JUNIOR ELECTIVE SUBJECTS

2012

"Then it's agreed. All boys and girls will take hunting for the first half of the year and gathering for the second half."
Choosing Elective Courses for Years 9 and 10

Dear Parent/Carer,

Students in Years 9 and 10 study a number of compulsory courses for the School Certificate but also have a free choice of two elective courses.

Compulsory courses are: English, mathematics, science, history, geography, physical education/health/personal development (PDHPE) and sport.

Elective courses are:

- Aboriginal Studies
- Child Studies
- Commerce
- Drama
- Design & Technology (FAB)
- Food Technology
- French
- Geography (Elective: Extreme World)
- History (Elective)
- Graphics Technology
- Industrial Technology
  - IT Automotive
  - IT Engineering
  - IT Multimedia / Photography
  - IT Metal
  - IT Timber
- Information Software Technology (Computing)
- Marine & Aquaculture Technology
- Music
- Photographic and Digital Media
- Physical Activity and Sports Study
- Textile and Design
- Visual Art
- Visual Design

Students should choose courses that interest them and that they enjoy. (Senior courses in Years 11 and 12 do not require students to have studied similar courses in Years 9 and 10).

Elective courses continue over two years and generally cannot be changed once commenced.

Students are asked to select four courses. It is not always possible to give a student his or her first choice and back-up selections are required.

Some of the courses listed above may not run in 2012 if there are too few students selecting them. All courses need a set number of student enrolments before we can offer them on the timetable. Additionally, a popular course may fill up quickly so that not all who choose it can be included in the class. Every effort will be made, however, to give students two of their four choices.

Costs
Please note that some courses do require a financial contribution to cover costs of consumable materials. These courses run and enrolments are made based on the understanding that families will make this contribution. Arrangements can be made for a payment plan if this is preferred. In cases of financial hardship assistance can be offered through a fund provided to the school but you will need to apply and provide supporting information. If you are unwilling or unable to pay the contribution it is advisable to choose other subjects.

Les Clark
Principal
# Head Teachers

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<td>Aboriginal Education Officer</td>
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ABORIGINAL STUDIES

The Stage 5 Aboriginal Studies course provides a general understanding of Aboriginal culture today and in the past. It is a course for ALL students – Aboriginality is NOT a prerequisite.

Aboriginal Studies seeks to explore the cultures, languages and lifestyles of Aboriginal peoples. It emphasises the understanding of issues central to Aboriginal societies and the relevance of these issues to the entire Australian community.

For Aboriginal students it reaffirms identity, building pride in cultural heritage and raising self-esteem. For all students it provides an understanding of cultural heritage and pride in a history of Australian civilisation since the beginning of the Dreaming. The course also assists in the eradication of racism and the development of a national identity.

The course structure is outlined below:

Core Part 1: Aboriginal Identities

The focus of ‘Aboriginal Identities’ is the diversity of Aboriginal cultures and identities and the factors that contribute to their development and expression. A case study with a local or regional community focus is also part of ‘Aboriginal Identities’.

Core Part 2: Aboriginal Autonomy

The focus of ‘Aboriginal Autonomy’ is Aboriginal Peoples and human rights, with emphasis on the importance of self-determination and autonomy. A case study is also undertaken as part of ‘Aboriginal Autonomy’.

Course Options

Stage 5 Aboriginal Studies also involves the study of a number of options such as:

- Aboriginal Visual Arts
- Aboriginal Performing Arts
- Aboriginal Film and Television
- Aboriginal Peoples and Sport
- School-developed option

Subject Contribution $10. Any fieldtrips will be paid for as the need arises.
CHILD STUDIES
Child Studies is a fun and innovative elective course. This very popular course is a Board Endorsed course and is a recognised School Certificate subject.

Course Description
The Child Studies course covers a broad range of parenting and childcare topics from “The Birth of a Baby” through to “Childcare as a Career”. It teaches the real responsibility of parenting through a hands on approach with a VIRTUAL BABY from the “Baby Think It Over Program”. The students care for the baby over a selected period of time. Students:

- will be prepared to work in a professional capacity in a childcare facility.
- will develop original, creative garment designs from concept to completion, including basic pattern making, fashion drawing, making garments and accessories, marketing and selling products for young children.
- will learn about childcare, play through the making of special toys.
- who study Child Studies will have the opportunity to be creative, independent learners and to explore functional and aesthetic aspects of childcare.
- This is an excellent course for those who are thinking of doing childcare as a career.

What will students learn about?
Students will learn about childcare through the study of different focus areas and areas of study. The following focus areas are just some of the areas we will explore in Child Studies.

