

# KIAMA HIGH SCHOOL



Year 8 Electives

2024

# 2024 Year 8 Course Selection Timetable

When	What
<p>Monday 22nd October</p> <p>Week 3 Term 4</p>	<p>Students are provided with an electronic copy of 2024 Year 8 Elective Booklets and have received short talks from the specialist teachers on the elective subjects offered at KHS during their classes in weeks 1-3.</p> <p>A short video will be available on the school website and a link provided to families.</p>
<p>Monday 22nd October</p> <p>Week 3 Term 4</p>	<p>Year 7 students will be issued with their individual code for entering their preferences into EDVAL, there is instruction sheet, explaining the process at the back of this booklet.</p>
<p>9.00 am Monday 30<sup>th</sup> October</p> <p>Week 4, Term 4</p>	<p>Due date for on-line selection of 2024 Year 8 Electives.</p> <p>Students are to print the confirmation of selection after entering their choices online and submit the signed confirmation to Mrs Sterjovska in A Block.</p>
<p>Late Term 4</p>	<p>Students will be notified of their electives.</p>

# 2024 Year 8 Elective Selection

During Year 7, students at Kiama High School are provided with a broad range of mandated subjects to study and enhance their learning experiences. In Year 8, as well as those subjects that students are required to study, Kiama High School offers students the opportunity to select a course in which they would like to focus more attention and further their skills and knowledge. Students and parents are encouraged to read the following course information carefully, consult with the teachers specialising in the courses and select THREE courses from those provided.

It should be noted that there is no requirement for students to choose electives in Years 9 and 10 that match their Year 8 Elective; nor will a student be disadvantaged for making different elective choices in Years 8 and 9. Kiama High School will endeavour to provide students with their first choice, although this cannot be guaranteed. There are a number of factors which affect a student receiving their elective preferences, most especially the number of students selecting that option.

Parents should note that costs incurred in electives course are compulsory. These may be made in a one-off lump sum payment or in instalments. All course costs are payable to the Administrative Offices in A-Block. If students have not finalised either their payments or payment plans by the end of Week 5 in Term 1, 2024, there may be a requirement for the student to change to an elective with no financial liability.

There is access to a Student Financial Assistance Scheme for eligible students. Further information about the course selection process can be obtained through Mrs Sterjovska, Deputy Principal Year 7 at the school.

Mrs Catherine Glover

Principal

# SUMMARY OF COURSE COSTS

Course	Cost
Active 8	\$30.00
Computing Technology	\$10.00
Design & Technology	\$65.00
Food Technology	\$75.00
Industrial Technology – Metal	\$70.00
Industrial Technology – Timber	\$70.00
Marine Studies	\$20.00 ** Students will also need to purchase a red lycra rash shirt
Music	\$20.00 Plus \$50 for instruments hired to take home
Textiles	\$45.00
Visual Art	\$50.00 Plus \$8 mandatory Visual Design Journal.

# How to select 2024 Year 8 Electives

1. Read this booklet carefully paying particular attention to:
  - a. COMPULSORY FEES;
  - b. Other EXPENSES – process diaries, fabrics instrument hire and camps;
  - c. Clothing requirements – covered shoes, two PE uniforms;
  - d. Attendance/uniform requirements.
  
2. Choose THREE courses and discuss them with your parents/caregivers.
3. Go to <https://spring.edval.education/login>.
4. Enter your password in the appropriate space.
5. In Priority 1, select your MOST PREFERRED elective course.
6. In Priority 2, select your SECOND MOST PREFERRED elective course.
7. In Priority 3, select your THIRD MOST PREFERRED elective course.

REMEMBER: The order in which you select your electives counts. If you have any concerns, please see Mrs Sterjovska.

# ACTIVE 8

Activ8 is a practical and theoretical subject that aligns closely with the junior PDHPE syllabus. In the fortnight, students will get 5 periods of Active8 to enjoy. This will include 1 double practical period, 2 single practical periods and 1 single theory period. Overall, the course is 80% practical and 20% theory.

