



# Year 8 Electives Handbook 2024



**MAZENOD  
COLLEGE**



# Introduction

## In Year 8

In Year 8, all students study English, Mathematics, Science, Humanities and Social Sciences, Physical and Health Education, and Religious Education as part of their curriculum. In conjunction with these subjects, students are able to choose elective subjects.

Elective subjects provide students with the opportunity to explore and develop their talents in a variety of areas. Although students can choose their electives, there are some restrictions as explained on the next page.

When choosing electives, students' ability, skills and interests should all be taken into account. Note that selection of a subject in Year 9 is not dependent upon whether it was taken in Year 8 and students are encouraged to try a wide range of electives.

## The Process

Parents will receive an email which provides the login details to an online portal where the selection of electives is made. Parents and students will have just over a week to discuss their choices and complete the online selection. This booklet contains information that will assist with this process.

All students will have the opportunity to discuss their selection during Term 4. Students (with parent permission) can make changes to their selected electives during Term 4 and again at the start of next year. Please also be aware that we may not be able to satisfy all the choices you make.

## Specialist Programs

Students need to make an application for a place in the **Specialist Band Program**. Students who choose the **Explore Science** elective will be contacted to confirm their position in the class. Students are offered a place in the Academic Extension program based on their on-going academic performance.



## Western Australian Curriculum Requirements

In order to meet Western Australian Curriculum requirements, students must study at least one unit of **LOTE** (Italian) and at least one unit of each of: **Design Technology** (DT), **Digital Technologies** (IT), **Performing Arts** (PA) and **Visual Arts** (VA).

The next page outlines the electives available within each of these areas. All units are 1 semester long except Specialist Band which is a whole year subject.

Units are independent of each other so Unit 2 of a subject can be chosen without having to choose Unit 1.

All units are worth 1 point with the exception of the Specialist Band Program which is worth 2 points. Students will need to select a total of 8 points.



# Elective Subjects Available

Choose a total of 8 points. Each unit is worth 1 point except the Specialist Band Program which is worth 2 points.

## Design & Technology Subjects (DT)

Choose at least ONE unit

- Design (Unit 1)
- Design (Unit 2)
- Electronic Engineering
- Metalwork
- Woodwork (Unit 1)
- Woodwork (Unit 2)

## Visual Arts Subjects (VA)

Choose at least ONE unit

- Art: Visual Art 2D: Drawing, Digital Art & Painting
- Art: Visual Art 3D: Clay, Mixed Media & Sculpture
- Media: Motion Picture: Film & Cinematography

## Performing Arts Subjects (PA)

Choose at least ONE unit

- Drama: Let's Get Physical
- Drama: You're the Voice
- Music: Uke Can Do It
- Music: Music & the Machine
- Music: Rhythm & Grooves
- Music: Specialist Band Program

## Digital Technologies (IT)

Choose at least ONE unit

- Digital Technologies
- Programming with Minecraft
- Introduction to Adobe Software

## Languages (L)

Choose at least ONE unit

- Italian

## Other

- Commerce: Investment & Inventions
- Commerce: Entrepreneurship and Personal Finance
- Academic Extension
- Explore Science



# Examples of Possible Course Selections

Choose a total of 8 points. Each unit is worth 1 point except the Specialist Band Programme which is worth 2 points.

## Semester 1

## Semester 2

### Example 1

Italian - L  
Woodwork (Unit 1) - DT  
Visual Art 2D: Drawing, Digital Art & Painting - VA  
Specialist Band Program - PA  
Media: Film & Cinematography - VA

Design (Unit 1) - DT  
Programming with Minecraft - IT  
Commerce: Investment & Invention  
Specialist Band Program - PA  
Visual Art 2D: Drawing, Digital Art & Painting - VA

### Example 2

Electronics - DT  
Visual Art 3D: Clay, Mixed Media & Sculpture - VA  
Italian - L  
Woodwork (Unit 1) - DT

