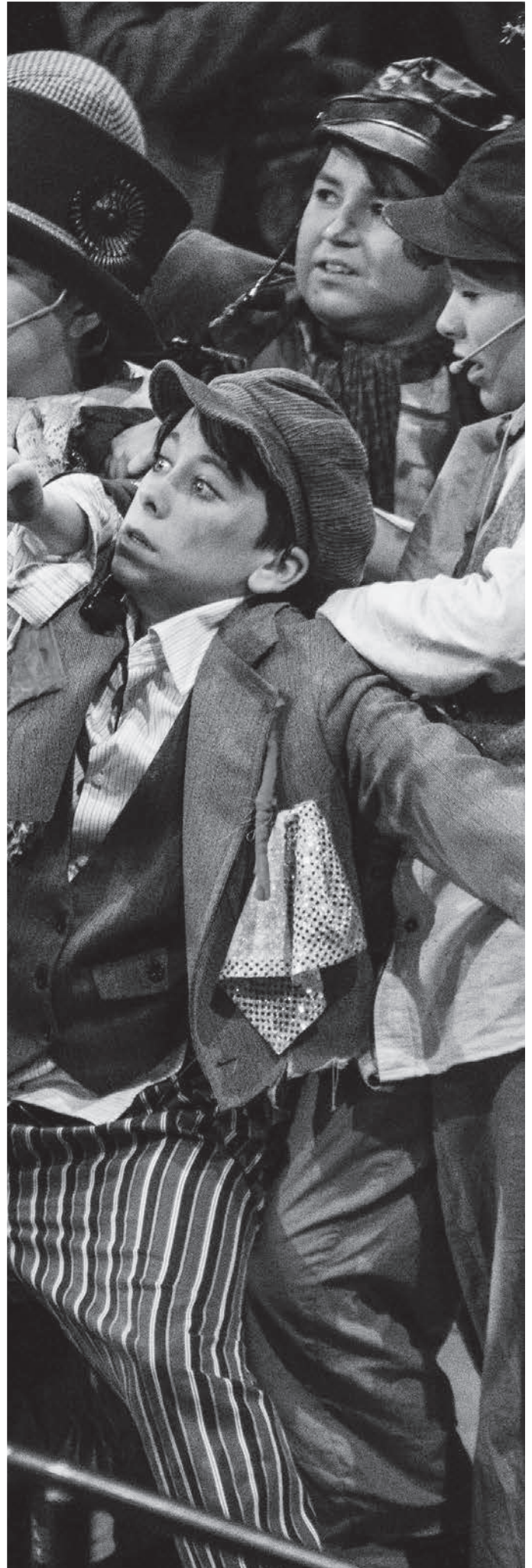


Year 8 Electives Handbook 2020



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Introduction	3
Electives 2020	4
Specialist Programs	6
HASS & Italian	8
Visual Arts	10
Performing Arts	12
Design & Technology	14
Digital Technologies	16

Introduction

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.

THE PROCESS

Parents will receive an email which provides the login details to an online portal where the selection of electives is made.

Parents / 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 with Mr Douthie 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 **RiOT Program** or the **Explore Science** elective will be contacted to confirm their position in the class.

WESTERN AUSTRALIAN CURRICULUM REQUIREMENTS

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

The next page outlines the electives available within each of these types.

- 1 Design & Technology
- 1 Digital Technologies
- 1 Visual Arts
- 1 Performing Arts

ONE AND TWO UNIT COURSES

A unit lasts for one semester and a 2-unit course will have 1 unit each semester. Students can choose one or more units of a subject and are encouraged to do so if they have a strong interest or ability in that subject area. Units are independent of each other so Unit 2 of a subject can be chosen without having to choose Unit 1.

Students will need to select a total of 8 units.

You can use the following page to ensure you meet these requirements.

Electives

Note: Some units are whole-year courses and count as two unit to your total selection of 8 units.

