Duncraig
Senior High School

2024
COURSE INFORMATION
LOWER SCHOOL

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INTRODUCTION

EIGHT LEARNING AREAS have been established by the School Curriculum and Standards Authority (SCSA). The subjects available at this school within each area are shown in the previous table of contents.

The individual periods in each subject area are shown in the subject maps.

MINIMUM REQUIREMENTS

There are certain subjects within the Learning Areas which are considered essential for all students in Years 7-10. The minimum number of periods of these subjects which must be taken in each lower school year is shown in the table below. In Years 9 and 10, you will usually have some choice to fill the minimum requirements but, as you will see in the maps and descriptions, some subjects are compulsory and will need to be taken by everyone.

LEARNING AREAS	MINIMUM NUMBER OF PERIODS PER WEEK PER YEAR				
	Subject	YEAR 7	YEAR 8	YEAR 9	YEAR 10
Arts	Media Arts Performing Arts Visual Arts	Minimum of 2 periods per course across Year 7 & 8		2 (1 subject) must be chosen from this area either S1 or S2	Optional Electives can be chosen (Max 3 subjects per semester)
English	English	4	4	4	4
Health and Physical Education	Phys. Ed	2	2	2	2 (PE General or elective)
	General Health Ed	1	1	1	1
	Phys. Ed. (Other)	-	-	Additional electives can be chosen	Electives can be chosen (Max 3 subjects per semester)
Humanities & Social Sciences	Humanities & Social Sciences (HaSS)	4	4	4	4
Languages	French or Indonesian	2	2	2	Optional
Mathematics	Mathematics	4	4	4	4
Science	Science	4	4	4	4
STEAM	Chevron – Powering Careers in Energy Electronics Engineering - Internet of Things Engineering - Artificial Intelligence Robotics	Cross curricula program in MESH	Cross curricula program in MESH	Electives can be chosen	Electives can be chosen
Technologies	Digital Technologies	2	2	2 (1 subject) must be chosen from this area either S1 or S2	Optional Electives can be chosen (Max 3 subjects per semester)
	Design & Technology Home Economics	Minimum of 2 periods per course across Year 7 & 8			

YEAR 7/8 STUDIES

Duncraig Senior High School believes that the Year 7 and 8 students should study a program that enables them to achieve a balanced education.

Students who were in the instrumental music program in primary school may continue with instrumental music for two (2) lessons per week, with band practice conducted after school outside normal classroom hours. Music students undertake a modified program in the Arts and Technologies areas.
Triathlon students also undertake a modified program in the Arts and Technologies areas.

YEAR 9 STUDIES

Year 9 students will generally be able to choose two subjects each Semester, from the Arts, Health and Physical Education and Technologies Learning Areas. Students must choose **at least** one subject from both the Arts and Technologies Learning Areas in Semester One or Semester Two. General Physical Education and Health Education are compulsory for Year 9 students.

- your Year 8 teachers will recommend the pathways they feel are best suited to you in English, Mathematics, Science and Humanities & Social Sciences.
- Physical Education is compulsory
- Health Education is compulsory
- a language subject (French or Indonesian) is compulsory.
- the two elective subjects completed each semester give you a chance to specialise in areas of interest or to explore a range of topics.

You will need to study the subject descriptions and think of the series of subjects you may wish to include over the four semesters you have in Years 9 and 10. In some cases you may plan to study the subject in Years 11 and 12 and need to complete certain subjects in Year 10 to prepare for that.

We must form complete class groups for elective subjects. This means you will not always be able to get your first two choices for any given semester, but the timetable planners will make sure you get some of your high priorities.

YEAR 10 STUDIES

For Year 10 English, Mathematics, Science and Humanities & Social Sciences you will be given advice by your Year 9 teachers about the subjects considered most appropriate for you to take. This advice will be based on the ability you have shown through subjects successfully completed in Year 9. For most people this will mean continuing on the same pathway, but some may be better suited by a less or more demanding pathway. The curriculum should provide you with a combination of subjects best suited to your abilities and ambitions.

Subject selections must follow the below pattern:

- Students must choose **at least one** subject from the Physical Education Learning Area in both Semester 1 and Semester 2.
- Students can choose a maximum of three subjects from Physical Education, The Arts, and Technologies Learning Areas in each Semester.
- Health Education (i.e. 1 period) each semester is compulsory from Year 8 to Year 10.

We must form complete class groups for elective subjects. This means you will not always be able to get your first two choices for any given semester, but the timetable planners will make sure you get some of your high priorities.

Some subjects you may plan to take in Year 11 could have prerequisites at the Year 10 level.

MATHEMATICS PATHWAYS

Students are streamed in Mathematics in preparation for their Senior School Courses.

Duncraig Senior High School - Recommended Pathways in Mathematics - Years 7 to 12

Students achieving a high level of success in their course may have the opportunity to do a higher pathway
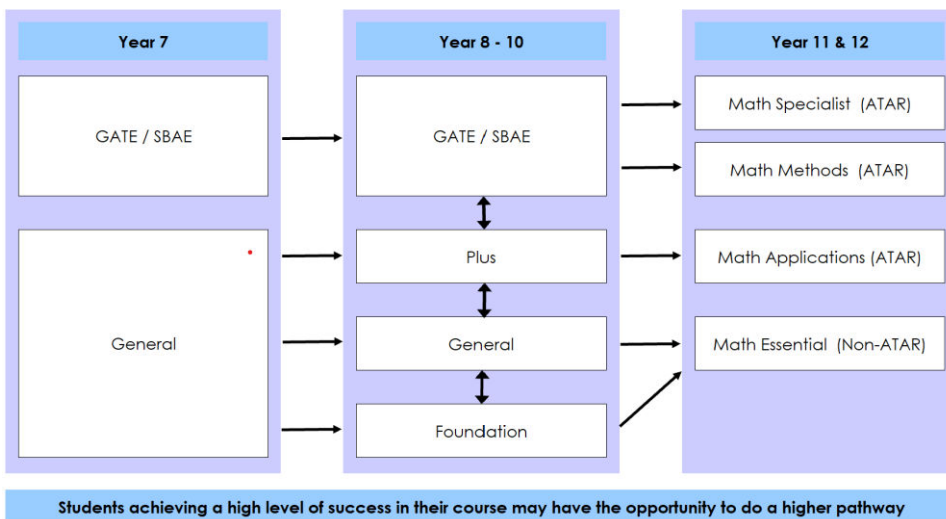
PREPARATION FOR YEARS 11 & 12

Students must remain enrolled in secondary education, TAFE studies, an apprenticeship or traineeship, or full-time employment, until the end of the year they turn 18.

The majority of Duncraig Senior High School's Year 10 students will continue into Year 11, proceeding along one of the two pathways described below:

PATHWAY FOR ENTRY INTO TRAINING WA (TAFE) OR EMPLOYMENT

This program will prepare students for entry into TrainingWA, apprenticeships, traineeships or employment directly from school.

PATHWAY FOR ENTRY INTO UNIVERSITY

This program will prepare students for entry into university directly from school.
This is an academic program for students who are prepared to do 2-3 hours of homework and study per week, per course studied.