Music & the Machine - PA  
Introduction to Adobe Software - IT  
Visual Art 2D: Drawing, Digital Art & Painting - VA  
Explore Science  
Woodwork (Unit 2) - DT

### Example 3

You're the Voice - PA  
Italian - L  
Digital Technologies - IT  
Design - DT

Let's Get Physical - PA  
Visual Art 2D: Drawing, Digital Art & Painting - VA  
Academic Extension  
Programming with Minecraft - IT

## Legend

**DT - Design & Technology**   **VA - Visual Arts**   **PA - Performing Arts**   **IT - Digital Technologies**   **L - Languages**



# Specialist Programs



## Specialist Band Program

This is the College's most prestigious scholarship program, offered to 30 of our most dedicated and determined music students. All students selected will not necessarily have had previous music experience, but must demonstrate a willingness to learn and have a strong commitment to practice.

This is a two year scholarship, beginning as a bursary in their first year followed with a full scholarship in Year 9. The students selected will be given an instrument, be provided with group or individual tuition and a structured music program with at least 4 group performance opportunities. Selection into this prestigious program is determined in Year 7 and students are committed to the two years under the tutelage of our expert music staff.

During the first year students will become increasingly familiar with their instruments developing confidence through performance, technical skills and instrument care and maintenance. Understanding one's place within a larger ensemble and being able to play under a Band Conductor are a key focus for this year. 'Grade 1 Preliminary Orchestral' music is the level of the musical arrangements to be learned, with dynamics, rhythm, melody, tone and articulation as the key focus elements of performance.

Theoretical lessons using keyboards will develop both musical understanding and knowledge of music notation. Historical analysis of their chosen instrument will also form part of the students' development.

## Academic Extension

Our Academic Extension elective enriches student learning and encourages them to think differently. The program supports the development of logical reasoning and problem-solving skills already evident in the core learning areas. Students will develop their skills through engaging topics like rockets and artificial intelligence, as well as topical real world problems which challenge them intellectually.

As part of the program students work towards their academic goals for the year. This may include:

- Preparing for internal and external academic competitions;
- Attending enrichment events like incursions and excursions;
- Setting SMART goals and mapping their academic progress;
- Participating in other academic extension opportunities as they arise.

Students are offered a place in the program based on their on-going academic performance.

## Explore Science

This course is designed to cater for those students who have a talent and passion for science. Explore Science will give students the opportunity to enrich and extend their knowledge and inquiry skill in Science.

The course includes real world science topics not covered in the compulsory Core Science course such as Forensic Science. It is designed to allow students to apply their knowledge and explore their interests through practical work and investigations. Explore Science is hands-on, fun and rewarding.





# Commerce & LOTE

## Investment & Inventions

This unit is an introduction to business and personal finance concepts.

Topics include: Investments and the Share Market, Innovation and Inventions, Applied Psychology (for Marketing & Negotiations), Consumer Protection Laws and Scams, and Business Record Keeping.

Activities include The ASX Schools Share Market Game and The West Australian Newspaper's Design an Ad contest.

Students will develop financial life-skills, enhance their communication and critical thinking skills, as well as develop skills in Excel.

## Entrepreneurship & Personal Finance

This unit is an introduction to small business and personal finance for young adults.

Students will experience being an entrepreneur working in a small team, and manage a \$50,000 virtual share portfolio.

Topics include Financial Planning and opportunity cost, making money, understanding net worth, and savings and investment.



## Italian

This course builds on the ideas, vocabulary and basic grammar structures acquired in Year 7 and is designed to provide students with the necessary skills to communicate at an elementary level with native speakers in both written and spoken exchanges.

The course will cover various topics, and emphasis is placed on a wide range of practical activities including role-plays and games.

The cultural and background content is further encouraged through multi-media, audio-visual programs, excursions and incursions.



