

**KINGSCLIFF
HIGH SCHOOL**



ACHIEVEMENT THROUGH ENDEAVOUR

STAGE 5

**ELECTIVES
HANDBOOK**

2022

YEARS 9 AND 10 (STAGE 5) YOUR STUDY PATTERN AT KINGSCLIFF HIGH SCHOOL

The courses which you have been studying in Stage 4 (Years 7 and 8) form the basis of your general education at high school. In Stage 4, you have had learning experiences in English, Mathematics, Science, History, Geography, Music, Art, Design and Technology, Japanese, Drama, Dance, Personal Development, Health and Physical Education, Commerce and Information and Communication Technologies (ICT).

Information contained in this Stage 5 Electives Handbook 2022 include changes that are part of the [NSW Curriculum Reform](#)

In Stage 5 (Years 9 and 10), the NSW Education Standards Authority (NESA), and the NSW Department of Education rules require you to:

- 1) Continue your studies in:
 - English
 - Mathematics
 - Science
 - History and Geography
 - Personal Development, Health and Physical Education (PDHPE)
- 2) Participate in Sport, which is **compulsory**, and
- 3) Study at least 400 hours of elective courses in Stage 5.
 - At least 200 hours of these must be Board Developed Courses (BDC).
 - The remaining 200 hours can then come from BDCs or NSW Department of Education approved elective courses (DAEC).
 - **Note:** DAECs will not appear on a Record of School Achievement (RoSA).

DEFINITION OF TERMS:

STAGE:

A student's six years of education at high school are divided into three stages:

- Stage 4 - Years 7 and 8
- Stage 5 - Years 9 and 10
- Stage 6 - Years 11 and 12

SEMESTER:

A period of time equal to half a school year – ie. two (2) terms

PRE-REQUISITES:

The pre-requisites are the conditions that have to be met before you can select a course. For example, successful completion of Year 9 Japanese is a pre-requisite for studying Japanese in Year 10.

MATHEMATICS SUBSTAGES:

The Mathematics course splits into three (3) common pathways in Stage 5. These 'substages' are designed to accommodate all students who may be at different points in their mathematical journeys.

As Mathematics is compulsory in Stage 5, all students are required to select one (1) from the three (3) Mathematics substages.

READ THIS PAGE CAREFULLY!

CHOOSING YOUR ELECTIVES:

You need to choose courses that are suited to your strengths and interests. You should also consider courses which may be useful to you in future years, not only for a job, but useful in all aspects of your life.

Year 9

- You need to study five (5) elective courses and one (1) Mathematics substage.

Year 10

- You need to study three (3) elective courses (from the five (5) you studied in Year 9) for Semester 1, and two (2) from the same three (3) for Semester 2.
- You need to continue courses in Year 10 which you have studied in Year 9.

Choose carefully, as it may not be possible for you to change courses during the year.

- No course changes are possible after Week 3 of any semester.
- Your Year Adviser, Stage 5 Coordinator and the Careers Adviser will be available to advise you about your course choices. You may also talk to teachers of the courses you are considering.

Please also note:

- Students may study up to a **maximum** of two courses in Industrial Technology eg IT Timber, IT Metal, IT Engineering or IT Multimedia.
- Our school's capacity to run some classes is limited by facilities available. For example, we have two kitchens, so only two Food Technology classes can run on any timetable line.
- Subject lines will be set up so that most students receive most of their choices. However, it is possible that some students' selected patterns of courses will not fit the subject lines, and reserve choices may have to be used. Should these also not fit the subject lines, students will be interviewed individually.

Elective course fees/ materials contributions

- Elective Materials Contributions will apply for students taking subjects as indicated in the contributions/payments schedule in the Kingscliff High School Handbook which can be found on our website at: <https://www.kingscliff.nsw.edu.au/our-school/khs-handbook/>
- Costs are also indicated next to the subjects detailed in this booklet.
- Many elective courses require extra resources, such as ingredients for Food Technology and wood for Industrial Technology-Timber. Each course has had to justify the fees charged with the Principal and every effort is made to keep fees as low as possible. Elective course fees are determined in consultation with the school community as part of the school budget process
- Students and their families should carefully consider the elective fees attached to some of our elective courses before making final choices. These fees cover the cost of resources for specific electives and their curriculum requirements. Any concerns about elective fees should be addressed to the school before making any final elective choices.

