Year 8

Electives 2013.

At Scone High School in 2013, Year 8 students will study 2 elective courses. One elective in Semester One and a second elective in Semester Two.

The idea of the electives is to:
1. increase student choice in year 8,
2. increase student skills in areas of interest, and,
3. provide some extension and interest courses to enhance engagement in learning.

The courses run for four periods each fortnight and will form part of the curriculum and assessment program at Scone High School for Year 8 in 2013.

Students can choose 2 electives from the following:

- Cool Threads
- Ceramics/Clay
- Drama
- Forensic Science – CSI Scone
- Short Circuit
- Japanese
- Multicultural Cooking
- Infinity and Beyond
- Making Stuff
- Computer Gaming – Game Maker
- Live Events: Stage Lighting and Sound

Each of the electives is outlined below. Students are asked to discuss their choices with their parents and return the sheet, including a spare subject choice, to Mrs Cutler.
**COOL THREADS**

What will I learn?
‘Cool Threads’ will teach basic skills in the first term. The lessons are geared to develop basic sewing skills and an understanding of construction techniques. However, the course emphasis is for students to experiment and explore techniques used for surface decoration of fabrics, textile projects and garments. Examples of these techniques would be tie dyeing, embroidery, appliqué, fabric painting etc.

In term two, students will use knowledge they have gained to design, construct and complete a textiles project depending on the interests of the class. They will follow the steps in the design process to design and individualise their projects. Examples of projects are: a bag, shorts, skirt or household item. The projects will both include machine and hand sewing techniques and fabric decoration. This unit of work builds on the student’s studies in Technology Mandatory stage 4 and it is a valuable course for students studying Design and Technology or Textiles in Years 9 and 10.

How will I be assessed?
The course is totally practical based and students will be assessed on the construction and finish of their project. A fee of $25 is charged for the semester to cover the coast of fabrics, sewing accessories, dyes, threads and other materials as required.

**CERAMICS (CLAY)**

What will I learn?
Ceramics elective will build on the basic skills learned during clay lessons in Year 7. Students will learn a variety of easy techniques and make a range of exciting, original sculptures. These are then fired in the kiln, before being painted with brightly coloured clay paints. Elective ceramics do not have to be fantastic art students – all that is needed is creativity and a good work ethic.

How will I be assessed?
All of the designs are marked in students’ books. The sculptures are marked for both the claywork and decoration. All assessed work is done at school, there is no homework. Special Note: Elective ceramics students need to pay a fee of $25.00 in the first week. This covers the cost of a student’s own brick of special white clay and the use of paints and glazes. Any left over clay can be used for the Year 8 mask.

**DRAMA**

The study of Drama is a fun and creative art form that allows students to learn about their world and how they interact with it. Drama exists in all cultures around the world and throughout time in some form or another.

What will I learn?
Students will learn about the rules that govern Drama and how to manipulate them for creative effect. Students will explore human movement, body language and voice. The main unit of the course will be on Clowning as a dramatic form. Students will learn valuable skills of cooperation and group work as Drama is a collaborative process and is, at its core a study in human interaction and communication. Students will develop skills in self confidence through class activities, games and performances. Learning Clowning skills will enhance their ability to think creatively, work as a group and be responsible for their own work.
FORENSIC SCIENCE – CSI SCONE
What will I learn?
Forensic science is any science used to solve crimes. It is based on the belief that whenever a contact is made, there is always some exchange of material. In this course students will learn to use techniques of forensic science. They will investigate: finger printing, casting & moulding, splash patterns, ink chromatography, blood typing, hair analysis, DNA finger printing, dental records, glass patterns, forgery, paint chips and fibres. They will work as part of a team to set up and solve a series of simulated crime scenes. They will use report and procedure text types, and carry out extended investigations. Skills learnt will include observation, measurement, recording results, communication, survey and writing a simple conclusion.
This course fits nicely into the Science prescribed focus area of “The nature and practice of Science”
How will I be assessed?
Practical task (practical skills)
Research (gathering second hand data and communication)

SHORT CIRCUIT
What will I learn?
This is an electronics based course. The focus area provides for students to develop knowledge, understanding and skills in relation to the electronics industries. No prior knowledge of electronics is necessary. Students receive a kit which allows them to make up to twenty different projects. Some of the projects the students can make: Police siren, electronic organ and light chaser. As well as practical lessons we will investigate the ways electricity can be generated. This unit of work builds on the students’ studies in Technology Mandatory and it is a valuable course for students considering studying Design and Technology in Years 9 and 10.
How will I be assessed?
The course is totally practical based and students will be assessed on the construction and finish of their project. A fee of $40 is charged for the semester to cover the cost of all materials and tools. Students need to supply a small plastic container to hold their project materials.

MULTICULTURAL COOKING
What will I learn?
Multicultural cooking is a practical subject. Students will take a journey to many countries to examine their foods, eating habits and cooking methods. They will be given the opportunity to taste, test and use a variety of new ingredients to cook well known dishes from various regions throughout the world. Students will engage in extensive food preparation, in order to develop their skills, and will examine reasons why different cultures choose the foods they do. To conclude the course, students will design and cook a meal using one of the countries they have studied as inspiration. Course costs - $40- for the semester.
How will be assessed?
Students will be marked on their preparation and cooking of a range of dishes, plus their hygiene and safety procedures whilst cooking. Research projects on selected countries from which foods have been prepared. Students will need to wear closed in shoes and provide a tea towel and container for practical lessons.
Year 8 Japanese is a follow on from Year 7, focusing on the traditions and culture of Japanese society.

