YEAR 10

COURSE INFORMATION

2016
THE ARTS

- GATE Art
  GATE Art students must select 10 GATE Art (Full Year) which counts as two options.

- Kalamunda Performing Arts
  Students must select 10KPA (Full Year) which counts as four options.

ART AND DESIGN

- Fashion Illustration and Design
  In this course students will explore fashions using books and fashion magazines. They will design their own clothing and accessories. Activities will focus on fashion illustration and techniques using screen printing, lino and mixed media. Students may also create accessories to complement their finished pieces.

- 2 Dimensional Art
  This subject will enable students to express themselves through a range of mediums which include drawing, painting and printmaking.

- 3 Dimensional Art
  This course allows students to express themselves through a wide range of fun mediums including clay, wire and found objects. There will also be drawing needed to design the things they make!

DANCE

- Dance 1 Jazz and Contemporary Dance
  This course extends the students' skills in jazz and contemporary dance techniques, and is ideal for any student interested in creating and exploring dance skills. Students are also given the opportunity to choreograph routines using the skills and techniques learnt in the course.

- Dance 2 Choreography and Production
  This course focuses on the theoretical, practical and performance aspects of dance. Students will learn how to choreograph their own routine using various compositional skills. They will then learn production skills such as stage makeup, costuming, lighting and sound. The aim of this course is to make students responsible for their own performance and production.

DRAMA / THEATRE

It is desirable that students who wish to study Drama in Senior School with a view to taking it as an ATAR subject, take both Drama 1 and 2 across the full year as preparation.

- Year 10 Drama 1: Non Realistic Theatre
  The course begins with the class exploring several non-realistic styles of 20th Century theatre such as Absurdism, Epic Theatre, Surrealism and Theatre of Cruelty. Students will then explore the skills of play-building and group devising as they learn how to write and perform scripts of their own using a non-realistic style. The class will stage a performance at the end of Semester One, for family and friends.

- Year 10 Drama 2: Realistic Acting Styles
  In this course students will be introduced to perhaps the most influential director of contemporary theatre, Stanislavski, the grandfather of The System and Method Acting. He created a training system to develop actors’ levels of concentration and imagination, so they could portray ‘real' and believable characters, with a sense of psychological and physical truth. The class will compare Stanislavski’s 'System' with his student, Lee Strasberg’s, 'Method' acting (of which Al Pacino, Robert DeNiro and Marilyn Monroe are disciples). Students will have the opportunity to examine and perform several short scripts with rich characters to explore and develop in time for the end of year performance evening.
MEDIA

- Media 4
  Media 4 involves exploring a wide range of media. Music videos will be looked at in detail and students will create a music video of their own.

- Media 5
  The focus of this unit will be on students looking at a wide range of film and then using that knowledge to create their own short films.

MUSIC

- Music is a full year elective
  Year 10 Music students will look at music styles including Western Art Music and Contemporary Music. Students will further develop their skills in aural perception using Kodaly – Solfa, recognition and music theory. Students will study music works looking at cultural and historical influences and further analysis techniques, and gain a deeper understanding of harmony, composition and song writing skills. There is also opportunity for performance in class. It is desirable to have completed Music in Year 9.

  Students will use a variety of computer software programs to manipulate and compose music, and will continue to develop their listening, theory and analysis skills.

PHOTOGRAPHY

- Photography
  This is a course for students who wish to explore and develop a wide range of skills and knowledge with cameras, darkroom processes and image editing software.

  The course provides students with a creative, technical and practical exploration of black and white film photography, dark room printing processes as well as digital photography.

  Students will develop skills relevant to the global workplace using I.T. and related software to edit, manipulate and produce creative digital imagery. Students understand the importance of photography to the world of art and design and engage in the critical analysis of contemporary photographic works by established artists as well as the work of their peers.

  Topics covered include: darkroom (introduction and OHS); black and white photography; understanding ISO, shutter speed, F-stop and aperture for photographing outdoors; photographing movement; natural/artificial light and light meters; DSLR cameras – understanding modes, settings and controls; photographing nature; editing photos with Photoshop (beginner/intermediate); presentation, annotation and reflection.

- Photographic Portrait and Modelling
  This course is for students who wish to explore and develop a wide range of skills and knowledge with cameras, darkroom processes and image editing software as it relates specifically to portrait photography. The course provides students with a creative, technical and practical exploration of black and white film photography, dark room printing processes as well as digital photography. Students will develop skills relevant to the global work-place using I.T. and related software to edit, manipulate and produce creative digital portrait imagery. Students understand the importance of portrait photography to society and engage in the critical analysis of post-modern and contemporary photographic portrait works by established artists as well as the work of their peers.

  Topics covered include: darkroom (introduction and OHS); black and white portrait photography; understanding ISO, shutter speed, F-stop and aperture for the studio; studio lighting; make-up for black and white portrait photography; Hollywood glamour portrait; DSLR cameras – understanding modes, settings and controls; mixing media – the contemporary portrait; editing, retouching and layering photos with Photoshop (intermediate); presentation, annotation and reflection.
Indonesian, Italian and Japanese

English is not enough! The world has become a smaller place. The study of another language is the perfect way for students to meet new people and immerse themselves in a new culture. Each course covers the culture and basic speaking, reading, writing and listening skills related to travelling, living and working in the target country.

This is a vocational course which is relevant to everyday situations in the target country. Students will complete the Certificate II in Applied Language as outlined by Central Institute of Technology. Students are required to achieve competency in all aspects of the course in order to be awarded the certificate. This certificate leads on to Certificate III in Applied Language which can be studied in years 11 and 12. Competency at a vocational level in another language can be beneficial in future employment and travel.

