

NAGLE CATHOLIC COLLEGE OPTIONS SELECTION FORM YEAR 8 OPTIONS IN 2020

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 CANNOT select the same option twice
- Parents MUST sign off on the option sheet
- 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.

	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 2020 OPTION LIST

LEARNING AREA	COURSES	CODE
ARTS	<i>PERFORMANCE ARTS (select at least 1)</i>	
	Dance: Creative	8DAC
	Drama	8DRA
	Musical Futures	8MUI
	Music: Technology	8MUT
	<i>VISUAL ARTS (select at least 1)</i>	
	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
SCIENCE	Science Toys	8SCT
TECHNOLOGIES	<i>DESIGN AND TECHNOLOGIES (select at least 1)</i>	
	Engineering: Megatronics	8EMA
	Engineering: Solar Challenge	8ESC
	Food Technology: Our Kitchen Rules	8OKR
	Food Technology: Sweet and Savoury	8SAS
	Jewellery Making	8JEW
	Metalwork A	8MWA
	Textile Crafts	8TCR
	Textiles Gifts	8TGI
	Woodwork: Fun with Wood	8FWW
	Woodwork: Tool Time	8WTT
	<i>DIGITAL TECHNOLOGIES (select at least 1)</i>	
	Computer Game Creation	8CGC
	Design Technical Graphics	8DTG
	Industrial Design	8IND
	Robotics	8ROB

COURSE DESCRIPTIONS ARE ATTACHED

YEAR 8 2020

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.

MUSICAL FUTURES

Musical Futures is a new and exciting Music course being delivered in 2020! It requires no previous musical ability and is undertaken through group work. This course is all about making music on the amazing instruments at Nagle and is driven by the musical culture of the students. The students choose the music they wish to play and set the direction of learning. Students can expect to be performing, composing, improvising and listening to music. Get ready to rock in this exciting new Music course in 2020!

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

This 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, 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.

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: MEGATRONICS

This course helps students develop an understanding of Engineering principles with a focus on electronic circuitry and programmable gadgets. Students will create smart objects – capable of being programmed with simple coding exercises and a microcontroller. Students will take home their very own custom 3D printed high powered torch.

ENGINEERING: SOLAR CHALLENGE

This course helps students develop an understanding of Engineering principles and mechanisms through the construction of mechanical gadgets. Students will learn how to use machines in the workshop to shape and construct linkages, gears, and pulleys to make simple gadgets such as catapults and a solar powered vehicle.

FOOD TECHNOLOGY: OUR KITCHEN RULES

This course will involve students learning new skills safely and using a broad range of ingredients, utensils (including knife skills), equipment and techniques to create balanced and nutritious dishes and finally creating their own individual dish with the skills they have learned. Dishes include poached eggs, burgers, spaghetti bolognese, soup, chilli con carne, biscuits, butter, scones 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 arrangement.

FOOD TECHNOLOGY: SWEET AND SAVOURY

This course will involve learning basic skills safely and using a range of ingredients, utensils (including knife skills), equipment and techniques to create various sweet and savoury dishes. Students will learn how to make balanced and nutritious meals including cakes, biscuits, scones, bread, pizza scrolls, apple pies.

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

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.

TEXTILES: CRAFTS

Students will continue to increase their sewing skills by creating a personalised A4 Journal cover. Students will add interesting features to the 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 dyeing. Students will make a shibori dyed cushion cover good enough for any lounge suite!

WOODWORK: FUN WITH WOOD

Provides opportunities to extend and develop basic practical skills introduced in Year 7. Students gain knowledge and confidence using materials, tools and machinery. They will enjoy the creativity, challenges and satisfaction of planning and making items from solid timber such as toys and household items.

WOODWORK: TOOL TIME

Students build on the skills learnt in Year 7 Woodwork. They will increasingly use machinery to construct more complex projects.

TECHNOLOGIES: DIGITAL TECHNOLOGIES

COMPUTER GAME CREATION

Students learn the fundamentals of computer game creation using the Game Maker program to create and play games. Skills taught include character creation via pixel art and action game events such as shooting, flying and scoring.

DESIGN TECHNICAL GRAPHICS

This course allows students to draw objects in both 2 dimensions and 3 dimensions using the software AutoCAD and Autodesk Inventor. Towards the end of this course students design and create a personalised key/bag tag and 3D print it.

INDUSTRIAL DESIGN

This course will provide a basic introduction to industrial design and focus on 3-dimensional objects. Just like an industrial designer, students will develop concepts and ideas for new products such as toys and gadgets using Autodesk Inventor, allowing them to 3D print their design.

ROBOTICS

Students use the LEGO Mindstorms EV3 system to learn the basic principles of robotics. Skills taught include construction, programming and piloting. At the end of this course students participate in a “Battle Bot” challenge.