

Lower School Course Guide

This page identifies the subject choices available to you at John Curtin College of the Arts (JCCA) in Years 7, 8, 9 and 10 for 2024. The advantage of having the information for the four lower secondary years together is to make it easier for you to plan ahead. You can make choices for study in 2024 while considering what lies ahead for you in the future.

As you journey from Year 7 to Year 10, the range of choice within and between the learning areas increases. Note, that a language, other than English must be studied by all students in Years 7 and 8, however the study of Languages is optional in Years 9 and 10. If you are entering Year 10 your choice of subjects becomes more important in relation to the course that you might want to follow in Year 11 and you are urged to make full use of our course advisory system.

As you make subject choices for study each year, you should make sure that you list these in your priority order. Our College timetable is built upon the pattern of students' choices. Once the timetable is complete it is not always possible to make subject changes during the semester.

The College has a strong tradition of academic excellence. We encourage you to use this page to help select a course which best meets your needs and supports your future aspirations.

Curriculum Overview In Years 7, 8, 9 And 10

The Western Australian Curriculum

The School Curriculum and Standards Authority requires all schools to implement the Western Australian Curriculum and Assessment Outline to meet the learning needs of all students. The outline is informed by Belonging, Being and Becoming: The Early Years Learning Framework and the Australian Curriculum. The Outline sets out the mandated knowledge, understandings, skills, values and attitudes that Pre-primary to Year 10 students are expected to acquire in the eight learning areas.

List of acronyms

The acronyms listed below are used throughout this document:

AEP Academic Excellence Program

CALD Culturally and Linguistically Diverse Students

ESL English as a Second Language

GAT Gifted and Talented

HASS Humanities and Social Sciences

JCCA John Curtin College of the Arts

LOTE Languages

NAPLAN National Assessment Program in Literacy and Numeracy

S1 Semester 1

S2 Semester 2

TAFE Technical And Further Education

VET Vocational Education and Training

WACE Western Australian Certificate of Education

Learning areas

Learning outcomes are grouped into eight broad learning areas. These are:

- English
- Mathematics
- Science
- Humanities and Social Sciences
- Health and Physical Education
- The Arts
- Technologies
- Languages

As students progress through their schooling, they will achieve the outcomes at increasing levels of complexity and in different learning contexts.

What happens at JCCA

Each year, students at JCCA study subjects from each of the eight learning areas. In Years 9 and 10 students have the option of continuing with Languages, the Arts and Technologies Learning Areas or pursue other areas of interest. The amount of time a student spends studying each subject depends upon the requirements of the particular program of study.

Gifted and Talented Education (GAT) and Specialist Programs

All students who have been accepted into a GAT or specialist program are expected to continue in their program from Year 7 to Year 12 in order to maintain their enrolment in the College.

Reporting to Parents/Carers

JCCA teachers use many formal and informal methods to report student progress and achievement during the school year. Twice a year each student will receive an Education Department's formal report which will detail a student's progress and achievement reported as A, B, C, D and E.

In addition to the formal reports, Year 7 and 9 students will receive a copy of their NAPLAN results.

Where you can find further information

www.scsa.wa.edu.au

Electives

[Year 7](#)

[Year 8](#)

[Year 9](#)

[Year 10](#)

Year 7 Electives

Food And Fibre

Design And Technologies

Subject code: 7F&F1 (S1) OR F&F2 (S2)

Subject description: This subject has two components – food and textiles. Students will investigate healthy food choices and the importance of food safety. Students produce a variety of dishes using a range of equipment and techniques.

Students will explore factors that influence our food preferences and the nutritional and physical properties of food. In textiles, students work independently and collaboratively to investigate, design, produce and evaluate a textiles project. Production systems are considered, including key design features and the development of technologies.

Materials And Technologies Specialisations

Design And Technologies

Subject code: 7M&T1 (S1) OR 7M&T2 (S2)

Subject description: Under a term rotation all students will be introduced to the areas of wood and metal. Each introductory unit involves a hands-on approach, allowing students to develop their creative and practical skills. This will provide students with valuable knowledge that can be applied across all learning areas and prepare them for further studies in the technology and enterprise area.

Students will develop design skills using problem solving strategies to build knowledge and understanding in designing, making and appraising and how this relates to technology. Students are expected to meet all safety requirements in the workshop for successful completion of the course.

Year 8 Electives

Food

Design And Technologies

Subject code: 8FOD1 (S1)

Subject description: Students will develop their knowledge and understanding of nutrition, exploring healthy food options and Australian food models. The investigation and design task explores breakfast solutions to meet individual and community needs. Social, ethical and sustainable issues will be considered throughout the course in practical and theory lessons. Students will produce a wide variety of recipes using a range of appropriate techniques and kitchen equipment. The sensory properties of food are examined to create healthy eating options.

