YEAR 8

SUBJECT INFORMATION HANDBOOK

2021

Wisdom to Seek - Courage to Thrive - Power to Change

Notes

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INTRODUCTION

In Year 8 Students have limited choice within their elective streams, whilst still fulfilling the requirements of the Australian Curriculum. In Year 8, students are encouraged to choose a wide range of subjects and continue to explore possibilities or interests which may lead to a pathway later in their studies.

The process of selecting subjects can be challenging. This Subject Information Handbook has been designed to provide important information to students and parents to assist in making informed decisions about Future Pathways and is intended to be used in conjunction with the subject selection process which occurs at home and at the College.

Students will begin the process of subject selection in Term 3, with student information assemblies and online subject selection.

There is a great deal of information to take into consideration. Students and parents should engage with their current and previous Teachers, Wellbeing Mentors, Year Level Leaders and Leaders of Learning to identify strengths and challenges which can assist in making choices. The Director of Learning Pathways and the Assistant Principals can also provide further career options relevant to disciplines and subjects in this book. The staff at Thomas More College are dedicated to supporting you through this very important decision-making process and we encourage you to take advantage of the considerable support available.

Best wishes in making considered and informed decisions.

SUBJECT SELECTION

All Year 8 students will study these compulsory core subjects:

- English/Humanities and Social Science (HASS)
- Mathematics/Science
- Religious Education
- Physical Education
- Languages Italian/Vietnamese/Language and Culture*

**Language and Culture is offered to students who would benefit from enrichment of their literacy skills to better access the curriculum. The course will be structured so that students engage in intensive literacy activities assigned according to ability. This course runs for a full year. Students will receive a letter of invitation.*

Students will also study a full year within the Arts Stream and a full year within the Technologies Stream. Students will have restricted choice within these subjects.

Arts Stream	Choice
Performing Arts – 1 Semester	Music
	or
	Drama/Dance
Visual Arts – 1 Semester	Visual Arts - Art
	or
	Media Arts

Technologies Stream	Choice
Digital Technologies – 1 Semester	Set – no choice
Design and Technologies – 1 Semester	Design and Technologies
	or
	Fabric Technologies
	or
	Food Technologies

STUDENT ELECTIVE CHOICE PROCESS

Places in electives are dependent on space within facilities, resources and student interest.

Students will be asked to choose their electives in order of preference. While every effort will be made to place students in their top preference, they may end up placed within their second or third choice.

Students will study one Art and one Technology subject per semester.

Please note: Elective choices in Year 8 will not restrict future elective choices in Years 9 to 12.

When logging on to web choices, students will be asked to choose:

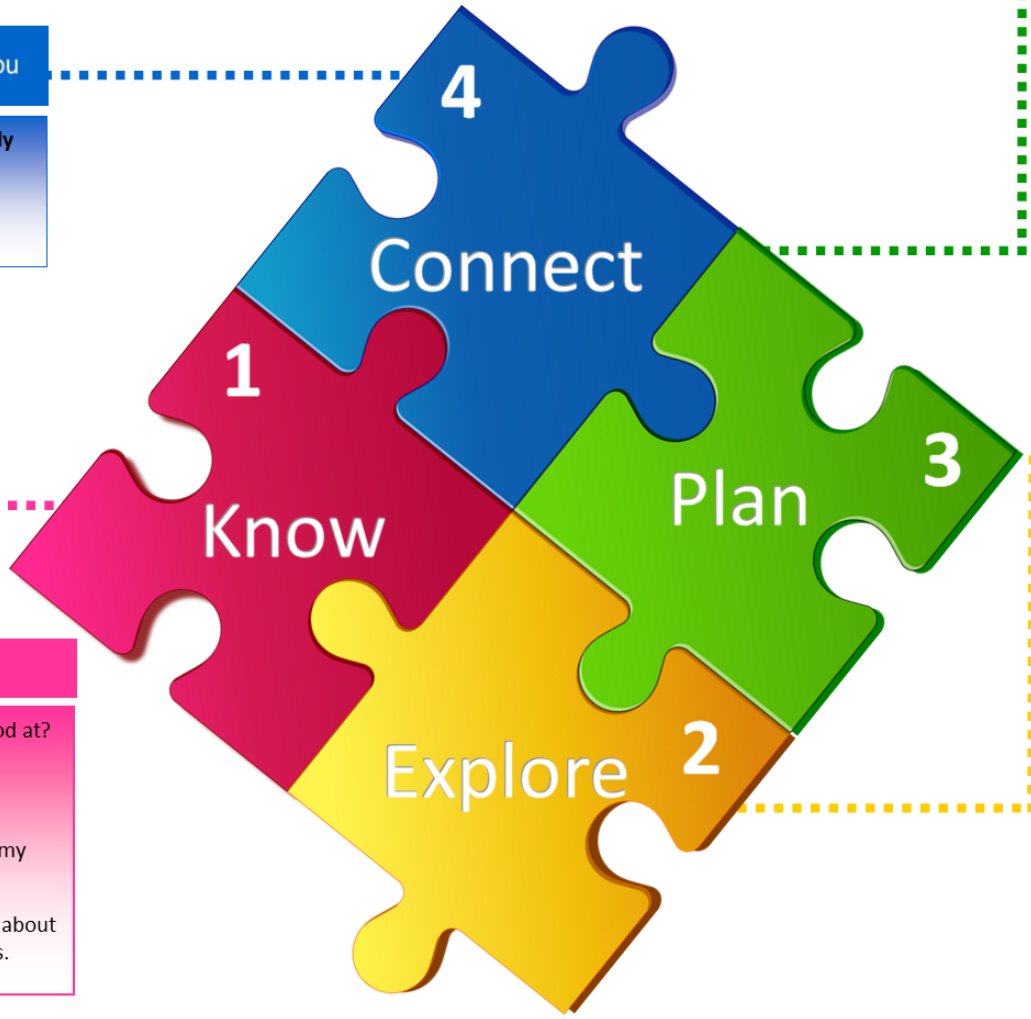
Language: *Italian, Vietnamese or Language and Culture. Students should choose the language they studied in Year 7*
Digital Technology: *Compulsory*
Visual Arts (first preference):
Performing Arts (first preference):
Technologies (first preference):

Then their reserves….
Reserve Visual Art:
Reserve Performing Arts:
1st Reserve Technologies:
2nd Reserve Technologies:

Students will make their choices in Year 7 online via Edval Webchoices and will bring home a printed copy of the choices for parents/caregivers to sign.

Parents/caregivers or students who require more detailed subject information are asked to contact the teacher nominated on each subject page.

How Do I Choose My Subjects?



Talk to people close to you

What do your **parents and family** think are your strengths?

What do your trusted **teachers** think are your strengths?

Research

Check: Entry requirements for university or TAFE courses.

Subjects or courses that are preferred study pathways for university or TAFE courses.

Make sure that: Subjects meet SACE pattern requirements.

Subjects lead towards preferred options for further study or employment.

Who am I?

Areas of strength: What am I good at?

Interests: What do I enjoy studying?

Aspirations: What do I want for my life?

Capabilities: Am I being realistic about coping with subject requirements.

Where am I going?

Consider future career options.

Consider further study.

Research TAFE and university websites, Australian job and career websites.

What am I required to do in this subject?

- What is the content of the subject?
- What are the assessment methods?
- What skills and capabilities do I need to be successful?

What will I know?

- Read the Subject Handbook and talk to Subject Teachers.

HOW SHOULD STUDENTS CHOOSE ELECTIVE SUBJECTS?

We encourage students to choose subjects which will be challenging, stimulating and lead to personal growth. In Year 8 we recommend that students make their choice on the following basis:

- Ability - Are you getting a good grade in the elective stream this year?
- Challenge - Does the subject keep you working hard and trying to achieve more?
- Interest – Did you enjoy the subject in the elective stream this year?
- Planning – In Year 8 it is recommended you choose a wide range of subjects to keep exploring areas of interest for studies in the following years.

