



Erskine Park High School

**Year 8 into 9/10  
Subject Selection Booklet**

This booklet outlines information about subjects offered in year 9 and 10 for 2020-21

# Stage 5 Courses

These courses can be studied as a 100 hour course (1 year) OR a 200 hour course (2 years).

Aboriginal Studies
Agricultural Technology
Ceramics
Commerce
Dance
Design and Technology
Drama
Early Childhood Studies
Physical Activity & Sports Studies (PASS)
Food Technology
Geography – Elective
Graphics Technology
History - Elective
Industrial Technology – Metal
Industrial Technology – Timber
Information & Software Technology
Music
Photographic & Digital Media
Textiles Technology
Visual Arts
Visual Design

**Note: The determination of 200 hour courses is dependent on student choices in Year 9 and timetable availability.**

Year 9	Year 10
1x 200 (2 year) course	
1x 100 (1year) course	1x 100 (1year) course
1x 100 (1year) course	1x 100 (1year) course

**Students will study 3 electives each year with ONE of the electives studied during Year 9 and 10.**

# Subject Materials Contribution Schedule

Support	Years 7, 8 and 9	From: Technology subjects, Agriculture, Visual Arts, Music	\$80.00
	Years 10, 11 and 12	From: Technology subjects, Agriculture, Visual Arts, Music	\$90.00
Year 9	Agriculture Technology	Practical consumables – seeds, a work booklets, resources	\$20.00
	Ceramics	Clay, glazing materials and tools	\$40.00
	Dance	Dance resources	\$20.00
	Design and Technology	Materials for projects	\$45.00
	Early Childhood Studies	Food and paper consumables	\$15.00
	Food Technology	Food consumables	\$80.00
	Graphic Technology	Paper (plus kit if required), materials	\$20.00
	Industrial Tech – Metal	Materials for projects	\$65.00
	Industrial Tech – Timber	Materials for projects	\$65.00
	Info & Software Tech	Paper, printing consumables, flashdrive	\$25.00
	Music	Guitar strings, batteries, drum sticks and skins, sheet music, leads, photocopying and instrument maintenance	\$25.00
	PASS	Work booklets/ elective resources/ outdoor recreation	\$15.00
	Photography	Film, chemicals and photography paper	\$45.00
	Textiles and Design	Textiles consumables – fabric, paints, dyes, thread, pins	\$40.00
	Visual Arts	All art materials required to complete course	\$40.00
Visual Design	Design materials required to complete course	\$40.00	
Year 10	Agriculture Technology	Practical consumables	\$20.00
	Ceramics	Clay, glazing materials and tools	\$40.00
	Dance	Dance resources	\$20.00
	Early Childhood Studies	Food and paper consumables	\$15.00
	Food Technology	Food consumables	\$80.00
	Graphic Technology	Paper (plus kit if required), materials	\$20.00
	Industrial Tech – Metal	Materials for projects	\$65.00
	Industrial Tech – Timber	Materials (excluding major project materials)	\$30.00
	Info & Software Tech	Paper, printing consumables, flashdrive	\$25.00
	Music	Guitar strings, batteries, drum sticks and skins, sheet music, leads, photocopying and instrument maintenance	\$25.00
	PASS	Work booklets/ elective resources/ outdoor recreation	\$15.00
	Photography	Film, chemicals and photography paper	\$45.00
	Textiles and Design	Textiles consumables – fabric, paints, dyes, thread, pins	\$40.00
	Visual Arts	All art materials required to complete course	\$40.00
	Visual Design	Design materials required to complete course	\$40.00

Please note that the above Subject Materials Contributions are current for next year (Year 9) only. Subsequent years (Year 10) may be subject to change.

In addition to subject contributions, parents are required to pay:

- \$45 Administration contribution
- \$10 P&C Levy

# Aboriginal Studies

**Offered: 100 hours and 200 hours**

## **Outline (100 hours):**

The first topic of this course dispels the stereotypes of Aboriginal people built up over the past two centuries by looking at different Aboriginal Life Stories. Cathy Freeman, Ernie Dingo, Ogdoad Noonuccal, Sally Morgan, Eddie Mabo - there are a host of biographies to research and to present before the school. Students may then wish to write a brief biography of a local Aboriginal person whom they may know, or come to know through the course.