CHOOSE CAREFULLY AND RETURN YOUR CHOICE SHEET BY FRIDAY 10 SEPTEMBER 2021
YOU MAY NOT HAVE THE OPPORTUNITY TO CHANGE AT A LATER DATE



**ELECTIVE COURSES
Years 9 and 10**

YEAR 9	YEAR 10
<u>BOARD DEVELOPED ELECTIVES (Appear on ROSA)</u>	<u>BOARD DEVELOPED ELECTIVES (Appear on ROSA)</u>
Agricultural Technology [AGR]	Agricultural Technology [AGR]
Child Studies [CST]	Child Studies [CST]
Commerce [COM]	Commerce [COM]
Cultural Studies [CUS]	Cultural Studies [CUS]
Dance [DAN]	Dance [DAN]
Drama [DRA]	Drama [DRA]
Elective History [HIS]	Food Technology [FOO]
Food Technology [FOO]	Global Studies [GST]
Global Studies [GLO]	Human Powered Vehicle Engineering [HPV]
Human Powered Vehicle Engineering [HPV]	Industrial Technology – Engineering [ENG]
Industrial Technology – Engineering [ENG]	Industrial Technology – Metal [MET]
Industrial Technology – Metal [MET]	Industrial Technology – Multimedia [MMT]
Industrial Technology – Multimedia [MMT]	Industrial Technology – Timber [TTT]
Industrial Technology – Timber [TTT]	Information and Software Technology [IST]
Information and Software Technology [IST]	Japanese [JAP]
Japanese [JAP]	Marine and Aquaculture Technology [MAR]
Marine and Aquaculture Technology [MAR]	Music [MUS]
Music [MUS]	Photographic and Digital Media [PHO]
Photographic and Digital Media [PHO]	Physical Activity and Sports Studies [PAS]
Physical Activity and Sports Studies [PAS]	Textiles Technology [TAD]
Textiles Technology [TAD]	Visual Art [ART]
Visual Art [ART]	Visual Design [VDN]
Visual Design [VDN]	
<u>NSW DEPARTMENT OF EDUCATION APPROVED ELECTIVES</u>	<u>NSW DEPARTMENT OF EDUCATION APPROVED ELECTIVES</u>
<u>(DO NOT appear on ROSA)</u>	<u>(DO NOT appear on ROSA)</u>
Journalism [JOU]	Journalism [JOU]
iSTEM [STM]	iSTEM [STM]

READ THE DESCRIPTIONS OF THE COURSES CAREFULLY BEFORE YOU CHOOSE

<p>Year 9 You need to choose five (5) courses You will do each course for one (1) semester You need to choose one (1) Mathematics substage (see further details below)</p>	<p>Year 10 You will do three (3) electives in Semester 1 and 2 (from the same three (3) in Semester 2 You will continue the Mathematics substage selected in Year 9</p>
<p>Mathematics Substages Mathematics Standard 1 [5.1] Mathematics Standard 2 [5.2] Mathematics Advanced [5.3]</p>	<p>Mathematics Standard 1 [5.1] Mathematics Standard 2 [5.2] Mathematics Advanced [5.3]</p>

CHOOSE CAREFULLY AND RETURN YOUR CHOICE SHEET BY FRIDAY 10 SEPTEMBER 2021

YOU MAY NOT HAVE THE OPPORTUNITY TO CHANGE AT A LATER DATE

BOARD DEVELOPMENT COURSES (Appear on ROSA)

AGRICULTURAL TECHNOLOGY 1, 2 and 3

CONTRIBUTION: \$20.00

The study of Agricultural Technology will allow students to:

- Investigate the interactions of plants, animals and the environment
- Study animal production and plant production, beekeeping and aquaculture
- Undertake vegetable gardening, beekeeping, animal and plant production
- Focus on specific management of genetics, nutrition, climate, disease and how they interact with the environment, both physical and socio-cultural
- Undertake projects (either independently or in small groups) based on the theory and practice around the management of some form of agricultural or related production

CHILD STUDIES 1, 2 and 3

CONTRIBUTION: \$10.00 per Semester

The study of Child Studies 1, 2 and 3 will allow students to:

- Develop an understanding of child development from preconception through to and including the early years (0-8 years).

