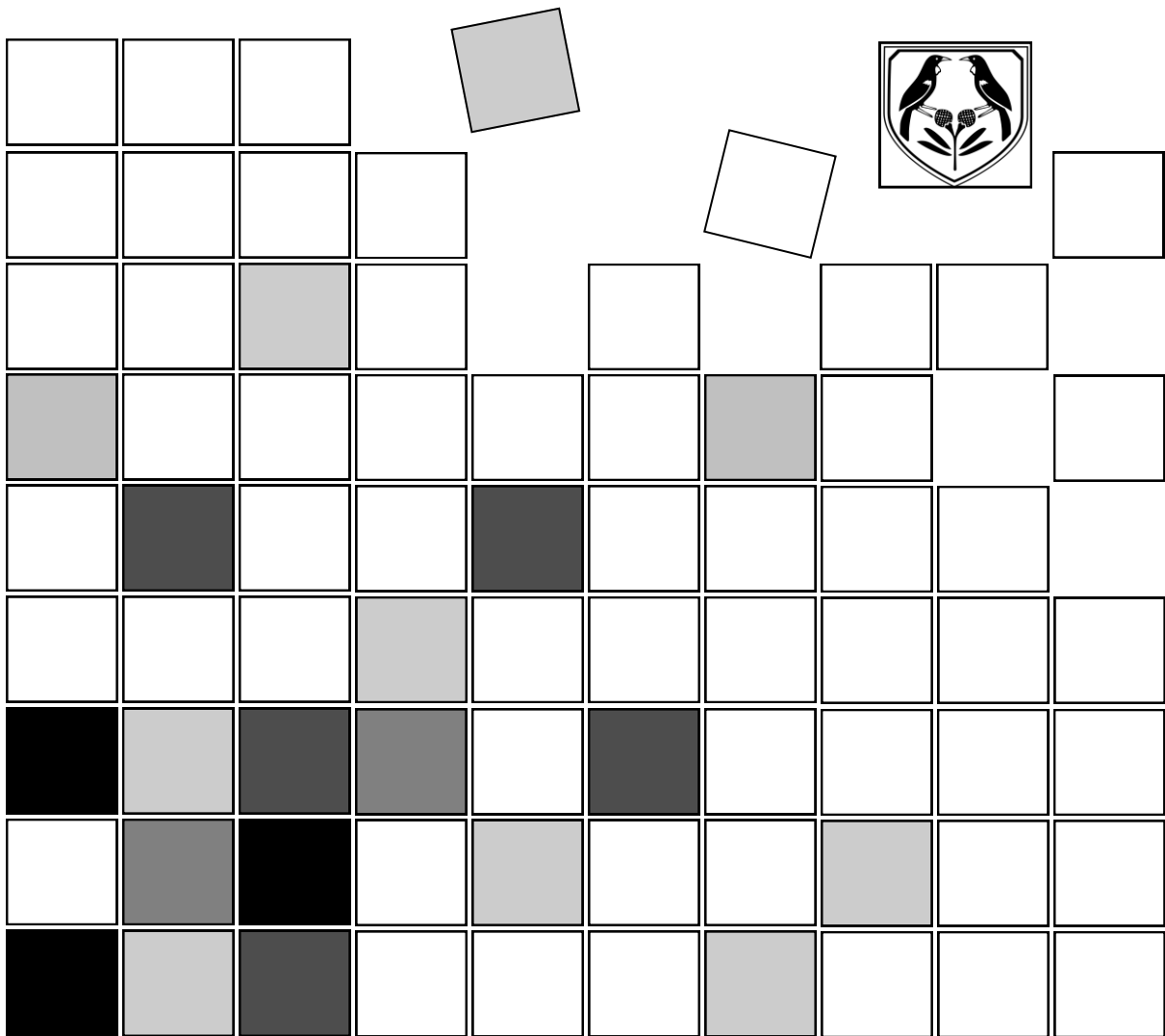


Subject Information

YEAR 10



Birkenhead College
2016

INFORMATION TO HELP STUDENTS AND PARENTS WITH SUBJECT CHOICES

In **Year 10** the following subjects are compulsory:

English

Mathematics

Science

Social Studies

Health & Phys. Ed.