Design & Technology Units (pick at least ONE)

No. of Units	Name	No. of Units	Name
1	Design (1 unit course)	1	Metalwork
2	Design (2 unit course)	1	Woodwork (1 unit course)
1	Electronic Engineering	2	Woodwork (1 unit course)

Digital Technologies Units (pick at least ONE)

No. of Units	Name	No. of Units	Name
1	Digital Technologies Unit 1 (This unit is compulsory for all students)	1	Computer Game Design

Visual Arts Units (pick at least ONE)

No. of Units	Name	No. of Units	Name
1	Art Unit 1: 2B or Not 2B	1	Media Unit 2: Motin Picture
1	Art Unit 2: Clay Till May	1	Media Unit 2: Mad Men
1	Art Unit 3: Picture Perfect (Digital Art)	1	Visual Arts Unit: From the Old to the New

Performing Arts Units (pick at least ONE)

No. of Units	Name	No. of Units	Name
1	Drama Unit 1: Let's Get Physical	1	Music Unit 2: Music and the Machine
1	Drama Unit 2: You're the Voice - Let's Understand It	1	Performing Arts Unit: Rhythm and Movement
1	Music Unit 3: Uke Can Do It	2	Specialist Band Program

Other Units

No. of Units	Name	No. of Units	Name
1	RiOT (Gifted & Talented)	1	Italian (1 unit course)
1	Explore (Science)	2	Italian (2 unit course)
1	Commerce Unit 1: Investment and Inventions	1	Commerce Unit 2: Entrepreneurship and Personal Finance

2020

Below are some samples of elective combinations you might choose.

Remember you must do at least one unit of each of:

Design & Technology
Digital Technologies
Visual Arts
Performing Arts

	Semester 1	Semester 2
1 Eight single unit electives	Option Line 1	Art: 2B or Not 2B
	Option Line 2	Design (1 Unit course)
	Option Line 3	Media: Mad Men
	Option Line 4	Electronic Engineering
		Drama: Let's Get Physical Digital Technologies (compulsory unit) Music: Uke Can Do it Italian (2 unit course)

	Semester 1	Semester 2
2 One 2-unit elective and six single unit electives	Option Line 1	Specialist Band
	Option Line 2	Digital Technologies (compulsory unit)
	Option Line 3	Media: Motion Picture
	Option Line 4	Music: Music and the Machine
	Drama: You're the Voice RIOT	

	Semester 1	Semester 2
3 Two 2-unit elective and Four single unit electives	Option Line 1	Woodwork (2 unit course)
	Option Line 2	Art: Picture Perfect
	Option Line 3	Art: 2B or Not 2B
	Option Line 4	Media: Mad Men
	Drama: Let's Get Physical Explore (Science) Digital Technologies (compulsory unit)	

	Semester 1	Semester 2
4 Three 2-unit elective and Two single unit electives	Option Line 1	Woodwork (2 unit course)
	Option Line 2	Design (1 Unit course)
	Option Line 3	Specialist Band
	Option Line 4	Art: From the Old to the New
		Digital Technologies (compulsory unit)

	Semester 1	Semester 2
5 Four 2-unit electives	Option Line 1	Art: Clay Till May
	Option Line 2	Drama: Let's Get Physical
	Option Line 3	Woodwork (2 unit course)
	Option Line 4	Digital Technologies: Computer Game Design
	Art: 2B or Not 2B Drama: You're the Voice Digital Technologies (compulsory unit)	

Specialist

Specialist Band

This is the College's most prestigious music scholarship program, offered to 35 to 40 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 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 learning correct posture, embouchure, major/minor scales 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 first 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 will develop both musical understanding and knowledge of music notation and an historical analysis of their chosen instrument will also form part of the students' development.



Programs

Explore Science

This course is designed to cater for those students who have a talent and passion towards science. Explore Science will give students the opportunity to enrich and extend their knowledge and inquiry skills in Science. The course includes real world Science topics not currently covered in the compulsory Core Science course such as Forensic Science. It is designed to allow the students to apply their knowledge and explore their interests through practical work and investigations. Explore Science is hands-on, fun and rewarding.



RiOT

(Research, Inquiry & Original Thinking)

Research Inquiry and Original Thinking is the key for the great minds of the next generation. RiOT is an exciting opportunity for students who want to go beyond their everyday learning to engage with Big Ideas that challenge them intellectually and creatively. The program complements the Explore program in Science, which means that students can do both the RiOT and Explore programs.

The program is for one semester and is tailored specifically to extend and challenge each student's ability and to develop their critical thinking and problem-solving skills. Students in this program will be given opportunities to compete against other schools in competitions that allow them to engage with other like-minded students.