Students with special dietary needs/allergies must consult with the Home Economics Assistant Director, Damian Cochrane.

Subject code: 8FOD2 (S2)

Subject description: Students will further expand their practical skills and safely apply appropriate techniques to produce and evaluate a variety of dishes from snacks to main meals. They will investigate, design, produce and evaluate their own recipe that meets teenager's daily nutritional requirements while examining sensory properties. Students will use innovative and creative approaches to manage projects collaboratively and independently.

Students with special dietary needs/allergies must consult with the Home Economics Assistant Director, Damian Cochrane.

Metal Technology

Design And Technologies

Subject Code: 8MT1 (S1) And/Or 8MT2 (S2)

Subject description: This introductory metals course is designed to introduce students to various materials, tools and processes within this industry. Students will undertake a series of set projects to develop their metalworking skills. They will have the opportunity to develop techniques which will equip them with broad educational and industry level skills, as well as provide them with future links to further courses of study in the design and technology area.

Students wishing to complete both semesters of metalwork will focus on a series of personal design projects in the second semester structured to further advance their skills in this area.

Technical Graphics

Design And Technologies

Subject code: 8TGR1 (S1) AND/OR 8TGR2 (S2)

Subject description: This is an introductory course in Computer Aided Design (CAD) which provides students with the opportunity to experience 2D and 3D digital modelling and design conceptualisation.

Students will be introduced to a variety of engineering architectural, digital animation and computer graphics most commonly used in such industries as film and advertising, interior design, building, project design and SFX. Expertise in software such as Sketchup, Sculptris, Sweet Home 3D, Photoshop and a diverse range of Autodesk products like Maya, Mudbox, Inventor and 3D Studio Max will be developed throughout the semester.

Students will also gain experience with rapid prototyping techniques such as 3D printing and laser cutting by producing a solid 3D prototype of one of their own design solutions.

Students wishing to complete both semesters of technical graphics will focus on a series of personal design projects in the second semester structured to further advance their skills in this area.

Textiles

Design And Technologies

Subject code: 8TEX1 (S1)

Subject description: Students safely develop their technical textiles skills to earn their sewing machine license and begin initial investigations into fibers and fabric structure. Students will use the technology process to design, produce and evaluate a pair of pajama shorts using a basic commercial pattern. They will also investigate and research the global fashion industry and sustainable fashion.

Subject code: 8TEX2 (S2)

Subject description: Students further develop their sewing machine skills and apply their creative knowledge to design, produce and evaluate a range of fashion accessories. Their

Knowledge and understanding of fibres and fabrics is further developed when they explore felt-making techniques and 3D textile forms. Students investigate and research the Australian wool industry.

Woodwork

Design And Technologies

Subject code: 8WW1 (S1) AND/OR 8WW2 (S2)

Subject description: This introductory wood course is designed to introduce students to various materials, tools and processes within this industry. They will undertake projects that will extend their knowledge of and skills in machining and fabricating various timbers to complete a series of set projects. Students will have the opportunity to develop techniques which will equip them with broad educational and industry level skills, as well as provide them with future links to further courses of study in the design and technology area.

Students wishing to complete both semesters of woodwork will focus on a series of personal design projects in the second semester structured to further advance their skills in this area.

Year 9 Electives

Big History

Humanities And Social Sciences

Subject code: 9BIH1 (S1)

Subject description: Looking for an elective unit that will take you on an exciting journey through the history of the universe? Look no further than the Big History elective. From the birth of the universe to the rise of human civilization and beyond, you'll explore the major turning points and revolutionary changes that have shaped our world. Join us for a truly unique and inspiring educational experience.

Business

Humanities And Social Sciences

Subject code: 9BUS2 (S2)

Subject description: This course aims to inform students of their rights and responsibilities in making decisions in the market place. Students are introduced to different methods of personal wealth creation, entrepreneurship, credit cards and credit financing, shares and the share market, buying wisely and sales outlets, advertising and promotion methods and consumer protection mechanisms.

Computer Animation

Design And Technologies

Subject code: 9COM1 (S1) AND/OR 9GAM2 (S2)

Subject description: Computer Animation explores traditional and modern forms of both 2D & 3D computer animation, developing skills and techniques to create animation utilising a variety of software.

For 3D animation students will learn to use Blender 3.0 exploring the workflow of 3D modelling process from initial concept to final render. Students will explore some of the stages in detail such as modelling, texturing, animating/posing and lighting.

For 2D animation students will learn to use Adobe Animate and Adobe Photoshop using a drawing tablet. Students will learn the fundamentals of good character design using an iterative approach, where they will begin to develop expertise in adobes cutting edge software while producing 2D animations.