# Visual Arts

## Visual Art 2D: Drawing, Digital Art & Painting

Visual Art is a powerful tool that shapes and inspires culture in our world. In Visual Arts 2D students focus on art making using wet and dry mediums, such as pencil, charcoal, pastels, conte, watercolour, acrylic paint, ink, oil paint, etching and printing.

Students will also have the opportunity to explore digital art and adobe suite. This subject is very practical, students create artworks every Term by exploring mediums and building skills.

As students critically analyse artists, art styles and art movements, students build a strong understanding on how to express themselves in aesthetic ways.

### Course Content:

During the course students will learn the process of designing to create artworks. Students will use a variety of Visual Art Mediums and investigate contemporary artists.

### Pre-requisites:

None

## Visual Art 3D: Clay, Mixed Media & Sculpture

Visual Art is a powerful tool that shapes and inspires culture in our world. In Visual arts 3-D students build skills in mediums and materials of a physical nature such as clay, textiles, wire, plaster, moulding, and other sculptural materials.

This subject is very practical, students produce artworks each Term. These artworks vary in size, and I are student directed. This subject suits those who enjoy working with a variety of materials, for those who are interested in designing structural forms, and for students who like to work actively.

Through viewing and analysing artists, structures, art styles and art movements, students build an awareness of how to communicate ideas and messages, form and function through aesthetic means.

### Course Content:

During the course students will learn the process of designing to create their chosen artworks. Students will use a variety of Visual Art Mediums and investigate contemporary artists.

### Pre-requisites:

None

## Media: Motion Picture Film and Cinematography

If you love movies and have an interest in working in the film industry, then this is the unit for you.

This module will focus on current trends in the film industry and allow students to explore cinematography whilst developing an understanding of Premier Pro Film Editing software to produce a short film.

Through the analysis of film, students will obtain knowledge about camera angles and framing, editing techniques and how to use music/SFX to enhance dramatic tension and meaning in their own self scripted films.

## Please Note:

These units can be taken per Semester on their own, combined or as a unit each Semester to take the subject for a year long course. For example, you could take 2D in Semester 1 or 3D in Semester 2 or take 2D for both Semesters.



# Performing Arts

## **Music: Music and the Machine** Music Technology

How do machines help make music? Find out here! Lay loops and tracks for a rap song, and learn what a Foley artist does. Use Mixcraft, software and online theory games to consolidate learning, and get creative.

This class is mostly technology based in learning, both practical and theoretical, going a long way to helping students understand the role of the machine in music.

## **Music: Uke Can Do It!** Ukulele, Keys and other Ensembles

Uke can play, uke can strum, uke can come to grips with the foundations of music, all the while taking part in making music with your friends.

The ukulele is an easy instrument to pick up, and so versatile. Song writing, recording and playing as an ensemble, complete with keyboards, Mixcraft and percussion instruments form part of the learning.

## **Drama: Let's Get Physical** Physical Theatre

Sometimes we learn best by doing, moving and making! As an Actor, one of the most important skills is to learn how to use your body to help you communicate stories, build characters and engage in stage play that is safe and effective.

This module will explore a range of Physical Theatre styles including Slapstick Comedy, Mime, Stage Combat and Clowning.

Students will experience a much more practical classroom environment and learn a range of skills that will make them a stronger, more confident performer.



## **Music: Rhythm & Grooves**

Cultures around the world use music as the basis for ceremony and celebration. From West African drumming to the Gamelan music of Indonesia, music is everywhere!

This course explores the rhythmic grooves found in music from around the world including Australian Indigenous music. Students will get familiar with percussion instruments used in world and folk music, and create a community of musical culture in a group setting.

Students will also use computer software to compose their own world music grooves, and dive into the connection between different cultures, as well as their musical connection to today's contemporary music.

## **Drama: You're the Voice** Voice Acting

Are you good at impersonations? Can you master an interesting accent? Do you have the potential to be a radio presenter?

Whether you have had any experience in Voice Acting or not, this is a course for students who want to develop their knowledge and ability to use their voice effectively.

Students will explore Stand-up Comedy, Radio Plays, voice overs, accents and voicing.