A very important part of this course is the study of how Aboriginal people are portrayed in the media. Whether it is in newspapers, magazines, movies or TV, we will examine the way in which Aboriginal issues are presented to us. We will also study the participation of Aboriginal people in the media, and appreciate the contributions made by them in literature, song and mass media.

Aboriginal achievement in sport is legendary. Why is this so? How can there be so many Aboriginal stars in Rugby League, Aussie Rules, Athletics and Boxing. Students will meet and interview some of our Indigenous sportspeople and report their findings.

Visual and Performing Arts is another area where Aboriginal people have excelled in recent years. After experiencing a wide range of examples and consultation with appropriate members of the Aboriginal community, students will create their own performances and artworks for display around the school.

## **Skills/ Activities:**

Students must be prepared to go on a number of excursions in order to witness performances, see art exhibitions and meet Aboriginal people. They will be taking part in a wide variety of learning experiences: reading, writing, video/film analysis, researching in the Library and on the Internet, performing and painting.

Students must also be prepared for a major camping excursion to visit an Aboriginal community from a different part of NSW - this will be happening as a reward for successful work as a class, and as a means of further promoting understanding of Aboriginal people and culture in Australia today. "Aboriginal studies" is a fascinating course that reveals the richness and depth of our Indigenous culture as it exists in Australia today.

## **Course Fees:**

Nil

# Agricultural Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

The Year 9–10 Agricultural Technology course focuses on the development of student skills and extending student knowledge from Year 7 Agricultural Technology. Students will undertake hands-on studies surrounding all aspects of agriculture from animal and plant production through to marketing and agroeconomics. There is a real focus on 'Paddock-to-Plate' Agriculture. Students will develop a range of knowledge and skills related to animal and plant care with the aim of an improved awareness of foods and their origin. The role of agriculture in Australia's economy is also a major focus.

In Year 9, topics studied include:

- Agriculture Overview (Introduction)
- Vegetable Production
- Sheep Production
- Wool Production

In Year 10, topics studied include:

- Pasture and Crop production
- Farm Product Study – Poultry/Egg Production
- Cattle Production
- Sheep Production

**Note: For practical lessons on the farm, students are required to wear leather shoes at all times.**

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Ceramics (Pottery)

**Offered: 100 hours and 200 hours**

**Outline:**

This course offers students the opportunity to explore traditional and contemporary art practices that make use of clay and its related technologies.

Students may elect to study this course alone or it may be studied in conjunction with Visual Arts.

Students will learn to create forms that are relevant to contemporary interpretations of their world.

- This course aims to develop students understanding of:
- Historical and critical developments in Ceramics (pottery)
- A variety of skills and techniques involved in forming and decorating clay forms
- Sensory awareness, imagination and visual design

By taking part in ceramic design, research, workshops, demonstrations and exhibitions, students will produce a series of exciting ceramic forms and develop a high level of knowledge of ceramic designs and their role in art and society.

**Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Commerce

**Offered: 100 hours and 200 hours**

**Outline:**

Commerce is an elective course in which a student develops knowledge and understanding of consumer, financial, business, legal and employment matters.

It consists of up to four core subjects –

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

and a variety of electives such as investing, promoting and selling, E-commerce, travel, law in action and running a business.

The study of Commerce develops skills and background knowledge that are an advantage in studying Business Studies, Economics and Legal Studies in Years 11 and 12.

Commerce is strongly connected to everyday life and business, accountancy, sales people, banking and finance and advertising/marketing.

Practical experience of aspects of commerce will include exercises such as the Stock Market Competition, starting and running a business, legal case studies, mock trials and keeping financial records.

**Course Fees:**

Nil

# Dance

**Offered: 100 hours and 200 hours**

## **Outline:**

Dance involves the development of physical skill as well as aesthetic, artistic and cultural understanding. Learning in dance and learning through dance enables students to apply their own experiences to their study of dance. They learn to express ideas creatively as they make and perform dances, and analyse dance works of art. They think imaginatively and share ideas, feelings, values and attitudes while physically and intellectually exploring communication of ideas through movement.

