



Swan View Senior High School



Subject Selections
2021
Year 10

Curriculum Overview

The Year 10 curriculum further develops broad educational knowledge and skills, with 16 of the 25 hours of schooling comprising the required learning areas of English, Mathematics, Science and Humanities and Social Sciences (MESH subjects). A further 2 hours of Physical Education and 1 hour of Health are also required subjects. Students also choose 3 full year courses that develop their own interests and/or career opportunities. These all link to Upper School pathways and courses. A Year 10 student's week will be as outlined below:

Learning Area	Hours of Study Per Week
Compulsory Subjects	19 Hours
English	4 hours
Mathematics	4 hours
Humanities and Social Sciences	4 hours
Science	4 hours
Physical Education	2 hours
Health	1 hour
3 Elective Subjects (see more information below)	6 hours
Total Overall Hours	25 hours

Electives Subjects

All Electives are full year courses, and will occur for 2 periods a week for the whole year.

All elective selections are submitted using the *Year 10 Elective Subject Selections – 2021 Form*. Information about each subject that is being offered is contained in this Year 10 Subject Handbook, which is also available online.

Forms must be returned by the due date that is stated at the bottom of the form, after which the student preferences will be collated and decisions will then be made by the school about which subjects will be running in 2021. This is dependent on a number of timetabling factors, so it is essential that students follow the directions on the Subject Selection form carefully and make sure that they rank the subjects they wish to do in order. They must also select reserve subjects in case a subject that they wished to do does not run.

Students should select subjects that they find interesting and will lead to a pathway in Upper School that prepares them for their chosen career, course, etc. If there are questions regarding pathway planning, students should speak to their Year Coordinator or the Head of Learning Areas.

Once it has been decided which subjects will run, classes will be created according to student preferences. Every effort will be made to place students in their most preferred subjects but as this is not always possible, it is important that ALL choices are ranked in order of choice.

Students and parents need to choose subjects carefully, as once the new year commences, subject changes are difficult. The timetable is constructed on student preferences and so changes become difficult for class sizes to accommodate once staffing and rooming are finalised.

Invoices for compulsory and elective subjects are sent out in early December once the timetable and staffing are completed. **If high cost options have been selected, a 50% deposit will be required to secure a position in the class.** If this is not received, there is a chance that students will be removed and placed in a similar, but lower cost, elective.

Regards

Mrs Pamela Moss
Deputy Principal – Operations

THE ARTS LEARNING AREA

Media Arts

10MED

In Year 10 media arts, students continue to experience how media artworks can represent the world in which they live and make media artworks to represent their ideas about the world. They are provided with opportunities to explore texts in more depth through a focus on professional media work within selected media style or genre studied (for example, action, suspense, teen drama and mockumentary) to understand the way media work is constructed in different contexts and how it can be used to challenge the values of an audience.

Students continue to create their own media productions using refined media production skills and processes: problem solving, working as a team, using media equipment and technology safely and responsibly.

This course leads to Upper School courses in Certificate II in Creative Industries and other Arts and Design contexts.

Visual Art

10VAR

Visual Art is a practical, hands-on course where students make resolved artworks in either 2, 3 or 4 dimensions (performance art). In year 10, Visual Art students will further develop and refine their ideas and techniques to resolve artwork by documenting the design, production and evaluation processes of their artwork. Students develop greater understanding of how contexts of culture, time and place impact on the development of ideas and production of art forms in the artistic process. Resolved artwork is exhibited for the school community, with consideration to their own artistic intentions, personal expression, and audience. Art forms may include: painting, printmaking, drawing, collage, ceramics/clay, sculpture and performance art.

This course leads to Upper School courses in Visual Art, Certificate II in Visual Art and other Arts and Design contexts.

Graphic Art

10GRA

Graphic Arts is a practical, hands-on course which allows students to learn how to use a variety of activities to study a range of topics relating to Visual Arts. In year 9, Graphic Art students will further develop artistic (traditional and digital) skills using industry standard design software such as Adobe Photoshop, Illustrator, Final Cut Pro and InDesign. Students will create computer generated designs and extend their knowledge of safe and sustainable graphic arts practice when reproducing works in physical art forms. These art forms may include: painting, screen printing, print making, textiles, photography, time-based video, digital media and digital animation.

This course leads to Upper School courses in Visual Art, Certificate II in Visual Art, Photography and other Arts and Design contexts.

Dance: This course requires performance in front of an audience

Dance is expressive movement with purpose and form, which has multiple transference of skills to the workforce and life skill which can benefit all students. Students in Dance will continue to explore the elements of dance and choreographic processes (devices, structure and intent) while focusing on their technical skills and routines. They will study design concepts and historical contexts of dance while focusing on a specific genre (belly dance/Bollywood or Hip-hop). This is an active class that gives the opportunity to perform to an audience and express ideas that student's value.

