MacKillop College

Enrol in Excellence

A GUIDE TO ELECTIVE OFFERINGS 2020

Elective Offerings 2020

Year 9 & 10
(Stage 5) Curriculum

Compulsory Subjects:
Religious Education
English
Mathematics
Science
Personal Development, Health and Physical Education
Australian Geography and Australian History
Sport

Electives: (*any two of the following*)
Commerce
Dance
Drama
Food Technology
French
Graphics Technology
Industrial Technology – Metal
Industrial Technology – Timber
Information and Software Technology
iSTEM (Integrating Skills, Technology, Engineering and Mechanics)
Marine and Aquaculture Technology
Music
Physical Activity and Sports Studies (PASS)
Textile Technology
Visual Arts

The following pages contain outlines of course content and relevant information regarding the elective subjects. Read these pages thoroughly before completing and submitting the Elective Selection form.

Note: the deadline for your choices is MONDAY, 26th August.

COMMERCE

Commerce is a part of everyday life and how we interact with others in society. The study of Commerce has been designed to assist students to learn about their changing commercial environment so that they gain a greater understanding of how to live and work in modern society.

Commerce provides the knowledge, skills, understanding and values of commercial and legal processes and competencies to gain greater ability in problem solving and decision making.

By completing this course, students will be better equipped for:

- continuing education in business, economics and legal studies;
- participating in a commercial society;
- employment skills and practice; and
- controlling their own personal finance.

Topics studied across Year 9 and 10

Core Topics

1. Consumer and Financial Decisions – learn to identify and research issues that individuals encounter when making consumer and financial decisions.
2. The Economic and Business Environment – develop an understanding of the importance, and features of the economic environment, including markets.
3. Employment and Work Futures – investigate the contribution of work to the individual and society and the changing nature of work.
4. Law, Society and political Involvement – develop an understanding of how law affects individuals and groups and regulate society, and how individuals and groups participate in the democratic process.

Other Key Topics

1. Promoting and Selling – investigate the promotion and selling of goods and services including social, ethical and environmental considerations.
2. Running a Business – look at how entrepreneurial attributes and dispositions contribute to business success, and examine the considerations involved when planning and running a business.
3. Our Economy – investigate Australia's place in the global economy, measurement of economic performance, trade patterns, the impact of change in our economy and the implications of these changes for consumers, businesses and broader society.
4. Law in Action – investigate a range of situations in which individuals may come in contact with the law by examining legal rights and responsibilities.
5. Toward Independence – investigate financial, consumer, legal and employment issues which may affect them in the future.

Commerce provides for a range of learning styles and experiences that suit the interests and needs of all students. It emphasises the potential and use of ICT in the classroom to engage in the commercial world. If you are after a subject to develop your life skills then Commerce is for you.

For further information, please contact Mrs Palmer or Mr Evans.

DANCE

Dance provides students of all abilities with opportunities to experience, understand and value the language and art of dance. It is a subject that addresses a students' physical, creative and academic development. The study of dance as an artform is centered on the exploration of three interrelated components; **Performance**, **Composition** and **Appreciation**.

Dance is an artform that has been used throughout history by many different cultures to communicate meaning through movement. Students will be required to engage in physical training and preparation of the body, through experience with various stylised techniques. Students learn to use their body in generating movement, as an instrument to communicate and express ideas.

Dance is accommodating of all abilities and dance styles including;

- Contemporary
- Lyrical
- Modern
- Ballet
- Jazz (commercial and theatre)

Other styles that students can choose to explore include; hip hop, tap, break dancing and many more during project-based performance and composition units.

Assessment includes:

- Practical tasks
- Written tasks

This course is suitable for students with a strong interest in Dance and movement. Previous dance training is not a requirement as students will be challenged at their own level and ability.

For further information please contact Miss Skea.

DRAMA

Drama is a dynamic learning experience that caters for a diverse range of students. The study of Drama engages and challenges students to maximize their individual abilities through imaginative dramatic experiences created in cooperation with others. (*Drama Syllabus, 2003)*

The Drama course enables students to develop their dramatic skills and enjoyment of drama and theatre through making, performing and appreciating dramatic and theatrical works.

