Warners Bay High School

Program of Study

Year 8

2020

Year 8 Curriculum 2020 Pattern of Study

The curriculum for Year 8 students comprises mandatory core subjects, student selected electives and integrated sport.

Core Subjects

CORE SUBJECTS	NUMBER OF PERIODS PER WEEK
English	6
Maths	6
Science	5
Geography	Semester
History	5
PD/H/PE	3
Technology	4
Sport	2
Elective 1 (Semester courses)	4
Elective 2 (Semester courses)	4

Electives

Year 8 students have the opportunity to study four elective subjects: two in Semester 1 and two in Semester 2. Students should endeavour to select a range of subjects from the different Key Learning Areas to broaden their learning experiences.

This booklet contains a brief outline of each course including the material cost. Students are encouraged to seek more information about the courses from teachers.

In Term 3 in Year 8 students will select three electives to study for 200 hours i.e. two years in Years 9/10 and these courses will be included on the Record of School Achievement. Generally, Year 8 elective subjects are not prerequisites for the subjects to be studied in Years 9/10. For students intending to study a language in Years 9/10 it is recommended that it is selected for study in Year 8.

Process

Students are required to make their elective choices ONLINE. The site will go live from Monday, 5th August at 7.00am Wednesday, 7th August at 7.00pm.

Steps to follow for the online elective choice

1. Log onto Warners Bay High School Website (www.warnersbay-h.schools.nsw.gov.au)
2. Click on “Learning in our school” link
3. Scroll down to “Subject Selection” and click on the link
4. Enter your web choice code into login box. (This code is on your subject book cover)
5. Make your choices (4 preferences and 2 reserves)
6. Press “submit” button.

From this nomination every attempt is made to maximise student choices. However, some unusual combinations of subjects make this difficult. Some courses being offered will not run if there is insufficient demand.

CORE

SUBJECTS

ENGLISH

Cost: $10.00 booklet preparation and consumable items used during lessons.

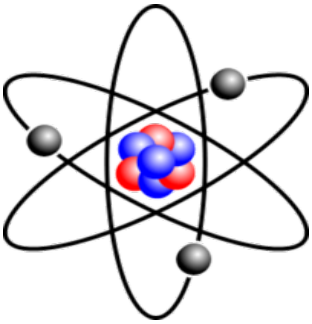
English develops students' ability to use, understand, appreciate, reflect on and enjoy the English language in a variety of texts and to shape meaning in ways that are imaginative, interpretive, critical and powerful.

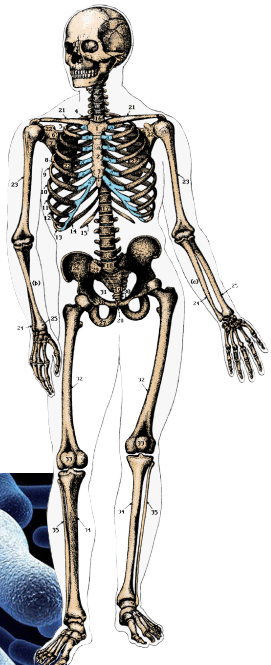
Learning tasks include:

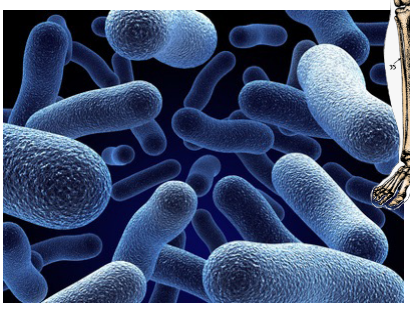
Responding to and composing a wide range of texts in context. These include fiction, poetry, film, non-fiction, drama, media and multimedia texts.

Students will be assessed in individual, collaborative and across the form tasks. These tasks will include oral presentations as well as creative and analytical written responses.