Students will be required to participate in all the dance activities which include body alignment, locomotor skills, non-locomotor skills, rhythm skills, basic movement and co-ordination, composing their own dances through specific choreography skills and performing dances and in the other year: a focus on dance technique, creating and developing motifs and performing dances of their own creation and of other choreographers. ***The students will be required to participate and perform in front of an audience on many occasions. This is part of the course and compulsory for all students who choose Dance.***

In Dance, students will be required to complete 50% of their dance lessons on theory based activities. This could include: looking at safe dance practices, dance through history, various styles of dance and looking in depth at various pioneers throughout time and in the other: deconstructing dance and its hidden meanings, expressing ideas, interpreting dance styles and looking at technology based work. Students will also be required to keep a journal of all their dance activities completed in class to document their growth and difficulties in dance.

The students will be assessed on the following topics:

- Shapes in space (P) / Healthy practices in dance (T) Year 9
- Stimulus Response (P) / Safe Dance practices (T) Year 9
- Composition for performance Year 9
- Musical Theatre (P) Year 9
- Dance technique (P / T) Year 10
- Creating and developing Motifs Year 10
- Unity in dance Year 10
- Dance interpretations / technologies Year 10

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)



# Design and Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

Design and Technology develops a student's ability for innovative and creative thought through the planning and production of design projects related to real-life needs and situations. The design and development of quality projects gives students the opportunity to identify needs and opportunities, research and investigate existing solutions, analyse data and information, generate, justify and evaluate ideas, and experiment with tools, materials and techniques to manage and produce design projects.

Design and Technology is for students who are creative and enjoy developing ideas. They will learn to be creative and innovative in the development and communication of solutions to problems relating to design and designing.

Students will learn to identify, analyse and respond to needs through research and experimentation leading to the development of quality design projects. They will learn to access, manage and safely use a range of materials, tools and techniques to aid in the development of design projects and to critically evaluate their own work and the work of others. Project management skills will be developed through individual design projects.

An example of the design process that students will use, starts with students researching and evaluating a possible solution to a problem. An initial concept is to the problem is further developed until a solution for the problem is achieved, through a series of drawings.

The final idea is turned into various products by using mixed materials and processes. This could include a 3D CAD model, which is used to produce engineering drawings, a rendering and a 3D printed model. Student's present work in portfolio's which clearly demonstrates the steps they have taken to achieve the task.

Students will cover several focus areas in the study of this course which could include:

- Architecture
- Industrial design
- Interior design
- Graphic design
- Fashion design
- Engineering digital media
- Transport systems
- Packaging
- or student-negotiated focus area of design

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Drama

**Offered: 100 hours and 200 hours**

**Outline:**

Drama is a dynamic learning experience that engages and challenges students to maximise their individual abilities through imaginative, dramatic involvement with others. Students are encouraged to develop their dramatic abilities and enjoyment of drama and theatre through making, performing and appreciating dramatic and theatrical works.

100 hour Course:

This course incorporates practical skills and theoretical studies, while providing a general exploration of: Basic Drama Practices, Playbuilding, Street Theatre, Puppetry and Role Play.

As a result of active participation in this course, students will have the opportunity to develop an understanding of the physical and vocal versatility demanded of the actor, a greater self-assurance in their dealings with others and a wider understanding of the benefits of co-operative endeavour.

Students will value and appreciate the collaborative and diverse nature of drama and theatre and the contribution of drama and theatre to enriching and sustaining cultures and societies.

200 hour Course:

Building on the skills developed in the 100 hour course, students are required to explore the theory and practice of Dramatic Form, Performance Style and character development. As both actor and director, students are required to work on group devised and scripted productions, interpreting and building on text for performance. There is an expectation that students in this course will participate in public performances during the year.

**Course Fees:**

Nil: However, students will be expected to attend live performances and workshops when available.