Constraints on Subject Choices

- Schools have finite resources meaning only a certain number of students can be accommodated in subject areas. Therefore, places in practical subjects may be allocated in a way that allows a variety of students to gain access to chosen electives.
- Subjects will only be offered if there is adequate demand from students.
- While every effort is made to accommodate a student's subject preferences, ultimately subjects will be determined by the College's final timetable line structure.
- Students are required to meet any pre-requisite as stated in the skill set for that subject.

STUDENT/PARENT INITIATED SUBJECT CHANGES

Most students go on to complete the subjects they initially chose. Subjects chosen are agreed to by parents/caregivers. Changing subjects can potentially compromise this process, however in some cases, we accept that a student may want to change a subject(s).

As classes for the current year have been allocated and budgeted for based on students' subject choices, any subject change will not be automatic, but shall be treated more as a last resort. The case for change must be compelling and there is a process that a student must go through which takes into consideration a series of factors.

Changes based on the teacher or friendships are not compelling reasons for change in a secondary environment. Furthermore, line structure, teacher recommendation and existing class sizes are other factors which can determine whether a change may be possible. Sometimes, a straight subject for subject swap may be possible. At other times, more than one subject may need to be changed to achieve the desired result.

To avoid a situation of disadvantage whereby a student changes classes and misses out on work once a semester has begun, subject changes must be completed prior to the start of a semester. For Semester 1, subject changes must be completed in the previous year. Students will receive their entire subject allocations for the next year in term 4. For Semester 2 subject changes, students will be notified when the window to make changes is open.

Students wishing to change subjects must organise to meet with Mr Damien Kelly Assistant Principal Student Wellbeing or Ms Rebecca Baker Assistant Principal Teaching and Learning. If a change is to occur, students will bring home a subject change form for parents/caregivers to sign and return to Ms Baker.

VISUAL ARTS FLOWCHART

YEAR 8 (1 Semester)
VISUAL ARTS - ART or MEDIA ARTS

YEAR 9 (1 or 2 Semesters)		
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY AND FILM

YEAR 10 (1 or 2 Semesters)		
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY AND FILM

STAGE 1 (1 or 2 Semesters)		
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY

STAGE 2 (Full Year)			
VISUAL ARTS ART	VISUAL ARTS DESIGN	PHOTOGRAPHY	PHOTOGRAPHY COMMUNITY STUDIES B

VISUAL ARTS - ART

STATUS: Semester
CONTACT TEACHER: Paul Kralj

COURSE DESCRIPTION

Year 8 Visual Art introduces students to a broader field of visual expression by refining technical skills and exploring a range of contemporary and historical works to encourage imaginative solutions to projects.
At this stage in their art education students are encouraged to work individually on projects and in collaborative situations. It is our aim for students to become confident at expressing themselves among their peers and develop individual artworks that display their interests, beliefs and skills.

CONTENT

Students develop their skills and experiment with techniques in the areas of:

- Drawing: Line, Tone and Render
- Painting: Colour Theory and Painting techniques
- Ceramics: Clay Hand Building Techniques
- Self Portrait: Mixed Media and Proportion
- Folio Process
- Art Analysis

ASSESSMENT

- Artist Analysis
- Folio Development, Exploration and Annotation
- Resolved Practical Outcomes

COMPULSORY REQUIREMENTS

Each student will be responsible for maintaining an Art Pack

MEDIA ARTS

STATUS: Semester
CONTACT TEACHER: Paul Kralj

COURSE DESCRIPTION

Photography at Year 8 introduces students to working specifically with photographic and digital media within visual art practices.
Our aim is for students to become not only confident in working with photographic equipment and techniques but to establish conceptual processes to support their work. Students are encouraged and will have the chance to work both independently and collaboratively. Students will look at different types of photographic and film works and respond to them, learning about the different elements used to create them.
Through the practical work, students will learn to be creative problem solvers with the premise of creating, displaying and distributing Photographic products.

CONTENT

- Photographic Techniques: Composition, Aperture and Shutter Speed
- Digital Organisation and Formatting: File types, Folders, Contact Pages and Layout
- Production Techniques: Camera Framing and Editing
- Analysing and Responding to Photographic works

ASSESSMENT

- Practical Skills Folio
- Inquiry
- Photographic Product
- Film Product

COMPULSORY REQUIREMENTS

Students will need to ensure that they have Adobe applications, InDesign and Photoshop installed on their device as a basic requirement for this course.