Theory aspects we explore:

- water safety and survival
- fundamental movement skill
- teamwork and orienteering.

With each of these topics being built upon in the practical setting. We practice the skills we learn in the classroom through a range of activities and games.

Practical lessons include:

- Swimming
- Volleyball
- Court games (tennis, spikeball, badminton, ping pong and pickle ball)
- Run your own coaching session
- Netball
- Oztag
- Gridion
- Basketball
- Dodgeball
- AFL
- Orienteering and survival skills.



With the school located in such an incredible spot, we are fortunate enough to be able to use the amazing facilities and resources in the local Kiama area. We frequent the local ovals, beaches, rock pools, tennis courts and the leisure centre.

**Course Fees: \$30.00, covers resources.**

**Contact: Mr Peter Quine, Head Teacher PDHPE**

# Computing Technology Course Fees: \$10

Computing Technology (Yr 8) is a new course for Year 8 students that covers various aspects of computing, such as networks, user experience, 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 4 topics (over 1 year), each with its own learning objectives, activities and assessments.

## Games & Simulations



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

Students can use Minecraft, a block-based programming language for creating interactive learning to design and develop games, animations and stories. They can use flowlab.io to create 2D games, with environments and physics simulations. They can also use TinkerCAD, an open-source 3D creation suite, to create models, textures and animations for their games and simulations.

## Designing for Users



Do you want to make your apps and websites more user-friendly and attractive? In this topic, you will learn how to design and evaluate user experience using principles of human-computer interaction, usability and accessibility. You will also learn how to create prototypes, wireframes and mockups for various types of interfaces, such as websites, apps and games.

You will use SketchUp, a 3D modelling software for architecture and design, to create prototypes of different types of interfaces. You will 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.

## Mechatronics & Automation



In this topic, you will learn how to build mechatronic and automated systems using hardware components, sensors and actuators. You will also learn how to program microcontrollers to control physical devices, such as robots, drones and smart home appliances.

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

## Apps & Web Software



In this topic, you will learn how to develop apps and web software using programming languages, such as Python and JavaScript. You will also learn how to create dynamic and responsive applications, such as mobile apps, web pages and chatbots.

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

**Course Fees: \$10.00**

**Contact: Mr D Forbes, Classroom Teacher - Mathematics Faculty**

# DESIGN & TECHNOLOGY

People interpret and alter products, systems, and environments in an attempt to improve the quality of their lives.

In the Design and Technology course, students are presented with real world design problems, and they are challenged to develop solutions to these problems using the design process. Each student will engage with a variety of materials and technologies, with the final term dedicated to a personal design project, where students are encouraged to develop a project and solution that is of personal interest and significance. Students will also learn about the significance of design and designers in our society.

Focus areas for study include – agriculture, food technologies, engineered systems, information and communication technologies and materials technologies (timber, metals and textiles).



**Course Fees: \$65.00**

**Contact: Mr M Yates, Head Teacher – Technology & Applied Sciences**



# FOOD TECHNOLOGY

Food is an essential part of our everyday life. We use it for energy, to celebrate and to spend time with family and friends. When studying Food Technology in Year 8, students will learn basic cooking and knife skills, Nutrition, Food Product Development and Food Art.

This course will be rich in practical experiences where students will learn to prepare healthy meals, how to develop a food product from concept to product and the tricks of the trade in cake decoration, food presentation and other food styling trends.

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



**Course Fees: \$75.00, to cover all ingredients and other consumables used in classwork.**

**Contact: Mr M Yates, Head Teacher – Technology & Applied Sciences**

# INDUSTRIAL TECHNOLOGY – METAL

Minerals and metal products are essential for modern living. Most of us don't give much thought to the metal products we engage with every day. When studying Industrial Technology – Metal, students will learn the basic skills required to produce items in metals.

They will then move on to develop their own project using the design specifications developed by their teachers. Students will have the independence to design and build a metal project to suit the needs of a design brief.