The semester will culminate in students showcasing personally and collaboratively developed Big Ideas projects for parents and the College community.

RiOT is part of the College's gifted and talented offerings but it is also available to all students. If students think this is for them, they should feel free to select it and Ms Biffin will catch up with them.



HASS &

Commerce (Unit 1)

Investment and 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 and 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 should develop financial life-skills, enhance their communication and critical thinking skills, as well as developing skills in using Excel.

Commerce (Unit 2)

Entrepreneurship and 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 managing a \$50,000 virtual share portfolio.

Topics include: Operating a Market stall, the Australian Share Market, Taxation, Income sources, Saving, Investing and Credit. Contests include the Bank of Queensland ESSI Money Challenge and The ASX Schools Share Market Game.



Italian



Italian (1 or 2 unit course)

Italian

This course builds on 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. Students who choose to study Italian in Year 8 will deal with 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 and excursions and incursions.

Visual

Art (Unit 1)

2B or Not 2B (The Art of Drawing)

"All Art is but dirtying the paper delicately" John Ruskin.

Come and dirty the page with us as we explore the possibilities of drawing and the power of an image. Students will experiment with pencil, chalk, pastels, ink and pen as they create their very own masterpieces. Expect to be impressed with the result of such simple instruments as the students create drawings of cartoons and characters, portraits, landscapes, figures and animals.

Perfect pair:

Picture Perfect (Digital Art) or From the Old to the New (Up-cycled Urban Streetwear)

If you like this (suggested options):

Clay till May (The Art of Ceramics and Clay Sculpture), Let's Get Physical, Rhythm & Grooves, Uke Can Do It



Art (Unit 2)

Clay Till May (The Art of Ceramics and Clay Sculpture)

Making a mess with your hands can truly create some of the most amazing artwork you have ever seen. If you want to roll up your sleeves and get your hands dirty, then join us for 'Clay till May'. This module will give students the skills to make their very own hand built pots, platters and 'Plant Heads', learn the art of using moulds and explore the fascinating features of African Masks.

Perfect pair:

From the Old to the New (Up-cycled Urban Streetwear)

If you like this (suggested options):

Mad Men, Picture Perfect

Art (Unit 3)

Picture Perfect (Digital Art)

If you like to use your device to make or design, distort or perfect, or reate characters for a virtual world than this module can help make your work picture perfect. Digital art introduces students to the possibilities of WACOM Tablets including photo manipulation and collage, igital animation and caricatures and double exposure. To top it off, students will use these skills to help create a digital gaming characterwhat could be better than that?

Perfect pair:

2B or not 2B (The Art of Drawing) or From the Old to the New.

If you like this (suggested options):

Music & the Machine, You're the Voice - Let's Understand it, Motion Picture

Arts

Visual Art Unit

From the Old to the New (Up-cycled Urban Streetwear)

Interested in fashion? Like to take something old and make it new? Have an eye for detail when it comes to shoes, logos or photography? This module is all about up-cycled urban streetwear that is hands on and rooted in pop culture. Up-cycling jackets, shirts and shoes, students will experiment with spray painting, stenciling, applique and hand drawing while also considering promotional material including walkway, video and photography. No experience necessary!

This module meets the Visual Arts requirement for a Year 8 student, a great option for those who might not feel inspired by Art or Media.

Perfect pair:

2B or not 2B (The Art of Drawing), Mad Men (Advertising)

If you like this (suggested options):

Music & the Machine, You're the Voice - Let's Understand it, Picture Perfect (Digital Art)

Media (Unit 1)

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.

Perfect pair:

Mad Men (Advertising)

If you like this (suggested options):

Picture Perfect, Music & the Machine, You're the Voice - Let's Understand it

Media (Unit 2)

Mad Men (Advertising)

