NAGLE CATHOLIC COLLEGE
OPTIONS SELECTION FORM
YEAR 8 OPTIONS IN 2019

NAME: _____ HOME ROOM:_____

IMPORTANT NOTES

- In Year 8 students will study eight (8) options – two per Term
- Students MUST select at least one from the following learning areas
  - *Arts-Performance*
  - *Arts- Visual*
  - *Technologies – Design and Technologies*
  - *Technologies – Digital Technologies Course*
- Students MUST also select four (4) other options from all courses offered
- Students MUST select four (4) Reserve courses
- Students CAN NOT selected the same option twice
- Parents MUST sign off on the option sheet
- Forms are to be handed into the Front 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 your child's intentions for 2019.

	COMPULSORY COURSE SELECTION	CODE
	The Arts – Performance Arts	
1		
	The Arts – Visual Arts	
1		
	Technologies – Design and Technologies	
1		
	Technologies – Digital Technologies	
1		
	SELECTION FROM ANY LEARNING AREA	**CODE**
1		
2		
3		
4		
	RESERVE COURSES	**CODE**
1		
2		
3		
4		

PARENT SIGNATURE: _____

YEAR 8 2019
OPTION LIST

LEARNING AREA	COURSES	CODE
ARTS	***PERFORMANCE ARTS (select at least 1)***	
	Dance: Creative	8DAC
	Drama	8DRA
	Music: Instrumental	8MUI
	Music: Technology	8MUT
	VISUAL ARTS (select at least 1)	
	Digital: Illustration & Design Graphics	8ILD
	Media: Digital Photography	8DIP
	Media: Movie Making	8MED
	Painting and Drawing	8PAI
HEALTH & PHYSICAL EDUCATION	Fitness For Fun	8FFF
	Outdoor Education	8ODE
	Recreation	8REC
	Sport: Boys	8SPB
	Sport: Girls	8SPG
RELIGION & LIFE	Myths and Legends from Ancient Times	8MAL
	Archaeological Treasures	8CAT
SCIENCE	Science Toys	8SCT
TECHNOLOGIES	***DESIGN AND TECHNOLOGIES (select at least 1)***	
	Engineering	8TEN
	Food Science A	8FSA
	Food Science B *(You must have done Food Science A before doing this course)*	8FSB
	Jewellery Making	8JEW
	Metalwork A	8MWA
	Metalwork B *(You must have done Metalwork A before doing this course)*	8MWB
	Model Making	8MMK
	Textile Crafts	8TCR
	Textiles Gifts	8TGI
	Woodwork A	8WWA
	Woodwork B *(You must have done Woodwork A before doing this course)*	8WWB
	DIGITAL TECHNOLOGIES (select at least 1)	
	Computer Game Creation	8CGC
	Computing: Robotics	8ROB
	Design Technical Graphics	8DTG
EDUCATION AND LEARNING SUPPORT	Support (*Must be endorsed by Support Teacher* – see over). (You may choose to do this BOTH semesters if you wish.	8SUPA 8SUPB

COURSE DESCRIPTIONS ARE ATTACHED

YEAR 8 2019
COURSE DESCRIPTIONS IN DETAIL

THE ARTS: PERFORMING ARTS

DANCE: CREATIVE
Students will be involved in choreographing their own moves to music. They will learn basic steps and components of dance. They will learn routines choreographed by the teacher. Assessment will be on group work, participation and enthusiasm.

DRAMA
This course offers the dual opportunity of live performance and / or taking responsibility for dynamic off-stage production roles such as sound and lighting design in our well-equipped Drama Studio. Students will make and respond to Drama in the most practical way. Ultimately, each member of the group plays a role in building towards a live performance in front of an invited audience. The combination of performance and production technology enables students to choose their assessment path according to their area of interest.

MUSIC: INSTRUMENTAL
Ideal for those students who already play or are interested in playing an instrument. No experience is required to start learning about music. Students work in groups to learn and perform songs, which are fun and interesting to play. Listen, perform and create songs covering many different kinds of music. Learn how to read and write musical notation and/or guitar tablature. Cost: $25.00.