You will also take **THREE** options in Year 10. Each option will run for 4 periods in our 6 day timetable for the whole year.

You do, however, need to choose **FOUR** options from the following list. You should be able to take your first **TWO** choices, so make sure these are subjects you really want or need to take.

You will also take **ONE** other subject which should be either your 3rd or 4th choice. This will depend upon staffing availability and numbers of students choosing various options.

If you are unable to take your preferred subjects due to timetable clashes, you will be told and you and your parents will have a chance to choose alternative subjects. The available options are:

Art	French
Business Studies	Graphics and Design
Creative & Critical Thinking	Japanese
Design Technology	Maori
Digital Technologies	Music
Drama	Sports Performance
Food	Textile Technology

Before you select your options, read the following pages that tell you about all the option choices.

- ⇒ talk to the teacher in charge of the subject (see the Subject Index on the next page)
- ⇒ talk to your Year 9 option teachers
- ⇒ talk to your parents or caregivers
- ⇒ talk to your Dean or form teacher

THINK ABOUT

- Doing a subject you like and are interested in
- Doing a subject you know you are good at
- Your future career. Check you are on the right path with Mrs Morris, the Careers Adviser

SUBJECT COSTS

For each subject an estimated cost is stated, if applicable. This cost is usually for materials used or consumed, a workbook, or trips. If a student is unable to buy their own copy of a workbook, teachers will be able to supply a copy for the student during class time only. Students will not be able to write on the books or keep them for future revision.

PRE-REQUISITES

This is what is required for you to be able to take a subject at a certain level. Most Year 10 options have **no** pre-requisites, but some do, and you need to read these carefully. If you clearly cannot meet the pre-requisite then you should not choose this subject.

OPTION SUBJECTS

Art
Business Studies
Creative & Critical Thinking
Design Technology
Digital Technologies
Drama
Food
French
Graphics & Design
Japanese
Maori
Music
Sports Performance
Textile Technology

STAFF MEMBER IN CHARGE

Ms Bell
Mr Moore
Mr Pageau
Mr McKissock
Ms McCavana
Ms Eichstaedt
Mrs Boston
Mr Nolan
Mr McKissock
Ms Ishihara
Ms Taylor
Ms Cuizon
Mr Alderman
Mrs Holmes

HOW DO I MAKE MY CHOICES?

Complete the form stapled to the back of this Booklet. Hand it to your form teacher as soon as possible, but at the latest by Tuesday November 10th.

INFORMATION ABOUT OPTION SUBJECTS

Art

Pre-requisite: None
Cost: \$30 approximately for materials used. Students are encouraged to have their own paints for homework
Description of this course:
This course involves students in making art and knowing about art. Disciplines studied are drawing, painting, sculpture, print making and design, with an introduction to photography. Work by artists from different cultures and general technical knowledge will also be studied.

Business Studies

Pre-requisite: None
Cost: \$10
Description of this course:
This course gives students a taste of the senior business subjects as well as equipping them with useful skills for life. The course is divided into three modules: Personal Accounting, Economics, and Enterprise. The Personal Accounting module focusses on vital skills such as budgeting and understanding money, interest, and credit cards. The Economics section seeks to understand how the economy works, the role we as consumers play in the economy, and how consumers make important decisions. The Enterprise topic is a highlight as it is practical and hands on. Students learn about innovation, how businesses operate, and how students personally can set up a business. Students have the opportunity to make profit themselves on Market Day by creating products and selling them to teachers and students. This is a great opportunity to put into practice the skills students have learnt during the year.

Creative & Critical Thinking

Pre-requisite: Above average reading and writing skills. Confident speaking skills are essential
(An academic selection process applies)

Cost: None

Description of this course:

This course aims to teach students about a range of social science topics including criminology, psychology, anthropology, and politics. Students learn important skills in areas such as critical thinking, composing an argument, essay writing, criminal profiling, and debating. Students need to be prepared to work independently and in groups on a range of challenges to develop problem solving and research skills. This subject is designed for highly motivated students who are looking for a challenge, and the opportunity to better develop the general thinking skills they will need to excel in NCEA in future years. There will be Level 1 Achievement Standard credits in Social Studies and Media Studies available.