The content includes the following:

- Preparing for parenthood
- Conception to birth
- Family interactions
- Newborn care
- Growth and development
- Play and the developing child
- Health and safety in childhood
- Food and nutrition in childhood
- Children and culture
- Media and technology in childhood
- Aboriginal cultures and childhood
- The diverse needs of children
- Childcare services and career opportunities

Child Studies provides a foundation for a wide range of study options in and beyond school and also a range of vocational pathways that support and enhance the wellbeing of children. Study of this course will also support young people engaged in voluntary caring, supervision and child support roles and in formal work opportunities such as childcare and education.

COMMERCE 1

Commerce 1 is a one semester course which helps students understand and participate in our ever changing commercial world.

The study of Commerce 1 will allow students to:

- Cover employment; finding a job, rights at work and working conditions
- Cover travel; preparing your travel adventure
- Cover 'You and the Law'

Computer applications and fieldwork will be part of your Commerce experience. The study of Commerce in Years 9 and 10 provides a useful foundation for senior courses such as Economics, Business Studies, Legal Studies, Aboriginal Studies and Society and Culture.

COMMERCE 2

The study of Commerce 2 will allow students to:

- Cover buying wisely
- Cover getting a loan
- Cover advertising and you
- Cover saving for the future

COMMERCE 3

The study of Commerce 3 will allow students to:

- Move out: renting, bonds and buying a car
- Have your say: you in our democracy
- Understand - you as a volunteer
- Understand how our economy works

CULTURAL STUDIES

The study of Cultural Studies will allow students to:

- Look closely at the interesting aspects of the lives of people in other countries, and comparing these to how we live in Australia
- Have the opportunity to learn about how people in different parts of the world celebrate their special days, the sports they play, the types of food they eat, their family lives and the things that are important to them
- Learn via practical and interactive activities, excursions, individual and group research projects and film studies

DANCE

CONTRIBUTION: \$10.00 per Semester

The study of Dance will allow students to:

- Perform movement with technique
- Compose movement that is original
- Appreciate different dance styles and dance works
- Perform for school productions

No prior experience in dance is necessary

DRAMA

CONTRIBUTION: \$10.00 per Semester

The study of Drama will allow students to:

- Participate in the creation of drama and theatre process work
- Develop and explore imagining and creating fictional situations in both dramatic and theatrical environments using improvisation and playbuilding
- Actively engage in acting and performing drama and theatre for difference audiences
- Respond to, inquire into, investigate and critically study a range of drama and theatre experiences

FOOD TECHNOLOGY 1, 2 and 3

CONTRIBUTION: \$40.00 per Semester

The study of Food Technology will allow students to:

- Gain a knowledge, understanding and skills related to food hygiene, safety and the provision of quality food
- Examine and explore the history of food in Australia, including bush tucker prepared in the past and present by Aboriginal and/or Torres Strait Islander Peoples, the influence of early European settlers, together with continuing immigration from a variety of cultures
- Gain experience in food service and catering ventures. Learn about their ethical operations across a variety of settings and investigate employment opportunities
- Explore the processes in food product development and develop, produce and evaluate a food product.
- Gain knowledge and understanding of nutrition and food consumption, and the consequences of food choices on health. They explore the nutritional needs of individuals and groups, and explain the effects of poor nutrition
- Develop skills in designing, producing and evaluating solutions for specific food purposes
- Explore a range of special occasions including social, cultural, religious, historical and family

GLOBAL STUDIES (ELECTIVE GEOGRAPHY)

The aim of Geography Elective is to stimulate students' interest in and engagement with the world. Through geographical inquiry they develop an understanding of the interactions between people, places and environments across a range of scales and contemporary geographical issues in order to become informed, responsible and active citizens.