After exploring both 2D & 3D computer animation students will plan and produce an animation of their choice either 2D or 3D. Giving students the opportunity to explore the animation style of their choice in greater depth.

Students wishing to complete both semesters of computer animation will continue to develop expertise in animation software, having the opportunity to design, produce and evaluate their own larger scale animation projects. Students will have the opportunity to research and explore skills and techniques in their preferred animation style.

Creative Design

The Arts

Subject code: 9DES1 (S1) AND/OR 9DES2 (S2)

Subject description: Explore the dynamic world of Creative Design. This course is for students who love to create and design solutions to real world problems. Creativity and skills will be developed through traditional and digital platforms. The course focuses on design processes in a range of areas including but not limited to Photography, Illustration, Graphics and 3D Technologies.

Fashion Design

Design And Technologies

Subject code: 9FASH1 (S1) OR 9FASH2 (S2)

Subject description: Explore the world of wearable art/fashion. Students will explore the future of fashion design by studying the Elements and Principles of design when creating innovative concepts and products. Creative skills will be developed through the construction of wearable art that makes a statement about sustainable and ethical fashion using reclaimed textiles/materialsTechnologies

Food

Design And Technologies

Subject code: 9FOD1 (S1)

Subject description: Students explore physical and sensory properties of food to produce tasty, nutritious foods that are quick and easy to prepare. They will investigate and identify recipes and foods that may enhance the performance of an active teenager against given criteria. Students will work collaboratively using time management skills to safely produce each recipe. They will investigate social, ethical and sustainability issues that impact on our food choices, and use this knowledge to produce and evaluate appealing lunch and dinner food products.

Students with special dietary needs/allergies must consult with the Home Economics Assistant Director, Damian Cochrane.

Subject code: 9FOD2 (S2)

Subject description: Students will discover past and current technological trends in food preservation, preparation and dietary habits spanning from pre-colonial times to the present and beyond. Students will safely cook and present nutritious meals using a variety of food preparation methods and equipment. They will learn how to decipher the technical terms and terminologies of modern food labels. Students will consider the economic, social, ethical and sustainable factors that influence the food we eat while collaboratively designing, producing and evaluating tasty food products in teams.

Students with special dietary needs/allergies must consult with the Home Economics Assistant Director, Damian Cochrane.

Front Of House

The Arts

Subject code: 9FOH1

Subject description: CUA20220 Certificate II In Creative Industries

Students in Year 9 have the opportunity to enrol in CUA20220 Certificate II in Creative Industries (Front of House). The course aims to provide students with a realistic understanding of the world of work in the Theatre industry. Students participate as Front of House Ushers at college performances. They will be required to complete a minimum of 80 hours in Ushering duties. Students will have the opportunity to complete the units of competency and the minimum Ushering duties over four years.

Students will commence the Front of House course in Year 9 for two timetabled periods a week over Semester One. The remainder of the delivery of the course occurs outside of college hours where students are able to complete the theoretical components. This will involve workshops, formal classes and self directed work at home. An Expression of Interest form will be included with the Year 9 Subject Selection information sent home in Year 8.

Students may not commence this course in Year 10, 11 or 12.

Game Design And Construction

Design And Technologies

Subject code: 9GAM1 (S1) AND/OR 9GAM2 (S2)

Subject description: Game Design is focused on further developing understanding and skills in computational thinking such as precisely and accurately describing problems and the use of modular approaches to solutions. Students will be introduced to the role of hardware, software, and data and file types for developing games. Throughout the course students are required to develop designs and design briefs for game projects, working both collaboratively and independently.

This unit primarily utilises the Unity Game Engine software, where students will begin to develop an understanding of C# object-oriented programming. Unity is an industry proven Game Engine that has been used to develop many big titles such as: Pokémon Go, Hearthstone, Fall Guys, Hollow Knight and many more. Unity also offers a range of free courses and certifications allowing students to develop real-world transferable skills to a career in the games development industry.

This course requires students to complete several open-ended tasks that involve planning, designing, developing and testing within the Unity Engine. Students will develop the skills to effectively identify, diagnose and solve problems throughout this process, while also developing project management skills, exploring different methodologies and utilising software to manage their own projects.

Students wishing to complete both semesters of Game Design and Construction will explore advanced courses using the Unity Learn resources, while also developing both individual and collaborative projects.

Italian

Subject code: 9ITA1 (S1) AND 9ITA2 (S2)

Subject description: This course focuses on consolidating and extending students oral and written communication skills and their understanding of Italian language, culture, and history. Students engage in individual and collaborative tasks that involve exchanging information, making arrangements or obtaining goods or services. They gather and express ideas of opinions through a range of texts that consider purpose, audience and context.

Excursions form an exciting part of this course as students expand the range and nature of their learning by engaging in opportunities for authentic practice of the Italian language and culture.