SCIENCE







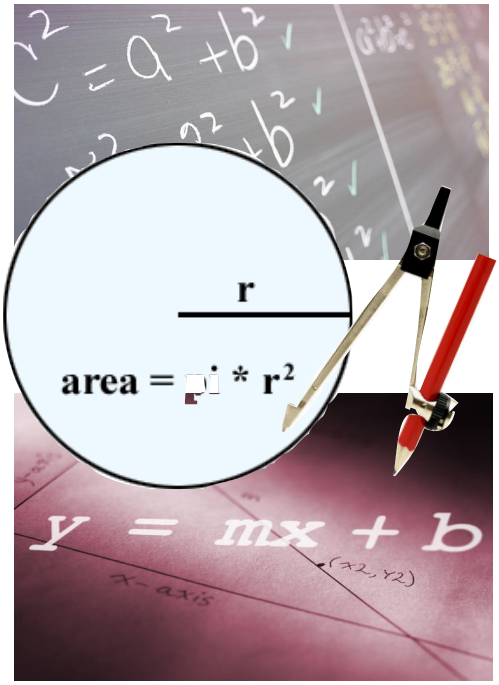
In Science students will be challenged to enjoy learning in a problem solving environment. Some of the concepts include: Anatomy and Physiology, Electricity, Classification, Chemistry, Energy and Space. During this year students will also conduct a mandatory student Independent project (SIP) of your choice.

Students will complete the Validation of Assessment for Learning and Individual Development (VALID) in Term 4. This is an interactive, multimedia test, completed on a computer which is based around the Stage 4 Science Syllabus.

Like NAPLAN, results are posted to the school and then sent home to parents/carers. These, results are available at the end of Term 1 in the following year.

Students also have the opportunity to participate in the ICAS Science Competition in Term 2 and the BuildME Challenge. During the year, achievement of outcomes will be assessed using a variety of tasks that all Year 8 students will attempt, as well as classroom activities. Outcomes assessed will include skill development as well as knowledge recall.

MATHEMATICS



Mathematics Year 8 is the second phase of the Stage 4 course. The essential content is structured using one process strand and five content strands. They are as follows:

- Working Mathematically (the process strand), and
- Number, Patterns & Algebra, Data, Measurement, Space and Geometry (the content strand).

The main focus will be on developing and improving operational and communication skills, as well as problem solving strategies applied to both familiar and unfamiliar situations. There will also be a focus on the application of technology to mathematical investigations and solutions to problems.

Calculators are used in this course and students are advised to bring a scientific calculator for lessons and assessments.

Assessments will be held during the course. The assessments will be on each of the content areas mentioned above and the timing of these assessments will be listed on the course outline issued to each student at the beginning of the year. As well as determining the progress of students during Year 8 these assessments will used to place students into the various courses in Year 9.

Homework will be given regularly and Year 8 students are expected to spend a minimum of 1 ½ hours per week on mathematics homework.

Students who like to be challenged with more difficult problems are invited to participate in the Australian Mathematics Competition which is held in August each year.

PD/HEALTH/PE

Cost: $6.00 (4 x Workbooks)

PD/H/PE is a core subject that you will study for 3 periods per week.

The course covers three major strands:

1. Wellbeing and Relationships;
2. Movement Skill and Performance;
3. Safe and Active Lifestyle;

The learning experiences in the course focus on relevant adolescent health issues, such as mental health, drug education and sexual health, in the context of risk taking and personal safety.

Individual skills relevant to enhanced learning in PD/H/PE, participation in regular physical activity and long term improvement in the quality of life are developed throughout each unit of work.

PD/H/PE provides the opportunity for young people to explore issues that are likely to impact on their well-being, now and in the future.

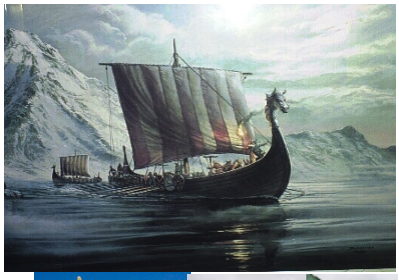
HISTORY

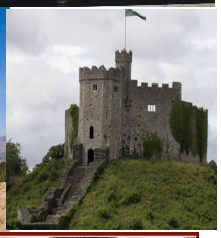
History is an inquiry into past human experiences in an attempt to understand the present.

History will help students to develop an understanding of the actions, motives and feelings of people who have lived in the past. Students will develop an understanding of your own identity and shared heritage.

Students will be able to:

- make an imaginative reconstruction of a past event
- locate information from a variety of sources.





