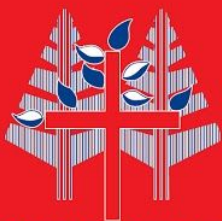


Year 8 CURRICULUM HANDBOOK



Sharing Faith, Hope & Love

Emmanuel College Warrnambool

Information correct as at June 2020

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INTRODUCTION TO YEAR 8

Victorian Curriculum

In Victoria the school curriculum is set out in the Victorian Curriculum F–10, released in September 2015. The curriculum defines the common and core set of knowledge and skills that are required both for life-long learning and active and informed citizenship.

Schools have flexibility in the design of their teaching and learning program. Flexibility enables schools to develop particular specialisations, areas of expertise and innovation, while ensuring the mandated curriculum is delivered. The teaching and learning program is the school-based plan for delivering this common set of knowledge and skills in ways that best utilise local resources, expertise and contexts.

Curriculum at Emmanuel College

The curriculum at Emmanuel College has been developed to ensure that students are exposed to a variety of challenging and stimulating learning experiences. Students at Emmanuel College are encouraged to develop self-reliance, confidence to achieve and the ability to work cooperatively in teams.

A 1 to 1 laptop program is in place with students using MacBook Air devices to support their learning. Currently Oxford digital books are utilised for many Years 7-10 subjects, as well as a variety of online resources to supplement these texts.

This subject selection booklet describes the College Curriculum for Year 8 students. At Year 8 students will study core subjects whilst being given some flexibility within an elective structure. Core units will be studied in Homeroom groupings, enabling students to develop a strong sense of belonging by fostering stronger relationships with their class group and teachers.

The elective component of the Year 8 course offers a variety of units designed to meet various learning outcomes and at the same time offer students challenging and rewarding learning experiences. This allows students to explore particular areas of interest whilst remaining with their peers.

Catering for Individual Differences

As well as offering students the flexibility to focus on areas of particular interest, the elective structure also provides an opportunity for students who are experiencing difficulty in Mathematics to have access to specific help in tailored classes. This can assist in supporting students to develop their numeracy skills. There is additional assistance available in some English classes to support students with the development of literacy skills. However, some students will be invited to partake in Literacy Learning Assistance classes as part of the elective program. This will enable small group work to occur focusing on enhancing their organisation, study and literacy skills across the curriculum. Differentiation also occurs within the classroom to support and challenge all students.

Requirements

Core subjects studied at Year 8

The following subjects are studied by all Year 8 students for the entire year:

- Religious Education
- English
- Mathematics
- Science
- Humanities – History and Geography
- Health & Physical Education
- Languages (Japanese or French)

Elective subjects studied at Year 8

In addition to these core units students will select 4 semester length electives. Each of these chosen electives should come from a separate subject category. In Year 9 and 10, students have more flexibility.

YEAR 8 COURSE PLANNING 2021

Student Name:

Homeroom:

Print out a copy of this sheet to help with preparing to make your subject selections online.

Tick the appropriate boxes below to complete your core subject selection, then write your **elective choices** and **reserve elective choices** in the spaces provided.

SEMESTER ONE SUBJECTS		SEMESTER TWO SUBJECTS	
<input checked="" type="checkbox"/>	Religious Education	<input checked="" type="checkbox"/>	Religious Education
<input checked="" type="checkbox"/>	8 English	<input checked="" type="checkbox"/>	8 English
<input checked="" type="checkbox"/>	8 Humanities - Geography	<input checked="" type="checkbox"/>	8 Humanities - History
<input checked="" type="checkbox"/>	8 Science	<input checked="" type="checkbox"/>	8 Science
<input checked="" type="checkbox"/>	8 Health & Physical Education	<input checked="" type="checkbox"/>	8 Health & Physical Education
<input checked="" type="checkbox"/>	8 Mathematics	<input checked="" type="checkbox"/>	8 Mathematics
OR		OR	
	8 French		8 French
OR		OR	
	8 Japanese		8 Japanese

ELECTIVE CHOICES (In order of preference)	
1	
2	
3	
4	

Please list another four 'reserve' electives in order of preference (where 1 = the subject you would most like to do) that you might like to complete in case your above selections are not possible.

RESERVE ELECTIVE CHOICES (In order of preference)	
1	
2	
3	
4	

SUBJECT LIST YEAR 8

Students will select the relevant number of other units from the list below

ENGLISH

EN053	Oral Communication
LIT52	Literacy Assistance Programme*

MATHEMATICS

MAB53	Bridging Mathematics*
MAC53	Making the Right Moves

CREATIVE ARTS

AR053	Art
ME053	Photo/Media
VC053	Visual Communication Design

SCIENCE

SC056	Building Up STEAM
SC058	Introduction to Agriculture and Horticulture

PERFORMING ARTS

DRA53	Drama
MC053	Music

DIGITAL TECHNOLOGY

IT053	Diving into Digital Technology
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HEALTH & PHYSICAL EDUCATION

HPEBS	Bat/Racquet Sports #
HPEFI	Fitness #
HPETS	Team Sports #
HPEWS	Water Sports #
HPELS	Life Long Sports

DESIGN TECHNOLOGIES

FT054	Food Studies
DTJ53	Jewellery Design & Creation
DTW53	Materials Design
DTS53	Systems Engineering
DTT53	Textiles

These subjects provide an introduction to the Academy of Sport Program

* Teachers will make recommendations for these subjects. Bridging Mathematics or Literacy Assistance Programme should not be selected without teacher recommendation.

