

Course Information Handbook Year 10 - 2022



Curriculum Overview

The focus of schooling in Year 10 is to continue to develop broad educational knowledge and skills, with 16 of the 25 sessions of schooling comprising the four compulsory learning areas of English, Mathematics, Science and Humanities and Social Sciences. A further 2 sessions of Physical Education and 1 session of Health are also compulsory subjects. 1 session represents 64 minutes of teaching time. A Year 10 student's week is outlined below:

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

Electives Subjects

All elective selections are completed using the Subject Selection Online system. Information on how to access and use SSO will be issued via the email address of the primary Parent/Guardian as recorded in our school records. Please ensure these details are up to date.

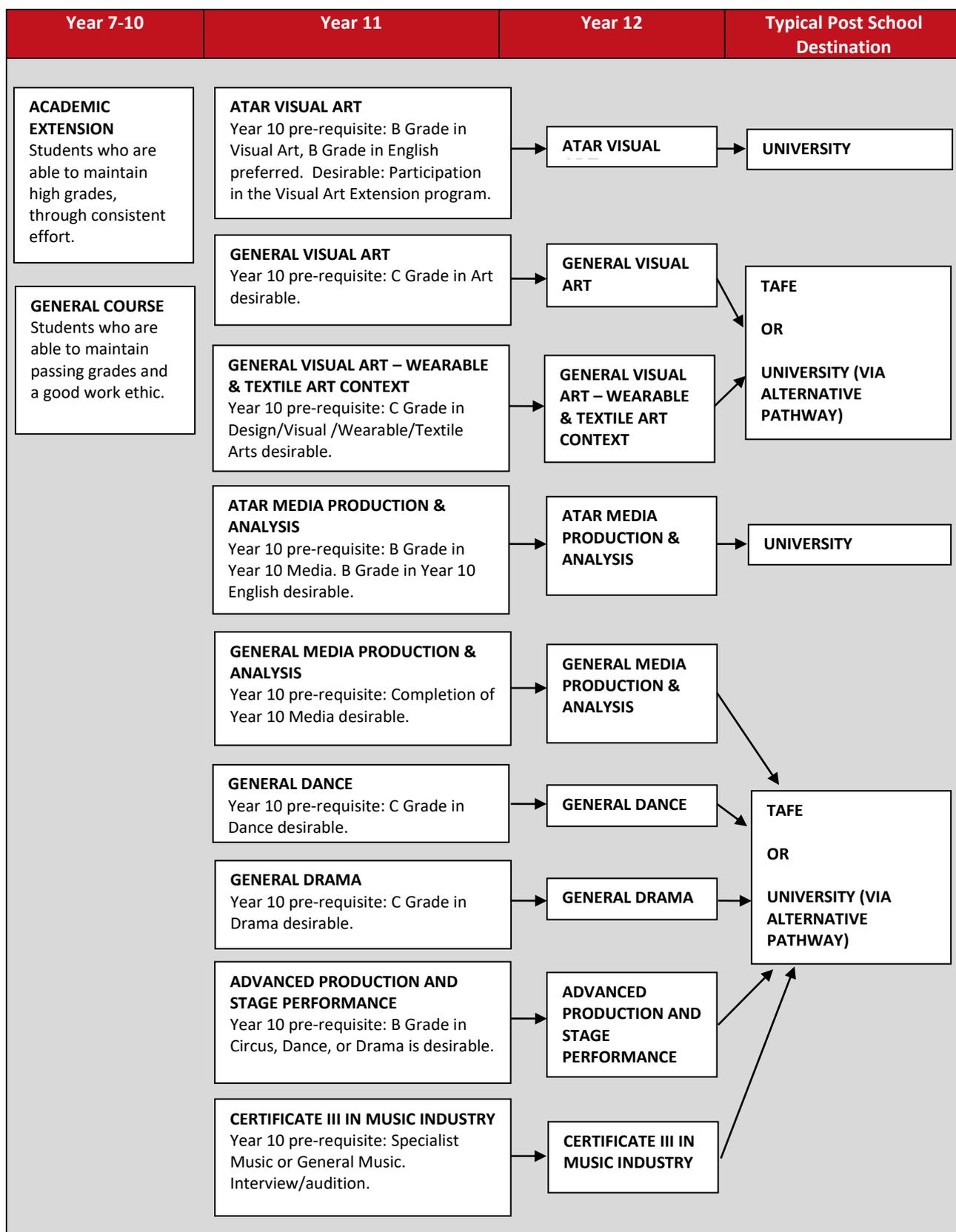
1. On the school website www.cvc.wa.edu.au students will be able to access the Year 10 Curriculum Information Handbook which contains overviews of the elective subjects available for selection.
2. Using the SSO program via the links provided students will rank their elective preferences.
3. Student preferences will be collated and decisions will then be made about which elective subjects will be running in 2022. We cannot guarantee that all elective subjects offered will run as they are dependent on a number of timetabling factors. For this reason, it is essential that students carefully follow the instructions for ranking subjects in the Subject Selection Online (SSO) system.
4. Once it has been decided which subjects will be running, class groups will be created according to student preferences. Whilst we will try to place students into their most preferred subjects some students may not be allocated their highest ranking choices in which case they will be given their next ranked choice.
5. In December, once all of the classes, staff and room allocations have been completed, an invoice will be sent to each family which will include the elective subjects that each child is enrolled in for the following year.

