

Kiama High School



Stage 5 Electives
2023/2024

Year 9 Course Selection Timeline

When	What
Wednesday Week 9	Students are provided with Year 9 Elective Booklets and listen to short talks by specialist teachers on the elective subjects offered at KHS. Students will be provided with their individual codes for entering their selections into EDVAL. Subject Selection info to be accessed on KHS website.
9.00 am Wed Week 10	<p>Due Date for on-line selection of next year's Year 9 Electives.</p> <p>Students are to print the confirmation of selection after entering their choices online and submit the signed confirmation to Mrs Anthony in A Block.</p>
Late Term 4	Students will be notified of their electives.

Year 9 Elective Selection

Over the next two years students will study courses as determined by the NSW Education Standards Authority (NESA). Each student must perform satisfactorily and complete mandatory hours in the following subjects to gain their Record of School Achievement (RoSA):

- English,
- Mathematics,
- Science,
- Human Society & Its Environment – Mandatory History & Mandatory Geography,
- Personal Development, Health & Physical Education.

This year the NSW Government has announced their support for significant reforms to the NSW Curriculum, based on the recommendations of the NSW Curriculum Review. The Curriculum Review, developed by Professor Geoff Masters, charts a course to rework what is taught in NSW schools, and to equip every student for success both at school and beyond. Their aim, to use the words of the review, is to “ensure every student leaves school well-prepared for a lifetime of on-going learning and informed and active citizenship and with knowledge, skills and attributes that will help equip them for meaningful work and satisfying careers.”

Students in Year 8 at Kiama High School will therefore choose TWO NESA approved electives for Stage 5. Please discuss the electives on offer by carefully reading this booklet, by talking to teachers and by choosing electives of interest.

The school tries to ensure that the majority of students receive their requested electives. However, it is impossible to fulfil all combinations that are selected as factors such as the demand for specific courses and availability of specialist teachers have a significant impact.

Students should generally elect to do subjects that they feel they will enjoy. Vocational specialisation is not necessary at this stage of a student’s development.

It is important to note that some electives require course costs for the expense of materials and/or excursions. If parents are unable to meet such costs, students are required to choose an elective with no commitment, or apply for financial assistance through the Student Financial Assistance Scheme.

It should be emphasised that, once the new academic year is underway, changes in electives will only be accepted up until Week 5 of Term 1. After this time, it is very difficult to catch up on missed work.

Should parents or students need help or advice in making their choices, contact the Deputy Principal, Year 8, Mrs Melissa Anthony.

Yours sincerely

Mrs Catherine Glover
Principal

Stage 5 Electives

Students will select FOUR of the Electives listed on the following page for study over the two-year period.

At the end of the selection process, TWO electives will be offered to each student.

In Year 9, each Elective will comprise 6 periods per fortnight of study, whilst in Year 10, this will increase to 7 periods per fortnight.

SUMMARY OF COSTS

Course	Cost per Year
Child Studies	\$55.00
Commerce	NIL
Computing	\$20
Food Technology	\$75.00
Graphics Technology	\$20.00
History Elective	NIL
Industrial Technology – Metal	\$60.00
Industrial Technology – Timber	\$70.00
Japanese	\$40.00 Includes online access
Marine & Aquaculture Technology	\$20.00
Music	\$20.00 + \$50.00 for instruments that are hired to take home
Physical Activity & Sports Studies	\$40.00
PASS - Rugby League	\$50.00
Textiles Technology	\$20.00 + \$8.00 Textiles Diary
Visual Arts	\$40.00 + \$8.00 mandatory Visual Arts Diary
Visual Design	\$40.00 + \$8.00 mandatory Visual Arts Diary

CHILD STUDIES

Child Studies provides you with information about child development from preconception to the early years. You will develop the knowledge and skills to positively influence the growth, development and wellbeing of children.

The course will cover topics such as:

- preparing for parenthood,
- conception to birth,
- growth and development,
- newborn care,
- family interactions, and
- nutrition, health and safety.

There will be hands-on tasks, guest speakers and possible excursions including a visit to the children's ward at Wollongong Hospital and trips to a local pre-school to interact with young children. There will also be project work such as food preparation and making textiles items.

Course Costs: \$55.00, covering the cost of consumables in food preparation and the provision of some textile items.