- **A New Life** – true life videos of the magic of birth. Teenage pregnancy & the effects of drugs & alcohol are addressed. Special guest speakers are a highlight of this unit.
- **Caring for a Newborn** - students care for our Virtual Babies, just like a real baby. Learn about feeding a baby, making it special food, bathing and baby massage.
- **Child Socialisation** – visit a childcare centre or pre-school to learn what children do during play. Make a special children’s toy and test it out at your childcare centre or pre-school.
- **Families First** – the importance of families working together. Design a nursery.
- **Children with Special Needs** – focus on catering for the needs of children with developmental, physical and sensory disabilities.
- **Entertaining Young Children** – let’s have a party; students design and organise a Theme Party for a pre-schooler. Friends and brothers and sisters are invited.
- **Children’s Clothing** – make baby and toddler clothes and accessories. Something special to keep or give as a present to someone you care for.
- **Growing Up** – the milestones in your life documented by your own scrapbook.
- **Childhood Illnesses and Accidents** – how to keep your baby safe against accidents and diseases. Attain a first Aid certificate – a must when working in childcare.
- **The Preschooler** - let’s make an activity book or mat for a pre-schooler. Fun researching what little children like to play with and making it for them.
- **Childcare Issues** - visit a childcare centre or school to learn what children do during play. You will be working with a trained teacher, a taste of work experience in Childcare.

All topics focus on the responsibility of caring for young children. The course also deals with the issues of teenage pregnancy.

This course is suited to a wide range of student ability. It provides an opportunity for research into such fields as Genetic Engineering and IVF through to many enjoyable experiences with hands on children’s activities.

**Cost**: $40 will cover basic materials. **Other materials will need to be purchased.** This cost is compulsory for elective Child Studies.
COMMERCE

Commerce provides the knowledge, skills, understanding and values that form the foundation on which young people make sound decisions on consumer, financial, business, legal and employment issues. It develops an understanding of commercial and legal processes and competencies for personal financial management. Through the study of Commerce students develop financial literacy which enables them to participate in the financial system in an informed way.

Students complete 4 core topics over the course of two years of study. These include:

- Consumer Choice
- Law and Society and
- Personal Finance
- Employment Issues

As well as these core topics, students will also study a minimum of 5 options. The choice of options will be decided upon by the teacher, taking into account the class and opportunities available for their study.

- Investing
- Promoting and Selling
- E-commerce
- Global Links
- Towards Independence
- Political
- Involvement Travel
- Law in Action
- Our Economy Community
- Participation
- Running a Business
- School-developed Option

Students undertaking Commerce have opportunity to develop skills in Financial Literacy, participate in The Stock Market Game and participate in The Money Stuff Challenge (a fun student centred competition that develops skills in purchasing and budgeting for mobile phones, buying a car, renting a house and joining the workforce. Students also get to practise and test their skill in the 'Mojo Mega Mall' Game – Master of the Mall, an online interactive shopping mall that teaches about the world of shopping and part time work.

The course is relevant to the needs and challenges of young people and prepares and educates them in skills that will be valuable throughout their lives.

Fieldwork in Commerce can take many forms and has scope to invite a range of guest speakers to add interest to the material being learned in class.

Subject Contribution $10. Any fieldtrips will be paid for as the need arises.
**DRAMA**

Stage 5 Drama is a fun and challenging 2-year course that engages students in a positive learning environment. Sixty percent of the course is practical.

It develops students' social skills through teaching them to work with others on collaborative tasks.

It develops problem-solving skills by involving them with activities where they have to think, react, and then reflect on their own work.

Drama improves students' self-confidence, self-esteem, self-motivation, communication skills and the ability to work as part of a group. These are all valuable attributes that employers look for when hiring staff.

During the course students will study;

- Improvisation
- Play building
- Scripted drama
- Physical theatre
- Realism
- Masks
- Commedia dell'Arte
- Protest and political theatre
- Mime
- Vaudeville
- Melodrama

Drama encourages students to understand learning can be fun.

Students frequently acknowledge that drama motivates them to attend school. Drama students are all involved in the annual Performance Night which has become an important part of the culture of Gorokan High School.

**Subject contribution $ 10**
FAB Attack – Fashion, Accessories and Beauty (Design & Technology Strand) is an exciting and fun course that may be studied for 100 or 200 hours for the School Certificate. It builds on the knowledge, skills and experiences developed in the Technology (Mandatory) Years 7–8 Syllabus.

Course Description

Fashion, Accessories and Beauty develops a student’s ability for innovative and creative thought through the planning and production of design projects related to real-life needs and situations. Students will be engaged in:

- **Fabulous Fashion Design** – students will design and make the latest fashions and accessories as well as partake in fashion drawing workshops conducted by the Whitehouse School of Fashion.
- **Eccentric Accessories for Your Bedrooms** – make your room your own with special accessories made by you.
- **Jazzy Jewellery Design** – beautiful glass jewellery techniques and beading will help you accessorise your wardrobe, or make something for someone special.
- **Scrumptious Sweets** - Confectionary Design, lollies and chocolates will be designed and produced as well as the marketing and packaging that makes them so special.
- **Food Frenzy** – Learn aspects of small business when you run your Café and make money for your class.
- **Skin Deep: Beauty Products** – how do you make lip gloss, bath bombs, etc? A beauty consultant will be brought in to analyse skin and give beauty advice.
- **My Design: What you want to do?** Includes many other interesting topics where the students will have some free choice

What will students learn about?