Students will develop skills in:

- comprehending and deducing information from written sources;
- distinguishing between fact and opinion;
- comparing sources to identify differences and similarities;
- appreciating different points of view;
- interpreting a variety of sources such as maps, graphs, pictures and sketches

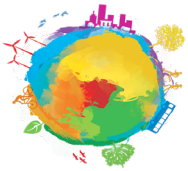
Students will learn about:

- The Medieval World (Middle Ages) e.g. Viking, Saxons, Normans, Black Death, Knights and Castles. .
- Indigenous Peoples, Colonisation & Contact History e.g. Aborigines, Aztec, Polynesian societies.
- Medieval Japan - Shoguns and Samurai.

GEOGRAPHY

The Geography course for Year 8 is compulsory and concentrates on the study of the following two areas:

Place and Liveability: Students discuss factors that influence people's perceptions of the liveability of places. They investigate features and characteristics of places across a range of scales that support and enhance people's wellbeing such as community identity, environmental quality and access to services and facilities. Students assess the liveability of places and propose strategies to enhance the liveability of a place in Australia.



Water in the world: Students examine water as a resource and the factors influencing water flows and availability of water resources in different places. They investigate the nature of water scarcity and assess ways of overcoming it. Students discuss variations in people's perceptions about the value of water and the need for sustainable water management. Students also investigate processes that continue to shape the environment including an atmospheric or hydrologic hazard.

The aim of Geography in Year 8 is to stimulate students interest in and engagement with the world. Through geographical inquiry, they develop an understanding of the interactions between people, places and environments across a range of scales in order to become informed, responsible and active citizens.

TECHNOLOGY MANDATORY

Cost: $52.00

Technology mandatory engages students in design and production activities as they develop solutions to identified needs and opportunities. Through practical work they apply knowledge and understanding in:

* Agriculture & Food technologies
* Digital Technologies
* Metal Technologies
* Engineered Systems.

NOTE: Students are required to wear enclosed leather shoes for these subjects.

ELECTIVE

COURSES

CHILD STUDIES

COMMERCE

CREATIVE WRITING

DESIGN & TECHNOLOGY - MIXED MATERIALS

DRAMA

FOOD TECHNOLOGY

FRENCH

FUTURE GAMING

HISTORY ELECTIVE - MYTHS & LEGENDS

HISTORY ELECTIVE - GREAT MYSTERIES IN HISTORY

INDUSTRIAL TECHNOLOGY TIMBER

JAPANESE

LEGAL STUDIES

MARINE AND AQUACULTURE TECHNOLOGY

MULTI MEDIA

MUSIC

MUSIC INDUSTRIES

PHYSICAL ACTIVITY AND SPORTS STUDIES

STEAM

TEXTILES TECHNOLOGY

VISUAL ARTS

Details of these courses are contained in this booklet.

CHILD STUDIES

Cost: $20.00

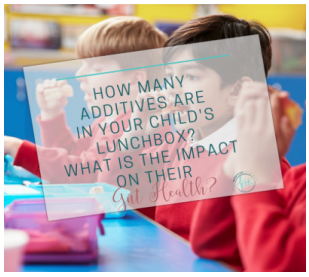
Early Childhood Education is the course for students with a genuine interest in a career in this area.

The main aim of this course is to develop your ability to provide a safe, nurturing and challenging environment for children in their early years.

Child Studies explores the factors that affect the health and wellbeing of children and the development of engaging activities that promote growth and development.

Learning experiences may include:

- comparing a range of food products, taste testing and investigating operations for children with food intolerances and allergies.
- analysing food advertisement and marketing strategies that target children, designing and producing healthy snacks and lunchboxes
- organising a children's birthday party, decorating baked goods and sampling foods from different countries
- investigating how children learn by examining children's books, movies, educational games using the visual storytelling platform *Storybird* to create and publish their own book for young children.



COMMERCE

Cost: $10.00

No matter what students are good at, Commerce offers the chance to use a range of skills. At the same time, it provides good practical knowledge about using money wisely, the tricks sellers get up to and generally how businesses operate.

Students will have the chance to go out in the local business community and talk to managers and small business owners.

Students will utilise art, design and music skills by creating visual presentations for local businesses. The Stock Market game and calculating effective ways to spend money will employ mathematical skills.

This introductory course provides students with knowledge about the commercial environment by actively participating in that environment. This is an opportunity for enterprising students to show that they are capable of making it in 'the big time'.

CREATIVE WRITING

Cost: $6.00

Students will participate in a course that teaches advanced writing skills. The focus will be on producing extended works of fiction suitable for entry in writing competitions or for publication forums available to young writers.