Topics studied include:

- oceanography
- global citizenship
- political geography

The practical applications of this course will provide for both vocational and general life experience

ELECTIVE HISTORY (Year 9 only)

Elective History covers Ancient, Medieval and Modern History and allows students to explore the various stories of the past. Studying Elective History provides the opportunity for students to explore the actions, motives and lifestyles of people over time. Students are encouraged to appreciate the differing perspectives of the past.

The course aims to stimulate curiosity and develop empathetic understanding, problem-solving, research and critical thinking skills. Students learn to critically analyse and use sources of evidence in order to construct reasoned explanations and a rational and informed argument based on evidence. There is an opportunity to engage in research involving ICT.

Optional topics include:

Topic 1: History, Heritage and Archaeology

- Archaeological sites
- Family history
- Film as history
- History websites/online environments
- Local history

Topic 2: Ancient, Medieval and Modern Societies

- Africa
- The Americas
- Asia
- Australia
- Europe
- The Middle East
- The Pacific

Topic 3: Thematic Studies

- Children in history
- Crime and punishment
- Gender in the past
- Heroes and villains
- Music through history
- Power and political unrest
- Religious and spiritual beliefs/practices
- Slavery
- Sport and recreation in history
- War and peace
- World myths and legends

HUMAN POWERED VEHICLE (HPV) ENGINEERING 1

CONTRIBUTION: \$50.00 per Semester

The study of HPV Engineering 1 allows students to study the core modules in Industrial Technology – Engineering in a different format. Students will explore the engineering principles behind an HPV and assist in the construction of a vehicle to race in the QLD HPV Super Series.

Students who enrol in this subject are committing to be involved in the QLD HPV Super Series as a rider or as a pit crew (eight (8) riders/team and two (2) pit crew). This involves overnight excursions, including costs of meals, transport, accommodation and race entry fees. This subject will allow students to:

- Learn a variety of skills and knowledge that relate to engineered structures and mechanisms
- Design, construct and test scaled engineered structures and mechanisms (Model bike frame to test stress loading)
- Build a working HPV and learn about the mechanisms
- Learn about the properties of materials and use a variety of tools and equipment to construct projects
- Determine the effects of forces on engineered structures
- Calculate mechanical advantage, efficiency and velocity ratios in the HPV engineered mechanisms
- Prepare engineering reports, including the analysis of experiments
- Read, interpret and produce simple engineered drawings and computer aided drawings

HUMAN POWERED VEHICLE (HPV) & ALTERNATIVE ENERGY ENGINEERING 2 & 3

CONTRIBUTION: \$50.00 per Semester

The study of HPV and Alternative Energy Engineering allows students to expand on their studies of the core engineering modules in Industrial Technology – Engineering. Students study alternative energies and a school developed engineering module (HPV 2) over a Semester.

Please note that students who enrol in this subject are committing to be involved in the QLD HPV Super Series as a rider or as a pit crew (eight (8) riders/team and two (2) pit crew). This involves overnight excursions, including costs of meals, transport, accommodation and race entry fees. This subject will allow students to:

- Learn a variety of skills and knowledge that relate to alternative energies and transportation engineering.
- Design, construct and test scaled engineered mechanisms (solar car).
- Build/improve the efficiency of an HPV and learn about aerodynamics
- Learn about engineering material service properties, manufacture properties and manufacture method.
- Use computer aided drawing and complete a structural analysis simulation
- Use a variety of tools and equipment to construct projects
- Calculate velocity, work, energy and power
- Prepare engineering reports, including the analysis of experiments
- Read, interpret and produce simple engineered drawings and computer aided drawings
- Research careers in engineering

INDUSTRIAL TECHNOLOGY – ENGINEERING 1

CONTRIBUTION: \$40.00 per Semester

The study of Industrial Technology – Engineering 1 will allow students to:

- Learn a variety of skills and knowledge that relate to engineered structures and mechanisms
- Design, construct and test scaled engineered structures and mechanisms (Engineered Stool, Model Bridge Challenge, Trebuchet)
- Learn about the properties of materials and use a variety of tools and equipment to construct projects
- Determine the effects of forces on engineered structures
- Calculate mechanical advantage, efficiency and velocity ratios in engineered mechanisms
- Prepare engineering reports, including the analysis of experiments
- Read, interpret and produce simple engineered drawings and computer aided drawings

INDUSTRIAL TECHNOLOGY – ENGINEERING 2

CONTRIBUTION: \$40.00 per Semester

The study of Industrial Technology – Engineering 2 will allow students to:

- Build on the skills and knowledge from Engineering 1
- Study control systems and materials used to make hydraulics, mechanical and electronic systems
- Design and construct electronic control systems using robotics and/or Arduino Programmable Logic Controllers
- Develop a control system using EV3 robotics or Arduino programmable microcontrollers
- Examine an automated launching system for a model rocket or Co2 dragster
- Explore the properties of materials suitable for control systems
- Identify different control systems, including electronic, hydraulic, mechanical or pneumatic
- Prepare engineering reports, including engineering drawings and the analysis of experiments

INDUSTRIAL TECHNOLOGY – ENGINEERING 3

CONTRIBUTION: \$40.00 per Semester

The study of Industrial Technology – Engineering 3 will allow students to:

- Build on the skills and knowledge from Engineering 1 and 2
- Study either a school developed engineering project or an alternative energy system
- Design and construct a solar powered project or a school developed project (eg. Human Powered Vehicle)
- Design functional projects using CAD software and 3D printing
- Examine the roles of Engineers and potential pathways to employment

INDUSTRIAL TECHNOLOGY – METAL 1, 2 and 3

CONTRIBUTION: \$40.00 per Semester

The study of Industrial Technology – Metal will allow students to:

- Develop practical skills using basic hand tools and power tools
- Construct a range of projects including; sheet metal projects (Toolbox) and fabricated projects such as a nut cracker, folding camping barbecue or F Clamp)
- Use machines such as the Metal Lathe to turn parts for projects
- Learn to weld using Oxy-Acetylene and MIG Welding
- Produce project design folios including research, design and planning, along with manual and CAD drawings of projects
- Study processes, materials and technologies and the impacts of the metals industry

INDUSTRIAL TECHNOLOGY – MULTIMEDIA 1, 2 and 3

CONTRIBUTION: \$25.00 per Semester

This course gives students multimedia skills that can be used in existing and yet to be developed career paths well into the next century.

The study of Industrial Technology – Multimedia 1, 2 and 3 will allow students to:

- Create projects using various multimedia tools, including animation (Animate), games, still pictures (Photoshop), 3D graphics, video (Premier Pro), websites (Notepad++), and audio (Audition)
- Use hardware including HD video cameras, still cameras and scanners
- Create projects to be output to websites, DVDs and mobile phones
- Develop skills in digital project design through the development of simple design folios

INDUSTRIAL TECHNOLOGY – TIMBER I

CONTRIBUTION: \$40.00 per Semester

This subject is designed to build basic skills as applicable in cabinet and furniture making industries, carpentry and timber related industries. The study of Industrial Technology - Timber involves:

- Design, planning and construction skills in making a mantel clock, including the use of computer aided drawing and manual drawing to plan the project
- Developing skills in using fixed machines such as the Wood Lathe
- Use portable power tools including the Sliding Router Table and Finger Joiner
- Develop project folios to document design modifications, research and planning
- Study processes, materials and technologies and the impacts of the timber industry

INDUSTRIAL TECHNOLOGY – TIMBER II

CONTRIBUTION: \$40.00 per Semester

This course will allow students to build upon and refine skills developed in Timber I. The study of Industrial Technology - Timber involves:

- Design, planning and construction skills to produce a hall or bedside table/cabinet
- The use of manual and computer aided drawing to plan the project
- Developing skills in using fixed machines such as the Mortising Machine and Wood Lathe
- Developing skills in the use of portable power tools such as the Domino Joiner, Biscuit Joiner and Portable Router
- Producing a project folio to document research, design, project planning and construction
- Study processes, materials and technologies and the impacts of the timber industry