RELIGIOUS EDUCATION

Religious Education Pathways				
Year 8 Compulsory: 8 Religion <i>(Awakenings)</i>	Year 9 Compulsory: 9 Religion <i>(Awakenings)</i>	Year 10 Compulsory: VCE Religion and Society Unit 1 <i>(Year long unit)</i>	Year 11 Compulsory: VCE Religion and Society Unit 2 <i>(Year long unit)</i> Elective: VCE Religion and Society Unit 3 & 4	Year 12 Compulsory: Search for Meaning <i>(School-based)</i> Elective: VCE Religion and Society Unit 3 & 4 <i>(if not completed in Year 11)</i>

NOTE: Students in Year 11 & 12 all complete compulsory Religion class. They can then choose to study VCE Religion and Society Units 3 & 4 in addition.

Religious Education - Semester 1 (Core) RE801

Unit Focus: Love and Promises Unit & Living a Sacramental Life Unit

Required Student Outcomes

At the end of this unit students should be able to:

- Engage with Scripture to explore the nature of covenant relationship in the Old and New Testaments.
- Explore the mystery of God through an understanding of the Trinity as a relationship of mutual love.
- Explain the historic as well as the symbolic, ritualistic and the life giving nature of the sacraments for Christian communities now.
- Examine and articulate how the Holy Spirit inspired and enabled the early Christian community to endure, and to influence the world informed by an understanding of the reign of God.

Likely Learning Activities

- Using the online text 'To Know, Worship and Love' to do activities
- Using the online interactive resource 'Understanding Faith'
- Listening to a guest speaker about their role in religious life
- Watching relevant video clips/documentaries
- Participating in role-plays
- Participate in Mass and Liturgies
- Participate in Prayer
- Journaling activities
- Reflective activities
- Christian Meditation

Religious Education - Semester 2

(Core) RE801

Unit Focus: Informed Choices Unit & Hope for All Unit

Required Student Outcomes

At the end of this unit students should be able to:

- Investigate and explain how choices informed by Christianity and supported by an informed conscience, can contribute to a person's growing in the likeness of God.
- Identify how prayer can invite a relationship with others and for Christians a particular relationship with God and creation.
- Consider the impact that personal and communal decisions and actions have for good and evil in the world, in light of the Catholic tradition in particular and other traditions and philosophies in general.
- Compare and contrast systems of belief in what it means to be human.

Likely Learning Activities

- Using the online text 'To Know, Worship and Love' to do activities
- Using the online interactive resource 'Understanding Faith'
- Listening to a guest speaker
- Watching relevant video clips/documentary
- Participating in role-plays
- Participate in Mass and Liturgies
- Participate in Prayer
- Journaling activities
- Reflective activities
- Christian Meditation

CREATIVE ARTS

Art / Visual Communication Design Pathways				
Year 8 <i>Elective:</i> Art Visual Communication Design	Year 9 <i>Elective:</i> Art 1 Visual Communication Design 1	Year 10 <i>Elective:</i> Art 2 Visual Communication Design 2	Year 11 <i>VCE Units 1 & 2</i> Art Visual Communication Design	Year 12 <i>VCE Units 3 & 4</i> Art Visual Communication Design
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

Art - Discovering Art (Elective) AR053

Unit Focus: Extend and explore numerous two and three-dimensional art forms, skills and techniques, including the developmental process as well as the final outcome. Look to a range of art forms to find your own style.

Required Student Outcomes

At the end of this unit students should be able to:

- Use imaginative and observational drawing techniques to develop creative skills
- Develop a further understanding of and use Visual Language, Art Elements and Principles
- Document the developmental process in sketchbooks
- Work in groups and individually to develop both cooperative and independent work habits

Likely Learning Activities

- Painting
- Drawing
- 3D Art
- Printmaking
- Digital Art

Visual Communication Design - Design Your World

(Elective) VC053

Unit Focus: Use your creative skills in the area of freehand, instrumental and digital drawing to explore design. Discover how good design can enhance our world and learn how to improve your two and three-dimensional drawing techniques to produce a range of imaginative designs.

Required Student Outcomes

At the end of this unit students should be able to:

- Create innovative and original designs
- Develop skills in both freehand and the use of drawing instruments and conventions used in two and three-dimensional drawing
- Present designs using digital drawing techniques
- Recognise the development of signs and symbols throughout history and other cultures
- Investigate type and how it can communicate ideas and emotions

Likely Learning Activities

Communication Design Field

- Symbols, logos
- Design an original cartoon character
- Explore digital drawing skills

Environmental Design Field

- Two and three-dimensional drawings

Industrial Design Field

- Exploring the work of innovative designers
- Design layout
- Orthogonal drawing

Photography / Media Pathways

Year 8	Year 9	Year 10	Year 11	Year 12
<i>Elective:</i> Photo/Media	<i>Elective:</i> Photography 1 Media 1	<i>Elective:</i> Photography 2 Media 2	<i>VCE Units 1 & 2</i> Studio Arts Media	<i>VCE Units 3 & 4</i> Studio Arts Media

Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.

Photo/Media (Elective) ME053

Unit Focus: Play in the darkroom and create photographic prints like a magic science experiment. Shoot with a film camera and learn how a manual camera works. Look at the media that we see around us each day and begin to understand the language of film. Create an audio project using sound effects and timing. The mysterious world of photography and media awaits you.

