



Stage 5: Years 9 & 10

Curriculum Handbook 2010

100 Hour Courses

CRESTWOOD HIGH SCHOOL
CRESTWOOD

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Years 9 & 10 One Year Courses 2010

A series of One Year courses will be offered to students in Years 9 and 10 in 2010. One course will be undertaken each year and will be pursued for six periods per fortnight.

The one year courses will provide the following benefits:

- Permit students who have special interests or talents to broaden or deepen their studies in School Certificate subjects
- Enable students to study courses in which they have particular interest and which would not otherwise be available.

Students will study one course in each year.

One year courses are chosen for the beginning of Year 9 and again for the beginning of Year 10.

Students select their Year 9 course in semester 2, Year 8 and their Year 10 course in semester 2, Year 9.

Note:

1. All courses are suitable for both boys and girls.
2. Students might not be able to study certain courses because of their School Certificate pattern of study.
3. It is possible for variations in choices to be made if there are good reasons. Variations must be made within the following times:

Two year courses - up to the end of term one in Year 9

One year courses - within five weeks of course commencement

Students electing to study one year and two year courses in the same subject will only be accredited with one on their School Certificate/Record of Achievement.

School Certificate Requirements

One year courses will be reported with grades (A-E). Teachers will use the General Performance Descriptors in determining the appropriate grade to award. This will be outlined in a separate booklet given out during Semester 1 of Year 10. Please note, some subjects will not be recognised on the School Certificate testamur if studied with similar elective subjects for years 9 and 10.

One year courses are offered to students in Years 9 and 10. A list and a brief outline of each course offered are shown in the following pages.

Subject Fees

There may be a subject fee associated with each subject. Students and parents are expected to choose wisely. These subject fees will be required to be paid before students can sign out of the school.

Commerce - Legal Studies

Objectives

To introduce basic legal ideas to students.

To gain an understanding of our legal system and how it affects our daily lives.

To provide information on how to obtain legal advice and assistance.

To experience legal processes through classroom activities and field work.

1. Rules and Laws
2. Crime
3. Dispute Settlement
4. Motorists and the Law
5. Children and the Law
6. Contemporary Issues and the Law
7. Your Rights and Responsibilities.

Major components of the course include:

- Contact with people involved in legal work, for example, Barristers and Solicitors.
- Participation in Mock Trials and Mock Parliaments.
- Visits to the District Court and the Local Court.

This course continues to be extremely popular which is evidenced by the large number of students selecting to do it. It provides a very good insight into the 2 Unit Legal Studies course in Years 11 and 12. The background knowledge gained from this course is essential for when students leave school and take their place in society. An emphasis is placed upon 'legal' activities through Mock Trials and the Mock Parliament Program.

Assessment

Class tests 50%

Class mark 50%

This includes book mark, assignments, expressive activities, fieldwork and other activities.

For further details see Ms Wright - H.S.I.E.

NB - Students may elect to do both the one and two year courses in Commerce, but will only be accredited with ONE Commerce course on their School Certificate/Record of Achievement.

Commerce – Media Studies

Objectives:

To introduce the study of the mass media to students.

To gain an understanding of the mass media and how it affects almost every aspect of our daily lives.

To develop skills, knowledge and attitudes necessary to interpret accurately what is being presented in the media.

To experience a variety of techniques needed to create media products.

Content:

The course consists of:

1. The mass media in the commercial world
2. News as a product
3. Journalism

4. Advertising and the Media
5. Fiction and Reality – Soap Opera productions
6. Youth Culture and the Media
7. Sport and the Media
8. The Movie business

Major components of the course include:

- Student created media products, including the Crestwood Connection.
- Field Studies

Assessment:

Class tests	50%
Class mark	50%

This includes book mark, assignments, expressive activities, field work and other activities.

For further details see Ms Wright - H.S.I.E..

NB - Students may elect to do both the one and two year courses in Commerce, but will only be accredited with ONE Commerce course on their School Certificate/Record of Achievement.

Dance

Outline

The course focuses on three areas of study in relation to dance - namely performance, composition and appreciation of dance. Performance takes into account the skills involved in dancing and explores dance through the various dance styles.