Students can also seek alternative entry into University through the completion of 2 ATAR courses (University Preparation Courses) or 3 ATAR courses (Portfolio Entry). Please see Ms Marcon, Mr Cheeseman, Ms Hewitt or Ms Crosbie for further information on this process.

FURTHER INFORMATION

Detailed information about the Western Australian Certificate of Education may be obtained from the School Curriculum & Standards Authority web site http://www.scsa.wa.edu.au/

DANCE

PATHWAYS RECOMMENDED

Year 9		Year 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
DANCE 9.1 (09AN1)	DANCE 9.2 (09AN2)	DANCE 10.1 (10AN1)	DANCE 10.2 (10AN2)	Dance General

DANCE 9.1 (CODE 09AN1)
In this course students explore a variety of dance styles through practical workshops, as well as encouraging creative thinking. Students focus on the Jazz dance genre, learning technical movement skills, together with choreography as a whole-class and in a small-group atmosphere. The class will be given the opportunity to perform at the annual Duncraig Dance Showcase that occurs during Semester Two.

DANCE 9.2 (CODE 09AN2)
This course does not require students to have completed Dance 9.1, however it is encouraged. Students focus on the Contemporary dance genre, learning technical movement skills, together with choreography as a whole-class and in a small group atmosphere. Students will be required to perform at the annual Duncraig Dance Showcase occurring during Term 4; an exciting and enjoyable experience for all those involved.

DANCE 10.1 (CODE 10AN1)
In this course students are provided the opportunity to further build on their movement and creative thinking skills within the realm of dance. Students focus on the Lyrical genre of dance, learning skills in ballet technique as well as Lyrical choreography. This class encourages students to explore their own creative process and work in small groups to produce choreography with meaning and emotion. The class will be given the opportunity to perform at the annual Duncraig Dance Showcase that occurs during Semester Two.

DANCE 10.2 (CODE 10AN2)
This course does not require students to have completed Dance 10.1, however it is encouraged. Students focus on the Hip Hop dance genre, learning technical movement skills, together with choreography as a whole-class and in a small-group environment. The students will be encouraged to improve their creative skills within their own choreography producing routines related to what is current and popular at the time. Students will be required to perform at the annual Duncraig Dance Showcase occurring during Term 4, an exciting and enjoyable experience for all those involved.

DRAMA

PATHWAYS RECOMMENDED

Year 9		Year 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Drama 9.1 (09AD1)	Drama 9.2 (09AD2)	Drama 10.1 (10AD1)	Drama 10.2 (10AD2)	Drama General or ATAR

DRAMA 9.1 (CODE 09AD1)

In this unit, students will focus on:

- Improvisation
- interpreting scripted scenes
- developing character through voice and movement

Students will create at least one performance in the style of Melodrama.

DRAMA 9.2 (CODE 09AD2)

In this unit, students will focus on:

- developing skills for theatrical improvisation
- exploring the stock characters and scenarios of the Commedia Dell'Arte.

Students will create at least one performance in the style of Commedia Dell'arte.

DRAMA 10.1 (CODE 10AD1)

In this unit, students will focus on:

- interpreting scripted drama
- a study of Absurdist drama
- design and production roles
- voice and movement

Selection of this unit is strongly recommended for students considering the study of ATAR Drama in Senior School.

DRAMA 10.2 (CODE 10AD2)

In this unit, students will focus on:

- using a range of approaches to devise contemporary performance
- exploring a range of performance styles and techniques for developing character
- a study of Brecht's Epic Theatre and Grotowski's Poor Theatre

Selection of this unit is strongly recommended for students considering the study of ATAR Drama in Senior School.

MEDIA ARTS

PATHWAYS RECOMMENDED

YEAR 9		YEAR 10		Senior School
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Media 9.1 (09AME1)	Media 9.2 (09AME2)	Media 10.1 (10AME1)	Media 10.2 (10AME2)	Media Production and Analysis General

MEDIA 9.1 (CODE 09AME1)

This unit has a focus on advertisement; advertisers create messages to promote the sale of a product or service, to influence public opinion, to gain political support or to advance a particular cause. This subject investigates the message that advertisers give to us about our world through the analysis of television commercials, billboards, video clips, display and print media.

The students will use art, photography and video to make magazine and television adverts to sell their own products.

MEDIA 9.2 (CODE 09AME2)

This unit has a focus on documentary; various patterns of documentary media will be examined in this subject. Documentary films, such as nature, instructional and docu-dramas, especially Australian films will be viewed and discussed.

Practical assignments will include documentary making of the types studied. Students will produce a documentary film, including interview and vox-pop techniques.

MEDIA 10.1 (CODE 10AME1)

This unit has a focus on film genre; films usually fall into recognizable types (genres). This subject looks at the film industry and concentrates on selected films for viewing and discussion from comedy, science fiction, horror, crime, western, drama and adventure.

The students will make films in the style of the Genre's they study, to understand how Genre films are constructed.

MEDIA 10.2 (CODE 10AME2)

This unit has a focus on music videos. The music video is an important promotional tool used by the music industry to market performers and their music. Throughout this subject, students will be viewing and analysing the various types of music videos including performance based, narrative and even those that are conceptual & abstract.

The students will produce and film their own music video using the knowledge gained in the subject.

MUSIC

PATHWAYS RECOMMENDED

YEAR 9		YEAR 10		Senior School
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Class Music (09MC1)	Class Music (09MC2)	Class Music (10MC1)	Class Music (10MC2)	PSIM endorsed program &/or Certificate II Music

The music subjects in the Arts are designed to introduce, develop and encourage student awareness, acceptance and enthusiasm for music of varying styles. Through participation in the Music Program, students will be given the opportunity to develop a sense of self-worth, confidence, social and cultural awareness through varied creative experiences.

Music and the Arts are an integral part of our community and society. It is hoped that experiences in the Music Program at Duncraig SHS will encourage participation in performing, composing, arranging and listening with greater awareness, understanding and satisfaction.

CLASS MUSIC (CODES 09MC1, 09MC2, 10MC1, 10MC2)

Topic Areas include:

- Music heory
- istory of Music
- Composition/Arrangement
- Aural skills
- Musicianship
- performances
- Ensemble

Please note: *Students who have not been previously enrolled in class music who wish to enrol in Year 9 or 10 must arrange an interview with the Music Teacher, Mr Smith, to assess their suitability for the course*

Class Music must be selected by students in Year 9 who are currently enrolled in the SIM Program.

PHOTOGRAPHY

PATHWAYS RECOMMENDED

YEAR 9		YEAR 10		Senior School
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Photography 9.1 (09AH1)	Photography 9.2 (09AH2)	Photography 10.1 (10AH1)	Photography 10.2 (10AH2)	Media Production and Analysis General and/or Design (Photography) General

PHOTOGRAPHY 9.1 (CODE 09AH1)

This unit introduces students to the principles, techniques and materials used in photography. The subject has a large practical component and students are taken through directed activities to develop basic skills and techniques.