Required Student Outcomes

At the end of this unit students should be able to:

- Develop and present Black and White photographic prints through the use of a SLR camera and darkroom that use a range of skills and techniques to develop interesting and creative photographic images
- Develop and present a short film or advertisement
- Further develop skills using a variety of Media film and sound techniques
- Work in groups and individually to develop cooperative, supportive and independent work habits
- Have an appreciation of the diversity of photography and media both from Australia and around the world from the past and present, and the greater role that photography and media take in our everyday life
- Analyse story and production elements: camera and film, visual composition, acting, editing, sound, narrative, codes and conventions

Likely Learning Activities

- Photograms
- Photographic Folio Printed Black and White Images
- Short Film
- Sound Effects Experiment
- Photographic and Film Investigations

PERFORMING ARTS

Drama Pathways				
Year 8 <i>Elective:</i> 8 Drama	Year 9 <i>Elective:</i> Drama 1	Year 10 <i>Elective:</i> Drama 2	Year 11 <i>VCE Units 1 & 2</i> Drama	Year 12 <i>VCE Units 3 & 4</i> Drama
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

Drama **(Elective) DRA53**

Required Student Outcomes

At the end of this unit students should be able to:

- Combine the elements of drama in devised and scripted drama to explore and develop issues, ideas and themes
- Develop roles and characters consistent with situation, dramatic forms and performance styles to convey status, relationships and intentions
- Plan, structure and rehearse drama, exploring ways to communicate and refine dramatic meaning for theatrical effect
- Perform devised and scripted drama maintaining commitment to role

Assessment Tasks

A variety of student assessment may include:

- Theatre Assignment
- Drama Journal
- Scripted Group Performance

Music Pathways

Year 8 <i>Elective:</i>	Year 9 <i>Elective:</i>	Year 10 <i>Elective:</i>	Year 11 VCE Units 1 & 2	Year 12 VCE Units 3 & 4
8 Music	Music 1	Music 2	VCE Music Performance VCE VET Cert II in Music Industry (Sound Production & Performance)	VCE Music Performance VCE VET Cert III in Music Industry (Sound Production) VCE VET Cert III in Music Industry (Performance)

Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.

Music (Elective) MC053

Unit Focus: Do you play an instrument or sing? Music is a practical course designed for student musicians to further their skills on one or more instruments and/or voice.

Required Student Outcomes

At the end of this unit students should be able to:

- Practice and rehearse music for solo or group performance, developing your individual skills either from Year 7 Music or from private lessons
- Establish presentation skills and build confidence whilst interacting with other musicians
- Music theory knowledge and aural components will be developed to enhance your performance level and overall musical knowledge
- Perform music from a number of styles and genres

Likely Learning Activities

- Rehearse and perform as a member of an ensemble or as a soloist
- Develop knowledge of other instruments and music styles
- Skill development in listening and music notation
- Listen to and respond to performances of music
- View live performances

ENGLISH

English Pathways				
Year 8 Compulsory: English Elective: 8 Oral Communication	Year 9 Compulsory: English Elective: Creative Writing Literature 1 Oral Communication 1	Year 10 Compulsory: English Elective: Journalism and Professional Writing Literature 2	Year 11 VCE Units 1 & 2 English English Literature	Year 12 VCE Units 3 & 4 English English Literature
<p>Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.</p>				

English (Core) EN052

Required Student Outcomes

At the end of this unit students should be able to:

- Listen to and produce a range of spoken texts for specified purpose and audiences demonstrating a control of linguistic structures and features
- Read and justify interpretations of a range of texts
- Use of range a text types to write about a variety of themes and issues for a range of purposes and audiences

Likely Learning Activities

- Investigate ways to produce a quality oral presentation
- Written and oral presentation response to text/film
- Complete weekly spelling and grammar activities
- Investigate a process of writing for a specific audience and purpose
Example: producing a picture storybook

Oral Communication

(Elective) EN053

Required Student Outcomes

At the end of this unit students should be able to:

- Listen to and produce a range of spoken texts
- Evaluate strategies used by others to enhance the presentation of spoken texts
- Apply strategies to support understanding of spoken texts

Likely Learning Activities

- Dramatic Monologue
- Debate participation
- Impromptu activities
- Informative and persuasive speeches

Learning Assistance Program (Elective*) LAP52

Unit Focus: Reading, writing, organisation, study.

Required Student Outcomes

In this unit, students will be given extra assistance in their development of literacy and learning skills that are applicable in all of their subjects.

Students are required to work with teachers and learning support officers to develop their skills in literacy, including reading, writing and listening, as well as their approach to learning and study in general.