Students may engage in activities such as:

1. Playbuilding
2. Improvisation
3. Studying Dramatic Forms and Performance Styles
4. Reading Scripts
5. Writing Scripts
6. Individual and Group performances
7. Design – Set, Costume, Publicity
8. Characterisation
9. Video Drama
10. Viewing and Appreciating Productions

The course outline is:

Year 9 Drama

1. Introduction to Drama
2. Shakespeare
3. Character Development: Individual Performance
4. Playbuilding: Group Performance
5. Personal Interest Project

Year 10 Drama

1. Shakespeare
2. Script Study: Absurd Theatre – Individual Performance
3. Playbuilding: Group Performance
4. Personal Interest Project

Students are required to keep a logbook. In this they will record, describe and evaluate workshops and other drama experiences. Students also have the opportunity to attend an annual excursion to Sydney to view OnStage. This is a showcase of outstanding HSC Drama performance and project work.

Assessment includes:

- Workshops / Practical
- Written.

For further information please contact Ms Stuart.

FOOD TECHNOLOGY

In the Food Technology course, students will explore food related issues through a range of theoretical and practical experiences, allowing them to make informed and appropriate choices with regard to food and nutrition.

Food Technology is important because:

- there are increasing community concerns about food issues including hygiene and safety, nutritional claims and the nutritional quality of food, and the environmental impact of food production and processing;
- in Australia, consumers are confronted with an ever increasing array of food products. Making informed decisions and developing sound food habits requires an understanding of nutritional principles;
- food is important in the Australian economy and provides numerous employment opportunities in the ever expanding hospitality industry and the food manufacturing industry; and
- food preparation is a worthwhile life skill.

Students gain knowledge and skills in the areas of:

- food properties, preparation and processing;
- hygienic and safe work practices and the provision of quality food;
- nutrition and food consumption;
- food choices and the consequences for health; and
- food and its relationship to culture.

Students are involved in a wide range of activities including:

- research
- analysis of data
- ICT exercises
- case studies
- video reports
- discussions
- surveys
- assignments
- design exercises
- visits to a commercial venue
- practical activities including food preparation, experiments, taste testing
- planting and harvesting seasonal produce from the school's kitchen garden.

Topics for study include:

- Food Selection and Health – "Eat Well, Live Well"
- Food Trends – "Fashionable Food"
- Food for Special Needs – "Food for All"
- Food in Australia – "Aussie Tucker"
- Food for Special Occasions – "Let's Party"
- Food Service and Catering – "Are You Being Served?"

The course contributes to both vocational and general life experiences and results in skills that are transferable to other study including HSC and University courses, work and life contexts.

Students pay a semester fee of approximately $40 to assist in covering the cost of ingredients used in practical lessons.

Please note in 2020 practical lessons will take place during double periods.

For further information please contact Mrs Ford or Mrs Verdon.

FRENCH

In Years 9 and 10, students of French will build on what they have learned in Years 7 and 8.

We focus on developing the students' ability to operate as a 'traveller abroad'. Students learn to speak about their family and friends, their sporting and leisure activities, holiday plans, and to use different tenses to express what they plan to do, what they've done and what they might do in the future. They learn how to talk about places around the town and the tourist opportunities available. Ordering food steps up to a new level in Stage 5 French and students also learn a great deal about the French way of life – schooling, leisure, entertainment and family customs.

A wide variety of resources are used to explore these themes: French textbooks, magazines, worksheets, videos, online activities, roleplays and games.

A balanced programme of activities and exercises is developed to assist improvement in the four skill areas of language learning: speaking, reading, listening and writing. Small amounts of grammar are also introduced at appropriate intervals to assist the four skill areas, and to give context to the language's structure.

French culture remains an important and integrated aspect of this course. Some research is undertaken – students learn to make their way around Paris, or big French cities, and also familiarise themselves with New Caledonia, a French speaking territory. French cuisine is further explored either through cooking at school or going out to a French restaurant. The students also perform plays in French at school and in the community.

Please see Madame Fischmann, Madame McKell or Madame Charge for further information.

GRAPHICS TECHNOLOGY

The Graphics Technology course aims to develop in students the ability to think creatively, devise solutions and communicate information to a range of audiences using a variety of graphical techniques and media.

The study of Graphics Technology as an elective course enables students to sketch, accurately draw shapes and objects to communicate information, interpret design and produce a variety of graphical presentations using a range of manual and computer based technologies.