This course leads to Upper School courses in Dance, Certificate II in Creative Industries and other Arts and Design contexts.

Music: This course requires performance in front of an audience

Music is a universal art form which develops expression, performance and presentation skills, teamwork and other transferrable skills for any career path. Year 10 class music (Semester 1 and Semester 2) is designed for students to further hone their aural skills and theoretical knowledge. They prepare more challenging performances on an instrument and compose their own pieces. They listen to and analyse a variety of pieces, developing an insight into historical and cultural context. Year 10 has a focus on covers, fugue and children's music. Please note that performing in front of an audience is a requirement of this course and an integral part of the assessment schedule.

This course leads to Upper School courses in Music, Certificate II in Creative Industries and other Arts and Design contexts.

This is our signature Specialised Drama programme which allows serious Drama students the chance to build a portfolio toward study and employment in the Arts industry. An audition is required to join this class. We study a wide range of Drama styles including Absurd Theatre, Elizabethan or Greek Theatre, while further enhancing our skills as designers in the areas of costume, sound, lighting and scenography. Students will devise their own performance pieces and will interpret scripts for performance. A highlight of the course is the extended stage combat course. The year culminates in a whole class scripted production which is performed as part of the Arts Open day showcase.

Experience in drama and production is an asset both at school and in further study. There are several skills that can be learned in this subject which are used in many fields. Students also gain significant enjoyment and self-development from drama and production.

This course leads to Upper School courses in ATAR and General Drama, Certificate II in Creative Industries and other Arts and Design contexts.

TECHNOLOGIES LEARNING AREA

Design & Technology - Gateway to Engineering

10GTE

This is a practical, hands-on course which encourages students to extend their skills in the exciting world of Engineering. Students begin preparing themselves to undertake the Certificate II in Engineering Pathways in year 11 and 12. The students undertake projects that allow them to understand the basic operation of workshop machinery and to trial various welding techniques. The projects undertaken will include a fold up camp shovel and a dice manufactured out of mild steel.

This course leads to Upper School courses in Certificate II in Engineering Pathways, Materials, Design & Technology (Wood) and other Design courses.

Design & Technology – Food Specialisation

10FOOD

Students will focus on healthy eating and apply the principles of food safety, preservation, preparation, presentation and sensory perceptions in various practical assessment tasks including a 3 course meal dinner party celebration.

This course leads to Upper School courses in Food Science & Technology, Children, Family and the Community and health-related fields.

Design & Technology – Materials (Woodwork)

10WOOD

Students develop a range of hand skills related directly to woodwork and gain a greater understanding of working with soft & hard woods in this practical course. Students make cutting boards, jewellery boxes and small furniture items. Students also have the opportunity to use industry level technologies to create and enhance their work. Students interested in carpentry, furniture making and the building industry would benefit from choosing this subject.

This course leads to Upper School courses in Materials, Design & Technology (Wood), Certificate II in Engineering Pathways, and other Arts and Design contexts

Digital Technology - Digital Photography

10PHO

Students will gain a greater understanding of digital photography techniques and an introduction into basic photo-shop skills. Students interested in journalism, graphic design, interior design, and photography would be recommended to choose this subject.

This course leads to Upper School courses in Design – Photography and other Art and Design courses.

Digital Technology - Robotics

10ROB

The focus of this course is to create and further explore robots that can complete a wide range of discrete projects. Students will look in detail at the various jobs performed by robots and how they sense the world so there is no human input required to complete a desired task. They will then build and program robots that do specific jobs that industry now require.

This course leads to Upper School courses in Digital Technology and Computer Science.

Students will continue using the Unity 3D Game curricula to learn how to create and critique games using game design principles. Student analyze the rules of contemporary games in order to understand the game play experience. They will critique video games explaining their strengths and weaknesses. Students will develop their computational thinking by using the Unity 3D game development environment to develop a series of increasingly complex games. They investigate the roles of hardware and software in managing game data in a digital system, why compression is necessary, types of data formats, social contexts for gaming, communicating and collaborating online.

This course leads to Upper School courses in Digital Technology and Computer Science.

HUMANITIES LEARNING AREA

Humanities – Psychology

10PSY

Psychology is the study of human behaviour. It is about people, and why we do what we do. In this subject we will examine three ways Psychology is used in our lives. This course provides a challenging, yet accessible, introduction to the Science of Psychology, as well as the specialised fields of Sport Psychology (Extreme Sports), Clinical Psychology and Forensic Psychology.

This course leads to upper school courses including Psychology, PE studies and Human Biology

Humanities – Crime Scene Investigation (Law and Forensics)

10CSI

This course is focused around the collection of evidence and analysis of the crime scene, and techniques to collect evidence including DNA, Fingerprints, Blood splatter and more. The course also examines the processes of criminal law in and out of the courtroom and how evidence is used in criminal cases. *Forensics Gone Wrong* looks at famous cases involving persons who were wrongfully convicted by law. Students will work through a mock crime from collecting the evidence to presenting it in a mock trial.