All students will learn about the design, production and evaluation of quality design solutions. They will learn about designing, how designs are important in our modern day lives and research famous designers associated with teenagers today. We will be experimenting with our graphics and design programs in the skills centre, using the best technology around.

What will students learn to do?

Students undertaking Fashion, Accessories and Beauty will learn to be creative and innovative through the exiting pathway of design. Students will research possible answers to a problem, and through experimentation will produce designs for a range of situations. Students will be able to transfer the skills learnt in F.A.B. Attack to everyday situations. We will be running a project which utilizes small business guidelines and sell products to staff and students. They will learn to access, manage and safely use a range of materials, tools and techniques to aid in the development of design projects and to critically evaluate their own work and the work of others. Project management skills will be developed through individual design projects.

Cost: **$60.00** covers the cost of most materials and photocopying FOR THE ENTIRE YEAR. Some additional materials will have to be purchased, by the students, for specialist projects. This cost is compulsory for elective Design & Technology.
Fun Food Technology is a fun and informative subject, which looks at a variety of different areas in the food industry and deals with real life situations. Fun Food Technology is elective course that may be studied for 100 or 200 hours for the School Certificate. It builds on the knowledge, skills and experiences developed in the Technology (Mandatory) Years 7–8 Syllabus.

Course Description

Fun Food Technology - The study of Food Technology:

- Allows students to explore aspects of the food industry from designing foods, making and evaluating menus, nutrition, budgeting, organising a small business, researching the history of foods, investigating diets and healthy living.

- Gives students experience in industry specific areas such as occupational, health and safety.

- Allows a student to gain a sound knowledge on how to prepare nutritious and innovative foods, a skill that is vital when moving from home to caring for themselves.

- Will allow students to develop the ability and confidence to design, produce and evaluate solutions to situations involving food. They will learn to select and use appropriate ingredients, methods and equipment safely and competently.

What will students learn about?

Students will learn about food in a variety of settings, enabling them to evaluate the relationships between food, technology, nutritional status and the quality of life. The following focus areas provide a context through which the core (Food preparation and processing, Nutrition and consumption) will be studied. Topics to be explored are:

- **Lets Party** – Design, plan and prepare food for a special party. Food and special occasions go hand in hand. A fun focus on the management and organisation of a special event.

- **X-Treme Foods** – lets explore new foods and food fads within the hospitality industry. Taste tests, special garnishes, food styling, how to plate up food for special events and food photography using digital media are just some of the areas we will explore.

- **Easy As…** – Basic Hospitality food preparation techniques, nutrition, hygiene and safety, using industry standard equipment, will be taught to students.

- **Service with a Smile** – Lets design our own Café. Students will manage a catering business for a term and serve to paying customers. All proceeds will go towards class rewards

- **Food Fashions** – What’s in? What foods do we like to eat? Aboriginal influences on our food. An excursion to local cafes to determine what dictates the foods we eat. Students will design their own favourite foods. Explore from Bush Tucka to Billy Tea to Baklava.

- **Watch Your Diet** – Lets look at diets. Sensible eating programs and healthy exercise are some of the areas investigated. Guest speakers on diet and exercise will give you up to date information on your health.

- **Food For Life** – Scrumptious foods that are healthy? Diabetes is increasing – How can you avoid these diseases through diet? Yes, we will be looking at healthy eating, special needs and special diets.

**Cost**: $60.00 covers the cost of all materials and photocopying FOR THE ENTIRE YEAR. This cost is compulsory for elective Food Technology.
FRENCH

Learning a foreign language provides us with a window into another world where lifestyles, foods and attitude may well be very stimulating and exciting. French is a major world language widely used in the areas of international communications, diplomacy, trade, technology and sport. It is the official language of the Modern Olympic Games resurrected in 1896 by Baron Pierre De Coubertin.

This course is designed to help students to:

- Speak, read, write in and listen to French,
- Understand French stories, films, poems, songs, magazines,
- Become acquainted with the culture of France, and, closer to us, that of New Caledonia. There will be many activities to develop these skills including role play, songs, creation of videos and comics, cooking a French meal, celebrations such as Bastille day, pen friends, puzzles and games. French as an elective gives students the opportunity to continue to explore the Francophone world and gain the ability to communicate with French speakers on a variety of topics such as:
  - Entertainment,
  - Recipes, French cooking, Going to a restaurant,
  - Shopping and services,
  - Sports and leisure,
  - Daily activities and hobbies,
  - Likes and dislikes,
  - Transport finding one’s way around etc.