# Early Childhood Studies

**Offered: 100 hours and 200 hours**

## **Outline:**

There is an increasing recognition of the role of early childhood development in the growth and learning of children later in life. Many students are entering into the childcare area of the workforce. This course could be suitable for any student wishing to gain an insight into the needs of children in relation to early childhood development.

This school developed course will give students the opportunity to develop skills and gain self confidence in child care and development.

## 100 hour Course:

Units of work include:

- Preparing for Parenthood
- Conception to Birth
- Newborn Care
- Growth and Development
- Childcare Services and Career Opportunities

## 200 hour Course:

Units of work include all of the 100 hour course as well as:

- Play and the Developing Child
- Media and Technology in Childhood
- Food and Nutrition in Childhood

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Physical Activity and Sports Studies (PASS)

**Offered: 100 hours and 200 hours**

## 100 hour Course:

PASS provides for a comprehensive study of physical activity and movement. It incorporates a study of the way the body functions and how to prepare to move efficiently in a variety of contexts. It includes study of the social issues related to physical activity and its role in the lives of the individual and Australian society. It also has a focus on moving with skill to enjoy participation and achieve goals.

This course has a strong focus on physical activity and is designed so that students learn through movement. All aspects of the course are to be explored through participation in selected contexts in which students experience, examine, apply and analyse new understandings. Students are encouraged to specialise and study areas in depth, to work towards a particular performance goal, pursue a formal qualification or examine an issue of interest related to the physical, emotional, social, cultural or scientific dimensions of physical activity and sport. Recreation, physical activity, sport and related health fields provide legitimate career pathways. This course provides students with a broad understanding of the diverse nature of these fields.

Module	Hours	Movement Application
Physical fitness	15 hours	Circuit training
Physical activity and sport for specific groups – children	20 hours	Modified sports and recreational activities
Exploring issues in physical activity and sport – gender and media	20 hours	Modified sports and recreational activities
Coaching and leading	20 hours	Coaching accreditation for a movement application of choice
Enhancing performance – strategies and techniques	25 hours	Rules, etiquette, movement skills, strategies applied in a range of enjoyable contexts

## **Activities:**

Hikes	Surf schools
Camps	Ski excursions
Visits to local recreational facilities	Coaching camps

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

## Physical Activity and Sports Studies (PASS) continued

### 200 hour Course:

This course has a strong focus on physical activity and is designed so that students learn through movement. All aspects of the course are to be explored through participation in selected contexts in which students experience, examine, apply and analyse new understandings. Students are encouraged to specialise and study areas in depth, to work towards a particular performance goal, pursue a formal qualification or examine an issue of interest related to the physical, emotional, social, cultural or scientific dimensions of physical activity and sport. Recreation, physical activity, sport and related health fields provide legitimate career pathways. This course provides students with a broad understanding of the diverse nature of these fields.

Module	Hours	Movement Applications
Body systems and energy for physical activity	15 hours	Surfing/athletics
Physical fitness	25 hours	Skating/skiing
Nutrition and physical activity	20 hours	Range of applications with varying requirements, e.g. frisbee, volleyball,
Physical activity and sport for specific groups	35 hours	Outdoor recreation – camping, kayaking, beach games
Issues in physical activity and sport – media	25 hours	Non-competitive physical activities and games
Coaching and leading	35 hours	Initiative games and outdoor recreation pursuits
Enhancing performance – strategies and techniques	45 hours	Applied to all above applications as an integrated experience with other

### **Activities:**

Day and overnight excursions involving:

Hikes	Surf schools
Camps	Ski excursions
Visits to local recreational facilities	Coaching camps

### **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Food Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

Students will develop an explicit understanding of nutrition principles in both theory and practice, which is essential for students' to make informed food decisions. Students develop practical skills in preparing and presenting food that will enable them to select and use appropriate ingredients, methods and equipment. It addresses the importance of hygiene and safe working practices and legislation in the production of food.

The study of Food Technology provides students with a broad knowledge and understanding of food properties and processing. It contributes to both vocational and general life experiences. An integral part of the syllabus is to produce solutions involving food.