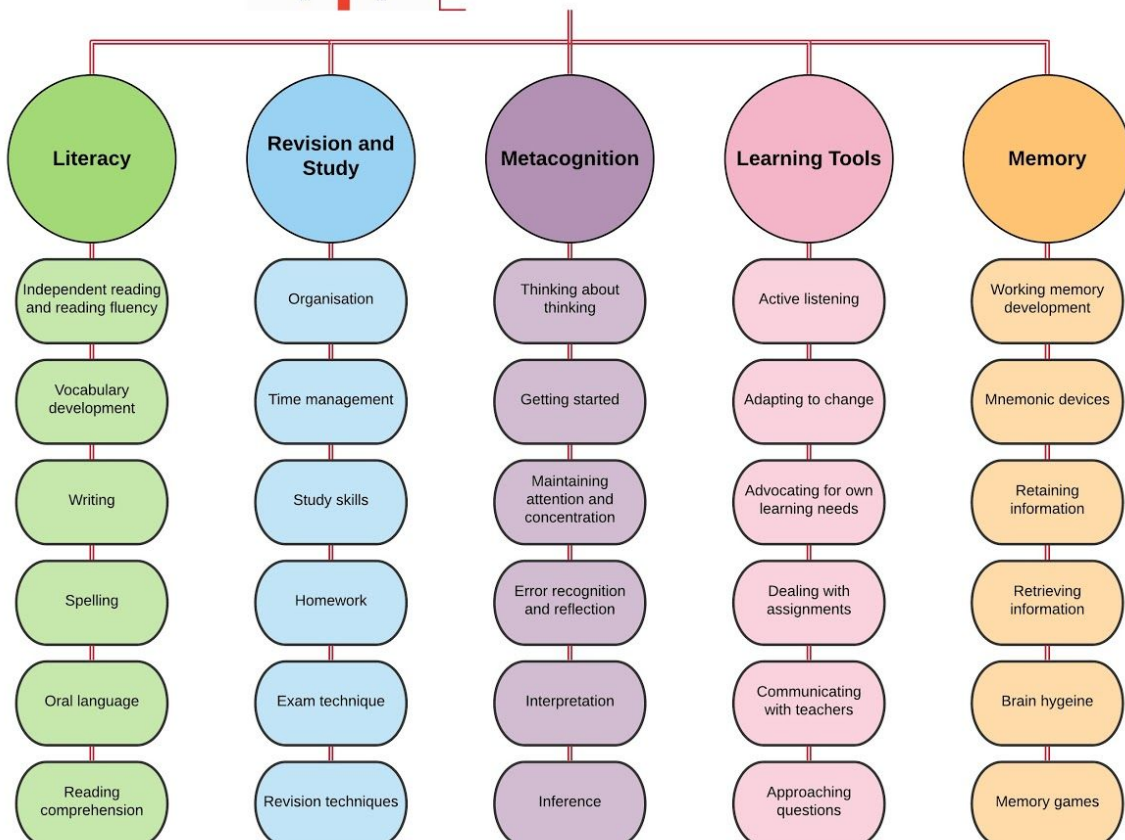
Likely Learning Activities

- Skill development activities
- Use of technology
- Reading comprehension development
- Organisational strategies
- Writing, proofreading and reflection processes
- Study and revision skills

****Please note that this subject is only available through teacher recommendation and is, therefore, separate to the subject selection process.***



LEARNING ASSISTANCE PROGRAM



HEALTH & PHYSICAL EDUCATION

Health & Physical Education Pathways				
Year 8 Compulsory: Health & Physical Education Elective: Bat/Racquet Sports Fitness Team Sports Water Sports Life Long Sports	Year 9 Compulsory: Health & Physical Education Elective: Academy of Sport (various) Sports Science 1 Health Education Dance and Movement	Year 10 Compulsory: Physical Education Elective: Academy of Sport (various) Sports Science 2 Human Development Outdoor Education	Year 11 VCE Units 1 & 2 Health & Human Development Outdoor and Environmental Studies Physical Education	Year 12 VCE Units 3 & 4 Health & Human Development Outdoor and Environmental Studies Physical Education
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

When a student is involved in Health, Physical and Outdoor Education Subjects the College's expectations are that they bring the appropriate attire and participate fully in all practical classes.

Health & Physical Education (Core) HPE52

Unit Focus: Fitness, coordination, participation, tactics, diversity of movement and social interactions.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer skills and game tactics to different sports and physical activities
- Transfer practical and theoretical concepts to different sports and physical activities

Likely Learning Activities

- Athletics
- Minor Games
- Softball/Baseball
- Badminton
- Netball/Korfball
- Recreational Swimming
- Fitness Activities
- Soccer
- Volleyball

Bat/Racquet Sports (Introduction to Cricket and Tennis Academy) (Elective) HPEBS

**This is NOT a prerequisite to the Middle School Academy of Sport Program and is not a select entry subject.*

Unit Focus: Developing skills and techniques in different types of bat and racquet sports.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer innovations in sports science into their warm ups and training programs
- Transfer skills and game tactics to different bat and racquet sports
- Transfer practical and theoretical concepts to different bat and racquet sports

Likely Learning Activities

- Cricket
- Lacrosse
- Tennis
- Hockey
- Table Tennis
- Squash/Racquet Ball

Fitness (Introduction to Triathlon Academy)

(Elective) HPEFI

**This is NOT a prerequisite to the Middle School Academy of Sport Program and is not a select entry subject.*

Unit Focus: Developing fitness of individuals through a variety of different activities.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer innovations in sports science into their warm ups and training programs
- Transfer fitness components to different sports and activities
- Transfer fitness concepts to different theoretical settings

Likely Learning Activities

- Aerobics / Pump
- Circuits
- Walk / Run / Cycle
- Boot camp
- Fitness Testing
- Weight Training
- Boxing
- Self Defence
- Recreational Swimming

Team Sports (Introduction to Basketball, Netball, Soccer & Football Academy)

(Elective) HPETS

**This is NOT a prerequisite to the Middle School Academy of Sport Program and is not a select entry subject.*

Unit Focus: Developing skills and game tactics for different types of team sports.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer innovations in sports science into their warm ups, training programs, skill development, etc
- Transfer skills and game tactics to a variety of team sports
- Transfer practical and theoretical concepts across a variety of different team sports