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



**Course Fees: \$70.00, covering cost of materials.**

**Contact: Mr M Yates, Head Teacher – Technology & Applied Sciences**

# INDUSTRIAL TECHNOLOGY – TIMBER

Timber products come from a living, growing, self-sustaining resource which human beings have been using for hunting and living for thousands of years.

When studying Industrial Technology – Timber, students will learn the basic skills required to produce product items in timber. They will then move on to develop their own project using the design specifications developed by their teachers.

Students will have the independence to design and build a timber project to suit the needs of a design brief.



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

**Course Fees: \$70.00, covering cost of materials.**

**Contact: Mr M Yates, Head Teacher – Technology & Applied Sciences**

# MARINE STUDIES

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 Fees: \$20.00 to cover the cost of materials used.**

**Contact: Mr N Bolack, Classroom Teacher - Marine & Aquaculture Technology.**

# MUSIC

The Music course is for the full year, with the option of continuing into Years 9 and 10. This course caters for beginners as well as more advanced musicians.

Students will invest time into learning to play a musical instrument, as well as listening to music and learning to write their own music.

Students who are already able to play their instrument are given the opportunity to develop their skills by playing more advanced music, both individually and as part of a group. Singers are also encouraged to do this course to develop their talents in vocal performance.

The course also includes topic areas of study, including:

- Exploring varieties of music notation
- Pop music
- Technology and its influence on music.

The Music Department may be able to loan instruments, dependent upon availability. These include:

- Flutes, clarinets, saxophones,
- Trombones, trumpets, other brass instruments;
- Keyboards;
- Acoustic, bass and lead guitars;
- Drums



Students are encouraged to perform at events, including the KHS Festival and the KHS Art Exhibition & Elective Music Showcase Evening, and MADD nights. We also encourage students to become involved in extra-curricular musical activities - Band, Vocal Group, Small Rock Group, Musicals

**Course Fees: \$20.00 for all Elective Music students, covering cost of Music, 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: Mrs M Langlands, Head Teacher – Creative and Performing Arts and Languages**

# TEXTILES TECHNOLOGY

Textile Art is the use of fibre, threads and fabric for the creation of a textile artwork or item. Students will use various techniques to create artworks from thread, fibre, dye, paint, embellishment items and other decorative equipment. Projects can include a wall hanging, homewares and apparel.

Students will develop their design skills and learn how to use these skills to produce original artworks and textiles items. The first project will be teacher-driven; however, students will take the techniques learnt in their first project to create their own textiles items.



**Course Fees: \$45.00, covering the costs of expendable items, such as bobbin, thread, sample fabrics, class patterns, some haberdashery items.**

A textiles folio/diary is needed for design work (**\$8.00 from the front office.**) Purchase of fabrics, trims and notions for projects is the responsibility of the students.

**Contact: Mr M Yates, Head Teacher – Technology & Applied Sciences**

# VISUAL ARTS

Learn of the dynamic links between the scientific, cultural and natural worlds and contemporary and traditional forms of artmaking!

This elective offers students the opportunity to create artworks with deep linkages to our known world. Students engage with the scientific world through the study of automatism, microscopic imagery and mixed media techniques. Our natural world is uncovered through hyper-realistic, graphite animal drawings. Traditional Alebrije mask making is explored, using paper pulp and wire armatures. Students will also engage in a community project with a local golf course, creating ceramics markers inspired by traditional Japanese Netsuke designs, that will be a permanent part of the green!

Students are encouraged to enter their creations into a range of local and national art events. Students will learn and engage in collaboration teamwork, critical reflection, audience interaction and studio artmaking skills.

Students also get the opportunity to engage in the learning process of Claymation, a day long, stop frame animation process that results in student making their own short animated films!

			
Art and the Natural World	Art and the Scientific World	Art and the World of Culture	Art and Community

**Course Fees: \$50.00 – to cover material costs, plus \$8.00 mandatory Visual Arts Process Diary**

**Contact: Mrs M Langlands, Head Teacher – Creative and Performing Arts and Language**