Students learn to independently analyse, reflect on and monitor their language learning experience developing greater control of regular and irregular forms of Italian. Grammar focus points may include adverbs of time, articulated and simple prepositions, modal verbs and the present tense.

Media Arts

The Arts

Subject code: 9MAR1 (S1)

Subject description: This subject will give you the opportunity to investigate types of popular culture and how they influence society in general. You are encouraged to explore forms of popular culture of interest to you from the film and television industry. You will analyse television genre and advertisements and explore the production process.

Subject code: 9MAR2 (S2)

Subject description: This course focuses on film and the process of movie making. Exploring films to discover the nature of construction will cover part one of this course. Part two will explore production and editing skills and processes.

Metal Technology

Design And Technologies

Subject code: 9MT1 (S1) AND/OR 9MT2 (S2)

Subject description: Students will undertake a series of projects which will extend their knowledge of and skill in machining and fabricating various metals to complete projects. Students will have the opportunity to further develop their design skills with the selection of a personal project based on a designated environmental need.

Students begin to explore the social and environmental implications of using various materials. They will start to recognise that the supply of some materials is limited, and examine possibilities for reusing and recycling a variety of materials other than metal to complete their projects.

Students wishing to complete both semesters of metalwork will focus on a series of personal design projects in the second semester structured to further advance their skills in this area.

Music

The Arts

Subject code: 9MUS1/9MUS2 (S1) AND 9MUS3/9MUS4 (S2)

Subject description: Enjoy learning an instrument, playing in an ensemble and discover what makes music unique.

As a music student you continue tuition on the instrument you began in Year 7. You play an ensemble according to your instrument and perform in concerts, assemblies and festivals. In music you learn to read, write and analyse music and how to compose your own pieces using music software and in small groups using instruments.

Technical Graphics

Design And Technologies

Subject code: 9TGR1 (S1) AND/OR 9TGR2 (S2)

Subject description: This course further develops student's skills in 2D and 3D computer aided design providing an opportunity to commence a specialised focus on specific software programs.

Students will follow the Design Process in order to conceptualise, develop and produce a solution to a personal project using preferred software to present their ideas.

Throughout this course, students will also build on any previous Computer Aided Design (CAD) skills by completing more advanced tutorials to further improve their knowledge.

Students wishing to complete both semesters of technical graphics will focus on a series of personal design projects throughout the year structured to further advance their skills in this area.

Textiles

Design And Technologies

Subject code: 9TEX1 (S1)

Subject description: Following the technology process students will investigate, design, produce and evaluate quilting techniques and processes. They will develop their creative design skills to produce a quilt top design and will learn safe and efficient skills on the sewing machine to complete their project. They will develop their knowledge and understanding of social considerations associated with the textiles industry and research a quilt designer of their choice.

Subject code: 9TEX2 (S2)

Subject description: Students will develop new skills using a sewing machine. They will investigate, design and produce a garment or interior item using a commercial pattern exploring the use of up-cycled and recycled fabrics. Planning will include consideration of time, cost, risk and safety, and test appropriate technologies and processes to make successful products.

Students will research and investigate ethical, economic and environmental issues associated with the textiles industry.

Visual Arts

The Arts

Subject code: 9VAR1 (S1) AND/OR 9VAR2 (S2)

Subject description: In this course students will go on a journey of discovery, experimentation and problem-solving. They will undertake this journey by exploring a variety of visual techniques, practices and processes. Students will be encouraged to be curious about the world around them and gain confidence in responding to what they see and feel. This course supports students' ability to recognise and develop cultural appreciation of visual arts in the past and contemporary contexts through exploring and responding to artists and their artworks.

Physical Recreation

Health And Physical Education

Subject code: 9PREC1 (S1) OR 9PREC2 (S2)

Subject description: Students will gain an opportunity to become involved in a wide range of sports and games, providing fun and exercise. This course aims to facilitate the development of leadership and teamwork skills such as communication, delegation, collaboration, problem solving and resolution.

Woodwork

Design And Technologies

Subject code: 9WW1 (S1) AND/OR 9WW2 (S2)

Subject description: Students will undertake a series of projects which will extend their knowledge of and skill in machining and fabricating various materials to complete projects. Students will have the opportunity to further develop their design skills with the selection of a personal project based on a designated environmental need. Students begin to explore the social and environmental implications of using various materials. They will start to recognise that the supply of some materials is limited, and examine possibilities for reusing and recycling a variety of materials other than wood to complete their projects.

Students wishing to complete both semesters of woodwork will focus on a series of personal design projects in the second semester structured to further advance their skills in this area.