COST: $10 and students may be required to purchase a workbook through the school (approximately $20). This is an essential tool for studying language. There may be costs during the course to cover costs of craft materials, ingredients for cooking and other activities.
GEOGRAPHY - EXTREME WORLD (Elective Geography)

FOR STUDENTS WHO LIKE TO STUDY THE WORLD and UNDERSTAND HOW IT WORKS.

An exciting geography course that is VERY different to the mandatory course on Australian History, Geography Civics & Citizenship.

This course offers students who love or are good at Geography a chance to extend their knowledge of the world and world events and learn new Geography skills. There will be an emphasis on fieldwork and computer research.

Topics cover extreme natural conditions, environments and global situations including:

**OCEANOGRAPHY**

- Learn who controls the oceans and why there is a LAW OF THE SEA.
- Study issues of concern to the world such as whaling, how global warming is creating the world’s first environmental refugees, and modern day pirates.
- Visit the IMAX theatre to see “Deep Sea 3D” and the Sydney Aquarium to study creatures of the deep.
- Make submarines

**DYNAMIC EARTH**

- Study extreme natural events and environments answering questions such as: which places hold world records? What are whiteouts, tsunamis and avalanches?
- Develop fieldwork skills with the team from Rumbalara Field Studies Centre

**ASIAN STUDIES**

- Investigate the extreme physical and cultural diversity of Asia
- Research in detail one Asian nation that interests you.
- Visit Chinatown, The Chinese Gardens and other Asian sites in Sydney
- Plan a tour of Asia including applying for a passport and visas.

**WORLD EVENTS and POWERPLAY**

- Use the Internet, CD ROMs, media and guest speakers to study events as they happen eg. September 11, War in Iraq, refugees, terrorism, the AIDS epidemic in Africa
- Study hot spots of conflict between nations, peacekeeping and aid, the role of the United Nations and other organisations such as Red Cross in dealing with extreme events.

**STREAMWATCH & FIELDWORK**

- Develop and practise fieldwork methods and skills including water quality testing and bio-diversity sampling.

This course will provide a valuable background to many courses offered in the senior school such as Geography, Legal Studies, Earth & Environmental Science, Marine Studies and Biology.

Subject Contribution $10. Any fieldtrips will be paid for as the need arises.
GRAPHICS TECHNOLOGY - Technical Drawing

All students will learn about the principles and techniques involved in producing a wide range of images, models, pictures and drawings. They will gain an understanding of graphics standards, conventions and procedures used in manual and computer-based drafting.

In Graphics Technology the student will also study a range of options that focus on specific areas of graphics including:

- Architectural Drawing
- Australian Architecture
- Cabinet and Furniture Drawing
- Computer Aided Design and Drafting
- Cartography and Surveying
- Computer Animation
- Engineering Drawing
- Graphic Design and Communication
- Landscape Drawing
- Pattern Design
- Product Illustration
- Technical Illustration.

Subject contributions $35.00
HISTORY - Elective

**HOW can we live together if we don't appreciate our own and others' histories?**
(Holocaust survivor Hadasa Rosenbaum, as quoted in Taylor, T., *The Future of the Past*, Faculty of Education, Monash University, Melbourne, 2000).

History is a disciplined process of inquiry into the past that allows students to locate themselves in the broad continuum of human experience. It enables students to appreciate and enjoy the human endeavours and achievements of the past, both for their own intrinsic interest and for their legacy to later generations. Elective History provides opportunities for students to explore human actions in a range of historical contexts and encourages them to develop understanding of motivation, causation, consequence and empathy.

The study of Elective History equips students with the knowledge and skills essential -for their future roles as active, informed citizens and advocates for a fair and just society. Historical skills in critical thinking and independent inquiry-based learning enable and encourage students to become engaged in lifelong learning.

**History Elective Stage 5**

Students undertake 200 hours of study in History Elective in Stage 5. In this course students will study:

- ONE topic from each of Topics 1, 2 and 3 and at least TWO other choices from any Topic.

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<td>Africa</td>
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Cost: Subject contributions $10. Any fieldtrips will be paid for as the need arises.
INFORMATION SOFTWARE TECHNOLOGY

People can expect to work and live in environments requiring highly developed levels of computing and technological literacy. Current technologies are becoming obsolete at a rapid rate and new generations will need to be flexible to accommodate changes as they emerge. It is important that students learn about, choose and use appropriate information and software technology and develop an informed awareness of its capacities, scope, limitations and implications. Technological competence in the rapidly evolving area of information and software technology will require lifelong learning.

Course Description

IST involves students in every area of collecting, editing, creating and publishing digital media and equips the student with skills that will carry them into a more fulfilling creative life both at home and in the workplace.