The subject provides students with the opportunity to develop skills in digital techniques:

- develop communication techniques used in Photography
- an introduction to digital cameras and computer manipulation software
- use basic photographic equipment to take photographs
- explore practical ways to store and share images

PHOTOGRAPHY 9.2 (CODE 09AH2)

In this subject students are able to develop and broaden their camera and processing skills. The work is mainly practical and students are encouraged to explore the processes and techniques that are conducive to developing more advanced photographic skills.

This subject provides students with the opportunity to:

- learn skills that will enable them to communicate ideas and concepts
- be able to use cameras competently
- use digital camera and image software to manipulate images
- experiment using a variety of creative techniques and equipment

PHOTOGRAPHY 10.1 (CODE 10AH1)

In this subject, students are introduced to a variety of camera functions and lighting techniques to develop a body of creative and imaginative work.

This subject provides students the opportunity to:

- see digital images as an artistic expression of the artist
- develop expertise with photographic and lighting equipment
- develop literacy, knowledge and practical skills in photography and editing software
- develop skills in digital manipulation of images

PHOTOGRAPHY 10.2 (CODE 10AH2)

This subject provides students with the opportunity to refine their photographic knowledge and techniques. Students are encouraged to be creative and imaginative in their work. Considerable freedom is given to develop an individual approach, using computer based digital images and DSLR high end cameras.

This subject provides students the opportunity to:

- see digital images as an artistic expression of the artist
- develop expertise with photographic and lighting equipment
- develop literacy, knowledge and practical skills in photography and editing software
- develop skills in digital manipulation of images

VISUAL ARTS

PATHWAYS RECOMMENDED

Year 9		Year 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Visual Arts 2D (09AP1)	Visual Arts 2D (09AP2)	Visual Arts 2D (10AP1)	Visual Arts 2D (10AP2)	Visual Arts ATAR or General
Visual Arts 3D (09AC1)	Visual Arts 3D (09AC2)	Visual Arts 3D (10AC1)	Visual Arts 3D (10AC2)	
Digital Art and Graphic Design (09AG1)	Digital Art and Graphic Design (09AG2)	Digital Art and Graphic Design (10AG1)	Digital Art and Graphic Design (10AG2)	Design (Photography) &/or Visual Arts General

The Visual Arts Curriculum provides subjects in three major areas of specialisation. These are:

1. **VISUAL ARTS 2D:** has a studio focus on Painting, Printmaking and Sculpture.
2. **VISUAL ARTS 3D:** has a studio focus on Ceramics and Textiles.
3. **DIGITAL ART AND GRAPHIC DESIGN:** has a studio focus on Graphic Design, Group and individual Arts Projects and Photoshop.

PATHWAYS

Students who are considering doing either ATAR Visual Art or General Visual Art in Senior School should choose at least one Visual Arts subject in Years 9 and 10. These subjects may be chosen from Visual Arts 2D or Visual Arts 3D.

VISUAL ARTS 2D 9.1 (CODE 09AP1)

VISUAL ARTS 2D (drawing, painting, printmaking)
In this unit you will explore imaginative and/or observed drawings and then develop these into paintings and/or prints using a variety of different techniques.

VISUAL ARTS 2D 9.2 (CODE 09AP2)

VISUAL ARTS 2D (drawing, painting, printmaking)
In this unit you will explore imaginative and/or observed drawings and then develop these into paintings and prints using a variety of different techniques.

VISUAL ARTS 3D 9.1 (CODE 09AC1)

VISUAL ARTS 3D (ceramics, sculpture, textiles)
In this unit you will creatively explore 3D materials and technologies such as clay, papier mache, fabric, fibres and screen printing.

VISUAL ARTS 3D 9.2 (CODE 09AC2)

VISUAL ARTS 3D (ceramics, sculpture, textiles)
In this unit you will creatively explore 3D materials and technologies such as clay, papier mache, fabric, fibres and screen printing.

DIGITAL ART AND GRAPHIC DESIGN 9.1 (CODE 09AG1)

In this unit students will learn a range of digital art skills before applying these skills to creating a t-shirt design which will then be digitally printed.

DIGITAL ART AND GRAPHIC DESIGN 9.2 (CODE 09AG2)

In this unit students will learn a range of digital art skills before applying these skills to creating a tabletop game.

VISUAL ARTS 2D 10.1 (CODE 10AP1)

VISUAL ARTS 2D (drawing, painting, printmaking)
In this unit you will explore imaginative and/or observed drawings and then develop these into paintings and/or prints using a variety of different techniques. Selection of this subject is recommended for students intending to study Visual Arts in Senior School.

VISUAL ARTS 2D 10.2 (CODE 10AP2)

Visual Arts 3D (ceramics, sculpture, textiles)
In this unit you will creatively explore 3D materials and technologies such as clay, papier mache, fabric, fibres and screen printing. Selection of this unit is recommended for students who intend to study Visual Arts in Senior School.

VISUAL ARTS 3D 10.1 (CODE 10AC1)

Visual Arts 3D (ceramics, sculpture, textiles)
In this unit you will creatively explore 3D materials and technologies such as clay, papier mache, fabric, fibres and screen printing. Selection of this unit is recommended for students who intend to study Visual Arts in Senior School.

VISUAL ARTS 3D 10.2 (CODE 10AC2)

VISUAL ARTS 3D (ceramics, sculpture, textiles)
In this unit you will creatively explore 3D materials and technologies such as clay, papier mache, fabric, fibres and screen printing. Selection of this unit is recommended for students who intend to study Visual Arts in Senior School.

DIGITAL ART & GRAPHIC DESIGN 10.1 (CODE 10AG1)

Students will be exposed to a range of graphic arts skills and processes, such as digital drawing, painting and compositing using Adobe's Creative Cloud software suite. In this unit students will get the chance to create a 'look book' for their own Pop-culture franchise.

DIGITAL ART & GRAPHIC DESIGN 10.2 (CODE 10AG2)

Students will be exposed to a range of graphic arts skills and processes such as digital drawing, painting and compositing. Students will then work within real world design conditions to create a major design piece for a client.

PHYSICAL EDUCATION

PATHWAYS RECOMMENDED

YEAR 9		YEAR 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
General Physical Education 9.1 (09PE1)	General Physical Education 9.2 (09PE2)	General Physical Education 10.1 (10PE1)	General Physical Education 10.2 (10PE2)	Cert II in Sports Coaching or Physical Education Studies General
Physical Recreation 9.1 Water Sports (9PR1)	Physical Recreation 9.2 New sports (9PR2)	Outdoor Education 10.1 (10PO1)	Outdoor Education 10.2 (10PO2)	Outdoor Education General
Specialised Physical Education 9.1 (BOYS) Codes of Football (09PS1)	Specialised Physical Education 9.2 (GIRLS) Netball, Volleyball (09PS2)	Specialised Physical Education 10.1 Racquet sports (10PS1)	Sports Science 10.2 Sport plus Basic anatomy & physiology. Helps with PE Studies (10SS2)	Physical Education Studies ATAR to contribute to an ATAR for University Entry.
		Boys Personal Fitness (10PB1)	Boys Personal Fitness (10PB2)	
		Girls Fitness for Life 10.1 (10PG1)	Girls Fitness for Life 10.2 (10PG2)	

GENERAL PHYSICAL EDUCATION 9.1 (CODE 09PE1)

This compulsory subject is designed to develop and enhance positive attitudes and values towards healthy lifestyles. Students will have the opportunity to consolidate and further develop their movement, leadership and teamwork skills and strategies across a range of sporting contexts. Throughout the course students will have covered three of the following sports: Soccer, Tennis, Floorball, Basketball and Volleyball. The remaining contexts will be completed in Semester Two.

