

**NAGLE CATHOLIC COLLEGE  
OPTIONS SELECTION FORM  
YEAR 10 OPTIONS IN 2019**

**Name:** \_\_\_\_\_ **Home Room:** \_\_\_\_\_

**IMPORTANT NOTES**

- In Year 10 students will study two (2) options –1 per Semester
- Students **MUST** select Top 2 courses
- Students **MUST** select 2 Reserve courses
- Parents **MUST** sign off on the option choices
- Forms are to be handed in at the administration office by **FRIDAY 20 JULY 2018**
- Late submissions make it less likely for students to get their most preferred selections.
- Nagle Catholic College reserves the right to withdraw courses for which there is insufficient demand.

**Returning to Nagle Catholic College in 2019 (Please circle)      YES / NO**

*If you have selected No, please email [emma.fane@cewa.edu.au](mailto:emma.fane@cewa.edu.au) your child's intentions for 2019.*

	<b>SELECT TOP 2 COURSES</b>	<b>CODE</b>
1		
2		
	<b>SELECT 2 RESERVE COURSES</b>	<b>CODE</b>
1		
2		

**PARENT SIGNATURE:** \_\_\_\_\_

**YEAR 10 2019  
OPTION LIST**

<b>LEARNING AREA</b>	<b>COURSES</b>	<b>CODE</b>
<b>ARTS</b>	Dance	0ARDA
	Design Graphics	0ARDG
	Drama	0ARDR
	Media Arts	0ARME
	Music Instrumental A	0ARIA
	Music Instrumental B	0ARIB
	Music Technology	0ARMU
Visual Art	0ARVA	
<b>ENGLISH AND LANGUAGES</b>	Japanese A	0LAJ1
	Japanese B	0LAJ 2
<b>HEALTH &amp; PHYSICAL EDUCATION</b>	Fitness for Strength	0PEFS
	Fitness for Cardio	0PEFC
	Outdoor Education	0PEOE
	Sport –Boys	0PESB
	Sport-Girls	0PESG
<b>TECHNOLOGIES</b>	Advanced Computer Game Creation	0TEGC
	Engineering	0TEDE
	Design and Technical Graphics	0TETG
	Fashion Design & Textiles	0TETX
	Food Technology	0TEFT
	Jewellery Making	0TEJM
	Metalwork	0TEMW
	Woodwork (One Semester)	0TEWW
	Woodwork Applied <b>All Year (Semester1) AND (Semester 2)</b>	0TEWA/ 0TEWB
	Woodwork for Girls	0TEWG

**COURSE DESCRIPTIONS ARE ATTACHED**

# YEAR 10 2019

## COURSE DESCRIPTIONS IN DETAIL

### THE ARTS

#### **DANCE**

In this course students study practical and theoretical aspects of dance. Through decision-making in individual and group work, students use a wide range of creative processes, such as improvisation and the use of choreographic elements to create dance works. They also learn how dance styles and forms are historically derived and culturally valued. Through dance, students experience an intrinsic sense of enjoyment and have the opportunity to achieve a high level of movement skills. Students will be provided with performance opportunities such as "Rags to Riches" and lunchtime dance presentations.

#### **DESIGN GRAPHICS**

In this course students focus on the vocation of Design Graphics and in particular designing company logos. Students are introduced to the Adobe software and the Art Room ICT facilities. Computer software programs, Adobe Illustrator, Photoshop and Indesign, are taught in a well-resourced Macintosh Computer Laboratory. Excellent printing facilities complement the Mac and Adobe software allowing students to experience production skills and processes. The student's main task will involve designing a Vector logo and learning how to place this logo on to various digital templates. There are many templates to choose from including 'Hoodies', 'Skate Shoes' and 'T-shirts'. A final digital skateboard design will be printed on to a blank Canadian maple deck as well as a final t-shirt design 'hot pressed' on to a blank cotton t-shirt.

#### **DRAMA**

In Year 10, Drama students will develop their knowledge and skills to perform in many different theatrical drama styles and techniques such as Grotowski's Poor Theatre, Youth Theatre, Contemporary Aboriginal Theatre and Theatre of the Absurd. Students will engage in devised Drama taken from modern Australian and World published playscripts. The course prepares students for ATAR and General Drama study in a number of ways, encouraging students to develop their use of extended answer through interview, using drama terminology and based on both their own drama and the drama of others

#### **MEDIA: ARTS**

The course is comprised of two units: Photography and Media. In the Photography units, students will plan and develop a digital photography portfolio. They will use digital SLR cameras, learn how to compose images and how to present them for impact. Students will learn to edit images using Photoshop. In the Media units, students will film and edit a short movie project and study celebrity culture. Students will also have the opportunity to work with lighting equipment, print, and mount their photos and screen film productions. Students will create their own website to showcase their work and enter relevant competitions.