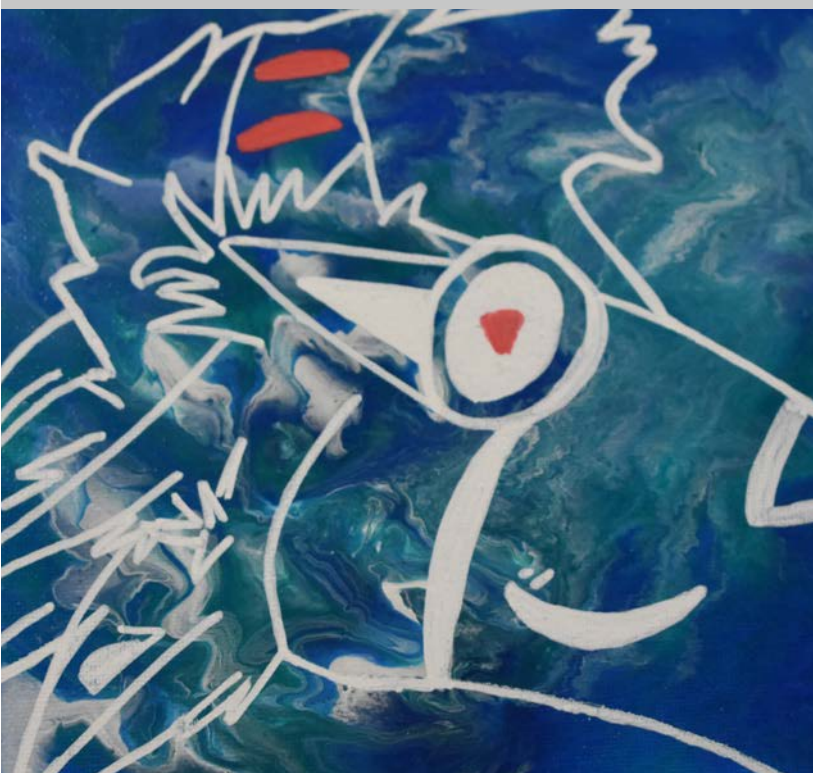
Calling all entrepreneurs, smooth talkers and sharpshooters! Step back in time as we explore the revolutionary and cut throat industry of advertising in the 1960s. This industry continues to adapt to evolving technologies and cultures moving away from more traditional modes to SnapChat, Facebook, Instagram and YouTube. This hands on module will introduce students to the exciting world of the advertising industry before role playing, creating and pitching their own advertising campaigns

Perfect pair:

Motion Picture (Film & Cinematography)

If you like this (suggested options):

2B or not 2B, From the Old to the New



Performing

Drama (Unit 1)

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 stronger, more confident performer.

Perfect pair:

You're the Voice- Let's Understand it (Voice Acting)

If you like this (suggested options):

Clay till May (The Art of Ceramics and Clay Sculpture), Uke Can Do It

Drama (Unit 2)

You're the Voice - Let's Understand It (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 a character through devised

and scripted work.

Perfect pair:

Let's Get Physical (Physical Theatre)

If you like this (suggested options):

Music & the Machine, Motion Picture, Picture Perfect



Arts



Music (Unit 1)

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 - everyone will be playing like a pro in no time. They are a great place to start to begin your love of making music. Songwriting and playing as an ensemble, complete with keyboards, and percussion instruments form part of the learning. Rhythm, beat, tunes - it's all there!

Perfect pair:

Music & the Machine (Music Technology)

If you like this (suggested options):

Motion Picture, Picture Perfect, You're the Voice - Let's Understand It.

Performing Arts Unit

Rhythm & Movement

Rhythm and movement go hand in hand, so why not learn how to make music like other cultures and use your body to tell stories. Students will explore drumming, capoeira and stomp in a collaborative and practical environment- no musical experience required. Learn the power of working together, getting out of your desks and get primal! For those who might not think the Performing Arts is for them, we challenge you to give this module a go!

This module meets the Performing Arts requirement for a Year 8 student- a great option for those who might not feel inspired by Music or Drama.

Music (Unit 2)

Music & 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 along way to helping students understand the role of the machine in music.

Perfect pair:

Uke Can Do It (Ukulele, Keys and other Ensembles)

If you like this (suggested options):

Let's Get Physical. Clay Till May

Design &

Metalwork (1 or 2 unit 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.

This subject 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.