Composition is concerned with the making of informed judgements about dance through the study of the historical perspectives of dance.

Through studying this subject, students should be able to express themselves through dance, compose and perform dance, develop the skills and techniques of dance, understand and accept a variety of dance styles, develop an understanding of the history of dance, and develop an understanding of themselves and others through cooperative work tasks in dance.

The students will participate in dance of the following styles:

Traditional, Modern, Jazz, Afro-Caribbean, Aboriginal, Latin-American and Ballroom Dance.

Assessment

Performance	30%
Composition	20%
Class tasks/notes	50%

COURSE CHARGES \$30.00

NOTE: Students cannot elect to do both the one year and two year Dance course.

Design and Technology (100 hr)

Anything created, invented or built had to be designed first.

The Design and Technology (Comprehensive) course introduces students to the skills required for the design process across a wide range of areas. These can include: metal, plastics, leather, computing, fabrics, graphics and wood. These areas are explored practically in the creation of projects such as jewellery making, leather working, plastic moulding, 3D structures and t-shirt logo designs.

Aims:

Students will develop skills in:

- An appreciation of design elements and principles,
- An understanding of innovation, and
- The design, planning and construction of projects.

Content:

Students will be taught skills to design and produce projects within the following areas:

- Package Design
- Interior/Set Design
- Costume/Prop Design
- Jewellery design
- Accessories design
- T-Shirt print design

Assessment:

Practical	70%
Theory	30%

COURSE CHARGES \$80.00

Career Pathway:

Set Designer, Graphic Designer, Fashion Designer, Costume Designer, Interior Designer, Jeweller, Wood craftsman, Layout Designer, Architect, Engineer, Project Manager, Production Designer (film and television).

Related Senior Courses:

Design and Technology, Industrial Technology, Visual Design

Design and Technology – Building Construction

This course has been developed to introduce the student to the basic concepts involved in the building industry. The student will be involved in practical exercises designed to develop building skills, which will give them insights into the building industry as well as enable you to carry out projects about the home such as building pergolas and decks.

Aim:

To introduce the basic skills of building construction and to compile a theory note book of relevant information.

To introduce the students to architectural drawing sufficient to be able to submit a house plan to council requirements.

Content:

Architectural drawing and plans:

- Specifications and current ASA1100 drawing standards and their relationship to the building code.

Basic construction:

- Interpretation of plans, specifications, ordering of materials
- Foundations, footings, piers, basic concreting, brickwork
- Framework and roofing, suitable materials, techniques
- Draining, gutters, downpipes and drainage
- Cladding, including insulation
- Flooring
- PC items, sanitary etc

Assessment:

Written/Examinations 30%

Practical work 70%

COURSE CHARGES \$80.00

Related Senior Courses:

Building Construction (VET), industrial Technology

Career Pathway:

Carpentry, Bricklaying, Concreting, Plumbing, Surveying, Roofing, Landscaping, Builder, Construction Management, Building Maintenance, Restoration Work.

Design and Technology – Graphics & Computer Aided Drafting (CAD)

Graphics Technology allows the student to communicate their ideas through the use of pictures as a language. The student will be taught the skills of making technical drawings which can be used in the field of Engineering, Architecture, House Building, Metal Trades, Advertising and Industrial Design. All persons wishing to gain apprenticeships, traineeships, cadetships will find the study of Graphics Technology to be of great assistance and in many situations essential.

Graphics Technology is suited to both female and male students allowing them to develop their ability to solve abstract problems and express their individuality through the application of render materials and line work.

Students will be expected to develop an understanding of interpreting a variety of drawings in the architectural, engineering and sheet metal fields.

Students may, if they wish, combine Graphics Technology and Computer Aided Drafting (CAD) courses together. You will complete a semester of Graphics and a semester of Computer Aided Drafting (CAD).

Computer Aided Drafting (CAD) is offered to all students regardless of previous drawing experience. The emphasis in this course will be vocational skills development.