#### **MUSIC: INSTRUMENTAL A**

In this course students continue to develop skills in listening, writing and performing music. This course is suitable for students who are currently learning (or wanting to learn) piano, violin, sax, flute, clarinet, trumpet, trombone, guitar, bass guitar and drums. Students should select this course if they enjoy playing an instrument. Students also get to work with music technology, making videos, radio broadcasts and making their own recordings. The course is a solid foundation for students who are looking at completing any of the courses for Music in Years 11 and 12 and follows on from Year 9 Instrumental Music.

#### **MUSIC: INSTRUMENTAL B (You MUST have selected Music Instrumental A in Semester 1 to do this course)**

This course further develops skills in music theory, composition, aural and performance, extending the knowledge learnt in Music Instrumental A. Students will focus on the instrument of their choice and develop professional practice habits and instrumental technique, which will drastically improve their performance ability. Students will be introduced to professional music notation software, "Sibelius". This will enable students to create exciting, extended compositions, giving students the opportunity to hear their pieces performed by Nagle school ensembles or even a professional music ensemble. This course will provide a solid foundation for students wishing to study Upper School Music Courses, such as General Music and ATAR Music.

## **MUSIC: TECHNOLOGY**

In this course students will focus on contemporary music practices and working with digital audio. Tasks are based around a “write, record, release” principle, similar to that of a musician in the music industry. Students will listen and study their favourite music to learn about how to compose their own songs and how to record them using digital audio. It is not necessary for students to be able to play a musical instrument as there are many ways to perform and create music using looping devices, launch-pads, DJ equipment, iPads, computers and more. Using the music rooms MAC lab and digital audio workstations, students will be introduced to industry standard software such as Garage Band and Ableton Live, which will benefit students wishing to study General Music and Music (Certificate II) in Year 11.

## **VISUAL ARTS**

In this course students focus on painting and drawing. Students are exposed to different forms of media (acrylic paint, inks, charcoal, aerosol stencilling) and directed in new techniques of drawing (gesture, contour, observation, exploration) and painting (wash, impasto, texture) throughout the first half of the semester. Students will learn more about the elements and principles of Art. Students will also further their skills in developing and planning an artwork, with a focus on composition and ideation. The second half of the semester involves the planning and production of a final artwork.

# **HEALTH AND PHYSICAL EDUCATION**

## **FITNESS FOR STRENGTH**

In this course students will be participating in a practical weight training program designed to enhance their own physical strength and fitness. Students will have their level of strength and fitness recorded and monitored and will attend the weights room on a regular basis in conjunction with other activities such as group fitness and strength training, boxercise, yoga and interval training in order to improve their level of physical fitness. The course will consist of four practical sessions per week, 3 days of weight training and 1 day of cardio.

## **FITNESS FOR CARDIO**

In this course students will be participating in a practical fitness program designed to enhance their own physical fitness. Students will have their level of fitness recorded and monitored and will attend the gym on a regular basis in conjunction with other activities such as group fitness and strength training, boxercise, yoga, swimming and interval training in order to improve their level of physical fitness. The course will consist of four practical sessions per week.

## **OUTDOOR EDUCATION**

This course combines basic marine environmental studies and outdoor pursuits. Students will study snorkelling and basic diving physiology, trip planning, leadership skills, surf rescue theory, first aid, marine ecosystems and climate. This course aims to allow practical demonstrations of the knowledge and skills learnt, through a day trip to the Abrolhos Islands, and a two-day camp to Kalbarri.

## **SPORT: BOYS**

This is a boys' only course where the focus will be on improving skills and fitness in a range of individual and team sports and recreational activities. There will be a strong emphasis on participation and the development of life long fitness and lifestyle habits through recreational activities such as cycling, cardio and resistance (weights) training.

## **SPORT: GIRLS**

This is a girls' only course where the focus will be on improving skills and fitness in a range of individual and team sports and recreational activities. There will be also a strong emphasis on participation and the development of life long fitness and lifestyle habits through recreational activities such as walking, cycling, cardio and resistance (weights) training.

# **TECHNOLOGIES**

## **ADVANCED COMPUTER GAME CREATION**

Students use a variety of software applications, including unreal engine, to investigate, design, construct and evaluate computer games. Students will learn about design concepts, managing data, hardware and software, networks and the impact of technology from a gaming perspective.