Additional Charges

Please note that Elective subjects in Years 9 and 10 attract compulsory charges as indicated in the SSO system.

THE ARTS LEARNING AREA

All students, regardless of their pathways, need to strive to achieve to their potential in order to meet pre-requisites for Courses in Year 11 and 12. Below is a list and details on such pathways in The Arts learning area (to be used as a guide only). Students that have a future interest in a specific pathway would benefit from any experience prior to Year 11 however it is not essential.



Visual Art Extension

This is an invitation only class.

Students must submit an expression of interest form and then take part in testing and portfolio interviews. From this, students are invited to join Visual Art Extension. Students who are accepted into the Visual Art Extension Program will have Extension Art classes for two sessions timetabled per week for the full year, plus a compulsory **Wednesday after school class** for 6 weeks per term.

In this program students are introduced to a range of art techniques and opportunities that are not available in regular art class. Students learn to develop and extend their skills in practical art making through a range of traditional and contemporary techniques.

Students are given the opportunity to enter their artwork into some of the States most recognised high school art competitions as well as many local community exhibitions. Students endeavour on excursions to visit different exhibitions in Perth and to see Australian and International Artists work. The program gives students the opportunity to work with local practicing artists, to give them insight as to how artists plan, create and display their artwork in the real world. This class will also prepare students for further study in Year 11 and 12 visual arts.

Visual Art

This course is a mix of practical and analytical projects. Students will use visual art language and artistic conventions to develop and refine their ideas and techniques to create resolved artworks. They create a folio to demonstrate the design, production and evaluation processes they used to create their artwork. Students will extend their knowledge of art practices through a range of techniques that may include adaptation, manipulation, deconstruction and reinvention. Students will be introduced to a greater range of artworks, styles from a broader range of cultures, time and place. Student will be encouraged to express greater individualism in their application of ideas and materials through a range of 2 dimensional and 3 dimensional projects.

This course enables students to select Visual Arts in senior school in the ATAR or General pathway.

Wearable Art and Fashion Design

This course is a mix of practical and analytical projects with a fashion and textile focus. Students will use visual art language and artistic conventions to develop and refine their ideas and techniques to create resolved artworks related to fashion. They create a folio to demonstrate the design, production and evaluation processes they used to create their work. Students will be introduced to specific fashion/textiles skills, techniques and knowledge through a range of projects that will require them to demonstrate the ability to adapt, manipulate, deconstruct and/or reinvent. Students will be introduced to a range of fashion specific designers/artists from a broad range of time, place and cultures.

This course enables students to select Visual Arts in senior school in the ATAR, General pathway.

Digital Art

This course continues the development of skills and processes from Year 9.