Year 10 Electives

Art Enrichment

The Arts

Expanding on from the Year 7 – 9 Arts Enrichment courses, these subjects will refine skills and processes in the selected art form. Enhancing inquiry skills, collaboration and imagination in an environment that nurtures persistent, disciplined and a creative approach to learning.

Students can choose to select one of the arts learning area for one Semester or opt for a yearlong course by choosing the subject in both Semesters. Course content will not be repeated; new content will be delivered in each semester.

Subject code: 10ARTE (S1) AND/OR 10ARTE (S2)

- Making art using a range of art forms including drawing, painting and sculpture.
- Reflection on your own ideas and the work of other artists.
- Experimentation, discovery and problem-solving.

Child Care

Design And Technologies

Subject Code: 10CC1 (S1)

Subject description: This practical course is suitable for students who enjoy being around or are interested in working with infants and young children. Students investigate family structures, care for a newborn, and learn about the physical, social, emotional and cognitive development of a child over the first five years of life. Students' knowledge and understanding of the implications of parenthood are realised through caring with 'virtual baby' technology. This project helps develop the skills and knowledge, to care for an infant. Combined with this students also investigate the needs of a new born at home, identify and develop environmentally and cost effective solutions and evaluate their response.

They also investigate, design, produce and evaluate a developmentally appropriate and low- cost activity for young children and their families. There is a considerable practical component to this course.

Child Development

Design And Technologies

Subject code: 10CC2 (S2)

Subject description: Students enhance their knowledge of the human reproductive process by investigating the various stages and changes the human body goes through to bring a new life into the world.

Students learn about contraception, conception, foetal development, labour and delivery of a newborn. They also have the opportunity to reflect on their family's newborn experiences by constructing and caring for a 'rice baby', based on their exact birth weight or alternatively develop their knowledge and understanding of the implications of parenthood and caring with 'virtual baby' technology. This project helps develop the skills and knowledge to care for an infant. In this course student's knowledge and understanding of the needs of children and their carers is enhanced through investigating factors such as safety, costs, production processes, sustainability and legal requirements that influence the toy making industry.

Students' production skills are developed when they research, design, produce and evaluate a

toy of their own. There is a considerable practical component to this course.

Computer Animation

Design And Technologies

Subject code: 10COM1 (S1) AND/OR 10COM1 (S2)

Subject description: This subject explores modern computer animation techniques and workflows. Students will build and understanding of how modern animation is developed and the steps required to go from a character concept to an animated 3D character.

In the first semester students will take a detailed look at creating an animated 3D character and the workflow process of this task. Beginning with a character design concept drawing students then model, sculpt, texture, rig, animate and render their character through a guided major assessment task. Students will develop their animation skills using Adobe Photoshop and Blender.

Semester two requires students to select a major design project that requires them to plan, design and produce their own animations. Students can choose to complete this major task as either a 2D or 3D animation. Students will follow the stages of creation and distribution of an animated film throughout this project, broken into 3 separate stages, Pre-Production, Production and Post-Production.

This course leads onto: Applied Information Technology, both ATAR (AEAIT) and GENERAL (GAIT) in Year 11.

Creative Design

The Arts

Subject code: 10DES1 (S1) OR : 10DES2 (S2)

Subject description: This course provides students with the opportunity to expand on their ability to be visual problem solvers in the world of Design. Students will learn complex applications of Design practices in one of more studio areas of photography, illustrations, graphics and 3D technologies, whilst building industry skills through traditional and digital platforms. This course will equip students with the important skills and knowledge for entry into

upper school Design courses, leading to Design ATAR and Design General in Year 11.

Dance Enrichment

The Arts

Expanding on from the Year 7 – 9 Arts Enrichment courses, these subjects will refine skills and processes in the selected art form. Enhancing inquiry skills, collaboration and imagination in an environment that nurtures persistent, disciplined and a creative approach to learning.

Students can choose to select one of the arts learning area for one Semester or opt for a yearlong course by choosing the subject in both Semesters. Course content will not be repeated; new content will be delivered in each semester.

Subject code: 10DAN1 (S1) AND/OR 10DAN2 (S2)

- Foundation skills and technique in a range of dance genres.
- Choreographic processes
- Contextual studies in dance

Drama Enrichment

The Arts

Expanding on from the Year 7 – 9 Arts Enrichment courses, these subjects will refine skills and processes in the selected art form. Enhancing inquiry skills, collaboration and imagination in an environment that nurtures persistent, disciplined and a creative approach to learning.

Students can choose to select one of the arts learning area for one Semester or opt for a yearlong course by choosing the subject in both Semesters. Course content will not be repeated; new content will be delivered in each semester.