PERFORMING ARTS FLOWCHART

YEAR 8 (1 Semester)
Music or Drama/Dance

YEAR 9 (1 or 2 Semesters)		
General Music	Special Interest Music	Drama

YEAR 10 (1 or 2 Semesters)		
General Music	Special Interest Music	Drama

STAGE 1 (Full Year)		
Music Advanced • Performance • Musicianship Theory • Composing and Arranging	Music Experience • Performance • Musicianship • Arranging • Musical Elements	Drama

STAGE 2 (Full Year)				
Music Studies (Classical and Jazz Forms) • Musical Literacy • Creative Works • Creative Synthesis	Music Performance Solo Performance (10 credits) Ensemble Performance (10 credits) (Popular or Classical Forms) • Performance Portfolio • Critical Response • Performance and Critique	Music Explorations (Popular Music Forms) • Musical Literacy • Exploration and Experimentation • Creative Connections	* Non ATAR Community Studies B Projects * Music Explorations * Solo Performance * Composing/Arranging	Drama

*Students who study General Music at Year 10 are eligible to study Stage 2 Community Studies B

MUSIC

STATUS: Semester

CONTACT TEACHER: Ben Simmonds

COURSE DESCRIPTION

In Year 8 Music students will experience music as performer, creator and critic. They will study and perform music from a variety of styles and on a variety of instruments to gain a broad musical experience. They will create and compose music using various creative platforms (including Digital Audio Workstations and Launchpad). They will listen, analyse and respond to the performances of others, learning how to incorporate aspects of these performances into their own music making.

CONTENT

- Creating Music
  Students will create and compose music using various instruments and tools such as Launchpad and studio recording software.
- Performing Music
  Students will gain some experience on a range of instruments including, Piano, Guitar, Ukulele and Drums.
- Responding to the music of others
  Students will observe performances and learn about the elements of music and how they work together to create a certain style or genre of music.
- Musical Literacy
  Students will learn how to read basic music notation and chord chards. They will develop skills in communicating music through their use of language.

ASSESSMENT

- Composition and self-reflection
- Practical participation and performance
- Response and Analysis (Elements of Music)
- Theory test and quizzes

DRAMA/DANCE

STATUS: Semester

CONTACT TEACHERS: Paul Kralj

COURSE DESCRIPTION

Students are introduced to a variety of theatrical forms and apply relevant concepts and skills in the creation of self-devised and scripted performances. Students are required to reflect on their own and others' performances in written form, evaluate live performances and interpret various concepts of dramatic theory.

CONTENT

Students are encouraged to work collaboratively and to develop their skills in:

- Basic skills
- Duologues
- Commedia del' Arte
- Review writing
- Dance compositions and safe practice

ASSESSMENT

Assessment is based on both performance and theory work.

TECHNOLOGIES FLOWCHART

YEAR 8
(1 Semester)

DESIGN AND TECHNOLOGIES	FOOD TECHNOLOGIES	FABRIC TECHNOLOGIES	DIGITAL TECHNOLOGIES (COMPULSORY)

YEAR 9
(1 or 2 Semesters)

DESIGN AND TECHNOLOGIES METAL & WOOD	DESIGN AND TECHNOLOGIES JEWELLERY DESIGN	VISUAL COMMUNICATION	FOOD TECHNOLOGIES	FABRIC TECHNOLOGIES	DIGITAL TECHNOLOGIES

YEAR 10
(1 or 2 Semesters)

WOOD TECH	METAL TECH	VISUAL COMMUNICATION	DIGITAL TECHNOLOGIES	CHILD STUDIES	FOOD TECH	FABRIC TECH	FOOD AND HOSPITALITY

STAGE 1
(1 or 2 Semesters)

WOOD TECHNOLOGIES	METAL TECHNOLOGIES	VISUAL COMMUNICATION	DIGITAL TECHNOLOGIES	FOOD TECHNOLOGIES	FOOD AND HOSPITALITY	FOOD STUDIES	CHILD STUDIES	FABRIC TECNOLOGIES/ FASHION DESIGN