Topics covered will include:

- advanced narrative structures
- increasing plot tension
- characterisation
- point of view
- genre writing
- editing your own work
- improving through rewriting
- forming critique groups
- technical skills
- working through writer's block
- how to prepare your work for publication

At the end of the course, students should have produced a piece of fiction suitable for entry into one of a number of available competitions. Students will also have an opportunity to create an independent major work that showcases their skills.

DESIGN & TECHNOLOGY - Mixed Materials

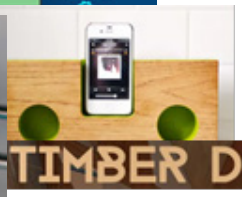
Cost: $40.00

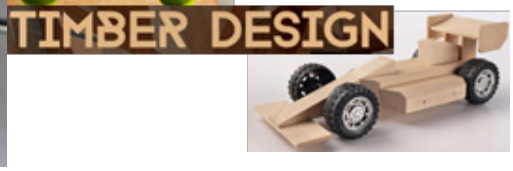
The Design and Technology course aims to engage students in the study of technological innovation and the world of design and its impact on individuals, society, the economy and the environment.

The course selects and uses a range of technologies competently in the development and management of quality design solutions.

These project based learning experiences will include but not be limited to:

- Computer Modelling (CAD) (2D and 3D)
- Digital Technologies
- Product design sketches - 2D and 3D drawing
- Jewellery design
- Plastics
- Wood
- New technologies and software will be included as they become available





DRAMA

Cost: $20.00

This course is designed for students who enjoy the opportunity to act, script, develop characters, role play and exchange views and develop confidence and communication skills.

The course is divided into three sections:

1. Creating Character: students learn different methods of acting; movement/ mime/dance/mask; voice production; role-playing.

2. Play building: how a play is created; important concepts involved – movement, blocking, timing, lighting and general staging of a performance.

3. Performance: school activities, festivals, formal assemblies, M.A.D.D. night.

This course develops self-esteem and individuality. Students learn problem solving skills, communication strategies, research skills and are given opportunities to succeed. Assessment is conducted throughout the semester through peer, self and teacher based assessment. These assessment procedures are based on Practical Workshops and Log Book recording.

FOOD TECHNOLOGY

Cost: $50.00

This course is for students to develop knowledge and practical skills relating to food hygeine, safety, nutrition , Australian food systems, organic foods, sustainable foods, health and wellbeing and local food supply. Students enhance their skills in researching, evaluation and communicating.

Requirements for this course:

- closed in leather shoes
- apron
- tea towel
- container
- A4 folder.

FRENCH

Cost: $10.00 for workbook

In Year 8 French, students will be introduced to people from all around the world who speak French.

Students will learn how to talk about themselves and their friends, family, pets and school in France and Australia.

Students will learn about the cultures of the many countries around the world where French is spoken.

This is the beginning of preparation for travel overseas in the future. A visit to a French cafe and French film is part of this semester course (4 periods per week), numbers permitting.

FUTURE GAMING

This course is aimed at giving students the opportunity to develop 21st century skills and practical 'hands on' projects in the areas of:

- App design
- Computer Games – creation and coding
- Robotics

Projects are based on student interest, assessment is based on the production of quality solution and the demonstration of the design process.

HISTORY ELECTIVE: Myths and Legends

Most of the ancients in History developed a series of myths and legends to explain the world around them.

This course enables students to analyse, discuss and recreate these myths and legends, many of which resonate in everyday life today.

Myths and legends will be considered in a hands on way with stories, films and models used to investigate topics such as:

- Creation and Afterlife myths
- Greek legends of the Clash of the Titans, the story of the 300 Spartans, Troy, The Golden Fleece and The Odyssey
- Count Dracula
- Medieval legends of Robin Hood

Students make connections between many modern stories such as Harry Potter, Lord of the Rings and Narnia Chronicles when all are based on ancient myths and legends.