Likely Learning Activities

- Basketball
- Hockey
- Cricket
- Korfball
- Footy Codes
- Minor Games
- Handball

Water Sports (Introduction to Surf Life Saving)

(Elective) HPEWS

**This is NOT a prerequisite to the Middle School Academy of Sport Program and is not a select entry subject.*

Unit Focus: Developing skills and game tactics for different types of water sports.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer water safety aspects across a variety of different water sports
- Transfer fitness components to different practical and theoretical aquatic activities

Likely Learning Activities

- Lifesaving
- Canoeing
- Kayaking
- Snorkelling
- Recreational Swimming
- Surfing

Life Long Sports

(Elective) HPELS

**This is NOT a prerequisite to the Middle School Academy of Sport Program and is not a select entry subject.*

Unit Focus: Developing skills in all areas of health and sport that can last a lifetime.

Required Student Outcomes

At the end of this unit students should be able to:

- Transfer fitness and health concepts to different sports and activities.
- Transfer fitness and health concepts to different theoretical settings

Likely Learning Activities

- Archery
- Lawn bowls
- Yoga / Pilates
- Fishing
- Orienteering
- Golf
- Tenpin Bowling

LANGUAGES

Language Pathways				
Year 8	Year 9	Year 10	Year 11	Year 12
Compulsory <i>Choice of:</i>	Elective: <i>Prerequisite for Year 10</i>	Elective: <i>Prerequisite for VCE Units 1 & 2</i>	VCE Units 1 & 2 <i>Prerequisite for VCE Units 3 & 4</i>	VCE Units 3 & 4
French Japanese	French Japanese	French Japanese	French Japanese	French Japanese
<p>Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.</p>				

French - Semester 1 (Elective) FR052

Unit Focus: Personal information, family, pets and food.

Required Student Outcomes

At the end of this unit students should be able to:

- Exchange information about themselves, others and daily activities in role-plays and interviews
- Differentiate between and pronounce sounds
- Understand key information in spoken and written texts about people and their routines
- Write about themselves and routine activities in short paragraphs with extended texts
- Compare French and Australian food and culture
- Recall key vocabulary and understand and apply basic grammar rules
- Know something of Paris, its monuments and history

Likely Learning Activities

- Listening to and reading simple texts in French
- Completing reading comprehension activities
- Participating in role-plays and other speaking activities
- Writing about personal information and routines
- Playing interactive language games
- Keeping a vocabulary list and grammar notes
- Participating in French role-plays and interviews
- Completing regular vocabulary and grammar quizzes and tests
- Watching audio-visual material related to Paris
- Using technology tools for learning and communication

French - Semester 2

(Elective) FR052

Unit Focus: Events, school, daily routines including leisure activities, and others' personality and appearance

Required Student Outcomes

At the end of this unit students should be able to:

- Exchange information events, school, daily routines including leisure activities, and others' personality and appearance in role-plays and interviews
- Differentiate between & pronounce sounds
- Write about events, school, daily routines including leisure activities, and others' personality and appearance with extended texts
- Understand key information in spoken and written texts about events, school, daily routines including leisure activities, and others' personality and appearance.
- Recall key vocabulary and understand and apply basic grammar rules
- Give information about French regions, its monuments and history
- Consider similarities and differences between French and Australian history and culture

Likely Learning Activities

- Listening to and reading simple texts in French
- Completing reading comprehension activities
- Participating in role-plays and other speaking activities
- Writing about events, school, daily routines including leisure activities, and others' personality and appearance
- Playing interactive language games
- Keeping a vocabulary list and grammar notes
- Participating in French role-plays and interviews
- Completing regular vocabulary and grammar quizzes and tests
- Watching audio-visual material related to Paris and aspects of French culture
- Using technology tools for learning and communication

Japanese - Semester 1

(Elective) JA052

Unit Focus: Family, talking about where you live, after school activities, Japanese food

Required Student Outcomes

At the end of this unit students should be able to:

- Exchange personal information about themselves and their family
- Read and write different Japanese scripts
- Understand key information in written and spoken texts
- Use basic word processing skills
- Recognise similarities and differences between Japanese and English
- Write short paragraphs about personal information and weekends based on a model
- Show an awareness of basic Japanese geography and leisure activities

Likely Learning Activities

- Listening to and reading simple cartoons and other texts in Japanese
- Completing reading and writing activities by hand and on the computer
- Playing various language recognition games
- Keeping a vocabulary list and grammar notes
- Participating in role-plays in Japanese
- Completing reading comprehension tasks
- Completing regular language quizzes and tests
- Participating in cultural awareness activities
- Japanese calligraphy

Japanese - Semester 2

(Elective) JA052

Unit Focus: Telling the time, daily routines, school

Required Student Outcomes

At the end of this unit students should be able to:

- Read and write different Japanese scripts
- Extract key information from written/spoken texts
- Acquire & use new language structures to speak and write following a model
- Recycle previously acquired language for new contexts
- Demonstrate a knowledge of Japanese family lifestyles

Likely Learning Activities

- Listening to and reading simple cartoons and other texts in Japanese
- Completing reading and writing activities by hand and on the computer
- Playing various language recognition games
- Keeping a vocabulary list and grammar notes
- Participating in role-plays in Japanese
- Completing reading comprehension tasks
- Completing regular language quizzes and tests
- Participating in cultural awareness activities
- Addressing a native speaker
- Eating and making Japanese food

MATHEMATICS

Mathematics Pathways				
Year 8 Compulsory: Mathematics Elective: Bridging Mathematics Making the Right Moves	Year 9 Compulsory: Mathematics Elective: Bridging Mathematics	Year 10 Compulsory: Mathematics	Year 11 VCE Units 1 & 2 Foundation Mathematics General Mathematics Mathematical Methods Specialist Mathematics	Year 12 VCE Units 3 & 4 Further Mathematics Mathematical Methods Specialist Mathematics
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

In Year 9 or 10 students may be recommended by their teacher to study Vocational Mathematics rather than mainstream Mathematics.