The following sample elective topics challenge the student in areas such as:

- Digital Media – Using graphics programs such as “Photoshop” and “Freehand” to create professional level graphics to enhance communication educate and entertain.
- Using video editing programs such as “Adobe Premier” to edit and create compelling video presentations.
- Working with a digital camera and digital movie camera to create professional graphics for family or in the workplace.
- Using music / sound editing programs to enhance a publication.
- Using animation programs such as “Flash” to create multimedia packages and games.
- Creating professional interactive Internet sites using programs such as “Dreamweaver” to build an in house intranet site or publish to the world.
- Smart use of databases to store, quickly find and analyse important information for personal use or in the workplace.
- Software development and programming. All programming languages use the same methods. This topic is designed to challenge those that like to write code to create their own programs.
- Using current publishing media eg. CD, DVD, Intranet, Internet, to communicate with a targeted audience.

Many activities are taught inside a Project Development Approach involving planning, organising and testing a solution to a defined problem. These are skills that will be directly relevant to working smarter in a 21st century workplace.

Subject contributions - $30.00 Includes the cost of consumables such as ink, paper and other media. (Each student must purchase a USB Flash memory drive of at least 8GB)

NOTE: STUDENTS PAY THE SCHOOL $10 LICENCE FEE as well as this subject contribution
INDUSTRIAL TECHNOLOGY

There are 5 Practical subjects offered in the Industrial Arts Department. The end of each course will provide the students with a diverse range of creative and practical experiences using a variety of technologies.

The students will develop knowledge and skills through specialised approach to the tools, materials, and techniques employed in planning, development, construction and evaluation of quality practical projects and processes.

These courses are excellent in preparation for senior subjects including, Design and Technology (wood), Industrial Technology (wood, automotive and multi media), Engineering Studies, VET-Construction, Metals and Engineering and Furniture Making. Students who are considering a career in practical fields such as an apprenticeship or are looking to developing skills for living and enjoyment will find any of these courses to their advantage.

The current employment shortage in the trades in Australia has led to workers being sought from overseas. These courses offer a foundation to assist students for future employment in an area with strong employment prospects.

All subjects in the Industrial Arts department are open to both boys and girls.

INDUSTRIAL TECHNOLOGY AUTOMOTIVE

Practical projects should reflect the nature of the Automotive focus area and provide opportunities for students to develop specific knowledge, understanding and skills related to automotive-related technologies. These may include:

- maintenance and repair of small engines
- automotive restorations
- building a small powered vehicle

Subject contributions - $60

INDUSTRIAL TECHNOLOGY ENGINEERING

Practical project work is the major focus of the course. Assessment will be based mainly on practical class projects.

The engineering focus area provides opportunities for students to develop knowledge, understanding and skills in relation to engineering. The course will be enjoyable and will involve Wood, Metal, Drawing, Plastics and Electronics.

Core modules develop knowledge and skills in the use of materials, tools and techniques related to engineering which will include.

1. Bridges and Civil Structures
2. The Solar Car Challenge
3. Radio controlled cars and boats
4. Hydrogen fuel celled cars
5. The Bottle Rocket Challenge
6. Robotics

Subject contributions $60.00
INDUSTRIAL TECHNOLOGY METALWORK

Practical project work is a major focus of the course. Assessment will be mainly based on practical projects competed in class.

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

Core modules develop knowledge and skills in the use of materials, tools and techniques related to metal or art metal which is enhanced and further developed through the study of specialist modules in:

- Metal Machining
- Fabrication OR
- Art Metal
- Jewellery

Practical projects will reflect the nature of the particular focus industry and may include:

Sheet metal products, Metal Machining products, fabricated projects, Artistic metal projects

Subject contributions - $55.00

INDUSTRIAL TECHNOLOGY MULTIMEDIA

The Multimedia focus area provides opportunities for students to develop knowledge, understanding and skills in relation to multimedia, photographic and associated industries.

Core modules develop knowledge and skills in the use of materials, tools and techniques related to multimedia or photography which is enhanced and further developed through the study of specialist modules in photographic or multimedia-based technologies.

Practical projects reflect the nature of the Multimedia focus area and provide opportunities for students to develop specific knowledge, understanding and skills related to multimedia and related technologies.

You will learn to create brilliant “Multimedia Experiences” for all to witness for now and the future.

“Multimedia” uses many different media’s such as images, movies, animation and sound to produce dynamic visual experiences for the audience.

These may include:
- Photographic presentations
- Computer animations (Flash)
- Web design (Web pages)
- Film, video and audio manipulations.

Subject contributions - $40.00 Includes USB Flash memory drive

NOTE: STUDENTS PAY THE SCHOOL $10 LICENCE FEE as well as this subject contribution
**INDUSTRIAL TECHNOLOGY TIMBER - Woodwork**

*Practical project work is a major focus of the course. Assessment will be mainly based on practical projects competed in class.*

The Timber focus area provides opportunities for students to develop knowledge, understanding and skills in relation to timber and associated industries.