This course aims to provide relevant and meaningful learning experiences through:

- Practical lessons
- Experiments and Discussions
- Visits to industry
- Student-based research

Topics studied include:

100 hour course – 1 year	200 hour course – 2 years
Food preparation and processing Food in Australia	Food preparation and processing Food Product Development
Nutrition and consumption Food for Special Needs	Nutrition and consumption Food Selection and Health

For practical lessons students are required to have the following equipment:

- **Leather shoes, Apron, Container**

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Geography – Elective

**Offered: 100 hours and 200 hours**

## **Outline:**

The Geography (Elective) course provides an opportunity for students to learn more Geography through additional study. It provides students with a broader understanding of the discipline of Geography and the processes of geographical inquiry, and enables depth studies through flexible learning in a choice of focus areas.

Geography (Elective) enables students to learn more about:

- the geographical processes that form and transform environments and communities
- the importance of the world's environments and issues associated with them
- human activities at a range of scales
- contemporary world events and issues in terms of their spatial and ecological dimensions
- the roles and responsibilities of individuals, groups and governments in resolving tensions and conflicts at a range of scales
- being an informed and active citizen

Students learn to gather, process and communicate geographical information from a variety of primary and secondary sources. Appropriate geographical tools including information and communication technologies (ICT) are to be integrated in each focus area. Geographical tools, such as maps, graphs, statistics, photographs and fieldwork, assist students to gather, analyse and communicate geographical information in a range of formats.

## **Course Fees:**

Nil

# Graphics Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

The Graphics course requires students to work through the following introductory studies:

- Graphics Principles and Techniques – use and maintain appropriate drafting equipment.
- Design in Graphics – identify design principles and processes in the development, production and evaluation of graphical presentation.
- Planning and Construction – produce pictorial drawings from orthogonal drawings using manual and / or CAD techniques
- Presentation – use manual and /or computer- based rendering techniques in a variety of 2D and 3D drawings.

After completing the core modules, students choose to specialise in a drawing type elected from the following modules:

- Architectural Drawing
- Australian Architecture
- Cabinet and Furniture Drawing
- Computer Aided Design and Drafting (CAD)
- Cartography and Surveying
- Computer Animation
- Engineering Drawing
- Graphic Design and Communication
- Landscape Drawing
- Pattern Design
- Produce Illustration
- Technical Illustration
- Student Negotiated Project

The Graphics Technology syllabus requires that all students develop drawing skills using a computer. This is completed using Pro-desktop.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)



# History Elective

**Offered: 100 hours and 200 hours**

## **Outline:**

You will study:

- How history is constructed.
- Look at your own family history – you could be heir to a fortune.
- Study films as a source of history.
- Examine history and the media – how does the media shape our views?
- The powerful Incan and Aztec Empires.
- Discover who built the mighty pyramids of Central and South America – pyramids that rival those of Egypt in size and grandeur.
- Learn about the mysterious religious ceremonies of the Aztec priests – though be prepared for the human sacrifice.
- See how kings and peasants lived – as well as the roles played by women.
- Learn about sports from the past – where basketball was played without hands.
- See how Incan children lived – Juanita, the 500 year old frozen Incan child.
- Terrorism. Discover the origins of terrorism – is it a recent issue?

The basis of historical inquiry and communication is reading and writing. In addition, you will be:

- Researching in the library and on the Internet, refining your written essay skills, participating in debates and mock trials, experimenting and constructing web quests, making models for display, giving presentations using a variety of computer-based tools.
- Engaging in 'cultural days'.

## **200 hour Elective:**

This course is an extension of the Junior History elective studied as the previous 100 hour course. In addition to the above, you will study:

- Medieval Europe; Medieval England.
- Knights, castles, witchcraft and the terrible effects of the Bubonic Plague.
- Medieval medicine, religious customs, heroes and heroines.
- Crime and Punishment - corporal punishment, capital punishment

## **Course Fees:**

Nil

# Industrial Technology – Metal

**Offered: 100 hours and 200 hours**

## **Outline:**

Industrial Technology – Metal is a practical course, which requires students to complete a range of challenging and rewarding projects. I.T. Metal is for students who enjoy working in metal while developing sound practical skills and producing quality products.