Please note: Studying Vocational Mathematics will not adequately prepare a student to study mainstream Mathematics at later levels (including VCE).

Mathematics (Core) MA052

Unit Focus: Number & Algebra, Measurement & Geometry, Statistics & Probability

Required Student Outcomes

By the end of Year 8 students should be able to demonstrate improvement of skills across the three content strands of the Mathematics curriculum: Number and Algebra, Measurement and Geometry and Statistics and Probability. Students will access the Mathematics curriculum at their own level through the Maths Pathway model, including modules, targeted small group teaching and open-ended rich tasks and problem-solving activities.

Likely Learning Activities

- Individualised independent work
- Targeted teaching in small groups
- Rich tasks and problem-solving activities
- Use of technology/software applications

Bridging Mathematics

(Elective) MAB53

Unit Focus: Number & Algebra, Measurement & Geometry, Statistics & Probability

Required Student Outcomes

In this unit students will be given extra assistance while maintaining their progress in the mainstream unit.

This subject provides students with the opportunity to consolidate skills that were not fully mastered in previous core mathematics classes as well as supporting study of the corresponding core unit MA052.

Likely Learning Activities

- Skill development activities
- Use of technology/software applications
- Problem solving activities
- Group work

Making the Right Moves

(Elective) MAC53

Unit Focus: Mathematics and chess go hand in hand and demonstrate many skills that overlap with each other and thus support each other. This elective offers an exciting opportunity to develop skills such as focus, visualisation, forward planning, decision-making, abstract thinking and problem solving. It will combine mathematical skills and concepts and the game of chess to deliver an interesting learning experience. “We have brought chess to the schools because we believe it directly contributes to academic performance. Chess makes kids smarter,” Jerry Meyers (Canadian chess master). It will cater for the beginner chess player and also the more experienced players wanting to take their game further.

Required Student Outcomes

At the end of this unit students should be able to:

- Use mathematical co-ordinate referencing as a basis for recording chess moves in their games
- Confidently play a full game of chess including the opening, middle and end game phases of the game
- Play a game of chess on the three level chess set using their mathematical skills of spatial awareness and shape transformations to correctly move the pieces between the three spatial levels
- Use their algebraic problem solving skills and mathematical modelling to help plan one to several moves ahead in the game, taking an opponent's moves into account
- Use their skills in solving worded algebraic problems and ratio and proportion calculations to help make their best calculated move
- Juggle multiple game outcomes simultaneously, not relying on one outcome only
- Play a full length game lasting over one hour and a shorter, clock governed game

Likely Learning Activities

- Learning about co-ordinates, referencing them and relating them to the 64 squares on a chess board
- Learning the basics about the chess board, chess pieces and their moves
- Replaying famous chess games from past Grand masters using their coordinate referencing of their games and thus learning the skills of recording chess games accurately
- Learning to transform geometric shapes and then applying this to chess pieces and their moves on a single level and three levels chess board
- Solving algebraic worded problems, equations and inequalities and using these skills on how to strategise moves in the opening, middle and end games
- Solving easy, medium and advanced chess puzzles
- Timed problem solving activities ranging from 2 minutes up to 60 minutes and then relating this to playing chess games at similar time intervals
- Joining and playing internet chess against world wide opponents
- Participating in interschool competitions
- Participating in the state finals

SCIENCE

Science Pathways				
Year 8 Compulsory: Science Elective: Introduction to Agriculture and Horticulture Building Up STEAM	Year 9 Compulsory: Science Elective: Agriculture and Horticulture Full STEAM Ahead The Forensic Files	Year 10 Compulsory: Science Elective: Analysis in the Physical Sciences Electronics and Robotics Psychology	Year 11 VCE Units 1 & 2 Biology Chemistry Environmental Science Physics Psychology VET VET Cert II in Agriculture (SW TAFE)	Year 12 VCE Units 3 & 4 Biology Chemistry Environmental Science Physics Psychology VET VET Cert II in Agriculture (On Campus 2021)
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

Science (Core) SC052

Required Student Outcomes

At the end of year 8 students should be able to:

- Explain how energy appears in different forms including movement (kinetic energy), heat and potential energy, and causes change within systems
- Recall that cells are the basic units of living things and have specialised structures and functions
- Analyse the relationship between structure and function at cell, organ and body system levels
- Understand that sedimentary, igneous and metamorphic rocks contain minerals and are formed by processes that occur within Earth over a variety of timescales
- Use the particle model to predict, compare and explain the physical and chemical properties and behaviours of substances
- Provide evidence for observed chemical changes in terms of colour change, heat change, gas production and precipitate formation
- Understand the concept of fair tests when carrying out experiments, control experimental variables and accurately measure and control variables
- Summarise data, from students' own investigations and other sources, and use scientific understanding to identify relationships and draw conclusions

Science

(Core) SC052 cont ...