INDUSTRIAL TECHNOLOGY – TIMBER III

CONTRIBUTION: \$40.00 per Semester

Skills are further developed in this unit. The study of Industrial Technology Timber involves:

- Researching, designing and planning a jewellery box (or similar) based on the needs and interest of the student
- Extension – Design and construct a laser cut veneered skateboard. (Additional costs associated).
- All practical skills developed in the previous semesters will be utilised and extended upon

INFORMATION AND SOFTWARE TECHNOLOGY

Contribution: \$25.00 per Semester

The study of Information and Software Technology Years 7–10 assists students to develop the knowledge, understanding and skills to solve problems in real life contexts. Through experiential and collaborative tasks, students engage in processes of analysing, designing, producing, testing, documenting, implementing and evaluating information and software technology-based solutions. Creative, critical and meta-cognitive thinking skills are developed through students' practical involvement in projects.

A number of practical projects are completed including but not limited to:

- A swipe gallery phone app
- Copter game app
- Guessing game program
- Responsive HTML and Lightbox photo gallery using HTML5 and CSS

JAPANESE

CONTRIBUTION: \$15.00 per semester (Year 9) / \$20.00 per semester (Year 10)

The study of Japanese will allow students to:

- Learn to speak Japanese, understand spoken Japanese and read and write Japanese script, focusing on using Japanese in Australia and when travelling in Japan
- Learning about Japanese people, their country and customs is also important
- Extra opportunities to practice using your Japanese are available through pen friends, email pals and with Japanese visitors

Each year a number of Year 10 Japanese students will have the opportunity to participate in a three month exchange to our sister school in Japan.

Successful completion of Year 9 Japanese is a pre-requisite for Year 10 Japanese.

MARINE AND AQUACULTURE TECHNOLOGY 1, 2 and 3

CONTRIBUTION: \$25.00 per Semester

- Students must supply their own mask, snorkel and fins, red t-shirt or rash shirt
- Water Safety Skills (cost of pool admittance x 2)

The study of Marine and Aquaculture Technology will allow students to:

- Learn water safety and First Aid
- Explore fish, dangerous marine organisms and marine life in an estuarine environment
- Learn the theory of diving and physiology of skin diving and practical components of skin diving
- Study rock platforms, coastal management, deep oceans and Antarctica
- Study marine life such as marine mammals, mangroves and microscopic marine organisms
- Undertake snorkelling and fishing at Cudgen Creek

MATHEMATICS SUBSTAGES

When choosing a Mathematics substage to study in Stage 5, students need to make an honest assessment of their current understanding of mathematics. They also need to consider the courses of study they plan to follow beyond Year 10. Students should seek guidance from their current Mathematics teacher if they are unsure of what substage best suits their needs.

- **Mathematics Standard 1 [5.1]** is designed to assist in meeting the needs of students who are continuing to work towards the achievement of Stage 4 outcomes when they enter Year 9
- **Mathematics Standard 2 [5.2]** builds on the content of Stage 5.1 and is designed to assist in meeting the needs of students who plan to study **Standard Mathematics** in Stage 6
- **Mathematics Advanced [5.3]** builds on the content of Stage 5.2 and is designed to assist in meeting the needs of students who plan to study **Advanced Mathematics and above** in Stage 6

MUSIC 1, 2 and 3

CONTRIBUTION: \$15.00 per Semester

This course will give students the opportunity of studying music in much greater depth than was possible in Years 7 and 8.

The study of Music will allow students to:

- Perform music and develop both soloist and ensemble skills in a variety of genres
- Listen to and learn about a wide variety of different musical styles
- Participate in instrumental and vocal class performance
- Compose music in a variety of styles using technology

PHOTOGRAPHIC AND DIGITAL MEDIA 1, 2 and 3

CONTRIBUTION: \$20.00 per Semester

This course is relevant for students who are interested in the new advances in Photographic and Digital Media, or who wish to use them in the workplace.