MUSIC: TECHNOLOGY
This course is ideal for students who love listening to music and enjoy exploring the possibilities available through digital audio. Students will compose their own music and learn how to edit sound, develop an understanding of audio effects, create "beats" using the Launch Pads and basic DJ skills.

THE ARTS: VISUAL ARTS

DESIGN: ILLUSTRATION & DESIGN GRAPHICS
Students will develop skills in hand drawn illustration, computer illustration and computer graphics. This course is for those students who love to create Comical characters and wish to work with Computer Art. Excellent link to the Year 9 Illustration/Graphics courses and ultimately the upper school Design Graphics course.

MEDIA: DIGITAL PHOTOGRAPHY
The course helps students to develop skills in taking photos using Canon DSLR cameras. They will learn about the tricks to finding great images and how to add creative touches in Photoshop. Students will use Adobe InDesign to create a portfolio of their work. Canon DSLR cameras will be provided for this course. The Course also requires students to take Photography at home using their own device. At the completion of the course students will receive a full colour gloss print approximately A3 in size.

MEDIA: MOVIE MAKING
Learn the art of making movies – camera angles, special effects and editing all add to the magic of a great film. Students will create a Movie Skills Portfolio, before working in teams to create a final movie feature. The unit is finished with a film screening.

PAINTING & DRAWING
Students will develop skills in traditional Art techniques such as drawing, painting & printmaking. Students are given opportunities to explore 'making' techniques & skills, working towards completion of a final Artwork. Students are introduced to the Language of Art and provided with opportunities to respond to their own work and the work of Artists using Art Language.

HEALTH AND PHYSICAL EDUCATION

FITNESS FOR FUN
In this course students will be participating in a practical fitness program designed to enhance their own physical fitness and will be introduced to a variety of activities such as group fitness and strength training, yoga, swimming and interval training in order to improve their level of physical fitness.

OUTDOOR EDUCATION
This is a practical based course aimed at increasing the students' knowledge, awareness and appreciation of the outdoor environment. Students will participate in a variety of practical activities such as snorkelling, shelter and tent building, Orienteering, archery, fishing, camp cooking and horizontal rock climbing. The highlight of the course will be an Outdoor Education Day Trip.

RECREATION
This is a mixed course consisting of recreational activities and practical sports including badminton, squash, bodyboarding, carpet bowls, table tennis, croquet, tennis, and go-go golf etc. Assessment will be on participation, performance and skills.

SPORT: BOYS
This is a boys' only course where the focus will be on improving skills and fitness in a variety of sports such as Gaelic, floor ball, AFL, basketball, soccer, cricket and aquatic based sports. Assessment will be on participation, performance and skills.

SPORT: GIRLS
This is a girls' only course where the focus will be on improving skills and fitness in a variety of sports such as AFL, gymnastics, water polo, aquatic based sports and a variety of other ball sports. Assessment will be on participation, performance and skills.

RELIGION AND LIFE

MYTHS AND LEGENDS FROM ANCIENT TIMES
Did Noah really build an Ark? Did the eruption of Mount Vesuvius help Moses free the slaves from Egypt? Was Nero responsible for burning Rome? Did St George really slay a dragon?
All over the world there are extraordinary stories—stories that once upon a time were believed to be true but are today seen as myths and legends.
This unit is ideal for students who are interested in myths and legends associated with Christian traditions. Students will explore the purpose of these stories, and the importance that myths and legends have on culture. Assessments will include practical and written pieces.

ARCHAEOLOGICAL TREASURES
This unit is ideal for students who like exploring the physical and social history of societies and cultures. *Archaeology* gives us the chance to see how people lived and how their society functioned. Biblical Christian archaeology will be investigated, as well as, local examples. This unit will include visits to local historical sites including the St Francis Xavier Cathedral and other significant historical religious buildings and places. Assessments will include practical and written pieces.

SCIENCE

TOYS
Looking at the science behind toys, make a Cartesian diver, a magnifying glass using gladwrap and many other simple science toys.