SPECIALISED PHYSICAL EDUCATION 9.1 (BOYS) (CODE 09PS1)

Codes of Football
This subject is designed to provide students with the opportunity to extend their skills and knowledge of Australian Rules Football, Rugby, and Soccer. Consideration will be given to specialised strategies and tactics in these sports and may include video feedback to help enhance skill progression. This subject is aimed at boys.

PHYSICAL RECREATION 9.1 (CODE 9PR1)

This subject is designed to provide students with the opportunity to acquire skills in the recreational pursuits of Bodyboarding, Surfing, Lawn Bowls and Pickleball. Students will also participate in a range of beach and other recreational activities. **Students <u>MUST</u> be able to swim 200m in five minutes to qualify for this subject.**

GENERAL PHYSICAL EDUCATION 9.2 (CODE 09PE2)

This compulsory subject is designed to develop and enhance positive attitudes and values towards healthy lifestyles. Students will have the opportunity to consolidate and further develop their movement, leadership and teamwork skills and strategies across a range of sporting contexts. Throughout the course students will cover Athletics and two of the following sports: Soccer, Tennis, Hockey, Basketball and Volleyball. Sports not covered in Semester Two would have been completed in Semester One.

SPECIALISED PHYSICAL EDUCATION 9.2 (GIRLS) (CODE 09PS2)

Netball, Volleyball and Australian Rules Football
This subject is designed to provide students with the opportunity to extend their skills and knowledge of Netball, Volleyball and Australian Rules Football. Consideration will be given to specialised strategies and tactics in these sports and may include video feedback to help enhance skill progression. This subject is aimed at girls.

PHYSICAL RECREATION 9.2 (CODE 9PR2)

This subject is designed to provide students with the opportunity to acquire skills in the recreational pursuits of Golf, Ultimate Frisbee, Bodyboarding and Surfing. Students will also participate in a range of other recreational activities. **Students <u>MUST</u> be able to swim 200m in five minutes to qualify for this subject.**

GENERAL PHYSICAL EDUCATION 10.1 (CODE 10PE1)

This subject is designed to promote positive attitudes and values towards a healthy, active lifestyle. Students will continue to work on improving their leadership and sporting performances. They will be provided with opportunities to take more control of physical activities through coaching, coordinating and officiating roles. The interest levels of each class will be considered when selecting what sporting contexts to cover.

OUTDOOR EDUCATION 10.1 (CODE 10PO1)

This subject is designed to give the student the opportunity to experience several outdoor challenges. Students are expected to involve themselves in the options of swimming, canoeing, stand up paddle boarding and fishing. **Students <u>MUST</u> be able to swim 200m in 5 minutes and tread water for 5 minutes to qualify for this subject.**

SPECIALISED PHYSICAL EDUCATION 10.1 (CODE 10PS1)

Racquet sports
This subject is designed to provide students with the opportunity to extend their skills and knowledge of Squash, Tennis, and Badminton. Consideration will be given to specialised strategies and tactics in these sports and may include video feedback to help enhance skill progression.

BOYS PERSONAL FITNESS 10.1 (CODE 10PB1)

Non-Competitive Sports. The subject is designed for those boys wanting to improve their personal fitness and health. Activities include personal training, weight training, beach circuits, martial arts and boxing. There will be some theory on how to train the body and the development of muscles (a useful pre-requisite for Physical Education Studies in Senior School).

GIRLS FITNESS FOR LIFE 10.1 (CODE 10PG1)

The subject is designed for those students wanting to improve their personal fitness and health through activities such as circuit training, beach running, relaxation techniques, gym classes and power walking. Students will also cover health and fitness related theory, such as the different types of training and the principles of training (a useful pre-requisite for PE Studies in Senior School).

GENERAL PHYSICAL EDUCATION 10.2 (CODE 10PE2)

This subject is designed to promote positive attitudes and values towards a healthy, active lifestyle. Students will continue to work on improving their leadership and sporting/athletic performances. They will be provided with opportunities to take more control of physical activities through coaching, coordinating and officiating roles. Students will cover Athletics and other sporting contexts/competitions; these will vary depending on the interest levels of the group.

OUTDOOR EDUCATION 10.2 (CODE 10PO2)

This subject is designed to provide students with the opportunity to experience adventure, and yet be capable of distinguishing between a situation which is challenging and one which is unsafe. This will be achieved through the planning of a land based expedition. Students will develop skills in camp craft, selection of equipment, cooking practices, clothing and appropriate food provisions, while demonstrating minimal impact skills. Students will experience a range of activities such as indoor rock climbing, abseiling, caving and first aid.

BOYS PERSONAL FITNESS 10.2 (CODE 10PB2)

This subject is an extension of Boys Personal Fitness 10.1 with more focus on fitness training. Students are not, however, required to have completed the Semester One unit. The practical components consist of attending outside venues which may include some visits (subject to availability) to Indoor Beach Volleyball, Gymnastic venues and alternate sports to mainstream individual activities. A small theory section will include training principles, prevention of sports injuries and basic first aid.

GIRLS FITNESS FOR LIFE 10.2 (CODE 10PG2)

This subject is an extension of Fitness for Life 10.1 but students are not required to have completed the Semester One unit. It includes fitness activities such as weight training, yoga, gym classes, pilates, self-defence and community based activities. Theory includes sports nutrition and the factors affecting fitness.

SPORTS SCIENCE 10.2 (CODE 10SS2)

This course offers an introduction to the science behind exercise. Students will develop knowledge of the human body's Functional Anatomy and Physiology. The predominantly theory based course will include a practical component where students will put theory into practise via the sport of Volleyball. This is a good course selection for those looking to select ATAR Physical Education Studies for year 11 and 12.

LANGUAGES

RECOMMENDED PATHWAYS

French or Indonesian is compulsory in Years 7, 8 and 9 at Duncraig SHS. Students are required to continue with the same language from Year 7 to Year 9 as the content builds on previous knowledge.

Year 9		Year 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
French (09LF1)	French (09LF2)	French (10LF1)	French (10LF2)	French ATAR – LOTE bonus
		10949NAT Certificate II in Applied Language - French		
Indonesian (09LI1)	Indonesian (09LI2)	Indonesian (10LI1)	Indonesian (10LI2)	Indonesian ATAR – LOTE bonus

FRENCH 10.1 (CODE 10LF1) and Year 10 10949NAT Certificate II in Applied Language (VET)

PREREQUISITES: Students must have completed Year 9 French and achieved a C grade or above.