The projects cover skills relating to fabrication, fitting and machining and require students to develop competency skills and safe working practice techniques using a variety of hand tools and portable power tools including the electric drill and angle grinder.

Students are instructed in the correct and safe use of fixed machinery including the drill press, metalwork lathe, shaping machine, drill mill, super shears and magna bend.

Projects may include:

- Dust Pan
- Tack Hammer
- Tool Box
- G Clamp
- Mechanics Creeper and Seat
- 100mm Bench Vice
- Tap Wrench
- Jewellery Items

Students gain competency in the safe use of a variety of welding, brazing and soldering technologies.

They will have the option of designing and producing an approved project of their own choice in the later part of their course.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Industrial Technology - Timber

**Offered: 100 hours and 200 hours**

## **Outline:**

Industrial Technology - Timber is a practical course that requires students to complete a range of challenging and rewarding projects. Paralleled with the acquisition of a range of practical skills, students are also expected to learn about various aspects of timber technology such as strength of materials, Occupational Health and Safety Risk Management, Measurement and Sizing, Workplace Communication Skills, and Societal and Environmental Impact.

Industrial Technology - Timber is for students who enjoy working in timber and related products while developing sound practical skills that will help them maintain a safe work environment and produce quality products they can be proud of.

The products cover skills relating to general timberwork, cabinet work and timber machining and require students to develop competency and safe practice techniques using a variety of hand tools and portable power tools including portable drills, biscuit cutters, routers, jig-saw and sanders. Students are instructed in the correct and safe use of fixed machinery including the drill press and timberwork lathe.

Projects will, if possible, be decided upon in consultation with students based on their needs and relevant skills. However, projects that have recently been done in this course are as below:

- Jewellery Box
- Bread Box
- Turned-leg Pedestal Table
- Coffee Table
- Simple timber turning projects
- Paper Towel Dispenser
- Book Stand

All Year 10 students gain competency in the safe use of a variety of timber-working machines and techniques through the design and manufacture of their own individual major projects.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Information and Software Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

The study of Information and Software Technology assists students to develop the knowledge, understanding and skills to solve problems in real life contexts. Through experimental and collaborative tasks, students engage in processes of analysing, designing, producing, testing, documenting, implementing and evaluating information and software technology-based solutions. Creative, critical and meta-cognitive thinking skills are developed through students' practical involvement in projects.

## **Projects:**

Projects include organised series of activities to design, produce and evaluate information and software technology solutions for an identified need or problem. The content for project focuses on problem-solving, generating ideas, modeling, managing, communicating, collaborating and evaluating solutions. The project should be relevant to student needs and interests and address real-world problems. Content may be delivered in a variety of ways within the context of projects.

Projects may include:

- Phone App Design
- Storyboards
- Animation
- Multimedia
- Website Design
- 3D Printing

Students gain skills using computers with a variety of software such as Excel, Animate, Dreamweaver and Premier. Students also gain skills using a variety of hardware such as cameras, videos and 3D printers.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Music

**Offered: 100 hours and 200 hours**

**Outline:**

The Stage 5 Music elective course is designed to encourage and improve students' musical ability throughout the course structure.

The course caters for talented Music students who demonstrate a keen interest in extending their skills through a variety of activities and learning experiences. This is achieved through the three key learning areas:

- Performance
- Aural
- Composition

This course has a strong practical component, so it is essential for students to specialise on an instrument for the duration of the course. This will develop and /or extend their skills and technique on their chosen instrument.

Students will study a variety of styles with an emphasis on technology. The technology will incorporate:

- Computer Software
- Sound Engineering
- Sound Recording

Students are encouraged to participate in extracurricular activities offered by the school.

This course gives an excellent grounding for the MUSIC 1 and/or MUSIC 2 and/or Music Extension courses in Years 11 and 12.

**Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Photography & Digital Media

**Offered: 100 hours and 200 hours**

## **Outline:**

This course offers students the opportunity to explore contemporary art practices that make use of photographic images, materials and equipment.

Students can elect to study this course alone or it may be studied in conjunction with Visual Arts.