Course Content

The course consists of two core modules and four optional modules. The optional modules come from areas such as:

- architectural drawing;
- cabinet and furniture drawing;
- computer aided design and drafting (CAD);
- computer animation;
- engineering drawing;
- graphic design and communication; and
- product illustration.

In each module students will develop knowledge, understanding and skills related to the following key areas:

- graphics principles and techniques;
- design in graphics;
- planning and construction; and
- presentation.

Throughout this course students will develop an understanding of related work environments while developing skills and understanding that will equip them for potential vocational pathways, future learning and leisure and lifestyle activities.

A yearly fee of approximately $30 is payable for consumables and basic graphics equipment.

Please see Mr Reynolds for further information.

INDUSTRIAL TECHNOLOGY - METAL

The major emphasis in this two year elective course is on students being actively involved in the planning, development and construction of quality metal projects. The course provides opportunities for students to develop knowledge and skills in relation to metals and associated industries.

The course aims to:

- develop knowledge, skills, appreciation of quality in design and production of practical projects;
- develop the ability to investigate practical solutions to problems;
- encourage a sense of purpose, enjoyment and personal satisfaction through the production of practical projects; and
- develop knowledge and understanding of traditional, current and emerging technologies in industry.

Course Content

In core modules, students learn about the materials, tools, techniques and safety issues related to metal as they manufacture a variety of practical projects. This is further enhanced and developed through the study of specialized modules in metal machining and metal fabrication.

The practical projects may include:

- sheet metal products, such as toolboxes;
- metal machining projects, such as nutcrackers and centre punches;
- fabricated projects such as candelabras, beds, storage units, scroll mirrors, fire bins;
- ornate coffee tables and art metalwork; and
- a major project.

Through these projects students will learn about:

- workplace health and safety;
- materials, tools and techniques used when working with metals;
- designing with metals;
- workplace communication skills;
- links to industry; and
- environmental impacts.

The study of Industrial Technology – Metal will develop a range of skills that will equip students for further leisure and lifestyle activities, potential vocational pathways and future learning in the technology field.

The fee for materials in Year 9 will be approximately $80. Year 10 students pay $30 plus material costs dependent upon the major project undertaken.

For further information please contact Mr Reynolds or Mr Irving.

INDUSTRIAL TECHNOLOGY - TIMBER

In our ever changing technological society, Industrial Technology - Timber provides a variety of activities, mainly practical, in which students develop the basic concepts, knowledge, skills and techniques relating to timber and associated industries.

The course aims to:

- develop knowledge, skills, appreciation of quality in design and production of practical projects;
- develop the ability to investigate practical solutions to problems;
- encourage a sense of purpose, enjoyment and personal satisfaction through the production of practical projects; and
- develop a knowledge and understanding of traditional, current and emerging technologies in timber industries.

Course Content

In core modules, students learn about the materials, tools, techniques and safety issues related to timber as they manufacture a variety of practical projects. This is further enhanced and developed through the study of specialized modules in cabinetwork and wood machining.

The practical projects may include:

- furniture items such as coffee tables;
- decorative timber products such as coffee mug trees and turned bowls;
- storage and transportation products;
- small stepladders (or similar);
- storage and display units such as TV cabinets and blanket boxes; and
- a major project.

Through these projects students will learn about:

- workplace health and safety;
- materials, tools and techniques used when working with timber;
- designing with timber;
- workplace communication skills;
- links to industry; and
- environmental impact.

The study of Industrial Technology – Timber will develop a range of skills that will equip students for further leisure and lifestyle activities, potential vocational pathways and future learning in the technology field.

The fee for materials in Year 9 will be approximately $80. The Year 10 fee will be approximately $30 plus material costs dependent upon the major project undertaken.

For further information please contact Mr Thick or Mr O'Dell.

INFORMATION AND SOFTWARE TECHNOLOGY

The study of Information and Software Technology in Years 9 and 10, enables students to use the latest in digital and web-based technologies to create state-of-the-art multimedia presentations. Through practical hands-on involvement in projects, individually and in groups, students engage in the process of producing computer-based solutions.

Optional topics include:

- authoring and multimedia;
- digital media;
- the internet and website development;
- software development and programming; and
- robotics and automated systems.

Year 9 course outline:

- graphics – students will use image editing software to manipulate various images as well as create their own graphics;
- animation and audio – students produce animations for use in multimedia presentations; and
- authoring and multimedia – students will combine text and sound with graphics and animation to make a music video multimedia presentation/podcast.