Contact: Mr Mat Yates, Rel. Head Teacher: Technology & Applied Sciences

COMMERCE

Throughout your studies you will learn about money, purchasing products, how businesses work, laws, politics, and jobs. It's like having a map to make good decisions for yourself and your community.

In Year 9, you will discover how to make wise choices when purchasing items and handling money. You will also find out how governments run, what happens during elections, and how laws affect you. Ever thought about how to sell things or run a business? You'll learn about that too.

In Year 10, get ready to explore the world of jobs and how businesses fit into the big picture. You will also learn about investing money, think buying shares. As you start thinking about being more independent, you will learn about things like buying a car, moving out and making budgets. Even planning a cool holiday is on the list! It's not just learning from books.

Students conduct research, solve problems, and make decisions together with others. You will do hands-on projects that make learning exciting. Imagine going on trips to real businesses to see how things work, running your own business at the Commerce Market Day, and don't forget about the fun Sharemarket Game, where you learn how to play the stock market.

Here's the secret bonus: Commerce isn't just a subject; it's a steppingstone to more learning. Whilst not mandatory, it is an excellent foundation for senior subjects. If you're interested in Business Studies, Legal Studies, or Economics, Commerce sets you up for success.

Course Costs: Nil

Course Costs: NIL

Contact: Mr Brad Longhurst, Relieving Head Teacher: Human Society & Its Environment

COMPUTING TECHNOLOGY

Computing Technology is a new course for Year 9-10 students that covers various aspects of computing, such as networks, user experience, data analysis, mechatronics, games and simulations, and web development. The topic aims to introduce students to the concepts, tools and techniques of computing, as well as to inspire them to create their own projects using various software and hardware platforms. The course consists of six subtopics (over 2 years), each with its own learning objectives, activities and assessments.

Networks & Connections



This topic explores how networks and social connections can be modelled using graphs, matrices and algorithms. Students learn how to analyse and visualise network data, such as social media interactions, web traffic and online communities.

Students use online platforms for collaborative network mapping and analysis, to create, edit and share network graphs, as well as to explore existing network data sets, such as **Wikipedia**, **Twitter** and **IMDb**.

Designing for Users



This topic examines how user experience can be designed and evaluated using principles of human-computer interaction, usability and accessibility. Students learn how to create prototypes, wireframes and mockups for various types of interfaces, such as websites, apps and games.

Students use SketchUp, a 3D modelling software for architecture and design, to create prototypes of different types of interfaces. They can also use Figma, a collaborative design platform for creating user interfaces, to design mockups, add interactivity and animations, and collaborate with other users in real time.

Analysing Data



This topic investigates how data can be analysed using statistical methods, machine learning and artificial intelligence. Students learn how to collect, clean, manipulate and visualise data, as well as how to apply different techniques to extract insights and make predictions.

Students use online tools for creating and sharing data visualisations, to connect to various data sources to create interactive dashboards and reports. They can also use open-source data mining and machine learning software, to explore, analyse and visualise data using a graphical user interface, as well as to apply various machine learning algorithms.

Mechatronics & Automation



This topic explores how mechatronic and automated systems can be built using hardware components, sensors and actuators. Students learn how to program microcontrollers to control physical devices, such as robots, drones and smart home appliances.

Students use web-based code editors for creating programs for microcontrollers, such as Arduino and micro:bit. They can also use MakeCode to code using blocks, JavaScript or Python, and to simulate their programs on a virtual device. They can also use Tinkercad, an online 3D design and simulation tool, to create models of their devices and test their functionality.

Games & Simulations



This topic examines how games and simulations can be created using software tools, such as Scratch and Unity. Students learn how to design and develop interactive digital media, such as 2D and 3D games, animations and virtual reality environments.

Students can use Scratch, a block-based programming language for creating interactive digital media, to design and develop 2D games, animations and stories. They can use Unity to create 3D games, virtual reality environments and physics simulations. They can also use Blender, an open-source 3D creation suite, to create models, textures and animations for their games and simulations.

Apps & Web Software



This topic investigates how apps and web software can be developed using programming languages, such as Python and JavaScript. Students learn how to create dynamic and responsive applications, such as mobile apps, web pages and chatbots.