## **ENGINEERING**

This course incorporates workshop skills and computer generated modelling using industry specific computer programs such as AutoCAD and Inventor. There will be two focuses in the course; Statics and Dynamics. Students are presented with a bridge design challenge involving structural systems such as beam design and development, tower construction, simple machines and mechanisms. The second challenge incorporates fluid dynamic theory to design and create a 3D printed CO2 powered F1 vehicle. Engineering design processes will be used to develop prototypes which will be modelled and developed based upon introductory physics calculations. The course will be a combination of theory/design and practical lessons.

## **DESIGN TECHNICAL GRAPHICS**

In this course students develop their skills in pictorial, mechanical 3-dimensional, architectural and orthogonal drawing. A developing emphasis is on applying these skills to problem-solving and practical projects via industry specific software such as AutoCAD and the 3D Modelling Program Inventor. Architectural drawings will be introduced with the use of the program Revit. The design process is also emphasised in this unit with students given the opportunity to produce a Design Folio to design a house from concept to production stage using Revit. A prototype will then be 3D printed.

## **FASHION DESIGN & TEXTILES**

In this course students are given the opportunity to investigate the principles of design in a fashion context. Students will develop their own signature style by creating a range of fashionable garments such as skirts, shirts and own design project using recycled fabrics. Students will learn more about fabrics and fibres and their role in ensuring they can create a sustainable wardrobe of clothes that suits their needs but is environmentally conscious.

## **FOOD TECHNOLOGY**

In this course students learn to cook a variety of dishes. The course is based on the latest nutritional information and modern trends in shopping, cooking and eating. The students learn about nutrients, nutritional issues and the impact of technology on nutrients and their food. Students plan and create some of their own meals. They will use technology to produce assignment tasks and to carry out research.

When a student has the potential for a mild allergic reaction the following precautions will be taken: the use of alternate ingredients and spatial arrangements.

## **JEWELLERY MAKING**

In this course students are challenged to design and make items of jewellery from a variety of metals. The focus of this course is on developing practical skills and gaining a deeper understanding of the jewellery makers' art. Using hand tools and machinery students will be taught a wide range of techniques such as roll printing and chain making. The understanding and skills established will then be used in the design and manufacture of the students own two-piece collection.

## **METALWORK**

In this course students develop their skills in the use of specialised equipment, machinery, power tools and hand-tools. This course is for those students who enjoy hands on practical work and encourages students to fabricate a variety of projects requiring manipulative skills and techniques using various metals.

## **WOODWORK**

In this course students use power tools and machinery to produce their own projects in a workshop environment. This course provides students with opportunities to develop industry skills and knowledge and confidence in using a wide variety of tools, machines and materials. The focus of this course is on frame construction with students designing and producing their own picture frame project. With further experience and skill development students construct their own occasional table using a set design process. Students are given the opportunity to individualise their table with design modifications. One period a week is set aside for theory and design fundamentals.

## **WOODWORK APPLIED**

In this course students build on the skills learned in Semester One to meet more detailed and complicated design challenges utilising wood products. The focus is on cabinet making using manufactured boards, modern manufacturing techniques and utilising industry specific hardware such as knock-down fittings.

Students select from a range of designs for a bedside unit and complete cutting and costing lists before completing the manufacture using advanced machinery and industrial processes. This course prepares students for Materials Design and Technology and Certificate II in Furnishing in senior school years. One period a week is set aside for theory and design fundamentals.

### **WOODWORK FOR GIRLS**

In this course students (girls) are provided with a supportive environment to experience using all the tools and machines of the woodwork workshop. Students complete projects that develop their practical skills such as mirror frames, jewellery boxes and picture frames. There is a strong focus on personal design, the design process and design fundamentals. One period a week is set aside for theory and design fundamentals.

## **ENGLISH AND LANGUAGES**

### **JAPANESE A**

In this course students will focus is on ティーンエイジャー (teenagers). The course introduces students to the Japanese language and culture from a personal perspective, enabling them to share personal information and obtain basic information from others related to personal identity, daily life of Japanese speaking communities, and popular activities in Japan and Australia. Students begin to develop an understanding of what it is to be Japanese and Japanese speaking. Students explore activities and events associated with their personal life in Australia, including family, friends, school life, daily activities, and the everyday life of teenagers in Japan. Computer technology plays an integral part in providing opportunities to obtain information and establish and maintain relationships.

### **JAPANESE B**

In this course students will focus on 近所 (neighbourhood). Students build on their developing language skills in order to share information about locations and directions, around the home, the neighbourhood, locations of shops and shopping. The course leads to the exploration of activities and events associated with Japanese communities, for example, getting around Japan, visiting department stores and reading signs.