STAGE 2
(Full Year)

FURNITURE CONSTRUCTION WORKPLACE PRACTICES C	FURNITURE CONSTRUCTION COMMUNITY STUDIES B	METAL ENGINEERING	ARCHITECTURAL DESIGN	DIGITAL TECHNOLOGIES	CHILD STUDIES or CHILD STUDIES COMMUNITY STUDIES B	FOOD TECHNOLOGIES or FOOD TECHNOLOGIES COMMUNITY STUDIES B	FOOD AND HOSPITALITY or FABRIC TECHNOLOGIES COMMUNITY STUDIES B	FABRIC TECHNOLOGIES or FABRIC TECHNOLOGIES COMMUNITY STUDIES B

DESIGN AND TECHNOLOGIES

STATUS: Semester
CONTACT TEACHER: Mark Nitschke

SKILL SET

To extend skills acquired in Year 7 Design and Technologies.

COURSE DESCRIPTION

The aim of this course is to engage students in technological innovation and the world of design while exploring the impact on individuals, society and environments. The course is project based; students will undertake learning using digital technologies such CAD, digital illustration, lasers, 3D printing and various traditional technologies. Students will learn how to be creative in their thinking, planning and designing whilst developing a range of practical skills.

CONTENT

- Using the design process
- Workshop organisation, developing routine and Work Health and Safety
- Developing skills and techniques with hand tools and machinery, including using the Trotec Laser and 3D printing
- Digital illustration using Adobe Illustrator
- CAD using Autodesk Autocad
- Practical project production
- Using various materials – wood, metal and plastics

ASSESSMENT

- Critiquing and Research
- Design task and folio production
- Practical project construction
- Evaluation
- Keeping a Product Record

COMPULSORY REQUIREMENTS

Adobe Creative Cloud software and Autodesk Autocad to be installed on student's personal computer.
All students participating in Design and Technologies are required to maintain a photographic record of their practical work.

FOOD TECHNOLOGIES

STATUS: Semester

CONTACT TEACHER: Maria Speer

SKILL SET

An interest in extending the skills acquired in Year 7 Food Technologies. Students must be able to work independently and collaboratively, whilst demonstrating organisational strategies.

COURSE DESCRIPTION

The Year 8 Food Technologies program is an introductory course aimed at developing the knowledge, independence and practical skills of the individual when designing and producing food products.

CONTENT

- The use of essential technology in food production
- Reading and following recipes
- Australian Guide to Healthy Eating
- Designing and presenting simple meals
- Food production

ASSESSMENT

- Investigation and Analysis
- Design Development and Planning
- Production
- Evaluation

FABRIC TECHNOLOGIES

STATUS: Semester

CONTACT TEACHER: Maria Speer

SKILL SET

An interest in acquiring and developing skills in the Fabric Technologies area. Students must be able to work independently, have good time management and be highly organised.

COURSE DESCRIPTION

The Year 8 Fabric Technologies program is an introductory course aimed at developing designing and practical skills in the production of textile products.
Students may be required to purchase their own fabric for the Textiles component of this subject.

CONTENT

- Basic sewing skills
- Introductory techniques with the sewing machine
- Designing and producing a textile storage item
- Machine Embroidery

ASSESSMENT

- Investigation and Analysis
- Design Development and Planning
- Production
- Evaluation

DIGITAL TECHNOLOGIES

STATUS: One Semester Compulsory
CONTACT TEACHER: Tim Nykke

COURSE DESCRIPTION

The Year 8 Digital Technologies course comprises of two units: Coding Games and Digital Projects. Both units focus on further developing student's understanding of computer programming and the importance of design.

CONTENT

Coding Games

In the Coding Games unit, students design user experiences and algorithms incorporating branching and iterations, and test, modify and implement their own 2D game.

Digital Project

In the Digital Project unit, students use 3D printing, a programmable microcontroller and sensors and output devices to solve a problem of interest by Defining, Planning, Designing, Developing and Evaluating.

ASSESSMENT

- Programming skills
- Algorithm design
- Game design project
- Digital project

COMPULSORY REQUIREMENTS

There may be a $20 project cost, depending on sensors etc required.