Students can use Python, a high-level programming language for general-purpose programming, to create dynamic and responsive applications. They can also use Repl.it, an online code editor and IDE for creating web software. They can use Repl.it to write code in various languages, such as HTML, CSS, JavaScript, Python and to run their code on the internet.

FOOD TECHNOLOGY

Food Technology focuses on the practical aspects of food handling, food preparation and presentation while covering topics which include:

- The technological methods of production, processing, packaging and distribution of food;
- Food consumption, nutrition and health;
- The composition of food, its physical and chemical structure, and its properties;
- Changes to food during processing, preparation and storage;
- Food marketing and the role of manufacturers, advertisers, retailers and consumers;
- Food service and catering;
- The role of food in society and food trends. Excursions usually offered include:
 - Royal Easter Show, Term 1. (Provided the show is open during school hours)
 - Food in Australia Excursion - Royal Botanic Gardens Sydney

With the growth of the hospitality industry and the fact that the food industry is now the largest manufacturing activity in Australia, many employment opportunities exist in this field. Further study in this area exists in the following ways:

- Years 11 & 12 - Food Technology
- Years 11 & 12 - Hospitality Operations, leading to HSC & TAFE accreditation.
- TAFE - a range of industry/apprenticeship courses
- University – courses such as Dietetics, Food Technology, Marketing, Advertising and Photography.

Course Costs: \$75.00 (2 x \$37.50 instalments), to cover all ingredients and other consumables used in classwork.

NB: Each student is responsible for providing an apron, tea towel, placemat and container for practical lessons. Solid leather shoes must be worn: canvas shoes are a Workplace Safety Hazard and are not suitable.

Contact: Mr Mat Yates, Relieving Head Teacher: TAS

GRAPHICS TECHNOLOGY

Computer Aided Design and Drafting

Graphics Technology develops an understanding of the significance of graphical communication as a universal language and the technologies and the techniques used to convey technical and non-technical ideas and information. You will learn about the principles and techniques involved in producing a wide range of images, models, pictures and drawings.

The major emphasis is on you:

- actively planning, developing and producing quality drawings.
- learning to design, prepare and present graphics, using both manual and computer-based drafting technologies.
- learning to interpret and analyse images and presentations
- developing an understanding of the use of drawings in industrial, commercial and domestic applications
- using a variety of techniques and media to produce graphical presentations and communicate information.

The content of the course embraces the common forms of pictorial drawings such as isometric, oblique, planometric and perspective, as well as orthogonal and engineering drawings, including the use of colour, ink, etc.

Graphics Technology forms a valuable base for the Higher School Certificate in courses such as Engineering Studies, Industrial Technology, Metals & Engineering. It is also a very good complementary course for other subjects offered by the TAS Faculty. Having the ability to produce and read drawings also gives the students an advantage for post-school careers, such as carpentry, architecture, metal fabrication, bricklaying, electrical and plumbing trades.

Course Costs: \$20.00, to cover consumables (paper, rendering media, folders)

Contact: Mr Mat Yates, Relieving Head Teacher: TAS

HISTORY ELECTIVE

The aim of History Elective is to stimulate students' interest in and enjoyment of exploring the past, to develop their critical understanding of the past and to enable them to participate as active, informed, and responsible citizens.

Your study will be broken into three broad areas:

1. Constructing History

This skill-based unit includes investigations of HOW people record History and WHY they do it. You will look at a variety of approaches to History, from ancient mythology to the latest scientific analysis of the past.

2. Ancient, Medieval and Early Modern Societies

The focus of this topic will be to look at societies that you do not study in your Mandatory History course. They can be from any period of History.

3. Thematic Studies

These studies are in-depth investigations of a particular person (such as Julius Caesar or Jack the Ripper), an idea (such as terrorism or mythology) or a style of history (such as History on film).

Through these studies, you will apply your understanding of History, archaeology and heritage to a range of historical enquiries.

You will have a great deal of independence in your work. You will have input into the studies chosen for the classroom. You will have options to focus on in many of your assignments. You will be able to choose an area of personal interest for your major project in Year 10.

If you enjoy learning about the past and want genuine involvement in choosing what you learn about, then History Elective is the course for you.