The study of Photographic and Digital Media 1,2 and 3 will allow students to:

- Produce many works using a digital camera and other photographic forms and techniques, which would be suitable for commercial job application
- Use a range of hand and computer altered and generated photographic and printed forms
- Investigate the work of a range of artists such as photographers, designers, filmmakers, videographers, digital artists and animators

PHYSICAL ACTIVITY AND SPORTS STUDIES (PASS) 1, 2 and 3

The study of PASS 1, 2 and 3 will allow students to:

- Develop an appreciation of movement, as well as the development of physical skills and a willingness to participate and promote regular physical activity.

The study of PASS 1 will allow students to:

- Participate in Badminton, Oztag, Sofcrosse, Fundamental Movement Skills and Traditional Indigenous Games.
- Create a game and conduct it with their class.
- Select a Traditional Indigenous game, then plan and conduct it with their class and to Year 4 students of our local feeder primary schools (the Coastal Learning Community (CLC) group of schools).

The study of PASS 2 will allow students to:

- Participate in American Football, Indoor Hockey and AFL
- Plan and conduct an in class athletics event.
- Plan and conduct an Athletics Carnival for one of the local feeder primary schools (CLC), whilst assisting at one of the remaining CLC school's Athletics Carnivals and Tweed District Carnival.

The study of PASS 3 will allow students to:

- Participate in European Handball, Badminton and Ultimate Frisbee
- Plan and conduct an in class sporting competition.
- Plan and conduct a recess sporting competition for either Years 7, 8, 9 or 10.
- Participate in a possible lifestyle and recreation excursion.

TEXTILES TECHNOLOGY 1, 2 and 3

CONTRIBUTION: \$20.00 per Semester plus cost of own materials for projects

The study of Textiles Technology 1, 2 and 3 will allow students to:

- Learn how to select projects, patterns and fabrics to meet personal needs
- Display creativity whilst developing a range of practical skills relating to textiles
- Conduct research into fibres, yarns and fabrics
- Experiment with and apply design using the elements and principles
- Use computerised sewing machines in the construction of two (2) projects per semester
- Submit a portfolio to accompany project work

The practical applications of this course will provide for both vocational and general life experience.

VISUAL ARTS 1, 2 and 3

CONTRIBUTION: \$40.00 per Semester (Year 9) / \$40.00 per Semester (Year 10)

The Visual Arts Year 9-10 course offers students an exciting opportunity to continue experiencing and mastering a wide variety of art forms from painting to digital, sculpture to film. Visual Arts develops a student's creativity, intellectual and practical autonomy, reflective action, empathy, critical judgement and understanding. Visual Arts plays an important role in the social, cultural and spiritual lives of students. It offers a wide range of opportunities for students to develop their own interests, to be self-motivated and active learners who can take responsibility for and continue their own learning in school and post-school settings. It is vital for students to develop a sensory awareness, powers of visual expression and communication, an understanding of visual traditions and the potential to think and act creatively. Visual Arts provides a valuable background for all students contemplating any career where acute observation, critical analysis, brain-hand-eye co-ordination/dexterity and creative problem-solving are necessary.

The skills and knowledge taught and the values formed in Visual Arts will benefit those seeking a future in art and design-related industries and will also prepare students for vocational fields such as journalism, sociology, law, medicine and dentistry, by providing opportunities to develop their social and cultural awareness, observation skills and empathy and mental/manual dexterity. Students with a background in Visual Arts may have an advantage in other curriculum areas such as History and English.

There are three components to the Visual Arts course: practical, historical and critical. Art Study incorporates Historical Traditions, Theory of Practice and Critical Study. Practical activities are integrated with historical (encouraging an understanding of the social cultural significance) and critical study (which develops the student's ability to respond to and appreciate works of art.)

Students will have the opportunity in Art Practice to explore:

Digital imaging, painting, printmaking, drawing, sculpture, applied design, ceramics, cartooning, animation, installation, film, site-specific art, studio photography.