Subject code: 10DRA1 (S1) AND/OR 10DRA2 (S2)

- Explore a range of theatre styles
- Develop skills in acting, directing and design
- Study theatrical styles

Fashion Design

Design And Technologies

Subject code: 10FASH1 (S1) OR 10FASH2 (S2)

Subject description: Students will explore fashion cultures from around the world and create a portfolio of works that embodies their creativity and innovation, producing a collection of works that reflects their experience in the fashion industry as an emerging fashion label/brand,

Food

Design And Technologies

Subject code: 10FOD1 (S1)

Subject description: Students will learn how to entertain and prepare a range of foods, from planning around dietary needs to food presentation. They will consider food security and its impact locally and globally, then independently produce a meal for others that addresses this issue. Students will investigate, design and produce a meal based on a current food trend of their choice.

Students with special dietary needs must consult with the Home Economics Assistant Director, Damien Cochrane.

This course leads to:

Food Science And Technology (GEFST) in Year 11

Subject Code: 10FOD2 (S2)

Subject description: This course will allow students to travel the world and embrace traditional foods from many different countries. Investigating social and ethical issues, students will safely prepare ethnic dishes applying authentic techniques, ingredients and utensils. Food preparation skills will be enhanced using appropriate garnishes for attractive food presentation.

Students with special dietary needs must consult with the Home Economics Assistant Director, Damien Cochrane.

This course leads to:

Food Science And Technology ((GEFST) in Year 11.

Front Of House

Subject code: 10FOH

Prerequisites: Successful completion of Year 9 Units of Competence

Subject description:CUA20220 CERTIFICATE II IN CREATIVE INDUSTRIES

Students in Year 10, who have completed the Year 9 component of the course, may continue with their enrolment in the Front of House course. The course continues to provide students with a realistic understanding of the world of work in the Theatre industry. As part of the Front of House course students will participate in First Aid training and are able to complete a First Aid certificate. It is expected that students will continue with their ushering duties throughout the year.

Upon completion of the course Year 12, students will be issued with AQF Certification from JCCA RTO50549.

NB: Classes for this subject are conducted outside normal class hours.

Game Design And Construction

Design And Technologies

Subject code: 10GAM1 (S1) AND/OR 10GAM2 (S2)

Subject description: This course is both an introductory course and an extension of Year 9 Game Design and Construction. Students will develop skills in C# scripting by designing and implementing features into their game projects, considering the functional and non-functional requirements of their projects through detailed planning and regular review using the scrum project management methodology.

Throughout semester one students will explore good game design in context of narrative, stylisation and gameplay loops. Students will complete learning modules developing and extending their knowledge of the Unity software and the processes to build a game within the engine. Students will have the opportunity to choose a specialist area to focus on such as: lighting, 2D/3D asset creation, animating, shaders, materials, sound effects, UI design, and C# programming.

Throughout semester two students will produce a large-scale project utilising the skills learned throughout the Year 9 and 10 game design courses. This project requires students to develop all the necessary planning, documentation and delegation tasks needed in a real-world game design project before beginning production.

This unit continues to utilise the Unity Game Engine software, where students will develop C# object-oriented programming skills. Unity also offers a range free courses and certifications allowing students to develop real-world transferable skills to a career in the games development industry.

This course leads onto: Applied Information Technology, both ATAR (AEAIT) and General (GEAIT) in Year 11.

Italian

Subject code: 10ITA1 (S1) AND 10ITA2 (S2)

Subject description: In Year 10 students have a growing awareness of the wider world, including the diversity of languages, cultures and forms of intercultural communication. They are considering future pathways and prospects, including how Italian may feature in these.

This course leads students to initiate and participate in sustained interactions with others to exchange ideas, opinions, experiences and thoughts about making choices for today and in the future as well as discussing current affairs and Italy's fascist past. They engage in individual, collaborative tasks that involve exchanging views, comparing and justifying opinions.

Excursions continue to form an exciting part of this course allowing for authentic practice of the Italian language and culture. Film study is also a core component of this course and offers students both a deeper linguistic experience and a closer connection and reflection on the Italian culture and history.

Students are challenged to engage with some independent learning experiences to become increasingly autonomous when using Italian in familiar contexts and with the support of this course, will learn to manage less familiar contexts.

Grammar focus points may include but are not limited to direct object and indirect object pronouns, the present perfect and imperfect tenses, the conditional mood and future tense.

This Course Leads To:

Atar Italian: Second Language (Aeisl) In Year 11.

Law

Humanities And Social Sciences

Subject Code: 10LAW1 (S1) OR 10LAW2 (S2)

Subject description: Legal Studies is a subject that, in many respects, teaches life skills. Students are introduced to the concepts of legal and non-legal rules and learn about how parliament makes law and how these laws relate to young people. The focus then turns to criminal law and criminal liability as well as police arresting powers and criminal trial procedures. We then investigate the effect the law has on the family, relationships and employment.