Course Costs: NIL

Contact: Mr Brad Longhurst, Relieving Head Teacher: HSIE

INDUSTRIAL TECHNOLOGY – Metal

The main emphasis of Industrial Technology is on students being actively involved in the planning, development and construction of quality practical projects involving work with wood, metal and other materials. You will be provided with a range of theoretical and practical experiences to develop knowledge and skills in a selected focus area. Work, Health and Safety, Environmental and Historical concepts are integrated into all units of work.

Industrial Technology – Metal is a metal-oriented course involving fitting and machining, as well as metal fabrication and welding.

This course provides solid design and construction skills for future courses of study in the Higher School Certificate, including Industrial Technology, Engineering Studies and Metal & Engineering courses.

Graphics Technology is a complement for this course.

It is essential that parents and students understand that all students are required to purchase the expendable materials used in the construction of projects in the Industrial Technology courses. After payment, the projects become the property of the student.

It should be noted that students may study two Industrial Technology courses.

Course Costs: \$60.00, plus costs, dependent upon project.

NB: Solid leather/leather-like shoes must be worn: canvas shoes are a Workplace Safety Hazard and are not suitable.

Contact: Mr Mat Yates, Relieving Head Teacher: TAS

INDUSTRIAL TECHNOLOGY – Timber

The main emphasis of Industrial Technology is on students being actively involved in the planning, development and construction of quality practical projects involving work with wood, metal and other materials. You will be provided with a range of theoretical and practical experiences to develop knowledge and skills in a selected focus area. Work, Health and Safety, Environmental and Historical concepts are integrated into all units of work.

Industrial Technology – Timber is a wood-oriented course involving cabinet making, general woodwork and wood machining.

This course provides solid design and construction skills for future courses of study in the Higher School Certificate, including Industrial Technology, Engineering Studies and Metal & Engineering courses.

Graphics Technology is a complement for this course.

It is essential that parents and students understand that all students are required to purchase the expendable materials used in the construction of projects in the Industrial Technology courses. After payment, the projects become the property of the student.

It should be noted that students may study two Industrial Technology courses.

Course Costs: \$70.00, plus costs, dependent upon project.

NB: Solid leather/leather-like shoes must be worn: canvas shoes are a Workplace Safety Hazard and are not suitable.

Contact: Mr Mat Yates, Relieving Head Teacher: TAS

JAPANESE

Japanese is one of the most dynamic world languages. Japan is Australia's second largest trading partner and the third largest economy in the world. Cutting-edge technology, modern anime culture and a rich, fascinating history make Japanese the most commonly studied Asian language in Australia.

The course will lay the foundations for useful communication in Japanese. Whilst the emphasis will initially be on speaking and listening, reading and writing will also have importance. This will include the mastery of the three Japanese writing systems of hiragana, katakana and kanji.

Various activities may be proposed to students undertaking Japanese study including:

- a day at the Tanken Centre (reliant on NSW Health advice),
- excursion to Japanese restaurant (reliant on NSW Health advice),
- cooking in class, and
- a trip to Sydney to attend the yearly Japanese Matsuri Festival (reliant on NSW Health advice).

This course is preparatory for the study of Japanese Continuers at the HSC. It is highly recommended that students access the many free learning resources available online to practise listening and reading.

Course Costs:

Japanese: \$40.00, includes online access.

Contact: Ms Megan Langlands, Rel. Head Teacher: Creative & Performing Arts/Languages

MARINE & AQUACULTURE TECHNOLOGY

The oceans, inland waterways and other bodies of water cover more than 70 percent of the Earth's surface and influence all forms of life on this planet. Australia controls an enormous area of the oceans (up to 1.3 times the size of its landmass) and is responsible for its stewardship.

Marine Studies provides an opportunity for the future custodians of the marine environment to study and appreciate its value.

It gives students the opportunity to develop the necessary knowledge and skills to safely use and protect its unique ecosystems and, at the same time, develop an appreciation and respect for the marine environment.

Students will achieve this through obtaining knowledge and skills in the following areas:

- Water safety & ocean skills
- Recreational fishing skills
- Shipwrecks and salvage operations
- Water bird ecology
- Marine biology
- Antarctica

Class time will be divided between theory-based lessons and practical activities. Practical excursions include water safety skills at the rockpool, ocean safety skills at the beach, fishing at the harbour, and coastal walks. There are also practical activities in class, for example knot tying skills.