Drama

Pre-requisite: None

Cost: \$25 approximately for a live theatre performance visit, and \$5 for a workbook

Description of this course:

Year 10 Drama covers all areas of theatrical performance and production. The emphasis is on practical work and producing work for an audience. Students will engage in workshops aimed at increasing dramatic skills, self-esteem, teamwork, and confidence in performance. Skills in voice projection, interpreting character, movement, and body language will be covered, with a focus on both mime and realistic acting techniques. The course will give students the ability to express ideas and create through performance and production. The class will be involved in a public performance in Term 4, and students will have the opportunity to gain an NCEA Level 1 Drama Standard.

Design Technology

Pre-requisite: None

Cost: \$30 for materials used

Description of this course:

A project based course that involves working with a range of materials, workshop processes, and studying some theoretical aspects associated with each project. Students are taught the design process, and are expected to produce their own design solutions to a set brief. This may include research, conceptual designing, planning, prototyping and manufacturing the solution in the workshop. Theoretical / Research-based studies and design work are an integral part of the practical work. **Expected outcomes include students developing:**

- creative and imaginative skills while obtaining a sense of personal achievement
- the skills of designing and decision making within the constraints of a set problem
- the ability to engage in new techniques and skills
- knowledge of materials, safety, tools, and processes

Digital Technologies

Pre-requisite: None

Cost: None

Description of this course:

Today's students need to develop the skills and knowledge to use a variety of digital technologies so that they are able to keep up-to-date with our rapidly changing society. This means not just using *Facebook* and *YouTube*. Our courses try to cater to student preference. Course content could include various elements from the Digital Technologies Curriculum; *Digital Information, Digital Media and Computer Programming*. With a world-wide shortage of IT graduates it is never too early to start thinking about a career in ICT.

Digital Information – this strand aims to develop the knowledge and skills needed to find and interpret information and use it to create a range of documents using popular applications from Office 2013 such as MS Word, MS Excel, MS Access, and MS PowerPoint. Office 365 is also available in the school. Students now use computers across all curriculum areas so we also teach them how to use digital technologies more efficiently and effectively.

Digital Media - here students learn about the exciting world of digital design, image manipulation, and web design. They learn self-management, problem identification and analysis, and problem solving. They also learn how to recognise and use acceptable design principles. Students learn to produce interesting, relevant and attractive outcomes. Software applications used will include Adobe Photoshop CS6, XHTML, and CSS.

Computer Programming Gaming and Animation – Steve Jobs, Mark Zuckerberg, and Bill Gates have all said that students should learn how to code. It's a skill that not only teaches you how to work with computers, but also teaches you how to think about solving problems with systems. Coding helps students to develop a deeper understanding of computers and to acquire strategies and conceptual skills that enhance their learning. The program we use to teach these skills is **Scratch**, developed especially to teach programming to young people. By making games, animations, and interactive stories, students develop conceptual thinking, problem-solving, and project-management skills such as logical reasoning. Game development makes classes fun and therefore encourages students to stay focussed for longer, meaning they learn more. These skills and processes could well be the foundation for advancement into the area of computer science and related fields.

Food

Pre-requisite: None
Cost: \$120 per year for the food consumed

Description of this course:

This course is aimed at students who have an interest in food preparation and are concerned about making healthy food choices. There is an emphasis on theory (written) work and this is supported by lessons in practical food preparation. Topics include the understanding and use of safe methods of producing, preparing, presenting, and storing food. It also includes cultural foods, making healthy food choices, and food product development.

French

Pre-requisite: Year 9 French, or with Mr Nolan's approval
Cost: \$25 for course books and food

Description of this course:

This course continues to build on the foundation laid in Year 9. The year will start with revision of work covered in Year 9. By the end of the year students will be able to understand simple texts and describe aspects of their daily lives and immediate environment, as well as various aspects of their lives that are important to them. We achieve this by building listening, speaking, reading, and writing skills through the use of written texts, songs, film, and listening activities, as well as cultural activities with food and festivals. Topics covered include going on holiday, food, daily routine and school, health, going out with friends, and travelling. **Expected outcomes include students being able to:**

- Understand and produce information and ideas
- Express and respond to questions and requests
- Use cultural knowledge to communicate appropriately
- Recognise and describe the way the French language is organised

Graphics

Pre-requisite: None
Cost: \$15 for materials used

Description of this course:

This course provides opportunities for students to gain skills and knowledge with which they will be able to clearly and precisely communicate information and ideas graphically. Students are taught the design process, and are expected to produce their own design solution to a set brief. Individual design solutions presented in a creative way become a feature of students' work.