Year 10 course includes:

- an introduction to website design – students will learn the features of website creation and produce an informative and interactive website;
- programming – students will explore the Python programming language as they develop solutions to real world problems;
- video production – students will storyboard, script, shoot/film and edit; and
- robotics – Arduino MadMaker program.

Participation in the Information and Software Technology course appeals to students through practical activities and their enjoyment of learning about and using computers. As a result of studying this course, students will be equipped to make appropriate use of, and informed choices about, information and software technology. Students will be prepared for future developments and directions in the exciting and challenging field of information and software technology.

Assessment: Includes both practical projects and written tasks.

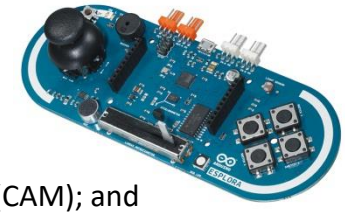
For further information please contact Mr Jones or Miss Hudson.

iSTEM (INTEGRATING SKILLS, TECHNOLOGY, ENGINEERING AND MECHANICS)

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 of a technologically based workforce. The Integrating Skills, Technology, Engineering and Mechanics (iSTEM) curriculum utilises these knowledge sources in application to Science, Technology, Engineering and Mathematics.

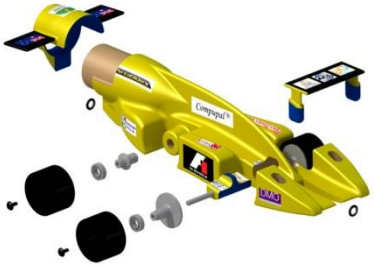
The course develops inquiry based learning, problem solving and computational thinking towards a variety of practical tasks. Students will learn to use a range of tools, techniques and processes, including relevant technologies to create solutions to a variety of practical based projects.

They will learn about a range of technological and engineering concepts through the completion of the following modules:



- Engineering Fundamentals;
- Aerodynamics;
- Motion;
- Mechatronics;
- Computer Aided Design (CAD) and Computer Aided Manufacturing (CAM); and
- Independent Research Project.

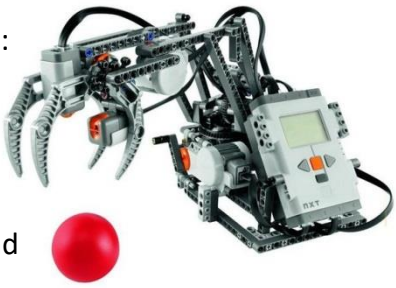
Practical Projects may include:



- Pneumatic and hydraulic rocketry;
- CO^2 formula one and drag cars;
- Lego Mindstorms NXT/ EV3 robotics;
- Hydraulic lifting devices;
- Electric vehicles and aircraft; and
- Coding and programming Arduino Esplora / Raspberry Pi boards.

STEM Competitions

Opportunity to participate in regional and state competitions including:



- MadMaker Challenge – University of Sydney;
- REA F1 in Schools challenge;
- Hunter Valley Electric Vehicle Festival;
- RoboCUP / First Lego League;
- Global Cardboard Challenge – assisting primary school students; and
- 3D Printed Watch.

This subject is suited to the inquiring, logical mind that enjoys experimenting, exploring and creating. The iSTEM course would also be of benefit to students who are interested in studying Engineering Studies, Design and Technology, Software Design, Physics and Mathematics at the upper secondary school level.

The fee for materials in Years 9 and 10 will be approximately $60 plus material cost dependent upon the Independent Research Project undertaken.

For further information please contact Mr Jones or Mr Finney.

MARINE AND AQUACULTURE TECHNOLOGY

Marine and Aquaculture Technology is an exciting subject where theoretical classroom lessons are complimented with a 'hands on' and 'feet in' approach to learning.

We will study a range of marine environments and marine biology.

Much of the learning in this subject will take place in the classroom. Practical lessons will be conducted at beach rock platforms and at the river to discover first hand the marine environment and humanity's interaction with it.

Please note you need to be confident in the water, a capable swimmer and be prepared to handle fish in order to fulfil many of the requirements of this course.