The student will be introduced to a wide variety of computer related drawings terms to promote the understanding of Computer Aided Drafting. You will be required to load an appropriate CAD package and then produce hard copies of a number of varied drawing techniques, processes. The skills that you develop will form the foundation that will allow an intelligent understanding of how CAD operates, thereby allowing you to implement these skills in solving problems designed by the teacher. The skills, processes that are developed in this CAD course are transferable to any commercial CAD package. This will ensure that you become a functional CAD user in the minimum time when you wish to undertake further CAD studies or employment.

Students must learn to use CADDSMAN as their primary CAD package. This software is currently being taught at TAFE colleges and will be a sound platform for learning how to understand and use a range of other CAD programs.

This course is to be recommended for those students who wish to pursue a career in Engineering, Architecture, Building, Drafting, or wherever drawings and plans are used. Those students who wish to develop computer graphics skills will also find the course of benefit.

Assessment

Practical Work (CAD drawing) 70%

Written Work / Examinations 30%

COURSE CHARGES \$65

Design and Technology – Electronics

This course is a practical course designed to give the student experiences in understanding the principles of how electrical components are used in our environment. You will be required to make a range of projects to assess your understanding of the knowledge, skills and attitudes developed throughout the course.

Aim:

To introduce the student to the basic principles of electricity.

To encourage the student to design, plan and construct projects suitable to their abilities and needs.

Content:

- The student will be introduced to the basic principles of electronics and the safe use of the equipment to be mastered.
- The student will understand and know the application of a wide range of basic electronic components such as resistors, diodes, and circuit boards.

This is a practical course and as such all students will be expected to develop their skills, knowledge through the construction of projects and associated theoretical knowledge.

Assessment

Practical 70%

Written work 30%

COURSE CHARGES \$80 plus cost of any special components required.

NOTE: You may NOT study the Industrial Technology Electronics / Metal two-year course and this course.

Design and Technology - Power Mechanics

This is a practical course designed to give the student experience in problem solving with simple engines. You will need to develop an understanding of how various engine components operate and therefore be able to dismantle and assemble engine components.

Aim:

To develop an elementary knowledge of the automotive field through practical study of a simple two stroke or four stroke engine.

Content:

- Workshop safety
- Construction of a sheet metal tool carry (to be used when dismantling your engine), dismantle engines, examine wear, reassemble with replacement parts if required, start motor.
- Discuss each stage of the practical work prior to starting the job.
- Complete written work through discussion and use of text on each of the major areas of engine operation, e.g. fuel system, ignition system, exhaust system.

Special Requirements:

Each student will be required to provide her/himself with a small two or four stroke motor (need not be operational).

Assessment

Students will be assessed as follows:

Practical work	70%
Written work/examinations	30%

COURSE CHARGES **\$25**

Career Pathway:

Mechanic, Panel Beater, Auto Electrician, Mower Repairs, Motor Cycle Repairs.

Food Technology - International Gourmet Cuisine

Aims:

Food is fun! This course is designed to allow students to learn about food and the development of Australia's unique cuisine as well as develop skills to plan and prepare a wide variety of foods which reflect the eclectic nature of the Australian lifestyle.

Course Content and Organisation:

Unit 1: Gourmet Cooking (Semester 1)

Unit 2: Multicultural Cuisine (Semester 2)

Outline of Activities:

- Practical food preparation activities, including demonstrations, occupy the majority of course time
- Research activities support learning in various topics
- Excursions

Special Requirements:

Practical lessons require students to wear fully enclosed leather shoes and a coverall apron, as well as bring a tea towel, dishcloth and table setting.

Assessment:

Practical skills	60%
Knowledge and understanding	40%

COURSE CHARGES **\$95.00**

Students may select only ONE Food Technology course, either 200 hour Food Technology OR 100 hour Food Technology (International Gourmet Cuisine).

Design and Technology – Cabinet Making

This course has been developed to introduce the student to the basic concepts involved in cabinet making and allied woodworking skills. The students will be involved in the construction of practical projects including coffee tables, picture framing and dartboard cabinets which will give the students insights into careers in the timber industry as well as general home maintenance.