Requirements: Visual Arts Process Diary, pencils and own protective clothing

VISUAL DESIGN 1, 2 and 3

CONTRIBUTION: \$30.00 per Semester

The focus of this course is on making functional pottery and the function of advertising. The study of Visual Design 1, 2 and 3 will allow students to:

- Study a range of commercial practices of designing objects in the visual arts in different times and places, they will look at the power of publications (magazines and newspapers)
- Understand how art can represent ideas and issues related to what is happening in the world
- Construct a functional clay object for a set function
- Interpret and explain the practice of designers who make objects for mass and individual appeal (like Billabong)
- Design and make a range of identity designs and promotional material such as logos, symbols, brochures, font designs, posters, and a print publication/magazine by using layout, text and image
- Use computer generated images to create magazine covers and posters

Requirements: Display folder, pencils and own protective clothing

****END OF BOARD DEVELOPMENT ELECTIVES ****

NSW DEPARTMENT OF EDUCATION AND APPROVED ELECTIVES
DO NOT appear on ROSA

Journalism

Overview:

Kingscliff High School Annual Magazine

In this semester Stage 5 elective students will learn the skills to collaboratively create photographic and written texts for a school newspaper publication. Students will learn the roles of media production - photographer, editor, sub-editor, journalist, production (layout and design) and will acquire the skills of how the world can be represented through the visual and written word for an identified audience.

Students will learn how to work collaboratively to publish a newspaper: including how to write newspaper articles, conduct interviews, write and edit copy, write headlines, captions, bylines, use SLR cameras, gain insight through guest journalists (contacts to be acquired for Tweed News, The Koori Mail), and how to layout a newspaper on Adobe software/Quark for authentic publication of a school newspaper.

The skills students acquire in this elective link to opportunities to enter competitions such as

<https://fronlpage.online/about/>

Assessment:

Students will collate a portfolio of work and submit a newspaper article and photograph to a newspaper for publication.

Cross curricular:

Photographic and Digital Media, English, ICT

Long-term:

HPGE Kingscliff High School newspaper (to replace the Kingscliff High School newsletter); students acquire skills for Journalism cadetship/internship/work experience through Kingscliff High School relationship with local newspapers.

iSTEM – Module 1

Contribution: \$40.00 per Semester

iSTEM is a practical subject which involves participating in project-based STEM learning activities. Students participate in a range of practical engineered projects. The first module includes:

- an introduction to basic principles of iSTEM
- a specialised module examining aerodynamics
- core modules in computer aided design and manufacture using 3D Printing and Laser Cutting.
- mechatronics, including designing and developing solutions associated with combined mechanical and electrical systems.

This course assists students to develop the knowledge, understanding and skills to solve problems in real life contexts. Through experiential and collaborative tasks, students engage in processes of analysing, designing, producing, testing, documenting, implementing and evaluating information. Creative, critical and meta-cognitive thinking skills are developed through students' practical involvement in projects.

A number of practical projects are completed including but not limited to:

- Manufacture of 3D printed parts for Skylap Planes and Bottle Rockets to complete the in the NSW AVC Challenge
- Design and construct Skylap Planes and Bottle Rockets to compete in the NSW AVC Challenge
- Compete in a Drone/Robocup Junior EV3 Challenge
- Robotic Arm challenge – design and construct a working laser cut robotic arm

iSTEM – Module 2

Contribution: \$40.00 per Semester

iSTEM is new for Year 10 in 2022. This course extends on from iSTEM – Module 1. Students study:

- Motion and renewable energies (Solar Car Challenge)
- Mechatronics 2 (Arduino controlled Robotic Arm)

Students learn to work collaboratively in teams to solve a range of engineering problems. In the first module students study renewable energies and mechanical engineering principles during the construction of model solar cars to compete in a competition. Students learn to use basic electronic circuitry and fault find electrical circuits. In the second module students explore more advanced mechatronics, integrating Arduino programmable logic controllers to program electrical circuits for an electro-mechanical robotic arm. Students also explore career paths in STEM.

****END NSW DEPARTMENT OF EDUCATION APPROVED ELECTIVES ****

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