about?

Visual Design involves the use of a range of Visual Arts technologies, both traditional and digital. Students engage in a range of graphic design units based on an introduction the skills and technology used by a range of artists and designers working in fields such as graphic art, interior design, fashion design, theatre make-up, special effects and set design. Through study and investigation, students will examine the work of historical and contemporary designers.

**Special Features:** This course focuses on graphic 2D and some 3D design tasks. It aligns strongly to commercial applications of design and develops strong compositional and material design skills.

Assessment: Design Portfolio of works, Visual Design assessment tasks.

Additional Requirements: Visual Arts Process Diary, 2B, 4B pencil, felt tip pen.



# Write it – Play it – Record it

KLA: CAPA

100 hour course (Year 9 only)



#### **Course Description:**

Write it – play it – Record it, is a performance based Music course providing guidance in all areas of writing, performing and recording original music, culminating in recordings of the classes works. Through analysis, practical, composition and recording components, the students will achieve an outlet for their creative needs as well as provide a solid background for their future as performing artists.

# What will students learn about?

Song analysis, Song structure, Performance, Observation, Composition, Recording skills, Perfecting work, Technique.

# What will students learn to do?

- Develop an understanding of popular song structure and chord progressions
- Learn to perform music with regard to the stylist techniques required
- Compose music of different styles
- Recording techniques to maximize the potential of the composition

Assessment: Performance, song writing and composition skills, viva voce.

Additional Requirements: Students will need to have some prior knowledge on an instrument and/or ability as a singer