Aims:

To build on the skills learnt in Stage 4 Technology and extend the student's ability to work with timber.

Content:

- Workshop safety
- Read and interpret plans
- Construct practical projects including coffee table, picture frames, dart board cabinet.
- Associated theory e.g. joinery, adhesives, timber finishing, correct use of hand and machine tools.

Assessment:

Written work/examination 30%

Practical Work: 70%

COURSE CHARGES \$80.00

Related Senior Courses:

Building Construction (VET), Industrial Technology

Career Pathway:

Carpentry, Cabinet making, Picture Framing, Wood Machinist, Building, Building Maintenance, Furniture Restoration.

Information & Software Technology (100hr)

Information and Software Technology (IST) is a course devoted to the study of computer technology and the impact of the rapid rate in which it is changing. The aim of this course is to develop specialised knowledge of past, current and future technologies as well as an awareness of the impacts this makes on our work environment, our leisure activities and society in general.

Aim:

The aim of the course is to develop in students;

- The abilities and confidence to become competent users of computer technology.
- The confidence to accept the challenges of the dynamic world of computer technology and to be able to accept a responsible role in the control of that change.

In order to achieve this, students will complete projects in the following areas:

- The Internet and Website Development
- Authoring and Multimedia (Video production, Game creation, Animation)
- Digital Media (Graphic manipulation, Photoshop)
- Networking Systems
- Artificial Intelligence, Simulation and Modelling
- Software Development and Programming

Assessment

Project Work 50%

Yearly Test 20%

Topic Tests 20%

Research Work 10%

COURSE CHARGES \$65

Note: Information and Software Technology is NOT about playing computer games

Related Senior courses:

Information Processes and Technology (IPT), Software Design and Development (SDD), Information Technology: Vocational Education and Training (ITVET), Industrial Technology: Multimedia (IT: Multimedia)

Career Pathway:

Computer programmer, software engineer, Systems Analyst, Multimedia Developer, IT Support, IT Manager, Systems Administrator, Computer Technician.

Music

The Music course is an exciting course where students learn about, perform, and create music in a vast variety of styles. This includes the latest and greatest hits of the past.

In this course student will study:

- the concepts of music
- through the learning experiences of performing, composing and listening
- within the context of a range of styles, periods and genres.

The Concepts of Music

Music is studied according to the musical concepts of duration, pitch, dynamics and expressive techniques, tone colour, and structure. This means that students will learn about such things as rhythm, melody and harmony, instruments, and how music is put together into entire pieces.

The Learning Experiences

Students will experience music through performing, composing, and listening. This includes playing, singing, moving, creating, improvising, notating, analysing and discussing music.

The course caters for students who play or wish to play an instrument such as keyboard, guitar, flute, trumpet, and violin, just to name a few. There are some instruments available for hire from the Music Department, and there are numerous ensembles which students can join to further enjoy and learn about music.

Singing and percussion is encouraged; however, you will also be required to perform on a tuned instruments such as a piano or guitar. Assessment will include solo and group performances.

The Contexts

A wide variety of musical styles will be experienced throughout the course. Students need to be aware that whilst the study of pop and rock styles is encouraged, in depth study of such genres as Baroque and Classical music is equally necessary. The music syllabus also requires that skills in reading music must be developed in order to be successful in the course. Australian Music will be included in the course from a variety of styles and genres including popular music, jazz, and music from Australia's diverse cultural backgrounds

Assessment

Assessment will be based on performances, composing, and listening tasks. Performances will involve both solo and group work. Composing tasks will include improvisations, arrangements, and original compositions. Listening tasks may entail written responses, viva voce, and research assignments.

COURSE CHARGES \$30

Note: Students may elect both the one and two year courses in Music, but will only be accredited with ONE Music course on their School Certificate /Record of Achievement.

Physical Activity and Sports Science

Aim

The Physical Activity and Sports Studies course would suit students interested in sport and physical activity and may be considering the 2 Unit PDHPE course during their senior years. This course is not a prerequisite for the senior course but it may provide background knowledge in some areas.