Please note: It is recommended that students choose to complete their Ocean Surf Safety Award (Surf Survival Certificate) as a sport elective during Term 1. This will greatly complement their Marine Studies experience.

Requirements: Students will need to purchase/obtain a red lycra rash shirt. These are for sale at the front office.

Course Costs: \$20.00

Contact: Mr Nigel Bolack, Marine Studies Teacher

MUSIC

This course offers the opportunity for skills and experience in Music without the necessity of previous musical experience. You may elect Music for Years 9 and 10 even if you haven't done Elective Music in Year 8.

The course includes:

- The opportunity to learn and master an instrument or two, depending on the ability and aptitude of the student. The practical aspect of the course is both encouraged and emphasised. Singers are also encouraged to take this course and to develop their talents in vocal performance.
- Listening to music of different types to gain a general understanding and appreciation of the development of music.
- Learning the fundamentals of music including reading, writing and the terms and notation used, so that students are able to compose and arrange their own songs, using traditional notation and computers.
- In-depth study of topics, including: rock/pop; radio/film/TV; music of other cultures; Australian music.
- Students will be encouraged to participate in performance opportunities, such as the KHS Fest, the Art Exhibition, Showcase Night.

Students in elective music classes are encouraged to be involved in extra curricula musical activities, (instrumental ensemble, musical productions, concert band, choir etc.), although this is not compulsory.

The course can be a basis for further study in music in Year 11 and Year 12 and useful as an interest throughout life.

Course Costs: \$20.00 for all Elective Music students, covering cost of practice books, equipment to maintain instruments and repairs to instruments. There is an additional hire fee of **\$50.00** per year for instruments that are loaned to students to take home.

Contact: Ms Megan Langlands, Rel. Head Teacher: CAPA and LOTE

PHYSICAL ACTIVITY & SPORT STUDIES (PASS)

PASS has a 80% practical and a 20% theoretical component. Students electing to take the course need not be outstanding athletes, but should be competent in, and enjoy, a range of sporting and recreational activities. **EXCLUSIONS:** Only one PASS course may be selected for study.

You will be required to demonstrate competency in:

- Aquatics - swimming, personal survival, safety precautions, rescue;
- Fitness/weight training; both individual and group
- A range of sporting/recreational activities/team games including world games, Aussie games and many modified games;
- Coaching and refereeing;
- Surf survival practical components and surfing/body surfing;
- Golf
- Sports' injury prevention;
- Lawn Bowls.

Theory aspects will cover:

- Physiology and anatomy as it applies to the exercising individual (students will be examined in a sport injury prevention program, SIPP);
- Australian sporting identity;
- Trends in leisure and recreational activities (particularly in the local area);
- Event Management
- First aid and sport injury prevention and treatment;
- Surf survival theory exam.
- Team games - refereeing, rules, tactics, skills;
- Written assessment tasks, including examination and research tasks.

NB: Students should consider their effort, participation and achievement in Years 7 & 8 PE.

Course Costs: \$40.00 covering the use of local facilities (Leisure Centre, Swim Survival). Transportation to venues has to be met by the student.

Contact: Mr Peter Quine, Head Teacher: Personal Development, Health & Physical Education

PHYSICAL ACTIVITY & SPORT STUDIES

– RUGBY LEAGUE (PASS – RL)

PASS has a 80% practical and a 20% theoretical component. Students electing to take the course need not be outstanding athletes: however, with the recent success of our recent Kiama High Rugby League Teams, PASS – Rugby League allows us to tailor a course focusing on developing skills, knowledge and deeper understanding in all areas of rugby league including safety, refereeing, different roles within rugby league.

EXCLUSIONS: Only one PASS course may be selected for study.

You will be required to demonstrate competency in:

- Elite level skill development
- Rugby league laws and refereeing
- Rugby league coaching: roles and responsibilities of a coach
- Sports injury management
- Knowledge of History of Rugby League

Theory aspects will cover:

- Physiology and anatomy as it applies to the exercising individual (students will be examined in a sport injury prevention program, SIPP);
- Training - team and individual;
- Trends in leisure and recreational activities (particularly in the local area);
- Sports events and carnival organisation and administration;
- First aid and sport injury prevention and treatment;
- Team games - refereeing, rules, tactics, skills;
- Written assessment tasks, including examination and research tasks.

NB: Students should consider their effort, participation and achievement in Years 7 & 8 PE.