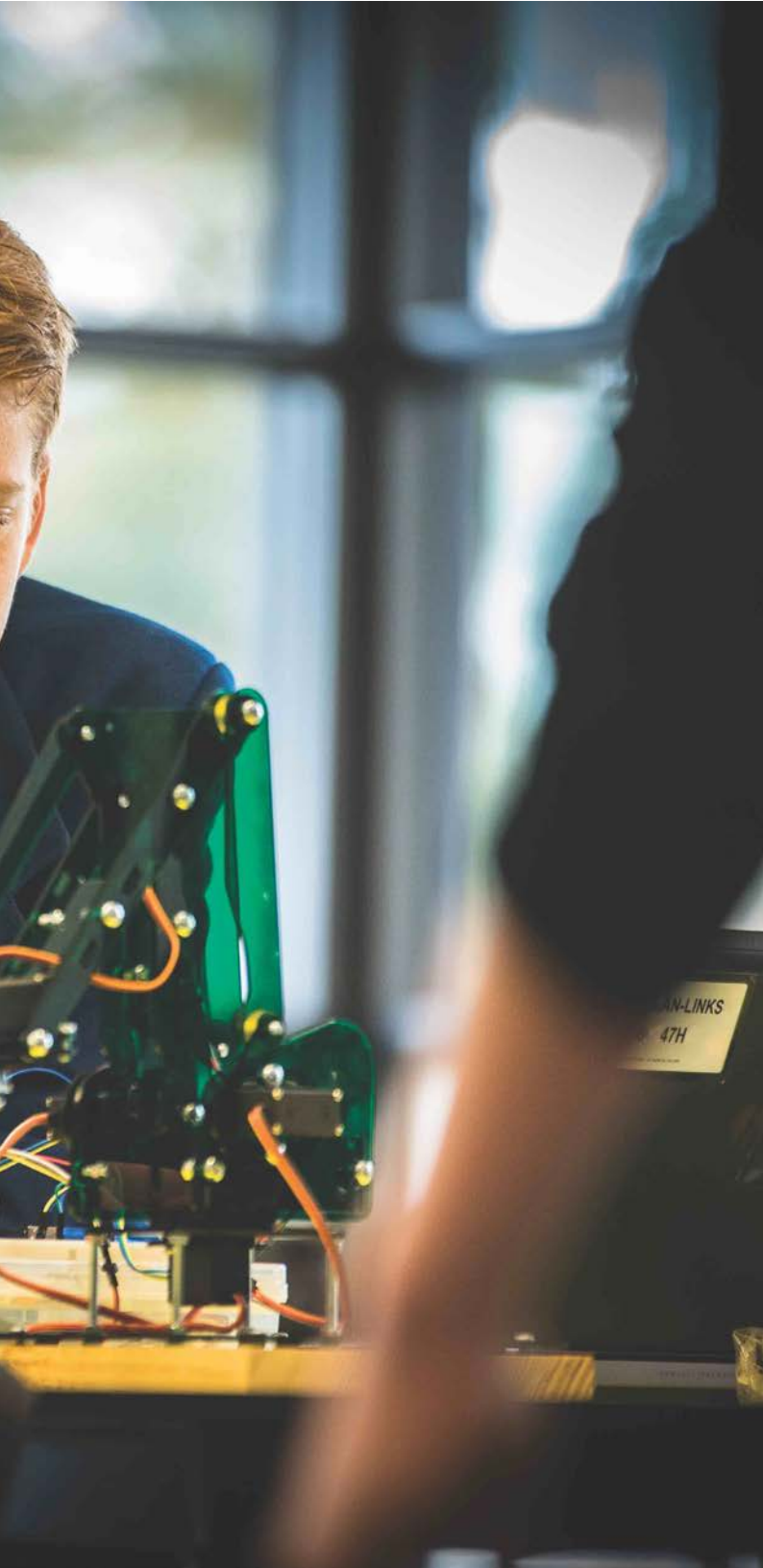
Engineering Unit

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, 3-D modelling and 3-D printing using various CAD applications. Robotics will also be a focus in this course.



Technology



Woodwork Unit (1 or 2 unit course)

Woodwork

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 safe working 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.

Design (1 or 2 unit course)

Design

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, 3-D modelling and 3-D Printing using various CAD applications.

Digital

Digital Tech (Unit 1)

Digital Technologies

Compulsory Unit

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.



Technologies



Digital Tech (Unit 2)

Computer Game Design

This is an elective unit, in addition to the Digital Technologies course, to deepen students understanding of Programming and Algorithmic thinking in the context of creating computer games. Rather than just being consumers of video games, students will learn the principles of game theory so they can make a game people want to play, design so they make a game that looks appealing and programming, so they make a game that is functional.



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