TECHNOLOGIES: DESIGN AND TECHNOLOGIES

ENGINEERING
The course is based around developing solutions to Engineering challenges. Students who choose this course will start by developing a digital model of their solutions through the computer program AutoCAD where the final CAD drawings will be cut out using the school's Laser Cutting machine. Students will learn assembly skills to complete their solutions using various hand and power tools. Projects include designing and constructing a catapult and a solar powered boat including assembling basic electronic components.

FOOD SCIENCE A
This course will involve safely using a broad range of ingredients, utensils (including knife skills), equipment and techniques to make designed solutions that relate to food. Student will learn how to make healthy balanced and nutritious meals including the perfect boiled egg, biscuits, omelettes, muffins, soups and pizza.
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.

FOOD SCIENCE B (Students must have done Food Science A before doing this course)
This course builds on the skills learnt in Food Science A by safely using a broad range of ingredients, utensils (including knife skills), equipment and techniques to make designed solutions that relate to food. Student will learn how to make healthy balanced and nutritious meals including stir fries, cakes and curries as well as designing and planning their own menu. 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
This introductory course will develop the understanding and skills required to design and shape precious metals. Working within set designs the students will use a range of jewellery equipment to solder and manipulate metals to create their masterpieces.

METALWORK A
A great course to introduce you to Metalwork. This course covers basic sheet metal work, machining (Lathe), oxy acetylene welding, brazing and silver soldering. The course (A & B) will give you a sound level of knowledge for Year 9 Metalwork.

METALWORK B (Students must have done Metalwork A before doing this course)
This course builds on the skills learnt in Metalwork A. It will introduce you to new tools and machines and a range of exciting new projects. This course (A & B) will give you a sound level of knowledge for Year 9 Metalwork.

MODEL MAKING
Students achieve technology outcomes through the manufacture of various models planes and cars from balsa wood. The practical focus is on fine motor skills and construction techniques.

TEXTILE CRAFTS
Using your experience making your pencil case as a base, continue to increase your sewing skills by creating a personalised diary cover. You will add interesting features to your cover by using embellishment techniques such as appliqué, patchwork quilting and hand sewing.

TEXTILES GIFTS
Get motivated with materials and create individual gifts that will be so good you won't want to give them away. This course investigates the ancient art of Shibori dying of which you use the fabric dyed to create a unique gift that you could make more of at home. You will make a bowl cozy and if time allows a tote bag.

WOODWORK A
Provides opportunities to extend and develop basic practical skills introduced in Year 7. Students gain knowledge and confidence in using a wide variety of materials, tools and machinery. Students enjoy the creativity, challenges and satisfaction of designing and making items from timber and wood products such as toys and household items.

WOODWORK B
(Students must have done Woodwork A before doing this course)
This course is an extension of skills and knowledge from Woodwork A. Students build on the skills learnt in Semester 1 to meet more detailed and complicated design challenges utilising timber and wood products. An increased confidence in using machinery is also encompassed in this course. Students initially complete various skill exercises and then apply these skills in the manufacture of products to fulfil the limitations and specifications of a design project. You must have studied Woodwork A in Semester 1 to do this course in Semester 2.

TECHNOLOGIES: DIGITAL TECHNOLOGIES

COMPUTER GAME CREATION
Students learn the fundamentals of computer game creation using the Game Maker program to create and play games. Game creation skills taught include game overview, character creation via pixel art, game events (e.g. shooting) and scoring

COMPUTING ROBOTICS
Students learn the basic principles of robot design, control and programming using the LEGO Mindstorms EV3 system. Robotic skills taught include construction, programming and piloting. At the end of this course students participate in a "Battle Bot" challenge.

DESIGN TECHNICAL GRAPHICS
This course allows students to graphically represent objects in both 2 dimensions and 3 dimensions using the industry standard software AutoCAD and Autodesk Inventor. Towards the end of this course students design and create a personalised key tag and 3D print it in the colour of their choice.

EDUCATION AND LEARNING SUPPORT

LEARNING SUPPORT
This course is designed for students who will benefit from extra assistance in Language Skills and Mathematics. Students will be specially selected for this course.