This course involves both theory and some practical components. The practical components will be an extension of the theory work where relevant.

Organisation of Content

Module 1. Foundations of Physical Activity

An example of a unit would be "Body systems and energy for physical activity"

Module 2. Physical Activity and Sport in Society

An example of a unit would be "Australia's Sporting Identity"

Module 3. Enhancing Participation and Performance

An example of a unit would be "Technology, participation and performance"

Assessment

Practical 30%

Theory 70%

Course Requirements

PDHPE Uniform, A4 ring binder

There may be some costs involved for excursions

Visual Arts – Ceramics

Ceramics is the amazing art and technology of creating, firing and glazing clay to make a range of objects and products.

Course content:

In this school-based course, students will use a variety of hand-building techniques such as pinching, coiling and slab construction to make objects such as functional ceramic ware, jewellery and accessories, decorative designed objects and sculptural forms.

Exciting and innovative glazing, decorative surface applications and methods of firing will be explored. An introduction to using the pottery wheel is also included in this course.

Special Requirements:

Students will need to purchase a sketchbook which they will use as their Ceramic Journal for the documentation of processes and for the development of ideas.

Assessment:

Practical work 60%

Theory Work 40%

COURSE CHARGES \$70

NOTE:

Students may study Visual Arts (200 Hours) as well as Ceramics (100 Hours)

Visual Arts - Photographic and Digital Media

Photographic and Digital Media offers students opportunities to explore traditional aspects of black and white photography and more contemporary fields of digital media. The course will equip students with the basic skills of composing and taking successful photographs using a range of cameras. The development of traditional black and white film and photographs will occur in the school's darkroom. The digital media components allow students to consider ways that digital cameras and technology are now used to photographically document, manipulate and enhance the world today.

The course content includes;

- pinhole photography
- the SLR camera
- the way light works
- photosensitive films and papers
- darkroom procedures and practices
- black and white printing processes
- the digital camera
- the world of digital practices
- image manipulation programs
- occupational health and safety

Students will undertake specific practical photographic assignments based on various themes and subject matter. They will also complete individual research and process work in a photographic and digital media journal.

Special Requirements:

Whilst it is not essential, it would be an advantage for students to have access to their own 35mm SLR camera and digital camera.

Assessment:

Practical work	60%
Theory Work	40%

COURSE CHARGES **\$70**

NOTE:

Students may study Visual Arts (200 Hours) as well as Photographic and Digital Media (100 Hours)

Visual Arts – Visual Design

In Visual Design some artists will identify themselves for example as graphic designers, fashion designers, industrial designers, architects, interior designers, object designers, space, light and sound designers, web designers and more. Artists may work in more than one design area, but the traditional function of artists as visual designers is to make visual design works!

In Visual Design, students develop skills in the use of both traditional and contemporary technologies in making visual design works. The range of technologies in this course could include; drawing, painting, printmaking, ceramics, sculptural forms, digital equipment in photography, film/ video and the use of computer hardware and software programs.

Course content:

In Visual Design, students will explore, experiment and create a range of visual design artworks in two or more forms from the three visual design forms - Print, Object and Time-Space .

Print

Within the practice of print design, students may explore and experiment with 2D graphic elements such as typographic forms - text, fonts, lettering, the visual image in advertising, graphic and illustrative practices such as drawing, illustration and cartooning, printed images and photographic imagery.

Object

Within the practice of object design, students may make object design works such as wearable forms and accessories for the body – clothing and jewellery, objects for interiors and habitats, ceramic ware, containers.

Space-Time

Within the practice of space-time students may develop and design real site specific spaces such as architectural, landscape, interior and theatrical. They may also explore and use software to develop interactive and virtual spaces, worlds and forms.

Assessment:

Making Design Works	60%
Critical and Historical Studies in Visual Design	40%

COURSE CHARGES **\$40**

Special Requirements:

Students will need to purchase an A3 portfolio and a sketchbook which they will use throughout the course as their Visual Design Journal.

NOTE: Students may study Visual Arts (200 Hours) as well as Visual Design (100 Hours)