**What will I learn?**

**Part 1:** Exploring Origami - What is origami? History of origami, basic folds and bases, folding various origami shapes and hiragana letters.

**Part 2:** Shodo (Japanese Calligraphy) - What is Shodo?, Practising calligraphy in class.

**Part 3:** Bonsai and Ikebana - What is Bonsai? What is Ikebana? Create your own bonsai and ikebana in the classroom.

**Part 4:** Anime and Manga - Difference between Anime and Manga, studying Hayao Miyazaki, reading and writing various Japanese Anime and Manga, create your own Manga.

**Part 5:** Hi Tech Japan - What is cool and Hi Tech in Japan in 2012 and beyond.

**Part 6:** Japanese food, Japanese housing, furniture, clothes and living.

**MAKING STUFF**

What will I learn?

Through a hands-on practical approach, the students will work with timber and metal to develop:

1. An appreciation of and skills in design processes
2. Knowledge of and skills in researching, experimenting, generating and communicating creative design ideas and solutions
3. Skills in the responsible selection and safe use of material, tools and techniques
4. Skills in managing quality solutions to successful completion
5. Practical skills necessary to construct the projects.

Projects may include:
- Tool box
- Paper towel holder
- Serviette rack
- Candelabra

The emphasis of the course is to develop woodworking and metalworking hand skills which will carry over into year 9.

**Safety:**

The DET OHS requires that all students wear leather shoes with substantial soles when in the workshop. Failure to comply will lead to the student being removed from the practical activities and given theory work. Continual failure to wear correct footwear will result in parental contact and removal from the course.

As students will be using materials bought by the school a minimal fee is charged to help offset these costs. The fee for the course is $25.
INFINITY AND BEYOND

What will I learn?
The course will consist of electives including Robotics, bridge construction, computers, solar boats and Mathematical Olympiad sessions. There will also be a good time spent on problem solving strategies and team work. Students will be engaged and challenged by building, problem solving and creating in a multimedia rich environment. The program has been developed to support talented students and is unique and unprecedented at Scone High School. This will be a challenging course but is open to all students with willingness to challenge themselves and achieve at the very highest level. There will be out of school activities and although the course has some funding there will be some additional costs, associated with excursions and materials.

COMPUTER GAMING – Game Maker

What will I learn?
This course introduces the techniques of designing computer games for the digital entertainment industry. With a focus on the process of games design, students will analyse key game design elements including game genres, concepts, virtual worlds, storytelling, character, user interface design. Via a series of written and practical projects, students will assimilate and expand upon the key theories and practices associated with computer games design.

What do you need to know before choosing this subject:
- Basic operations of a mouse eg. Clicking, double clicking and drag
- How to open programs. Use menus and file systems
- Use shortcuts
  In short: if you can click a mouse.. you can do this course

Topics included:
- Fundamentals of computer games
- Historic context of the Computer Games industry
- Game genres and themes
- Narrative and character development
- Generating computer imagery
- Interactivity
- Virtual worlds

The course centres around the use of Game maker Lite which is available for free download meaning students can work on their game designs at home.

How will I be assessed?
Students will produce a game of their own design. During this process they will be able to demonstrate the following outcomes:
- Demonstrate an informed knowledge of concepts fundamental to computer games design
- Describe emerging trends within the computer games industry
- Demonstrate an informed knowledge of screen based interactivity
- Describe the processes involved in the production cycle of computer games
LIVE EVENTS: Stage Lighting and Sound

What will I learn?
The course will introduce students to areas of light and sound production and techniques, as well as, movie special effects. Students will look at each of these concepts as follows:

Live Production: (Technical Operations)
Students will look at how to use lighting and sound desks, setting up of stage area, creating lighting / sound effects for the stage, stage management, rigging, OH&S and backstage, live production.

Video production:
Students will look at how to use the video camera as a handheld and as part of a feed to a video editing desk. It will address areas of communication, camera angles, position, lighting, editing techniques and video production including green screen and special effects. Students design and create well known movie titles, movie effects and a small film.

Audio Production:
Students will look at audio capture, audio editing, dubbing, mix down effects, sound capture for video production and voice over techniques.

The course will introduce students to areas of study that can be furthered in stage 5 and 6 subjects such as IT, Drama, Music, and Entertainment Industry.

Students will be given a brief introduction into all the above areas through class work, as well as field experience at formal assemblies, live events and a video production task.

By completing this course students will gain some insight into the area of live theatre and video production.

How will it be assessed?
Assessment will be an ongoing process through observation of student interaction, ability to adhere to OH&S procedures and effective communication skills. Students will be broken into smaller groups and be responsible for the production of at least one video and one live production.

Assessment will be as follows:

Adhere to OH&S - observation
Communicate effectively in an ET environment – observation
Video / audio production – set task
Live production – set task.
SELECTION OF ELECTIVES
YEAR 8 2013

This form must be returned to Mrs Cutler NO LATER THAN Friday 31st August, 2012.

Student Name............................................................................................................................

Please select 4 electives from the list below in order of preference 1 to 4.

<table>
<thead>
<tr>
<th>Electives</th>
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- Is First Choice the one you want to do the most? YES / NO?
- IF your answer is NO, you MUST alter your selection so that the choices are in the right preference order,
  Choice one is the one most important to you,
  Choice two is the one second most important to you,
  Choice three is the one third most important to you,
  Choice four is the one fourth most important to you,

Student Signature................................................................................................................
Parent/Guardian's Signature ....................................................................................................
Date ..............................................................................................................................................