The elements and principles of Art and Design are explored through Digital Media instead of traditional techniques. Students will work almost exclusively with designing their production pieces via desktop and iPad programs and/or applications such as Photoshop, Sketchbook, Animation and/or Tilt Brush. Students will explore traditional and contemporary ideas and practices. They will continue to develop their practical skills and ability to manipulate materials, techniques, art styles/processes when producing 2D artworks. Students will be challenged to extend their concepts with the use of augmented and virtual reality.

This course links in well with all other Visual Art courses and provides pathways into the ATAR or General Visual Art courses in upper school.

Circus

This endorsed course is a continuation of Circus from the Year 9 curriculum in which students continue to build their skills in this specialised arts area and develop other skills integral to working in the Performing Arts.

This class creates invaluable multilayered learning for the student. Not only are students engaged actively in a non-competitive sport and learn to create and stage performances, more importantly Circus students learn how to identify and understand the specifics of goal setting, persistence, self-management skills, appreciating personal achievements and working with and accepting others. It is important that students in this class demonstrate a high-level of self-management skills and safety to ensure all students are able to participate safely within the classroom.

During the Year 10 course students will also complete tasks that introduce them to occupational health and safety, personal computer skills, physical skills development, concept creation, arts knowledge development, and plan and undertake a project of their choice.

Please note that performing in front of an audience is a requirement of this course and an integral part of the assessment schedule.

This is a compulsory course for students enrolled in the Extension Circus Arts.

This course has pathways into upper school.

Drama

The focus for this course is creating original drama for the stage. Students are introduced to the key design elements of lighting, sound, costume/makeup, set, publicity, IT and media related fields, e.g. filming for stage. They will also be involved with creating, construction and operation and stage and 'front of house' management.

Please note that performing in front of an audience is a requirement of this course and an integral part of the assessment schedule.

Students interested in the performance and/or practical side of the theatre will find this course rewarding. Theatre incursions and/or excursions will be part of this course as viewing and responding to the works of others is an essential element in the assessment schedule. Students have the opportunity to participate in productions and festivals in a number of roles both as actor and/or non-actor.

This Course provides a valuable orientation for study and practice in Upper School Drama Courses, career information and guidance in the Performing Arts and allied media industries, including Tertiary Courses in University and TAFE and visiting WAAPA.

Dance

This course provides students with the opportunity to dance, choreograph and perform in a variety of genres such as hip hop, jazz, theatrical, contemporary, funk, swing, Bollywood and more. Students have opportunities to perform at large dance festivals as well as visit and view other dances at a variety of venues throughout the year. This course builds students' confidence and creativity as well as giving students opportunities to work in small groups. Dance helps improve fitness, strength, flexibility and all round body awareness.

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 is recommended for students considering Dance Studies in Years 11 and 12.

Media Arts

This course suits creative individuals with an interest in film, journalism and/or photography. Media Arts is a mix of practical and analytical tasks which provide students with the opportunity to view media work from contemporary and past times to explore viewpoints from Australian and/or international media work. Students extend and refine their skills and processes for problem-solving, working as a team, following timelines and using processes and strategies to ensure safe and responsible use of media equipment.

This course will provide students with the practical skills and knowledge to use digital technologies and multimedia, utilising the CVC Media Studio complete with our very own green screen, control and editing suite including industry standard equipment to create original images, layouts and/or short films.

Students will have the opportunity to work in a number of areas that may include Media Fiction (for example, TV fiction, comics and graphic novels, magazines) or Media Non-Fiction (for example, documentaries, news stories, current affairs stories). They will work with a range of production techniques to design and produce their practical tasks. Their work may focus on film, photography, print media, online media or radio.

Certificate II in Music Industry (Applications must be made to Music department)

This course will help students understand how they can turn their love of music into a career or income stream in the music industry. **Some musical background is required for this subject. SIM students must choose this course to continue their SIM lessons.**

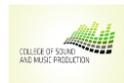
This qualification will provide them the knowledge of OHS requirements in the music industry and how to edit in state of the art music industry software. Students will be trained in practical musicianship and performance skills, be introduced to a range of music technologies, study music theory, musical styles and song writing and develop an understanding of the inner workings of the music industry. They will be provided with a selection of the following electives: performing music as a group, plan, preparing for self-performance, maintaining and expanding music knowledge, and critical listening skills. At the completion of this course, students will have a nationally recognised Certificate and a good grounding for Certificate III in Music.