This course leads to upper school courses including Psychology, Integrated Science and Politics and Law

Humanities – Philosophy and Ethics

10P&E

Who am I? Where am I going? Who/What will guide me? What if all of this is just a dream? What if computers could think and feel? Do we have a responsibility to look after the environment? If we have the money and power to do so, should we take the law into our own hands? Are some people's lives more valuable than others?

Working together to answer these questions is what philosophy is all about! Everyone thinks about life, the way they live, what is right and wrong, and how we know what we know. Philosophy teaches us not what to think but how to think. This unit covers key concepts in preparation for the Year 11 General or ATAR course and is an exciting introduction to critical thought in everyday life, a skill that is increasingly needed in our society.

This course leads to upper school courses including English, Philosophy and Ethics, Geography, Psychology and Modern History

Humanities – Literature and Creative Writing

10LCW

Language shapes how we experience the world. It gives your voice power to: change the boring into something spectacular; to make people laugh, cry or think from a new perspective; it can even change the world! Learn from scholars and established writers, ranging from short story writers and novelists who have published major works, to drama practitioners and performance theorists, and experts in English and Comparative Literature. Develop your skills in becoming an insightful thinker, an observant reader and an imaginative writer. Explore a wide range of literary, theoretical, dramatic, and other texts, from the Renaissance to the present day, and develop your capacity for reflection and analysis.

This course leads to upper school courses including English, Media Studies and Drama.

HEALTH & PHYSICAL EDUCATION LEARNING AREA

H & PE – Outdoor Education

10OED

The year 10 course builds and extends on their knowledge and skills learned in year 9. This course offers opportunity for the students to participate in the following activities:

- Bushwalking
- mountain biking
- roping skills
- orienteering
- team building
- introductory camp cooking.

Students plan and participate in a range of outdoor activities and develop knowledge and skills for participating safely in these activities. They learn to assess risk, identify and apply appropriate management strategies and emergency response procedures. Students will have the opportunity to practice the skills learnt at school on excursions as well as an overnight camp.

Due to the nature and cost of this course, enrolment in Outdoor Education will need to be approved by the Head of Learning Area (HPE) and Deputy Principal.

H & PE – Elite Basketball

10EBB

The Basketball program gives students in Years 7-10 the chance to pursue their passion for Basketball and aims to develop skills, game understanding and tactical knowledge. This class is offered as a timetabled elective and allows the opportunity for students to be involved in day competitions and excursions.

The program provides students with individual fundamental coaching combined with fitness training, testing and completion a junior referee course. Students will have the ability to demonstrate and develop strong teamwork and leadership skills which are essential for higher level and elite competition. Students will be held to behaviour and engagement standards to remain in the program.

H & PE – Sport Science

10SPS

Year 10 Sport Science is an introductory course to Year 11 Physical Education Studies which looks at the basics of improving individual and team sporting performance.

The course is structured to run as one theory and one practical lesson per week and students will learn about:

- Developing skills, strategies and tactics (improving performance)
- Motor learning and coaching (how to learn and teach skills)
- Functional anatomy (muscles, bones, cardiorespiratory systems)
- Biomechanics (Understanding forces in sports)
- Exercise physiology (How the body creates, stores and uses energy for sports)
- Sport psychology (The mental aspects of sports performance)

Practical sports are chosen as per the Year 11 Physical Education Studies syllabus in preparation to best prepare students for this course.

Year 10 Elective Subjects – 2021

****A deposit or a payment agreement must be made to the front office for all high cost subjects to secure a position.**

The Arts	2021 Charges (proposed)
10 Media	\$40
10 Visual Art	\$40
10 Graphic Art	\$40
10 Dance	\$35
10 Music	\$40
10 FAME– by audition and preapproval only (See Head of Learning Area)	\$150**
Technologies	
10 Gateway to Engineering	\$50
10 Design & Technology – Food Specialization	\$75**
10 Design & Technology - Woodwork	\$60
10 Digital Photography	\$25
10 Robotics	\$40
10 Game Design	\$40
Humanities	
10 Psychology	\$30
10 Crime Scene Investigation – Legal and Forensic Studies	\$35
10 Philosophy and Ethics	\$25
10 Literature and Creative Writing	\$25
Health & Physical Education	
10 Outdoor Education	\$100**
10 Elite Basketball – by invitation only (See Head of Learning Area)	\$35
10 Sport Science	\$25

Costs above are preliminary costs only and are subject to change

Please note: A 50% deposit or a payment plan must be made to the front office for all high cost subjects to confirm your child's placement.



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