Core modules develop knowledge and skills in the use of materials, tools and techniques related to timber which are enhanced by the study of specialist modules in:

- Cabinetwork
- Wood Machining

Practical projects will reflect the nature of the particular focus industry and may include:

- Furniture items
- Decorative timber products
- Storage and transportation products
- Storage or display units

**Subject contributions - $60**
MARINE & AQUACULTURE TECHNOLOGY

Do you have an avid interest in local and global marine environments?
Are fishing and boating some of your leisure activities?

This course will increase your knowledge and understanding of the leisure, environmental, heritage and scientific aspects of the local marine environment and provide a wider view of career opportunities available in marine based industries.

‘The study of Marine and Aquaculture Technology provides an opportunity for the future custodians of this environment to study it and to appreciate its value. It gives them the opportunity to develop the necessary knowledge and skills to use and protect its unique ecosystems, and at the same time communicate their appreciation to the community. It provides an opportunity to instil in students an acceptable ethical code towards the use of the marine environment, increasingly demanded by the community and governments.’

Extract from Course Rationale of CEC Marine & Aquaculture Technology Syllabus.

This course does not exclude students from completing the Stage 6 CEC Marine Studies course for the HSC and in fact would allow those students with a special interest in the marine environment to gain a greater depth of understanding and increased skills to successfully follow a career associated with marine based industries.

Course Structure (200 hours):

Core Module 1 – Year 9 – 25 indicative hours (Introduction to Marine & Aquaculture Technology)
Core Module 2 – Year 10 – 10 Indicative hours (Skills Management & Employment)
Optional Modules – 11 to be completed – 15 indicative hours each (options to be studied will be advised at start of course)

There are 7 focus areas for the optional modules:

- Biology
- Leisure
- Ecology
- Employment
- Aquaculture
- Management
- Special Interest

Some of the Optional Modules (48 available):

* Marine Plants
* Mangroves
* The Oceans
* Introducing Estuaries
* Boat Building
* Small Motorboats
* Local Fishing Industries
* Marine & Civil Engineering
* Tides & Currents
* Maritime Industries & Employment
* Basic Navigation
* Marine Disasters
* Manufacturing Fishing Equipment
* Fish Biology

Complimentary Courses:
Students who prefer a small focus-deep level of learning in an area of personal interest will be advantaged by this course as there are some aspects in the PASS course, Geography, Design & Technology and Science courses that will complement the Marine & Aquaculture Technology Elective course.

Course Fees:
Students undertaking any specialised optional modules – e.g. first aid, water safety, snorkelling, boating, fishing licences, excursions etc. will need to meet the costs of these as they are undertaken.

A course fee of $25.00 is charged to help offset photocopying costs for course notes and consumable materials for practical activities.
**MUSIC ELECTIVE**

Music elective is for **ANY** student who enjoys music.

Elective music is about **Performing, Composing and Listening**. Students develop skills in being able to:

- perform rhythms, melodies and chords
- make-up their own rhythms, melodies and chords
- listen to how others write and perform music

The emphasis is on **practical activities** as individuals, small groups or en masse. It is expected that students will learn how to **read music** during the junior and/or senior years.

It is recognised that there are 2 streams of musical involvement at Gorokan that **have to be catered for**:

- Those that are keen to play guitar, drums and keyboard particularly in a popular vein.
- Those that already have a background in playing a musical instrument, and want to further their current musical commitments.

**Benefits to students**

Research indicates that students who include an **Arts based** subject in their electives increase their potential for a higher performance in other subjects.

A **balanced education** increases individual potential and future life enrichment.

The following list of words describes in some way the qualities of music elective:

- creative thinking  
- ordering  
- sharing  
- expressing  

- confidence building  
- skill building  
- relating to current and past cultures  
- being involved  

- relating to others  
- concentrating  
- motivating  
- giving meaning

**Subject Contribution $ 10**
This course is part of the PDHPE Key Learning Area

PASS provides the opportunities for those students with an active interest in sport, movement and fitness to extend upon their learning in PDHPE. PASS will assist in the transition to the Stage 6 PDHPE Course and the Stage 6 Sport, Lifestyle and Recreation Course.

PASS is concerned with developing the knowledge, skills and attitudes that will allow each individual to develop healthy and active lifestyles. It needs to be emphasized that active participation is an expectation of this course, with experiences aimed at skill development, aesthetic appreciation, problem solving and interpersonal skills.

Physical Activity and Sports Studies represents a broad view of physical activity and the many possible contexts in which individuals can build activity into their lifestyle. It incorporates a wide range of lifelong physical activities, including recreational, leisure and adventure pursuits, competitive and non-competitive games, individual and group physical fitness activities, and the use of physical activity for therapy and remediation.