The Year 10 French course is an embedded course that includes content based on the Western Australian Curriculum: Languages Year 7 to 10 Pathway and the Certificate II in Applied Languages. Assessments are designed to address both courses. Graduates of this combined course will receive two reports outlining their achievement in each course. Students are now able to bank the qualification/credit gained in this course towards WACE in Year 12. Students who wish to achieve Certificate II in Applied Language – French must select both semesters. This industry-approved course prepares students for a number of career pathways both nationally and internationally. Numerous industries across the world value the knowledge of another language, including, but not limited to hospitality, business, tourism, engineering, fashion and medicine.

This embedded course is designed for students who want to learn French for real-world contexts and/or to prepare students to continue their language study in Senior School. Students strengthen their communication and comprehension skills in French and will be able to communicate in tasks requiring a simple and direct exchange of information and opinions on familiar matters. In Semester One, students learn to interact about making choices for today and the future, including health and physical activity and will complete the below units of competency.

Units of Competency

Unit Code	Unit name	Nominal Hours
NAT10949001	Conduct basic oral communication for social purposes in a language other than English	70
NAT10949003	Read and write basic documents for social purposes in a language other than English	70

To maximise the benefits of studying this course, students will be encouraged to actively participate in any exchange programs on offer (e.g. La Reunion Exchange every year).

FRENCH 10.2 (CODE 10LF2) and Year 10 10949NAT Certificate II in Applied Language (VET)

PREREQUISITES: Students must have completed French 10.1 and Semester One Year 10 10949NAT Certificate II in Applied Language (VET). This combined course is essential as preparation for ATAR French.

This course is a continuation of French 10.1 and Semester One Year 10 10949NAT Certificate II in Applied Language – French context. Graduates of Year 10 French and Certificate II in Applied Language will receive two reports outlining their achievement in each course. In Semester Two, students learn to initiate and participate in sustained interactions about making choices for today and in the future, including having a part-time job, learning a language and my future, as well as the below units of competency.

Units of Competency

Unit Code	Unit name	Nominal Hours
NAT10949002	Conduct basic workplace oral communication in a language other than English	70
NAT10949004	Read and write basic workplace documents in a language other than English	70

The 10949NAT Certificate II in Applied Language – French context is a proposed offering for the 2024 academic year. At the time of publication, no agreements have been entered into with a Registered Training Organisation for the delivery of this qualification. On the basis of interest from students in the 10949NAT Certificate II in Applied Language – French context, the school will initiate a formal partnership agreement with a RTO for the delivery of the qualification.

INDONESIAN 10.1 (CODE 10LI1)

PREREQUISITES: Students must have completed Year 9 Indonesian and achieved a C grade or above.

Students strengthen their communication and comprehension skills in Indonesian. This course is designed for students who want to learn Indonesian and/or to prepare students to continue Indonesian in Senior School. They also further their grammar skills and use more complex tenses which allows them to manipulate the language more creatively and accurately orally and in written form. In Semester One, students are able to develop their communication skills to exchange ideas, opinions, experiences, with a strong focus on the geography and traditional culture of Indonesia. To maximise the benefits of studying this course, students will be encouraged to actively participate in any exchange programs on offer.

INDONESIAN 10.2 (CODE 10LI2)

PREREQUISITES: Students must have completed Indonesian 10.1. This course is essential as preparation for ATAR Indonesian.

Students continue to strengthen their communication and comprehension skills in Indonesian. They will increase their understanding of the language and how language and culture belong together and they will listen to, and read, texts containing more unfamiliar material, using their strategic language skills to extract information and respond appropriately. In Semester Two, students are able to develop their communications skills to exchange ideas, opinions, experiences and thoughts about youth issues, their future, having a part-time job and learning a language. Students will increase their understanding and experience of Indonesian culture and how this influences language.

All WA and many interstate universities offer an ATAR LOTE bonus to students taking a language in Year 12. 10% of a student's final score in a Languages subject will be added to their ATAR even if it is not in the student's top four subjects. Guidance and advice related to language courses can be found on the Authority website at www.scsa.wa.edu.au

Note: *The French and Indonesian courses are designed for second language learners. They are for those students who have not been exposed to, or interacted in, the language outside of school. As a result, students should not select a language that they speak fluently or of which they have a background understanding.*

Whilst students with a language background may be considered for enrolment in Year 10 without the stated prerequisites, it is unlikely they will be deemed eligible by SCSA to complete the Second Language Course as an ATAR subject in Year 11 and 12. Guidance and advice related to language courses can be found on the Authority website at www.scsa.wa.edu.au

STEAM
(Science, Technology, Engineering, Arts and Mathematics)

RECOMMENDED PATHWAYS

Year 9		Year 10		Senior School Pathways
Semester 1	**Semester 2**	**Semester 1**	**Semester 2**	**Year 11/12**
Electronics 9.1 (09EL1)	Robotics 9.2 (09DR2)	Robotics 10.1 (10DR1)	Electronics 10.2 (10EL2)	Physics ATAR Mathematics Methods ATAR Computer Science General or ATAR
Engineering – Artificial Intelligence 9.1 (09ST1)	Engineering - Internet of Things 9.2 (09ST2)	Chevron Powering Careers In Energy 10.1 (10ST1)	Chevron Powering Careers In Energy 10.2 (10ST2)	

ELECTRONICS 9.1 (CODE 09EL1)

A wide range of circuits and components are used in the study of electronics. A number of projects including; simple light switch, sound effects generator, audible logic probe, transistor tester and steady hand game will be constructed to demonstrate electronic principles and their practical applications. This subject will cover safety and testing procedures in electronics; understanding and interpretation of electronic theory, including resistors, capacitors, diodes and transistors; operation and construction of simple circuits and the importance of electronics in society.

ELECTRONICS 10.2 (CODE 10EL2)

This is an advanced subject in electronics and students are expected to have a high level of understanding of the more complex electronic theory. Students should have a very high level of proficiency in soldering and circuit construction techniques. A number of advanced projects will be completed and students will be able to complete projects of their choice. Opportunity will be given for students to use their electronics knowledge to design and construct their own projects.

ROBOTICS 9.2 (CODE 09DR2)

This subject introduces students to the control of various machines and equipment which involves the construction of models introducing aspects of modern technology, mechanical principles and electric motors. Students will design and test their solutions. Another term is spent in the practical workshop developing and building projects using advanced application of levers, gears, belts, pulleys, chains, universal joints and electric motors.

ROBOTICS 10.1 (CODE 10DR1)

Be prepared for the challenges in Robotics. The subjects involve problem solving and lateral thinking to come up with solutions to given design problems. One term is dedicated to advanced Mindstorm software techniques. Students will also experiment with temperature and light sensors, with this information uploaded and the data analysed using an Investigator program. Another term is spent in the practical workshop developing and building projects that integrate principles of car crash crumple zones and collision safety.