Likely Learning Activities

- Practical Investigations
- Research Assignments
- Group Work
- Examination

Introduction to Agriculture and Horticulture

(Elective) SC058

Required Student Outcomes

At the end of this unit students are introduced to and should be able to:

- Perform animal management practices safely and in cooperation with others
- Explain the factors that can influence the growth of livestock (poultry and trout), including nutrition, disease and shelter
- Apply industry animal welfare guidelines
- Compare and contrast practices undertaken to rear animals for different production outcomes
- Apply sustainable practices in livestock production and management.

Likely Learning Activities

- Practical Investigations and Experiments
- Field Trip
- Research Assignments

Building Up STEAM

(Elective) SC056

Required Student Outcomes

At the end of this unit students should be able to:

- Design and construct items using the 3D printer.
- Identify a problem. Design and create an engineering solution to the problem.
- Work collaboratively to complete STEAM projects.

Likely Learning Activities

- Practical Investigations
- Research Assignments
- Group Work
- Examination

HUMANITIES

Humanities Pathways				
Year 8 Compulsory: Humanities Geography (1 semester) Humanities History (1 semester)	Year 9 Compulsory: Making Our Nation	Year 10 Compulsory: <i>Choice of:</i> Economics & Business Legal Studies Geography History Politics & the People	Year 11 VCE Units 1 & 2 Accounting Business Management Economics Geography History: 20th Century History: Ancient Legal Studies Australian & Global Politics	Year 12 VCE Units 3 & 4 Accounting Business Management Economics Geography History: Australian History: Revolutions History: Ancient Legal Studies Global Politics
Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.				

Humanities (Geography) (Core) SO052

Unit Focus: This unit focuses on geomorphology through a study of landforms and landscapes, and the processes that shape them. Case studies will be drawn from Australia and throughout the world. Students will also investigate the changing human geography of countries as revealed by shifts in human populations. Case studies will be drawn from Australia and China.

Required Student Outcomes

At the end of this unit students should be able to:

- Describe how environmental and human processes affect the characteristics of places and environments
- Explain how the interconnections between places, people and environments affect the lives of people
- Identify the consequences of changes to places and environments and explain how these can be managed

Humanities (Geography)

(Core) cont ...

Likely Learning Activities

- Fieldwork activity
- Research tasks
- Guest speakers
- Mapping and Atlas activities
- Analysis of documentaries
- Interpretation of data, diagrams and models
- Analysis of articles and evidence
- Computer applications/programs

Humanities (History)

(Core) SO052

Unit Focus: A study of history from the end of the ancient period to the beginning of the modern period, c650 AD (CE) – 1750. This was when the major civilisations around the world came into contact with each other. Social, economic, religious, and political beliefs were often challenged and significantly changed. It was the time when the modern world began to take shape.

Required Student Outcomes

At the end of this unit students should be able to:

- Identify and map major medieval civilisations throughout Europe and Asia
- Explain the practice, nature and significance of feudalism in Europe and Japan
- Locate major trade routes and the nature of the trade/contact
- Compare living conditions and religious beliefs of the era
- Evaluate immediate and long term effects of the Black Death
- Demonstrate proficient historical skills.

Likely Learning Activities

- Research tasks
- Guest speakers
- Medieval Incursion
- Oral presentations
- Analysis of documentaries
- Analysis of articles and evidence
- Computer applications/programs

DESIGN TECHNOLOGIES

Food Studies Pathways				
Year 8 <i>Elective:</i> Food Studies	Year 9 <i>Elective:</i> Healthy Tucker Food for Fuel	Year 10 <i>Elective:</i> Taste the World Master Chef	Year 11 <i>VCE Units 1 & 2</i> Food Studies	Year 12 <i>VCE Units 3 & 4</i> Food Studies
<p>Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.</p>				

Food Studies (Elective) FT054

Unit Focus: Students will work to enhance basic food preparation processes and skills. Students will begin to implement the design process of investigate, design, produce and evaluate during production activities.

Required Student Outcomes

At the end of this unit students should be able to:

- Select, and use various processes and equipment during production
- Demonstrate an awareness of health and safety issues during food preparation production
- Have an understanding of food labels and nutrition panels
- Apply the design process to respond to a design brief
- Follow recipes with some guidance

Likely Learning Activities

- Production activities
- Maintain folio of workshop activities
- Evaluate healthy eating and nutritional value of meals
- Use the design process of investigate, generate, produce and evaluate to respond to a design brief

Material Design & Technology Pathways (Textiles)

Year 8	Year 9	Year 10	Year 11	Year 12
Elective: 8 Textiles	Elective: Textiles 1	Elective: Textiles 2	VCE Units 1 & 2 Product Design & Technology: Textiles	VCE Units 3 & 4 Product Design & Technology: Textiles

Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.

8 Textiles

(Elective) DTT53

Unit Focus: This unit will focus on students refining technical skills when exposed to a variety of Textiles processes and equipment. Students are introduced to the Product Design Process. They investigate and research materials and generate ideas and concepts using drawing techniques such as visualisations. They learn to follow a production plan whilst using tools effectively to produce their production work. Upon completion of tasks, students reflect on their strengths and weaknesses in the form of a written evaluation. Sustainability provides a focus and students consider economic, social and environmental impacts of textiles materials and processes with the aim of becoming increasingly environmentally conscious.