# Design and Technology

## Design - Unit 1

Design plays a significant part in many fields including engineering, manufacturing, architecture, drafting, and computer modelling. In this course students gain a basic background of skills and understanding in the scope of mechanical drawing and designing.

Students will be introduced to design and how to meet the needs of the client. They will learn how to use technical drawing equipment, learn how to dimension and label a drawing. They will also be introduced to the basic principles involved with CAD (Computer Aided Design).

Students will learn the basics of drawing, design, 3D modelling and 3D printing using various CAD applications. Students will make the following projects:

Pot Plant (Inventor Software)  
Office Design (ArchiCAD Software)  
Key Tag (2D Design Software)

## Design - Unit 2

Design plays a significant part in many fields including engineering, manufacturing, architecture, drafting, and computer modelling. In this course students gain a basic background of skills and understanding in the scope of mechanical drawing and designing. Students will be introduced to design and how to meet the needs of the client.

They will learn how to use technical drawing equipment, learn how to dimension and label a drawing. They will also be introduced to the basic principles involved with CAD. (Computer Aided Design). Students will learn the basics of drawing, design, 3D modelling and 3D printing using various CAD applications. Students will make the following projects:

Desk Tidy (Inventor Software)  
Kitchen Design (ArchiCAD Software)  
Christmas Decoration (2D Design Software)



## Electronic Engineering

In this course students learn about electrical safety, basic electronic principles, understanding and recognition of components, calculations in resistance, capacitance and simple circuit laws. The practical work involves the construction of transistor and integrated circuitry on manufactured printed circuit boards.

Students will learn the basics of drawing, design, laser cutting, 3D modelling and 3D printing using various CAD applications. Robotics will also be a focus in this course.

## Metalwork

This subject follows on from the skills that were taught in the Year 7 Materials course and is designed to encourage and broaden the students' knowledge of metalworking practices and processes. Students are encouraged to develop design and problem-solving skills.

Metalwork also introduces students to a range of machines, tools and specialised metalworking equipment. Safe working practices are taught and promoted. This Metalwork course aims to develop an understanding of visual and working drawings and students will learn how to read from a plan in order to make a project to the correct specifications.



# Design and Technology

## Woodwork - Unit 1

The main aim of this subject is to further develop the skills and working practices learned in the Year 7 Materials course, and also to prepare students for the more individual and independent project organisation expected in Year 9 and 10.

The course expands students' knowledge of various machines and specialised woodworking equipment, and it introduces students to a range of hand tools and promotes safeworking practices. The subject also aims to develop an understanding of visual and working drawings, and the use of basic computer aided drafting (CAD) to help students to come up with a solution to a design problem.

Students will learn how to read from a plan in order to make a project to the correct specifications, to come up with a solution to a design problem. Students will make the following projects:

- Wine Glass Holder
- Pencil Box
- Mantle Frame

## Woodwork - Unit 2

Students continue to develop their skills and create projects. Students will make the following projects:

- Swamp Buggy
- Money Box





# Digital Technologies



## Digital Technologies

This unit covers the Digital Technologies course of the WA Curriculum. Students will cover a variety of Technology concepts to develop their Design, Algorithmic and Systems thinking skills. The fundamental learning in this course will underpin further learning in all other Digital Technology classes.

## Programming with Minecraft

This is an elective unit, in addition to the Digital Technologies course. Rather than just being consumers of games, students will learn how to use Python code to manipulate Minecraft worlds to deepen their understanding of Python Programming and algorithmic thinking.

## Introduction to Adobe Software

Using a variety of industry-standard Adobe graphic design software, this course will teach you how to build the world you want to see.

Students will learn basic skills in Photoshop, Illustrator, InDesign and Animate. Skills include taking and editing photographs, creating images and mock-ups of websites, making an avatar for a unique online presence, creating business logos, website icons and gaming characters.

In one sentence: with Adobe you will learn to create cool stuff!