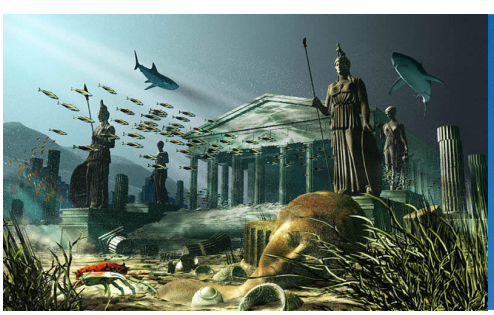
HISTORY ELECTIVE:Great Mysteries in History

History revolves around a series of unsolved mysteries that go back even to ancient times. In this course, students can play the detective and piece together the clues left in History to solve some of these many mysteries.

Students help the modern historians find an answer to the riddle of the Sphinx and discover what happened to the cities of Monta Somma that simply disappeared in 79AD.

They explore :

- The mystery of Atlantis
- Bermuda Triangle and the Mary Celeste
- Who killed the boy King Tutankhamen
- Jack the Ripper
- What happened to missing Princes from the Tower of London. Dead or kidnapped?



INDUSTRIAL TECHNOLOGY - TIMBER

Cost: $25.00

A practical course aimed at giving students the chance to work with timber in a more creative, artistic and less structured manner. Students will shape and finish timber to produce attractive articles suitable for display and able to enhance their living environment.

This process can extend to students designing and producing their own articles, which are both functional and aesthetically pleasing.

Students will develop knowledge and understanding and skills in the:

- structure of timber;
- ways of shaping and working timber;
- types and methods of applying timber finishes such as stain and lacquer;
- safety aspects of working in a practical environment (WHS);
- design and the design process (designing of aesthetic and functional articles).

Students will be involved in some/all of the following learning tasks:

- practical production of timber articles;
- safe working practices;
- design process;
- use of basic woodworking machinery.

Students could produce small projects such as a moneybox, toy jeep or a small stool.

JAPANESE

Cost: $10.00

In Year 8 Japanese students will learn how to talk and write about sporting activities, school in Japan and Japanese food and drink.

Cultural festivals are celebrated in class on the dates when they are celebrated in Japan. These build knowledge of Japan and its language in preparation for our trip to Japan.

Students also explore Japanese cities from a birds eye view via the internet and, of course, there will be a Japanese food day.

LEGAL STUDIES

In Legal Studies, students are provided with the opportunity to play the role of a lawyer, learn how the law is made and get a chance to say those famous words "I object your honour!" After 6 months students will know just how much fun you can have terrorising a witness and arguing a case in court.

Students may even find that they don't need to be at the top of other classes to excel at arguing in a courtroom and going on to careers in law.

Students explore famous crimes, find out a lot more about the legal system and may even have a chance to visit a real courtroom and watch real barristers and judges at work.

Students investigate the crimes of the century, legal rights, whether it makes a difference if Australians have free speech, a queen or a president, or any other legal issues of the day.

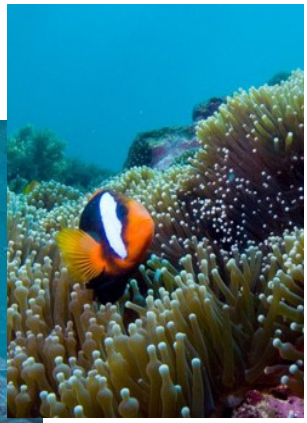
MARINE & AQUACULTURE TECHNOLOGY

Cost: $20.00

The Marine and Aquaculture Technology Course has been developed for those students who have an interest in the marine environment. The course will allow the students to develop an appreciation and understanding of the local marine environment (i.e. the ocean, coastline and Lake Macquarie).

This course will provide students with the opportunity to improve or learn skills related to the marine environment including:

- general first aid
- fishing in Lake Macquarie
- setting up, stocking and maintaining marine (saltwater) aquariums located in the classroom
- water safety and testing water skills at the local heated pool



MULTIMEDIA

This is a course designed to develop twenty-first learning skills and introduce students to various multimedia technologies at an elementary level. It is a practical project based learning course with an emphasis on creating hands-on computer based multimedia design projects. Students will have the opportunity to participate in an excursion throughout the course.

Student focused individual and collaborative group tasks performed over a range of projects will enable this practical-based course to deliver the relevant knowledge and skills needed by students.

Students will gain practical “hands on” experience with a wide range of creative tools including:

- animation (Adobe Photoshop and Animate)
- graphic design and photo editing (Adobe Photoshop)
- video editing (Adobe Premiere Pro and After Effects)
- web design (coding)
- 3D Virtual Reality

MUSIC

Cost: $20.00

This course is designed for students to enjoy the study of music through performance, listening and composing. Students will perform in groups as well as solo.