ENGINEERING - ARTIFICIAL INTELLIGENCE 9.1 (CODE 09ST1)

In this course students will utilise and integrate skills and knowledge in Science, Technology, Engineering, Arts and Mathematics (STEAM). Students will use the engineering design process of investigating, devising, producing and evaluating to solve problems related to Artificial Intelligence. Students will engineer, investigate, design and create solutions and prototypes for intelligent systems that benefit humankind.

ENGINEERING - INTERNET OF THINGS 9.2 (CODE 09ST2)

In this course students will utilise and integrate skills and knowledge in Science, Technology, Engineering, Arts and Mathematics (STEAM). Students will use the engineering design process of investigating, devising, producing and evaluating to solve problems related to the "Internet of Things". The Internet of Things is a collection of internet interconnected devices that are embedded and integrated into everyday objects. These devices send and receive data in order to create new information and/or make decisions within systems. Students will engineer, investigate, design and create solutions and prototypes for systems in the area of The Internet of Things.

STEAM 10.1 AND 10.2 CHEVRON POWERING CAREERS IN ENERGY (CODES 10ST1 AND 10ST2)

In this course students will utilise and integrate skills and knowledge in Science, Technology, Engineering, Arts and Mathematics (STEAM). In this SCSA endorsed course students will achieve two units towards WACE achievement in Year 11/12 upon completion.

The Chevron Australia – "Powering Careers in Energy" course provides students with the opportunity to explore and understand the broad range of career options available within the Oil and Gas industry in WA. Students study five units in all covering a wide variety of aspects of the energy industry. An Introduction to Energy will help introduce students to the role of energy in our community with a focus on aspects of the LNG value chain. Chevron operates in many diverse communities around the globe. Students will have the opportunity to understand and explore cultures as well as develop knowledge about Australian cultural heritage, native title and how these aspects shape the modern resource industry.

Note: Students must choose both the Semester One and Semester Two subjects (10ST1 and 10ST2).

DESIGN AND TECHNOLOGY

RECOMMENDED PATHWAYS

YEAR 9		YEAR 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Woodwork (09DW1)	Woodwork (09DW2)	Woodwork (10DW1)	Woodwork (10DW2)	Materials Design & Technology Wood Design General
Jewellery (09DJ1)	Jewellery (09DJ2)	Jewellery (10DJ1)	Jewellery (10DJ2)	
		Boating (10DB1)	Boating (10DB2)	
Metalwork (09MW1)	Metalwork (09MW2)	Metalwork (10MW1)	Metalwork (10MW2)	
Mechanical Workshop (09DE1)	Mechanical Workshop (09DE2)	Mechanical Workshop (10DE1)	Mechanical Workshop (10DE2)	Automotive Engineering and Technology General

WOODWORK 9.1 (CODE 09DW1)

The woodwork subject introduces students to the construction of simple wooden projects and teaches them fundamental skills associated with the use of woodworking tools and machines, including the lathe and the bandsaw.

WOODWORK 9.2 (CODE 09DW2)

This subject encourages the student to be creative and take an active role in the design development of their models. The student will be shown and taught how to use a variety of electrical hand tools including routers, as well as using the wood lathes.

WOODWORK 10.1 (CODE 10DW1)

This subject provides students the opportunity to improve hand skills learnt in previous subjects as well as developing new techniques. The student is encouraged to develop confidence in the workshop situation as well as working independently.

WOODWORK 10.2 (CODE 10DW2)

This subject allows the student to produce a major project and further develop hand skills. The subject incorporates safe use and practice of the majority of machines and tools found in the wood working industry.

METALWORK 9.1 (CODE 09DM1)

How do people transfer information from mechanical drawings onto pieces of sheet or bar metal? Why are there different methods of marking out? For how many processes can a lathe be used? The answers to these questions and many others will be dealt with in this subject. The subject covers:

- simple sheet metal constructions
- basic lathe processes
- the use of basic marking out tools in conjunction with drawings
- hand tools that reduce metal to various shapes

METALWORK 9.2 (CODE 09DM2)

This subject provides students the opportunity to improve hand skills learnt in previous subjects as well as developing new techniques. The student is encouraged to develop confidence in the workshop situation as well as working independently. Students who do this practical subject will work through a variety of different projects. This subject covers:

- sheet metal construction
- varied lathe processes including spinning and shouldering
- joining metal using rivets, threading and soldering
- bench work including marking out principles and threading

METALWORK 10.1 (CODE 10DM1)

This subject encourages the student to be creative and take an active role in the design development of their models. The student will be shown and taught how to use a variety of metal working tools and equipment. This unit will have a focus on welding.

METALWORK 10.2 (CODE 10DM2)

This subject allows the student to produce a major project and further develop hand skills. The subject incorporates safe use and practice of the majority of machines and tools found in the metal working industry.

MECHANICAL WORKSHOP 9.1 (CODE 09DE1)

Students are introduced to a range of activities focusing on servicing and maintenance of vehicle motors and single cylinder engines. These activities develop basic mechanical skills and understanding through use of tools and equipment and the introduction to welding.

MECHANICAL WORKSHOP 9.2 (CODE 09DE2)

This subject takes students further with vehicle engines and covers both two and four stroke models. In this subject students will also study and service multi-cylinder engines. There is opportunity for students to learn basic vehicle body repair techniques. Knowledge and skills are developed through directed activities and projects.

MECHANICAL WORKSHOP 10.1 (CODE 10DE1)

This subject covers basic maintenance and servicing on multi-cylinder engines. The subject also covers the procedures and maintenance necessary to keep a vehicle roadworthy. The subject covers a wide range of practical skills which are developed through directed activities and related theory including advanced welding techniques and processes.

MECHANICAL WORKSHOP 10.2 (CODE 10DE2)

This subject introduces the student to basic mechanical test equipment used in repair and analysis of multi-cylinder engines. The principles of electronic ignition, fuel injection and engine management systems are introduced to students as they operate vehicle motors using this technology. There is opportunity for students to learn advanced vehicle body inspection techniques.

JEWELLERY 9.1 (CODE 09DJ1)

A design approach is used to help students apply their skills in Year 9 Jewellery Semester One. If you enjoy making and wearing silver jewellery, then this subject is for you. Students start off by learning the basic processes in simple wire jewellery with emphasis on the basic techniques of measuring, cutting, shaping and polishing. Many of the projects are made from sterling silver.