Course Costs: \$50.00 covering the use of local facilities. Transportation to venues has to be met by the student.

Contact: Mr Peter Quine, Head Teacher: Personal Development, Health & Physical Education

TEXTILES TECHNOLOGY

This is primarily a practical subject with emphasis on garment construction, handicraft and design skills. Associated theoretical work is done in conjunction with practical projects.

The course includes:

- Use of the sewing machine and overlocker for garment construction from commercial patterns;
- Construction of a range of garments from woven and knitted fabrics;
- Elements and principles of design and the design process;
- Creative design exercises for the decoration of garments and articles, and production of textile artwork;
- Construction of articles for variety of purposes;
- Textile arts and crafts - embroidery, patchwork, appliqué, quilting, fabric dyeing, printing, computerised design and machine embroidery;
- Developing a design folio.

You will complete a minimum of six practical projects for Textiles Technology to have been satisfactorily studied for the RoSA. Recent projects have included:

- a summer dress/skirt,
- an art quilt,
- pyjamas,
- a designer bag, and
- a character doll.

Course Costs: \$20.00, covering the costs of expendable items, such as bobbin, thread, sample fabrics, class patterns, some haberdashery items. An A3-sized visual arts diary is required for a design folio (\$8.00 from the front office.) Purchase of fabrics, sewing requisites and patterns, when required, must be purchased by the student for themselves.

Contact: Mr Mat Yates, Rel. Head Teacher: Technology & Applied Studies

VISUAL ARTS

The Visual Arts Course is designed to give you a range of diverse, hands-on practical experiences. The main emphasis in the course is making images and objects, with Critical and Historical Study providing support for practical work.

You will learn to make images and objects to represent ideas, experiences, feelings and understanding about our world. They explore the potential of materials and techniques to give form and meaning to their ideas. This includes:

- painting,
- drawing,
- design,
- sculpture,
- mixed media,
- printmaking, and
- computer generated artworks.

You are encouraged to explore a theme in depth. Such explorations should provide the necessary stimulus, starting points and understanding which will enable students to produce self-initiated major artworks.

A feature of the Year 10 Course is their exhibition at the Kiama Pavilion, which is curated by the students and highlights their achievements. Students will prepare and mount selected artworks and invite their families and friends to view the show.

			
Street Art Skateboards	Ancient Egyptian Canopic Jars	Vanitas Still Life Drawings	Abstract Expressionism

Course Costs: \$40.00 to cover the cost of materials used, plus \$8.00 mandatory Visual Arts Diary

Contact: Ms Megan Langlands, Rel. Head Teacher: CAPA and LOTE

VISUAL DESIGN

Year 9 and 10 Visual Design is an exciting new, two-year course being offered by the Creative and Performing Arts faculty at KHS. It follows on from the success of the Year 8 Visual Design course, offered in 2021. Visual Design is different from Visual Arts in that students' design objects to work in our world, these objects may have functional and decorative purposes.

In Visual Design, students will enjoy working as a designer, solving problems, and representing ideas relevant to their daily lives. When creating a design for a client you need to work with a brief and research the topic under consideration. Visual design looks at the art forms that are used in the commercial world of design. Areas such as graphic design, animation, product design and wearables are studied with selected designers in these fields used for research tasks.

Students respond to design briefs, such as:

- Band Product Design – Imagining a CD booklet, t-shirt, and tote graphic design for a band
- Stop Motion Animation - Clay animation based on social issue; constructing and animating characters/sets
- Jewellery and Accessories - Design using a variety of different techniques. Laser cutter, polymer clay, wire, ceramic, and leather
- Computer Graphics – Learn how to use Photoshop
- Laser Cutting Design and Production
- Finders Keepers – Functional object design from found/recycled materials
- Comic Illustration – Create comics with a range of illustration techniques and styles
- Costume/Prop Design – Recreate a costume or prop from your favourite movie
- Self-Directed Project - Students design and create a self-directed project based on own interests and skills.

It is not necessary to have completed the Year 8 Visual Design course to be a part of the Year 9 and 10 courses.

Course Fees: \$40.00 – to cover material costs, plus \$8.00 mandatory Visual Design Journal

Contact: Ms Megan Langlands Rel. Head Teacher – CAPA and LOTE