Areas of study may include:

- water safety and general first aid;
- marine environments and ecosystems;
- fish and marine mammals;
- marine and fishing equipment;
- commercial and recreational fishing;
- boats, kayaking and canoeing;
- basic snorkelling; and
- aquaculture and aquariums.

As part of the Marine and Aquaculture Technology program students may gain several certificates. For example; The Senior First Aid Certificate, Royal Life Saving Bronze Medallion, Boating License and Snorkelling Certificate. These awards are not a mandatory part of the subject, but they are highly regarded and students may have the opportunity to complete these certificates at a greatly discounted cost whilst enrolled in Marine and Aquaculture Technology. These costs are payable to the appropriate organisations.

This course aims to develop in students:

- an appreciation of the complexity and fragility of our coastal ecosystems as well as their value to the local community;
- an appreciation of the potential impact of marine ecosystems on the lifestyles of people in the Greater Port Macquarie Region; and
- an interest in oceanography, marine biology and leisure activities which are compatible with responsible management of the marine environment.

Assessment is based on: acquisition of skills, assignments, experiments, practical projects, examinations, written and oral displays of related knowledge and understanding. There is a course fee of approximately $185 per year to cover the cost of equipment, resources, entry fees and bus travel to and from venues. Aqua shoes for rock platform fieldwork are required for all students.

For further information please contact Mr Irving.

MUSIC

All students should have the opportunity to develop their musical abilities and potential. As an art form, music pervades society and occupies a significant place in world cultures. Music plays important roles in the social, cultural, aesthetic and spiritual lives of people. At an individual level, music is a medium of personal expression. It enables the sharing of ideas, feelings and experiences. *(Music Syllabus, 2003)*

This is a very practical course where students are active, not only playing but also creating their own music and learning by listening to a wide range of music styles. The Elective course for Year 9 and Year 10 extends the work that all students complete in the Mandatory Music course in Year 7 and Year 8.

The Music course is divided into the following learning experiences:

- performance – playing or singing, solo and group;
- listening – music analysis and aural skills; and
- composition – creating and arranging music.

All class activities and assessment tasks are based on these three learning experiences and are of equal importance.

Students will gain skills and knowledge related to a range of topics studied. Students will also use a range of technologies available to them, including music software, digital and electronic technology.

Topics in Years 9 and 10 may include:

1. African and Cuban Music
2. Pop vs Classical
3. EDM: Creative Repetition
4. Australian Song Writing
5. Australian Art Music
6. Elective Topic.

As part of the course, students will be involved in a number of different music experiences. Costs for visiting performances will be approximately $5 per performance. A one day trip to a musical performance is also offered. This excursion is not compulsory. The cost for this excursion is approximately $95 for the day.

While it is not compulsory, it is an advantage to be part of a music group such as a band, choir or other ensemble. This course is designed to cover a very diverse range of topics and let students experience music through listening, singing, playing, discussing, observing, composing and writing.

It is beneficial that students are engaging in private tuition on their chose instrument.

For further information please contact Mrs Adams,
Mrs Stewart, Mr Geaney or Mr Denham.

PHYSICAL ACTIVITY AND SPORTS STUDIES

Physical Activity and Sport Studies (PASS) is designed to utilise the skills and extend on the content taught in Personal Development, Health and Physical Education. It is for those students with a particular interest in the areas of the human body, health and fitness and the social aspects of sport and physical activity. The course comprises of 12 Core Modules taught over the two years.

Whilst each module includes a theoretical component, there is emphasis on movement and physical activity throughout all modules. The course structure is outlined below.

Please note a new syllabus is being implemented from 2020. The College is still in the planning phase and, as such, the modules of study have not yet been finalised. In previous years we have studied the following modules of study:

Course Structure and Overview
The core modules:
Year 9

1. Movement Systems – Muscular and Skeletal
2. Australia's Sporting Identity
3. Moving with Skill
4. Physical Activity for Health and Fitness
5. Sports Injuries
6. Lifestyle Leisure and Recreation

Year 10

1. Energy Systems for Physical Activity
2. Create a Game
3. Coaching in Practice
4. Issues in Sport
5. Movement Composition
6. First Aid Certificate

- Student assessment will include movement tasks, presentations, group work, written reports and semester exams.
- As PASS Studies aims to take advantage of the many facilities in our community, some costs may be involved.
- In Year 10, students can attend an optional excursion to Sydney where they attend sport facilities and major events.