Students will learn to create images that are relevant to contemporary interpretations of the world.

This course aims to develop students understanding of:

- Historical and critical developments in Photography
- The equipment and skills needed to design, create and develop photographs and digital images
- Sensory awareness and visual design

By taking part in photo shoots, research, workshops, demonstrations and exhibitions, students will produce a portfolio of photographic images and they will develop a high level of knowledge of photographic forms and their role in art and society.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Textiles Technology

**Offered: 100 hours and 200 hours**

## **Outline:**

All people use textiles. They range from plastics, car tyres, furnishings through to fashion garments. Textiles Technology involves the study of textiles from a technological approach where project work forms the basis of every unit of work. Project work includes investigation and experimentation that will enable students to discriminate in their choices of textiles for particular uses. Students will document and communicate their design ideas and experiences and make use of contemporary technology in their project work. Completion of projects is integral to developing skills and confidence in the manipulation and use of a range of textile materials, equipment and techniques.

Students will actively engage in learning about the properties and performance of textiles, textile design and the role of textiles in society.

## 100 hour Course:

Units of work include:

- Urban Escape – an apparel focus
- Like a Kaleidoscope – a furnishing focus
- Sea and Sand – a textile art or non-apparel focus

## 200 hour Course:

Units will include all the 100 hour course as well as:

- Stargazing – an apparel focus
- Shabby Chic – free choice
- East Meets West – a non-apparel or costume focus

Students will need to purchase fabrics to complete project work and some commercial patterns where required. Students will need an A4 3 ring binder for project work and classwork.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)

# Visual Arts

**Offered: 100 hours and 200 hours**

**Outline:**

The course is designed to provide for students seeking to extend their experience in the Visual Arts.

The course caters for talented students and provides exciting opportunities for all students to enjoy developing imaginative and expressive means of communication.

Students will be encouraged to experiment and develop skills in a wide variety of professional media including painting, drawing, printmaking, sculpture, ceramics and digital mediums.

Participants will be encouraged to play an increasing role in the design and direction of their own art making and will be required to produce a Body of Work.

Students will extend their understanding of the role of artists within society.

Students will maintain a Visual Arts Process Diary as a record of their ideas and progress.

Practical areas of this course will be integrated with Historical and Critical Studies.

This course aims to develop students understanding of:

- Historical and Critical developments in Visual Arts
- Techniques, concepts and scaffolds use to analyse, form opinions and document works of art
- A variety of skills, materials and techniques used to express ideas and form images and objects
- Sensory awareness, design and imagination

By taking part in workshops, media experiments, research, self-analysis, excursions and exhibitions, students will produce a Body of Work and will develop a high level of knowledge of Visual Arts and the role of the artist as a commentator on society.

**Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)



# Visual Design

**Offered: 100 hours and 200 hours**

## **Outline:**

The course is designed to provide students opportunities to explore the links between art and design.

The course caters for the exploration of the practices of graphic, wearable, product and interior/exterior designers and promotes imaginative and innovative approaches to design.

Students are encouraged to experiment and develop their skills in a broad range of modules that include Graphic Design, Wearable Art, Product Design and Interior/Exterior Design.

Students develop knowledge of designed images and objects such as ceramics, jewellery, clothing, furniture, posters, publications and built environments and the role that designers have within society.

Students will maintain a Visual Design Process Diary as a record of their ideas and progress. Practical areas of this course will be integrated with Historical and Critical Studies of Design.

This course aims to develop students understanding of:

- Investigation of the different ways the world can be interpreted in design
- The role and contribution of the artist/designer in creating everyday products around us such as furniture, buildings, homes, clothing, gift wrapping etc.
- The investigation of Design Briefs and working as a designer in creating a product or image.
- Creation of their own examples of products based on design briefs, limitations of materials, techniques and delivering a finished product

Through the participation in workshops, media experiments, investigation of design briefs and techniques, students will produce products that explore their level of knowledge of Visual Design and the role that designers have in their everyday lives.

## **Course Fees:**

Subject Materials Contributions are payable (See attached Fee Schedule)