- **Indonesian, Italian and Japanese Certificate II in Applied Languages** (vocational course, as outlined by the Central Institute of Technology)

  Learning a foreign language is more than just a boost to your career prospects or handy for travelling. It will also make you smarter, and improve your memory and focus. Moreover, learning and/or knowing another language enables you to focus on your own language, its grammar and sentence structure, which in turn, will make you a more effective communicator in English.

  Students who have completed a language course in Year 9 will need to cover only the Work Cluster part of the course.

  Those who have not studied a language in Year 9 still have the opportunity to attain the Certificate II in Applied Languages by completing the two clusters outlined below:

  - **Social Cluster** – focuses on developing language skills relative to basic everyday situations, for example, answering questions about personal details/interests or exchanging information on familiar and routine matters.

  - **Work Cluster** – focuses on a style of language appropriate to work context, for example, a job interview or writing a brief email in the target language for work purposes.

  Satisfactory completion of this course leads to Certificate III in Applied Languages, which can be studied in Year 11 and 12.

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**PHYSICAL EDUCATION**

- **Outdoor Adventure Program**

  Students who have been accepted into the Outdoor Adventure Program are required to study the course for the full year.

- **Outdoor Recreation 2**

  This is a highly practical subject, where students get to participate in mountain biking, orienteering and camp craft. This usually includes a day trip to The Goat Farm skills track, and orienteering at Jorgenson Park.

- **Physical Recreation 2**

  This is a course for students who want to get out and have fun. The emphasis is on participation. Activities in this course will include fitness, archery and golf and may also include badminton and tennis.

- **Advanced Netball**

  This course is designed for girls who already have some experience playing netball. It aims to enhance the skills, strategies and tactics of the game. There will be an emphasis on developing students’ skills to a high level or club standard, plus coaching and umpiring. There may be opportunity to compete against other schools within the area outside of school hours.
INFORMATION TECHNOLOGY

- **Webpage Design**
  This course allows students to further develop the knowledge and skills learnt in Information Technology and courses in Year 9, specifically the design and building of a fully functional website. There is an emphasis on online techniques including the production of animations to be used in the website. Software usage includes Microsoft PowerPoint and Movie Maker, Adobe Flash, Photoshop and Dreamweaver.

- **Multimedia**
  This course allows students to develop greater depth and expertise in the areas from Multimedia in Year 9 with an emphasis on online techniques. Students will learn to design a multimedia product to be used by other students. Software usage includes Microsoft PowerPoint and Adobe Fireworks, Flash, Photoshop and the Internet. Hardware used includes digital movie and still cameras and scanners.

- **Animation**
  This course allows students to further develop the process of animation from Year 9 with an emphasis on developing animation for websites. Students will create a working animation to be incorporated in an electronic product. Software usage includes Microsoft PowerPoint and Movie Maker, Adobe Flash, Photoshop, InDesign and Fireworks and the Internet. Hardware used includes digital movie and still cameras and scanners.

- **Electronic Game Design**
  This course students to further their skills in the world of electronic game design with an emphasis on developing software skills and design knowledge. The course will look at the history of electronic game design and how it has influenced current and future designs. Software usage includes Adobe Flash, Photoshop and Fireworks, as well as games development software.

DESIGN AND TECHNOLOGY

- **Metal Jewellery**
  Students will develop the skills and knowledge required to manipulate a variety of materials to produce a range of jewellery items. Safe use of hand tools, machinery and oxy acetylene equipment will enable students to make rings, bangles etc.

  Towards the end of the course students, using the Technology Process should be able to design and make their own jewellery.

- **Model Making**
  Students will develop the skills and knowledge required to manipulate a variety of materials including wood, metal and plastic. These materials will be used to produce a variety of interesting models and toys. The Technology Process will be utilised and developed whilst studying model making.

- **Technical Drawing**
  Students will study a variety of different drawing styles including oblique, isometric and perspective. Techniques will be developed to present pictorial sketches and drawings of mechanical and engineering items. All work will be presented in a folio for the students to keep at the completion of the course.

  This course provides a good background for further study in architecture or engineering in future years.

- **Wood Design**
  Students will develop the skills and knowledge required to construct a variety of models in timber. Safe use of tools and machines to make timber joints and a small piece of furniture are the basis of the course. The technology process will be covered so that students may learn how to design their own models.

  This course provides good background for further study in carpentry, cabinet making, and furniture construction etc. in future years.
HOME ECONOMICS

- **Childcare**

  Through an emphasis on practical activities, students will explore the stages of child development, from conception to two years. Ways to care for young children are investigated in this course.

- **International Foods**

  This course investigates the eating habits of Australians and where our exciting and wide ranging selection of foods originates from. Aspects covered include:
  - Preparing foods from a variety of cultures; and
  - Family meals using fresh Australian products.

- **Vocational Foods**

  Regardless of your reason for cooking (whether for enjoyment or a career in the food industry) this course has something for everyone.

  Using the technology process students will have the opportunity to:
  - Prepare a wide variety of food (meals, snacks, bread, cakes and pastry items);
  - Learn skills that chefs use; and
  - Become familiar with the huge range of career opportunities available in the food industry.

- **Fashion Sewing**

  No previous sewing experience is required. The emphasis in this course is to develop basic sewing skills that can be used to create many exciting effects with fabrics, trims and products. Students will have the opportunity to design and make a variety of fashion items.