JEWELLERY 9.2 (CODE 09DJ2)

Students can expand their jewellery skills in Semester Two as they work through a variety of different projects. This subject covers:

- making various shaped rings, earrings and pendants from sterling silver
- casting using cuttlebone
- intricately shaped pendants
- the integration of plastics and resin in jewellery pieces

JEWELLERY 10.1 (CODE 10DJ1)

This subject encourages the student to be creative and take an active role in the design development of jewellery for themselves and for others. The student will learn how to use a variety of jewellery tools and equipment. This unit will introduce stone/shell setting processes. The subject covers:

- shaping rings and bangles using polished face hammers
- various knot rings
- snake ring and bullet shell pendant

JEWELLERY 10.2 (CODE 10DJ2)

In Semester Two students will work with a variety of new materials and equipment, learn how to cast metal and set gemstones and much more, as they work through the different design projects. This subject covers:

- making rings and pendants using drop and lost wax method of casting
- various silver rings
- introduction to Dichroic glass
- using resin and metal clay
- stone, pearl and gem setting

BOATING 10.1 (CODE 10DB1)

PREREQUISITES: *Students MUST be able to swim at least 200 metres.*

This subject introduces sail, power, and other watercraft. Practical experience in the handling of these craft will be covered as well as the design and construction of small model boats from wood, metal, and fibreglass. Studies of the marine and coastal environment will also be included. Students will need to be prepared to be part of a flexible timetable arrangement for this subject to enable practical sessions to be undertaken in the ocean near Hillary's Marina (this could mean early starts or lessons over lunch or recess).

BOATING 10.2 (CODE 10DB2)

PREREQUISITES: *Students MUST be able to swim at least 200 metres.*

This subject provides an introduction/extension to sail, power and other watercraft. Practical experience in the handling of these craft will be covered as well as the design and construction of model boats from fibreglass, wood, and metal. Studies in the marine and coastal environment will also be included.

This subject is offered as an extension to Boating 10.1, however, students may enter the subject not having attempted the first semester subject.

Students will need to be prepared to be part of a flexible timetable arrangement for this subject to enable practical sessions to be undertaken in the ocean near Hillary's Marina (this could mean early starts or lessons over lunch or recess

HOME ECONOMICS

RECOMMENDED PATHWAYS

Year 9		Year 10		Senior School Pathways
Semester 1	Semester 2	Semester 1	Semester 2	Year 11/12
Food On The Go 9.1 (09HF1)	Café Cuisine (09HF2)	International Foods (10HI1)	Food for Social Occasions (10HF2)	Food Science Technology General or ATAR
Creative Textiles 9.1 (09HC1)	Creative Textiles 9.2 (09HC2)	Creative Textiles 10.1 (10HC1)	Creative Textiles 10.2 (10HC2)	
		Caring for Children (10HD1)	Child Development (10HD2)	Cert II in Community Services

FOOD ON THE GO 9.1 (CODE 09HF1)

Students will have the opportunity to prepare and cook a variety of fabulous foods in this course. They will develop their cooking skills by completing tasks in which they design and produce their own dishes related to the tasks. The focus of Task One will be on creating their own food truck lunch dish which highlights healthy eating and creativity. Task Two will feature a range of snacks and students will have the chance to develop a sweet and savoury snack of their choosing.

CAFÉ CUISINE 9.2 (CODE 09HF2)

In this subject the students will prepare a variety of café style food such as super hamburgers, gourmet salads, savoury melts, biscuits, cakes, slices and muffins.
This subject will provide the skills for menu design and production on a food theme. Time will also be spent investigating technology in the kitchen with the use of various kitchen equipment.

CREATIVE TEXTILES 9.1 AND 9.2 (SEMESTER ONE CODE 09HC1) (SEMESTER TWO CODE 09HC2)

The focus on this subject will be on practical projects (using sewing machines and overlockers) and modern crafts. Students will extend sewing skills creating their own simple sewing items such as decorative shoulder bags and a clothing item. Students will be able to have an input in craft activities chosen.

INTERNATIONAL FOODS 10.1 (CODE 10HI1)

Travel the world through food! Explore the world through its food and associated customs. In this subject you will investigate, make and present traditional dishes from selected countries in Asia and Europe. Students will prepare a wide variety of foods including pasta dishes, sushi, pad thai, curry puffs, spring rolls, and coconut pancakes. The highlight of the semester is an Asian Food Expo, where students prepare food samples for tasting by their peers and invited guests.

FOOD FOR SOCIAL OCCASIONS 10.2 (CODE 10HF2)

This subject will explore the many subjects of a formal menu. Students will have the opportunity to sample foods and create their own gourmet menus. They will work in groups to select, prepare and serve a three course meal for themselves and invited guests.
The students will prepare a wide range of finger foods and learn the basics of the art of coffee making.

CREATIVE TEXTILES 10.1 AND 10.2 (SEMESTER ONE CODE 10HC1) (SEMESTER TWO CODE 10HC2)

The focus on this subject will be practical projects and modern craft items using sewing machines and overlockers. Student choice and interests will be considered in articles chosen. Suggestions will include:

- Semester One: A roll up pouch and a hoodie
- Semester Two: A pyjama outfit with pants, top and an accessory

CARING FOR CHILDREN 10.1 (CODE 10HD1)

In this subject students will develop skills to help them to care for the needs of young children. This role may be as babysitters, parents of the future or with a view to employment. Students will become aware of the part they and other family members play in the care of babies and toddlers from birth e.g. bathing, feeding, changing, clothing and safety of the newborn. Students will make a 'Baby Sitter's Kit' which includes items such as finger puppets, jigsaws, nursery rhyme placemats and other play items. Students will also make and decorate a birthday cake suitable for a preschool child and also create a "fun" toddler meal. Students may also have the opportunity to parent a "virtual baby".

CHILD DEVELOPMENT 10.2 (CODE 10HD2)

Through an emphasis on practical activities, students will develop an awareness of the joys and responsibilities of parenting and explore the stages of child development from conception to pre-school. Emphasis is placed on the role of parents in providing for a child's physical, emotional, social and intellectual needs at various stages of development. Practical activities may include making toys, room decorations and meals for expectant mothers. Demonstrations, films, and guest speakers will add to the experience. Students may have the opportunity to parent a "virtual baby".

DIGITAL TECHNOLOGIES AND BUSINESS

RECOMMENDED PATHWAYS

Pathway	YEAR 9		YEAR 10		Senior School Pathway
	Semester 1	Semester 2	Semester 1	Semester 2	Year 11 and 12
Computer Science (CSC) and Applied Information Technology (AIT)	Cyber Security, Hacking and Coding 9.1 (09CS1)	Cyber Security, Hacking and Coding 9.2 (09CS2)	Cyber Security, Hacking and Coding 10.1 (10CS1)	Cyber Security, Hacking and Coding 10.2 (10CS2)	Computer Science General Computer Science ATAR Applied Information Technology ATAR
	Gaming, Systems and Coding 9.1 (09GS1)	Gaming, Systems and Coding 9.2 (09GS2)	Gaming, Systems and Coding 10.1 (10GS1)	Gaming, Systems and Coding 10.2 (10GS2)	
Accounting and Finance (ACF)	Small Business 9.1 (09ACF1)	Small Business 9.2 (09ACF2)	Financial Matters 10.1 (10ACF3)	Financial Matters 10.2 (10ACF4)	Accounting and Finance ATAR Certificate II in Workplace Skills and Certificate III in Business

9.1 CYBER SECURITY, HACKING AND CODING (09CS1)

In this Digital Technologies course students will develop essential knowledge and skills required for a world that is increasing reliant on Information Technology. Students will explore the importance of cyber security as an increased number of essential services are managed by technology. Potential risks and strategies used to protect systems will be explored. Students will also analyse and develop algorithms and solve problems using code.