Theoretical aspects of the course relating to lifestyle, anatomy and physiology, physical activity patterns, sport in Australian Society, coaching, leadership and Outdoor Education are all part of this course.

Students will have the opportunity to order and purchase a PASS shirt for use in practical lessons.

**Areas of Study**

The content is organised in modules within the following three Areas of Study:

- **Foundations of Physical Activity**
- **Physical Activity and Sport in Society**
- **Enhancing Participation and Performance.**

Sports studies include Badminton, Soff-lacrosse, European handball, Golf, Archery, Alpine skiing and snowboarding, camping and hiking, Flag Football, Oz tag and water sports.

It is important that students considering this subject are motivated to perform in both THEORY and PRACTICAL activities.

**Cost:** Whilst minimal course fees apply, excursions are a major part of the course and can be expensive. Students will be offered opportunities to experience a range of excursions and activities which are integral to developing their knowledge and skills. In some cases, costs may be prohibitive. Students and families will be advised well in advance of major excursions to help in planning and budgeting.

**Subject Contribution:** $15
PHOTOGRAPHY AND DIGITAL MEDIA

This course is designed to provide students with the skills and techniques associated with Photography and Digital Media. Students' experiences in this course begin with discovering the magic of photography through creating their own simplistic camera to create images. They continue their learning in all aspects of wet photography. This includes learning how to confidently use SLR cameras, developing their own negatives and enhancing photographic effects in the darkroom. Students' knowledge and skills are then extended through practical experiences of creating images and video using digital media.

Students have the opportunity to learn Adobe Photoshop and Photo Story to create contemporary film clip presentations that incorporate digital effects and music. They also learn video editing, claymation, animation and web design.

This course empowers students to engage in contemporary forms of communication and encourages the creative and confident use of Information and Communication Technologies.

Practice within the course is intended to reflect practice used in the contemporary world by artists, photographers, filmmakers, animators and critics who provide real-world models for learning and make available career options to students.

Students electing this subject are required to pay a contribution of $65.00 to cover the costs of expendable materials provided throughout the year.
TERRIFIC TEXTILES TECHNOLOGY

Textiles Technology is a fun and innovative elective course that may be studied for 100 or 200 hours for the School Certificate. It builds on the knowledge, skills and experiences developed in the Technology (Mandatory) Years 7–8 Syllabus.

Course Description

The fashion industry pivots on the ever changing, high-energy profile and excitement of the international design world. The brightest and best Fashion Designers rise to become global brand names, media personalities, business leaders or, ultimately celebrated icons symbolising the unique look, feel and attitude of their era. Students:

- will be prepared to work in a professional design capacity in fashion design and accessories.
- will develop original, creative garment designs from concept to completion, including basic pattern making, fashion drawing, making garments and accessories, marketing and selling products.
- will learn about Interior Design, researching fashion designers for teenagers, designing your own fabrics and graphic design using programs in our skills centre.
- who study Textile Technology will have the opportunity to be creative, independent learners and to explore functional and aesthetic aspects of textiles.

What will students learn about?

Students will learn about textiles through the study of different focus areas and areas of study. The following focus areas are just some of the areas we will explore in Textiles.

- **Surfer Girl/Skater Boy** – make your own surf/skate wear. Beautiful bikinis, the best boardies, surf skirts.
- **Fashion Drawing and Design** – The Whitehouse School of Design or equivalent, will be giving workshops on Fashion Drawing and Design.
- **Lights Camera Action** – design for drama. Students will be given a theme to design around. Something spectacular and extra-ordinary.
- **Sea and Sand** – using the digital camera students will use beach and lake inspirations for their fabric designs. Dyeing and printing our own fabrics to use on something special.
- **Bedroom Blitz** – Want to make your bedroom special. Well here’s where you can learn textile and interior design techniques to make something special for your room. A designer doona, cute cushions, alarming lampshades and more.
- **Texstyle** – Lets use technology to create. Digital camera, colour printers, magic photo fabric, soluble fabrics, computer machine embroidery are only some of the areas we will explore.
- **Inviting Evening Wear** – Create an innovative and original design for your end of year formal. Save money and be original, your formal garment will be special and may incorporate beautiful glass beads, special dyeing effects, textile artistry and that is specially made for you.

Project work will enable students to discriminate in their choices of textiles for particular uses. The focus areas provide the context through which the three areas of study (Design, Properties and Performance of Textiles, Textiles and Society) are covered.

**Cost:** $40 will cover basic materials. Other materials will need to be purchased. This cost is compulsory for elective Textiles & Design.
VISUAL ARTS

Students who select this subject will be involved in learning to communicate ideas and feelings through visual images. The students will experience and learn to be adventurous with different materials. They will extend their skills and use their imagination to create their own unique artworks.