Students will study music from a broad range of styles including Rock, Film, Media (video, advertising etc) and Popular Music.

Students will gain skills in:

- Performing vocal and instrumental
- Creating and composing
- Reading and understanding music notation
- Develop an aural awareness through listening and performing

Assessment is conducted through peer, self and teacher assessment based upon:

1. Individual performance
2. Written and listening skills
3. Homework and classroom tasks
4. Assignment task

Opportunities will be given to students to perform publicly.

MUSIC INDUSTRIES

Cost: $30.00

This course is designed for students to enjoy the technical side of music in the contemporary era.

Students will learn about all types of physical equipment used in creative industries, including microphones, amplifiers, recording interfaces, mixing desks, lighting equipment and multi media

Students will gain skills in:

- Recording music
- Composing music
- Arranging music and loops using software programs
- Setup and operation of live events
- Assessment is conducted through peer, self and teacher assessment based upon:
- Individual submission of recording/arranging tasks
- Submission of collaborative recording/arranging tasks
- Setup and operation of live events
- Homework and classroom tasks
- Year 8 VLE Task

Opportunities will be given to students to showcase their compositions and arrangements publicly if they choose so, and to assist Stage 5 and 6 students with the operation of live events.

PHYSICAL ACTIVITY AND SPORTS STUDIES

Cost: Payment for excursions

This course is for students who have a genuine interest in physical activity and the human body.

The main aim of the course is to encourage lifelong participation in sporting and recreational activities:

Students may be involved in activities such as:

- Recreation/Lifestyle activities
- individual fitness development - activities aimed at improving personal fitness.
- bicycle education - you may need to bring a bike to school for several lessons.
- net/court games - skill development and competition in games such as badminton, netball and softball.
- water safety education - including beach and inland waterways.
- outdoor education
- setting up a tent
- bushwalking
- climbing using the 'rock' wall

STEAM:(Science, Technology, Engineering, Art and Maths)

Cost: $10.00

STEAM aims to develop real solutions and learn about Science,

Technology, Engineering, Art and Maths as part of the process. Project Based Learning that is student-centred helps develop skills valuable for the future such as problem solving, communication and teamwork skills.

Key activities will involve designing products for market using VR, Tiltbrush, 3D Scanning and Printing and Adobe Photoshop. This course will have a focus on design using all of the STEAM subjects and lead into the i-Stem courses in Stage 5 which have a larger focus on Science, Technology and Engineering

Not just hands on and fun, STEAM develops skills that will be vital in the future.

TEXTILES TECHNOLOGY

Cost: $35.00 Textiles Technology is the course for students with an interest in a career in design fashion and textiles.

Textiles Technology builds on the knowledge, skills and experiences developed in the Technology (Mandatory) Years 7 - 8 Syllabus. Textiles Technology is a study of different focus areas including apparel, costume, furnishing, textile art and non-apparel.

Textiles Technology has an emphasis on project work. Textiles students enjoy hands on learning, the choice over the direction of learning and are a creative and a self-directed learner, passionate about fashion and designing, you will enjoy this course.

Project work will give students the opportunity to be creative and independent learners. Students will complete three projects over the semester including:

- Apparel item e.g. skirt, top, shirt
- Re-vamp a t-shirt using tie-dyeing, printing & computerised machine embroidery.
- Product of their choice from: a bedroom accessory, accessories, a bag, home furnishings
- Design and illustrate costumes for a stage performer.

ALL materials and resources will be provided.

This course links to Textiles Technology Years 9 – 10 and Textiles and Design Years 11-12.

VISUAL ARTS

Cost: $35.00

This course is designed for students who enjoy expressing their ideas and thoughts through 3-Dimensional and 2-Dimensional painting and design.

Students are involved in a wide range of artistic experiences, which allow the student to develop skills and creative judgment.

Within this course, students will be directly involved in drawing, design, ceramic forms, painting, printmaking and graphics.

Assessment will be based upon progressive evaluation with an emphasis on practical skills and will be achieved by assessment of each unit of work as it is completed.

The Visual Process Diary will be an integral part of assessment.

Opportunities to exhibit will be provided throughout each semester course.


WARNERS BAY HIGH SCHOOL