Media Arts

The Arts

Subject code: 10MAR1 (S1)

Subject description: This subject aims to investigate media genres and allows you to use your knowledge and understanding in completing small media projects and investigations. Skills in camera operation, editing, titling and audio production will be developed and refined. You will also develop the ability to work in a small group, complete work on time and use media equipment responsibly.

Subject code: 10MAR2 (S2)

Subject description: This subject aims to explore the elements required for the structuring of a narrative based media production. Media techniques will be examined and adapted for your production. You will be expected to script and storyboard your own short narrative. Elements of the technical, symbolic, audio and written codes of media making will be explored to enhance your media project.

Metal Technology

Design And Technologies

Subject code: 10MT1 (S1) AND/OR 10MT2 (S2)

Subject description: This subject provides students with the opportunity to develop skills in functional and aesthetically pleasing metal based projects in the field of metal sculpturing, junk art, metal jewellery, art metal, metal-smithing and custom design metal arts.

Students will develop a variety of machine and hand skills working with a diverse range of materials to create innovative and decorative solutions to their own design problems.

This subject places a great emphasis on creativity and originality. Students are encouraged to explore progressive concepts, use new materials and develop new techniques. Students will learn to refine a variety of traditional, contemporary and innovative metalworking techniques as well as develop skills in 2D and 3D digital modelling.

Students wishing to complete both semesters of metalwork will focus on a series of personal design projects throughout the year structured to further advance their skills in this area.

This subject leads to:

- CUA20715 Certificate II in Visual Arts – Design
- Design-Dimensional (GEDESD) in Year 11.

Music

The Arts

Subject code: 10MUS1 (S1) AND 10MUS2 (S2)

Subject description: Enjoy learning an instrument, playing in an ensemble or band and discover what makes music unique. As a music student you continue tuition on the instrument you began in Year 7.

You play in an ensemble according to your instrument and perform in concerts, assemblies and festivals. In music you learn to read, write and analyse music and how to compose your own pieces using music software and in small groups using instruments. By the end of the year you will know which context you would like to study in Year 11.

Musical Theatre Enrichment

The Arts

Expanding on from the Year 7 – 9 Arts Enrichment courses, these subjects will refine skills and processes in the selected art form. Enhancing inquiry skills, collaboration and imagination in an environment that nurtures persistent, disciplined and a creative approach to learning.

Students can choose to select one of the arts learning area for one Semester or opt for a yearlong course by choosing the subject in both Semesters. Course content will not be repeated; new content will be delivered in each semester.

Subject code: 10MT1 (S1) AND/OR 10MT2 (S2)

- Vocal Training
- Study Musical Theatre repertoire
- Music and Society studies

Outdoor Education

Health And Physical Education

Subject code: 100ED1 (S1) OR 100ED2 (S2)

Subject description: Outdoor Education provides the opportunity for students to develop confidence, attain life skills and attitudes that can be used in the natural environment. Students will undertake activities which develop skills in canoeing, camp-craft, bike riding and water environments. Students will be participating in the canoeing program at the Marine Boatshed located on the river at East Fremantle. Students who are interested in exploring the great outdoors, taking on a challenge and participating in a camp are well suited to this course.

A prerequisite for this course is that students are competent and confident open water swimmers. It is an expectation that all students attend the overnight excursion. Students will be provided with all the necessary equipment with the exception of a sleeping bag. Costs for the camp are not included in the subject fee.

Philosophy

Humanities And Social Sciences

Subject code: 10PHIL1 (S1) OR 10PHIL2 (S2)

Subject description: Philosophy is the study of the fundamental nature of knowledge, reality, and existence and the skills practiced assist students academically as well as socially. In the Year 10 Elective, the focus is on Ethics and Society. We begin with ethical codes and ask questions like 'How do we decide what is right and wrong?', 'Who should decide?', 'Is morality subjective?', 'Should the majority rule?' and 'Can an act be judged by its consequences?'. We then move into discussions of ethical dilemmas to explore social issues, environmental responsibility and political philosophy. Asking questions like 'What does it mean to lead a good life?', 'What is more important: freedom or equality?', 'Do animals have rights?', 'Can you feel joy without experiencing suffering?', 'Should we bring back the death penalty?' and 'Is it possible to act truly selflessly or are we always being selfish? Enjoy discussion and debate as well as the development of your critical thinking skills.

Physical Recreation

Health And Physical Education

Subject code: 10PREC1 (S1) AND/OR 10PREC2 (S2)

Subject description: Students will gain an opportunity to become involved in a wide range of sports and games, providing fun and exercise. This course aims to facilitate the development of leadership and teamwork skills such as communication, delegation, collaboration, problem solving and resolution.