Students will be asked to explore creative activities such as DRAWING, PAINTING, PRINTMAKING, SCULPTURE, PHOTOGRAPHY, MIXED MEDIA and CERAMICS. Students will also have the opportunity to participate in a variety of workshops with artists and lecturers from the wider community.

Students will learn about artists and their lives and this will be supported by excursions to Sydney so they can extend their learning experience. His also helps them build relationships with their peers and teachers while giving them a greater understanding of the world.

Seventy percent of the course is art making (practical) and thirty percent of the course is learning about artworks (theory).

Students electing this subject are required to pay a contribution of $40.00. This will cover the costs of expendable materials provided throughout the year. As well as this small fee students are asked also to provide a Visual diary.

VISUAL DESIGN

This course is designed to provide students with experience, skills and techniques associated with Visual Design. The content of this course includes knowledge, understanding, values, and attitudes relevant to Visual Design. Students will be able to explore and manipulate digital graphics, investigate printing techniques, develop and make designed objects, drawing and painting to illustrate books, photography, lettering and much more. Students will also explore the work of a variety of Visual Designers through written tasks that explain a Visual Designers practice and their influences.

Students electing this subject are required to pay a contribution of $40.00 to cover the costs of expendable materials provided throughout the year. Students will also need to supply a visual diary.
**ELECTIVE SUBJECTS FOR YEARS 9 & 10**

USE THIS FORM TO MAKE YOUR SELECTIONS AFTER DISCUSSIONS WITH YOUR PARENTS

STUDENT NAME ___________________________________________ CLASS ______

CHOOSE 4 ELECTIVES IN ORDER OF PREFERENCE – (1) being your top preference.

<table>
<thead>
<tr>
<th>Subject</th>
<th>Contribution (each year)</th>
<th>Selection (1 to 4 )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aboriginal Studies</td>
<td>$10 + excursions</td>
<td></td>
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<tr>
<td>Child Studies</td>
<td>$10</td>
<td></td>
</tr>
<tr>
<td>Commerce</td>
<td>$10</td>
<td></td>
</tr>
<tr>
<td>Drama</td>
<td>$10</td>
<td></td>
</tr>
<tr>
<td>Design &amp; Technology (FAB)</td>
<td>$60</td>
<td></td>
</tr>
<tr>
<td>Food Technology</td>
<td>$60</td>
<td></td>
</tr>
<tr>
<td>French</td>
<td>$10 + Workbook $20</td>
<td></td>
</tr>
<tr>
<td>Geography (Extreme World)</td>
<td>$10 + excursions</td>
<td></td>
</tr>
<tr>
<td>History (Elective)</td>
<td>$10 + excursions</td>
<td></td>
</tr>
<tr>
<td>Graphics Technology (Technical Drawing)</td>
<td>$35</td>
<td></td>
</tr>
<tr>
<td>Information Software Technology (Computing)</td>
<td>$30 + 8GB USB Flash</td>
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<tr>
<td>Industrial Technology</td>
<td></td>
<td></td>
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<tr>
<td>IT Automotive</td>
<td>$60</td>
<td></td>
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<tr>
<td>IT Engineering</td>
<td>$60</td>
<td></td>
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<tr>
<td>IT Multimedia</td>
<td>$40</td>
<td></td>
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<tr>
<td>IT Metal</td>
<td>$55</td>
<td></td>
</tr>
<tr>
<td>IT Timber (Woodwork)</td>
<td>$60</td>
<td></td>
</tr>
<tr>
<td>Marine &amp; Aquaculture Technology</td>
<td>$25 + excursions</td>
<td></td>
</tr>
<tr>
<td>Music (Elective)</td>
<td>$10</td>
<td></td>
</tr>
<tr>
<td>Photography and Digital Media</td>
<td>$60</td>
<td></td>
</tr>
<tr>
<td>Physical Activity &amp; Sports Study (PASS)</td>
<td>$15</td>
<td></td>
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<tr>
<td>Textile &amp; Design</td>
<td>$40</td>
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<tr>
<td>Visual Art</td>
<td>$40</td>
<td></td>
</tr>
<tr>
<td>Visual Design</td>
<td>$40</td>
<td></td>
</tr>
</tbody>
</table>

**NOTE:** Many elective subjects have a COMPULSORY contribution to cover consumable items.

In cases of genuine financial hardship a request can be made for student assistance but this cannot be guaranteed as Student Assistance funds are limited. These applications are income tested.

☐ I have put my name at the top of this sheet
☐ I have made 4 choices (1 to 4)
☐ I am aware that the electives will only run subject to demand
☐ I am aware of the subject contribution for my chosen electives
☐ I am aware that if I do not get at least 2 of my 4 choices I will be approached to choose another subject

Parent Signature…………………………………………………………………………….