



Swan View Senior High School



Subject Selections
2020

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 four compulsory 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 compulsory subjects. 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 – 2020 Form*. Information about each subject that is being offered is contained in the Year 10 Subject Handbook, which is also available online.

Forms must be returned by the due date, after which the student preferences will be collated and decisions will then be made by the school about which subjects will be running in 2020. 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.

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, and staffing and rooming are already finalised.

Invoices for compulsory and elective subjects are normally send out in 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 lower cost elective.

Regards

Mrs Pamela Moss
Deputy Principal – Operations

THE ARTS LEARNING AREA

Media and Animation

Students will use a variety of texts, visual, written and oral language activities to study a range of topics relating to film. Emphasis will be placed on developing technical skills relating to the film making process. These skills will form the basis for all future media courses studied at school. Skills will be assessed using written and production tasks and observations made during classes.

Students will also study the history of animation and develop skills in using a range of technologies to create animated pieces. They will learn about the varied and interesting world of animation using traditional and digital techniques to develop their ability to design, storyboard, create stop-motion and character animations. Animation styles may include cartoon, manga, 2D and 3D animation techniques.

This course leads to senior school courses in Media, Photography, Certificate II in Creative Industries and other Arts and Design contexts.

Visual and Graphic Art

This is a practical, hands-on course which allows students to learn how to work with a range of 2D, 3D and/or 4D art forms such as sculpture, drawing, painting and digital art forms. They will learn how to create visual representations that communicate, challenge and express their own and others' ideas, both as artists and audience members. They are provided with opportunities to reflect on traditional and contemporary artwork using a breadth of critical analysis frameworks, incorporating visual art language, art terminology and conventions.

Graphic Art 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 Art. Emphasis will be placed on developing technical skills relating to digital/graphic design using Adobe Photoshop and Illustrator to create 2D images which will then be reproduced as 3D works through printmaking and sculpture techniques. These skills will form the basis for all future Visual Arts courses studied at school. Skills will be assessed using production tasks, self-reflective (written) and observations made during classes.

These course leads to senior school courses in Visual Art, Photography, Certificate II in Visual Art and other Arts and Design contexts.

Dance

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 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 senior school courses in Dance, Certificate II in Creative Industries and other Arts and Design contexts.

Music

Students further hone their aural skills and theoretical knowledge. They prepare ore 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. This course leads to senior school courses in Music, Certificate II in Creative Industries and other Arts and Design contexts.

We study a wide range of Drama styles, including Absurd Theatre, Greek Theatre and further enhance 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. 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 senior school courses in Drama, Certificate II in Creative Industries and other Arts and Design contexts.

TECHNOLOGIES LEARNING AREA

Design & Technology - Gateway to Engineering

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 trail 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 senior school courses in Certificate II in Engineering Pathways, MDT – Metalwork and other Design courses.

Design & Technology – Food Specialisation

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 senior school courses in Food Science & Technology, Children, Family and the Community and health-related fields.

Design & Technology – Materials (Woodwork)

Students to 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 senior school courses in Materials, Design & Technology (Wood), Certificate II in Engineering Pathways, and other Arts and Design contexts

Digital Photography

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.

Trash to Treasure

The focus of this course is to embrace and explore the philosophy 'reduce, reuse, recycle'. Students can complete projects in a range of contexts where they will develop design process, problem-solving, sustainability and marketing skills. For example, in a music context, students will use pre-loved or recycled materials to create musical instruments. In an Art or Design context, students will use pre-loved materials to create furniture, fashion and art works. This course leads to senior school courses in Visual Art, Design, Certificate II in Visual Art, Creative Industries, Engineering Pathways and other Arts and Design contexts.

HUMANITIES LEARNING AREA

Humanities - Psychology

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.

Humanities – Crime Scene Investigation (Law and Forensics)

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.

Humanities – Philosophy and Ethics

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.

Humanities – Literature and Creative Writing

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.

HEALTH & PHYSICAL EDUCATION LEARNING AREA

H & PE – Outdoor Education

When you're choosing your subjects, please ask yourself these 3 questions:

- Do you love a challenge?
- Do you want to get yourself outside your comfort zone and discover the true meaning of "*There is always more to you than you think!*"?
- Do you want to do a subject that is engaging, will challenge you both physically and mentally, all whilst experiencing the great outdoors?

If you answered 'yes' then pick Outdoor Education! The year 10 course builds on the knowledge and skills learned in year 9 and addresses the following activities: bushwalking, mountain biking, roping skills, orienteering, fishing, team building and introductory camp cooking. You will also physically challenge yourself on day excursions around the Perth area including Rottnest Island, and put your skills to use in a short camp.

H & PE – Elite Basketball

The Elite basketball program aims to develop skills, game understanding and tactical knowledge. The program provides students with individual fundamental coaching and the opportunity to become involved in day competitions and excursions. Students will have the ability to; develop individual skills, develop skills in referring and statistical analysis, compete in competitions, engage in a close team environment, learn about nutrition. Students will be held to behaviour and engagement standards to remain in the program.

H & PE – Sport Science

Year 10 Sport Science is an introductory course that 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)

Year 10 Elective Subjects – 2020

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

Costs above are preliminary costs only and are subject to change

The Arts	2020 Charges (proposed)
10 Media and Animation	\$40
10 Visual Art and Graphic Art	\$40
10 Dance	\$27
10 Music	\$30
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	\$35
10 Digital Photography	\$25
10 Trash to Treasure	\$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	\$40
10 Elite Basketball – by invitation only (See Head of Learning Area)	\$35
10 Sport Science	\$25

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.