Required Student Outcomes

At the end of this unit students should be able to:

- Investigate and analyse a range of materials, tools and processes to develop design ideas.
- Generate, develop and test design ideas and plans including visualisations and design options.
- Plan and manage design solutions following a production plan.
- Safely use a broad range of materials, tools, equipment and techniques to produce a successful product.
- Evaluate design ideas, processes and solutions reflecting on their production work.

Likely Learning Activities

- Investigation of ideas via a Mood Board
- Generation of design ideas such as Visualisations
- Plan and management of Material types, Costing and Production Steps
- Product construction and development of techniques and technical skills
- Written Evaluation of completed practical work
- Design Folio

Material Design & Technology Pathways

Year 8	Year 9	Year 10	Year 11	Year 12
Elective:	Elective:	Elective:	VCE Units 1 & 2	VCE Units 3 & 4
8 Materials Design	Metal 1	Metal 2	Product Design & Technology	Product Design & Technology
8 Systems Engineering	Wood 1	Wood 2	Systems Engineering (from 2022)	Systems Engineering (from 2023)
8 Jewellery Design & Creation	Systems Engineering 1	Systems Engineering 2		

Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.

8 Materials Design (Elective) DTW53

Unit Focus: Students will investigate materials, wood and metal, and produce items made from these materials.

Required Student Outcomes

At the end of this unit students should be able to:

- Apply basic woodworking skills and processes to produce items made from wood and metal
- Utilise materials in a manner that will cut down on waste and care for the environment
- Evaluate and analyse projects and make suggestions to improve the quality of work
- Apply the design process to fulfil design proposal
- Demonstrate awareness of occupational health and safety issues in the workshop

Likely Learning Activities

- Basic folding and joining techniques for metal
- Fitting and manipulation of metal
- Basic woodworking skills including measuring, cutting and joining techniques
- Evaluate work and suggest possible areas for improvement.
- Apply the Design Process (investigate, design, produce and evaluate), to fulfil design proposals

8 Systems Engineering

(Elective) DTS53

Unit Focus: Students will investigate electrical and mechanical systems and produce items that can be programmed using simple software. Students will also investigate CAD/CAM and 3D printing.

Required Student Outcomes

At the end of this unit students should be able to:

- Apply basic hand and workshop skills and processes to produce electrical systems
- Utilise flow chart style software to program models
- Utilise Computer Aided Drafting to 3D print functional devices
- Evaluate and analyse projects and make suggestions to improve quality of work
- Apply the design process to fulfil a design proposal
- Demonstrate awareness of occupational health and safety issues in the workshop

Likely Learning Activities

- Computer aided drafting
- 3D design and printing
- Production of electrical systems

8 Jewellery Design & Creation

(Elective) DTJ53

Unit Focus: Students will investigate the history and design of Jewellery and learn the specialised techniques required to produce their own pieces

Required Student Outcomes

At the end of this unit students should be able to:

- Apply basic jewellery making skills and processes to produce items made from plastic, minerals and timber
- Utilise materials in a manner that will create beauty
- Develop, evaluate and analyse projects and make suggestions to improve quality of work
- Apply the design and development process
- Demonstrate awareness of occupational health and safety issues in the workshop

Likely Learning Activities

- Exploring themes, trends and history of jewellery
- Production of one or more pieces that may include pendants, earrings, bangles and rings etc.
- Manipulation of common jewellery making materials and specialist equipment
- Basic handcraft skills including measuring, cutting and joining techniques
- Evaluate work and suggest possible areas for improvement

DIGITAL TECHNOLOGY

Digital Technology/Computing Pathways				
Year 8 <i>Elective:</i> Diving into Digital Technology	Year 9 <i>Elective:</i> Raspberry Pi and Programming Girls in Tech	Year 10 <i>Elective:</i> Applications of Digital Technology	Year 11 VCE VET DSS Cert III in Information, Digital Media and Technology (Game Development Foundations) *VCE Units 1 & 2 Applied Computing <i>*Can only be completed by distance education</i>	Year 12 VCE VET DSS Cert III in Information, Digital Media and Technology (Game Development Foundations) *VCE Units 3 & 4 Data Analytics Software Development Algorithmics (Higher Education Scored Study) <i>*Can only be completed by distance education</i>
<p>Year 10 students may undertake certain VCE subjects as part of an accelerated program if their application is approved by the College.</p>				

Diving into Digital Technology (Elective) IT053

Unit Focus: In this unit students begin to learn about how networks are constructed and how text, image and sound data can be represented using binary code. Website and game design tasks allow students to learn about UI and UX design. Students work with micro:bits to develop their coding skills and develop an understanding of computer networks. They begin to explore Python as a general-purpose coding language. If time allows, students may explore robotics and/or create simple VR/AR/MR products.

Required Student Outcomes

At the end of this unit students should be able to:

- Describe physical networks and compare their features.
- Describe how text, image and sound data can be represented using binary code
- Construct user interfaces (UI) for websites and/or games that use intuitive design and clear directions to interface with users
- Design and represent algorithms using flowcharts and pseudocode
- Implement programs that incorporate branching and iterations

Diving into Digital Technology cont...

(Elective) IT053

Likely Learning Activities

- Exploring how computers work – (hardware vs software, networking, binary numbers)
- Developing pen and pencil algorithms to describe and breakdown problems before developing programs to solve these problems
- Experimenting with physical computing using micro:bit
- Creating websites using a variety of tools
- Developing a computer game to target a particular audience
- Programming robots using different programming methods
- Creating simple AR, VR or MR products using a range of tools