Expected outcomes include students being able to:

- graphically solve design problems
- develop skills in both sketching and formal drawing that will allow them to express design ideas
- use a variety of illustration and presentation techniques
- develop a range of drawing techniques associated with environmental design, technological design, and media design

Japanese

Pre-requisite: Year 9 Japanese, or those who have done well in another language in Year 9
Cost: \$32.50 for a work book

Description of this course:

This course is a continuation of the Year 9 course. Students who have a background in Asian languages, and are motivated and academically able, can start the subject in Year 10 if they are willing to work hard. The course adds Katakana and some Kanji to the Hiragana writing system. Students will gain more basic Japanese as well as exploring Japanese culture and society through trips to the city and cultural activities such as the tea ceremony and sushi making.

Maori

Pre-requisite: Year 9 Maori or equivalent Te Reo ability
Cost: Approximately \$20 for a work book

Description of this course:

This course continues to focus on listening, speaking, reading and writing Te Reo. Students are encouraged to learn and use these skills both inside and outside of the classroom, at home, on the marae, amongst their friends, and in the culture group. It is expected that students contribute in some way to Nga Peka Hou, the school's Maori culture group. The \$20 cost purchases each student a workbook, which contains important written exercises that reinforce classroom lessons. Whaia te iti kahurangi. Ki te tuohu koe me he maunga teitei. Strive for great things!

Music

Pre-requisite: Must own or hire an instrument and participate in formal itinerant or private instrumental lessons all year on their chosen instrument. Must participate in a supervised school ensemble.
Cost: Lessons \$230 approximately for the year (or private lessons). Theory Grade Book \$15

Description of this course:

The curriculum involves performing, composing, and appreciating music. It is divided into these areas;

- Musical Knowledge – students will learn theory, aural, and practical skills simultaneously in a concert band setting
- Performance – students are required to develop their instrumental skills throughout the year and are assessed on group and solo performances twice in the year.
- Composition – students will compose several pieces.
- Theory and Aural – students will be directed and expected to self-support their development in this area through instrumental lessons, theory work books, and classroom activities.

Expected outcomes include students developing:

- a creative and imaginative ability while obtaining a sense of personal achievement
- more technical proficiency and increased confidence in performance
- an understanding and appreciation for different styles of music and fellow musicians
- an understanding and knowledge of musical styles required for NCEA

Sports Performance

Prerequisite: Full participation in Year 9 Physical Education
Cost: Approximately \$40 for trips to various sporting facilities

Description of this course:

This option is aimed at students with a keen interest in sport, and a commitment to improving their sporting knowledge and skills. The course is designed to extend students' knowledge and understanding of sporting principles, and to improve skills in a wide range of activities. Throughout the course pupils will be expected to have a high level of participation in both the theory and practical components of the course, and to work hard at developing their own fitness levels. Students will also enjoy fun and challenging situations and develop teamwork and co-operative skills to overcome these challenges. Students will have the chance to gain Level 1 credits as part of this course.

Textile Technology

Prerequisite: None
Cost: \$35 plus providing fabrics and patterns for projects

Description of this course:

This course uses the design process to design, illustrate, make, and evaluate projects using textiles to meet specific needs. Textile and garment construction are important practical aspects. This course would appeal to students who are interested in fashion and design, who have creative flair, enjoy practical work, and are independent workers. Experimenting with embellishments is an important part of this course. Students will be expected to make garments for themselves as well as designing and creating textile items. All written work will be presented in a visual diary. Units could include:

- Starting Smart – Textile art and the terminology of fabrics is explored as well as the design process
- Lounging Around – where students make PJs, a matching top, and a soft toy using fake fur
- Jean Therapy – where students recycle a pair of jeans to create a new textile item or garment, sustainability is the buzz word.
- Fabric Fantasy – where students experiment with adding colour and textures to fabrics to create new fabrics, including dyeing, printing, appliqué, felting, and many other techniques