Students who undertake PASS will:

- have a better understanding of how to live a healthy lifestyle; and
- be provided with the necessary skills to participate in a range of sports.

For further information please see Miss Montgomery.

TEXTILE TECHNOLOGY

The Textile Technology course caters for the student who has an interest in all aspects of clothing and fashion, interior design and textile technology.

Areas of Study

The course aims to develop confidence and proficiency in the design, production and evaluation of textile items. Students are actively engaged in learning about:

- the properties and performance of textiles;
- textiles design and the role of designers; and
- the role of textiles in society.

They also develop skills in creative documentation, communication and presentation of design ideas, and in critical selection and creative use of textile materials.

Units of work are based on the following focus areas:

- apparel
- furnishings
- costume
- textile arts
- non-apparel.

Each unit of work includes a project where students develop their practical skills to produce a textile item and complete documentation of their work in a project.

Specific units of work may include:

- Inspirational Textiles – designing and creating personalised bunting with surface decoration techniques.
- Commercial Clothing – constructing an item of clothing for themselves, or a child, based off a commercial pattern.
- Toy Story – designing and creating a small soft toy with surface decoration techniques.
- Inside Story – designing and creating a soft furnishing item with surface decoration techniques.
- Waste Wear – designing and creating a corset or waistcoat that is centred around a theme. This involves pattern modification/drafting and the use of secondhand materials.

Students undertake three projects in Year 9 and two projects in Year 10. Fabric and notions cost varies dependent on the project. In addition, a Textile fee of approximately $35 per year covers the cost of a project diary, interfacing, fabric dyes and incidentals.

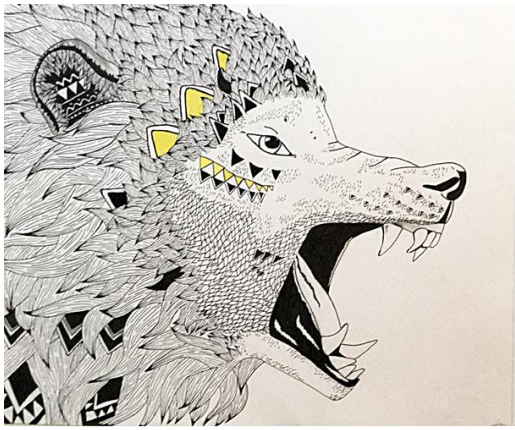
For the Future

Students who study Textile Technology will:

- become well informed consumers of textile products and equipment;
- develop creativity and a sense of achievement through designing and constructing with textiles;
- develop skills which lead to enjoyable and profitable leisure activities; and
- have a basis for further study in HSC courses, University textile science courses and fashions courses at Design Colleges and TAFE.

For further information please contact Miss Hudson, Mrs Rossington or Mrs Tejcek.

VISUAL ARTS



Visual Arts is a creative dynamic subject where students learn the skills and techniques to express themselves in a variety of media. The role of Visual Arts is to inform students to become aware of the world and to learn problem solving skills and the methods that artists use to express themselves.

The Visual Arts course enables students to be involved in:

- art making
- critical historical studies.

Students will engage in activities such as:

- drawing
- painting
- illustration
- sculpture
- ceramics
- photomedia
- printmaking
- viewing and appreciating art works and much, much more.

The course outline is:

Year 9 Visual Arts

1. Essentially Me – drawing, painting and portraiture
2. Introduction to photomedia, using a DSLR
3. Sculpture – ceramics and wire
4. Illustration

Year 10 Visual Arts

1. A Window to the Frames – making art through the eyes of the syllabus.
2. Body of Work – working over the whole term, students create a 'Body of Work' based on their own ideas using their own selected media.
3. Surrealism: The Subconscious and Beyond – exploring the irrational and absurd.
4. Stop motion animation.

Students are required to maintain a Visual Arts Process Diary (VAPD). The VAPD is used to complete all class work and to record, document and evaluate all of their art making experiences.

Approximate cost for general materials needed in Visual Arts, including paints, sculptural, photographic paper, canvases and VAPD, is $85. Further costs may apply to the Year 10 Body of Work unit. Excursion costs will vary.

Assessment is weighted:

- 60% art making
- 40% critical and historical study.

For further information please contact Mrs North, Mrs Cornale or Mr Beddoe.