Production Enrichment

The Arts

Expanding on from the Year 7 – 9 Arts Enrichment courses, these subjects will refine skills and processes in the selected art form. Enhancing inquiry skills, collaboration and imagination in an environment that nurtures persistent, disciplined and a creative approach to learning.

Students can choose to select one of the arts learning area for one Semester or opt for a yearlong course by choosing the subject in both Semesters. Course content will not be repeated; new content will be delivered in each semester.

Subject code: 10PRO1 (S1) OR 10PRO2 (S2)

- Fundamental skills in lighting and sound

- Set design and model making
- Elements and principles of the design process

Sports Science

Health And Physical Education

Subject code: 10SPC1 (S1) OR 10SPC2 (S2)

Subject description: Students will gain an understanding of the requirements of ATAR Physical Education Studies in senior school. This course focuses on the complex relationships between anatomical, physiological and bio-mechanical factors that influence individual and game play performance. Learning in this course involves participation linked closely with written, oral, and practical experiences. Physical activity and sport are used to develop skills and performance.

This course prepares students for an ATAR Physical Education Studies pathway in senior school.

Technical Graphics

Design And Technologies

Subject code: 10TGR1 (S1) AND/OR 10TGR2 (S2)

Subject description: This subject focuses on enhancing student's abilities to solve simple and complex design problems by originating and developing a plan for a product, structure or component. Students are exposed to a huge variety of 2D and 3D software programs that will assist them in producing detailed and highly imaginative solutions to their project selections.

Students will now have the opportunity to select major design projects from a variety of options including architecture, animation, animatronics, movie SFX, art metal sculpturing and engineering. 3D modelling programs such as Maya, Mudbox, Inventor, 3D Studio max and Sculpttris will allow students to explore highly inventive and dynamic presentations commensurate with industry standards.

Students will also construct detailed prototype models using a variety of rapid prototyping machines such as 3D printers and laser cutters. Access to the design and technology

workshops will be critical to students producing maquettes and models of creatures and characters for their animatronics projects and animation themes.

Students wishing to complete both semesters of technical graphics will focus on a series of personal design projects throughout the year structured to further advance their skills in this area.

This subject leads to:

- **CUA20715 Certificate II in Visual Arts – Design**
- **Design-Dimensional (GEDES) in Year 11.**

Textiles

Design And Technologies

Subject code: 10TEX1 (S1)

Subject description: Students will learn the relevant skills of using the sewing machine and overlocker, and look at new technologies that help with design and textile production. A variety of dye techniques are researched and tested, and the students will design and produce an item that extends their production skills. Students investigate historical and modern cultural textiles and design, produce and evaluate a garment or interior item inspired by their research.

This course leads to:

Materials, Design And Technology: Textiles (GEMDTT) in Year 11.

Subject code: 10TEX2 (S2)

Subject description: Students safe machining and overlocker skills will be further advanced. Exploring upcycled fashion students will learn how to alter and modify garments and patterns to fit themselves, explore the impact of clothing production on the environment, and research how to buy and make garments that are ethically sustainable. Planning will include consideration of time, cost, risk and safety , and students will test appropriate technologies and processes to make successful garments.

This course leads to:

Materials, Design And Technology: Textiles (GEMDTT) in Year 11.

Visual Arts

The Arts

Subject code: 10VAR1 (S1) OR 10VAR2 (S2)

Subject description: In this course students will go on a journey of discovery, experimentation and problem-solving. They will undertake this journey by exploring a variety of visual techniques, practices and processes. Students will be encouraged to be curious about the world around them and gain confidence in responding to what they see and feel. This course supports students' ability to recognise and develop cultural appreciation of visual arts in the past and contemporary contexts through exploring and responding to artists and their artworks.

Woodwork

Design And Technologies

Subject code: 10WW1 (S1) AND/OR 10WW2 (S2)

Subject description: This subject provides students with an opportunity to apply the concepts of design and aesthetics to objects of function and everyday use.

Students will construct machine and hand-made products with a specific design focus making them more attractive and easy to use, OR create individual, aesthetically pleasing but mostly functional craft products.

Unlike previous woodwork classes which focused predominately on simple household items, this course allows students to apply their creative abilities to the manufacture of items such as musical instruments, chess sets, sculptures, theatre props and other fine woodworking projects.

Students wishing to produce traditional workshop pieces such as wine racks, bedside tables, storage devices and other furniture items will be able to complete their projects with a stronger emphasis on design and aesthetics.

All students will develop competency in Sketchup and Autocad to conceptualise designs and finalise plans. Students wishing to complete both semesters of woodwork will focus on a series of personal design projects throughout the year structured to further advance their skills in this area.

This subject leads to:

- **CUA20715 Certificate II in Visual Arts – Design**
- **Design-Dimensional (GEDESD) In Year 11.**