Topics will include:

- types of hacking
- network components
- cyber security threats
- encryption
- access control
- algorithms and coding

9.2 CYBER SECURITY, HACKING AND CODING (09CS2)

In this Digital Technologies course students will develop essential knowledge and skills required for a world that is increasing reliant on Information Technology. Students will explore the importance of cyber security as an increased number of essential services are managed by technology. Potential risks and strategies used to protect systems will be explored. Students will also analyse and develop algorithms and solve problems using code.

Topics will include:

- hacking techniques
- cloud computing
- prevention of cyber security attacks
- cryptography
- algorithms and coding

10.1 CYBER SECURITY, HACKING AND CODING (10CS1)

In this Digital Technologies course students will develop essential knowledge and skills required for a world that is increasing reliant on Information Technology. Students will explore the importance of cyber security as an increased number of essential services are managed by technology. Hacking types, techniques, strategies, and prevention strategies will be explored. Students will also analyse and develop algorithms and solve problems using code.

Topics will include:

- types of hacking
- network components
- cyber security threats
- encryption
- algorithms and coding

10.2 CYBER SECURITY, HACKING AND CODING (10CS2)

In this Digital Technologies course students will develop essential knowledge and skills required for a world that is increasing reliant on Information Technology. Students will explore the importance of cyber security as an increased number of essential services are managed by technology. Hacking types, techniques, strategies, and prevention strategies will be explored. Students will also analyse and develop algorithms and solve problems using code.

Topics will include:

- hacking techniques
- cloud computing
- prevention of cyber security attacks
- cryptography
- algorithms and coding

9.1 GAMING, SYSTEMS AND CODING (09GS1)

In this Digital Technologies course students will develop essential information technology knowledge and problem-solving skills. Students will explore gaming systems and platforms including how hardware specifications influence performance. Game development processes and features will also be investigated. Students will use a variety of tools to develop algorithms and create code for games.

Topics Include:

- gaming history
- game development process
- gaming hardware and software specifications
- platforms
- algorithms and coding

9.2 GAMING, SYSTEMS AND CODING (09GS2)

In this Digital Technologies course students will develop essential information technology knowledge and problem-solving skills. Students will explore gaming systems and platforms including how hardware specifications influence performance. Game development processes and features will also be investigated. Students will use a variety of tools to develop algorithms and create code for games.

Topics Include:

- gaming hardware and software specifications
- virtual reality and augmented reality
- gaming psychology
- data storage and manipulation
- algorithms and coding

10.1 GAMING, SYSTEMS AND CODING (10GS1)

In this Digital Technologies course students will develop essential information technology knowledge and problem-solving skills. Students will explore gaming systems and platforms including how hardware and software work together. How gaming data is stored, and how networks are used for gaming will be investigated. Students will also use a variety of tools to develop algorithms and create code for games.
Topics Include:

- networking games (hardware and software)
- gaming psychology
- transmission of data
- algorithms and coding to create games

10.2 GAMING, SYSTEMS AND CODING (10GS2)

In this Digital Technologies course students will develop essential information technology knowledge and problem-solving skills. Students will explore gaming systems and platforms including how hardware and software work together. How gaming data is stored, and how networks are used for gaming will be investigated. Students will also use a variety of tools to develop algorithms and create code for games.

Topics Include:

- networking games (hardware and software)
- gaming in the future, opportunities, and threats
- data storage and manipulation
- algorithms and coding to create games

SMALL BUSINESS 9.1 AND 9.2 (SEMESTER ONE CODE 09ACF1) (SEMESTER TWO CODE 09ACF2)

This subject is designed to develop an understanding of the nature and purpose of small business and the opportunities it provides for employment including self-employment. Content of this subject includes:

- market research
- entrepreneurial skills
- importance of location
- record keeping processes
- business plans and finance
- marketing techniques

Guest speakers are invited to help give students an opportunity to gain insight into real business. Students get the opportunity to run their own business venture which provides a 'hands on approach' to developing this knowledge and skills.

FINANCIAL MATTERS 10.1 AND 10.2 (SEMESTER ONE CODE 10ACF3) (SEMESTER TWO CODE 10ACF4)

These subjects focus on improving the financial literacy of students and assist students in making sound financial decisions. The following are some of the topics covered:

- Taxation - What is it all about?
- personal records management - bills - how to handle them
- personal budgeting - making ends meet
- buying your first car - what you should know
- financial institutions - are they really all the same?
- savings and investments - understanding options
- employment - awards, entitlements, work place agreements
- writing job applications and resumes
- financial protection and insurance
- Superannuation
- Workers Compensation
- shares and asx
- marketing - understanding the techniques that cajole you to purchase

COST OF SUBJECTS AND PAYMENT

COSTS OF SUBJECTS

Each elective subject will attract a charge being the value of cost recovery. Each subject is carefully costed each year ensuring the best value for money is achieved along with experiences that enrich your child's education.

The anticipated cost of each subject will not be available until after the school has completed its budgeting process later in the school year. Costs are indicated in the Subject Selection Online (SSO) system used to select subject electives for the following year. The SSO prices are indicative only and based on the previous year's actual costs.

Once our timetable is finalised we can then allocate students to elective subjects. By 1st December each year, families are notified of the next year's cost of schooling. This includes each subject cost and any additional costs such as excursions, camps and extra curricula activities such as the Year 12 Ball.

Costs are based on student participation, therefore should a student not attend an excursion, a part or all of the charge may not need to be paid.

SET AND FORGET PAYMENT PLAN

As students' progress through high school, subject costs do increase in line with the experiences and materials required. Collectively this can get expensive for families particularly when siblings are at high school together.

To assist families to manage the cost of schooling, please consider putting in place a 'Set and Forget' payment plan for as little as $20 per fortnight, early in your child's high school career. This small contribution will accumulate and be put towards our annual contributions and charges (subject electives) at the beginning of the school year.

We will keep you updated with the value of your contribution. As Year 11 and 12 subjects are more intense and resource heavy, you have the opportunity to have some surplus accumulated over previous years to put towards these years, without needing to worry about debt and juggling multiple expenses that we know teenagers attract.

Importantly, we will keep in touch with you and provide regular statements, so you are aware of the situation at all times. Values and frequency of the plans can be altered to suit your personal needs.

STATEMENTS AND DEBT COLLECTION

We issue information to families by 1 December each year, indicating the maximum cost of the next year's schooling for each child. Once the deadline for subject changes has passed during Term One of the school year, we can then apply our costs and email statements to families. At this time we ask for payment of the accounts.

Reminders are sent each term by email. Multiple ways are available to pay including Qkr! and BPoint, all of which are available via our website.

Any unpaid subject electives and additional activities (excursions) for the previous year are promptly passed early in the following school year to our debt collectors, to seek payment. To avoid this uncomfortable situation, we encourage families to put in place a 'Set and Forget' plan to assist with spreading the total cost of schooling across your child's 6 years of high school.

END OF COURSE INFORMATION - LOWER SCHOOL