On successful completion of this qualification delivered over one year, students will receive their CUA20615 Certificate II in Music Industry. This course is offered to students under the auspices of the College of Sound and Music Production (RTO #41549). Students and parents are welcome to contact the RTO for confirmation of this program by phone or email.

Phone: (03) 9592 4801

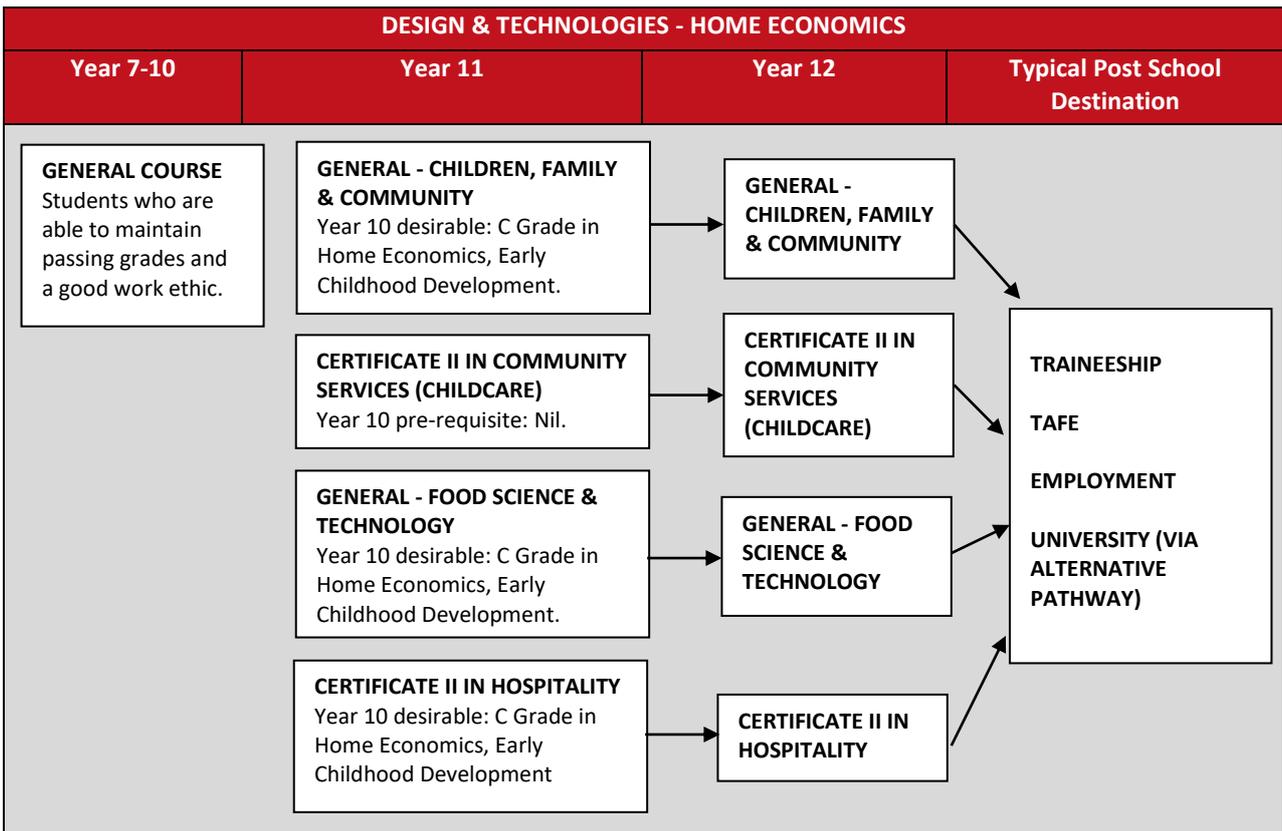
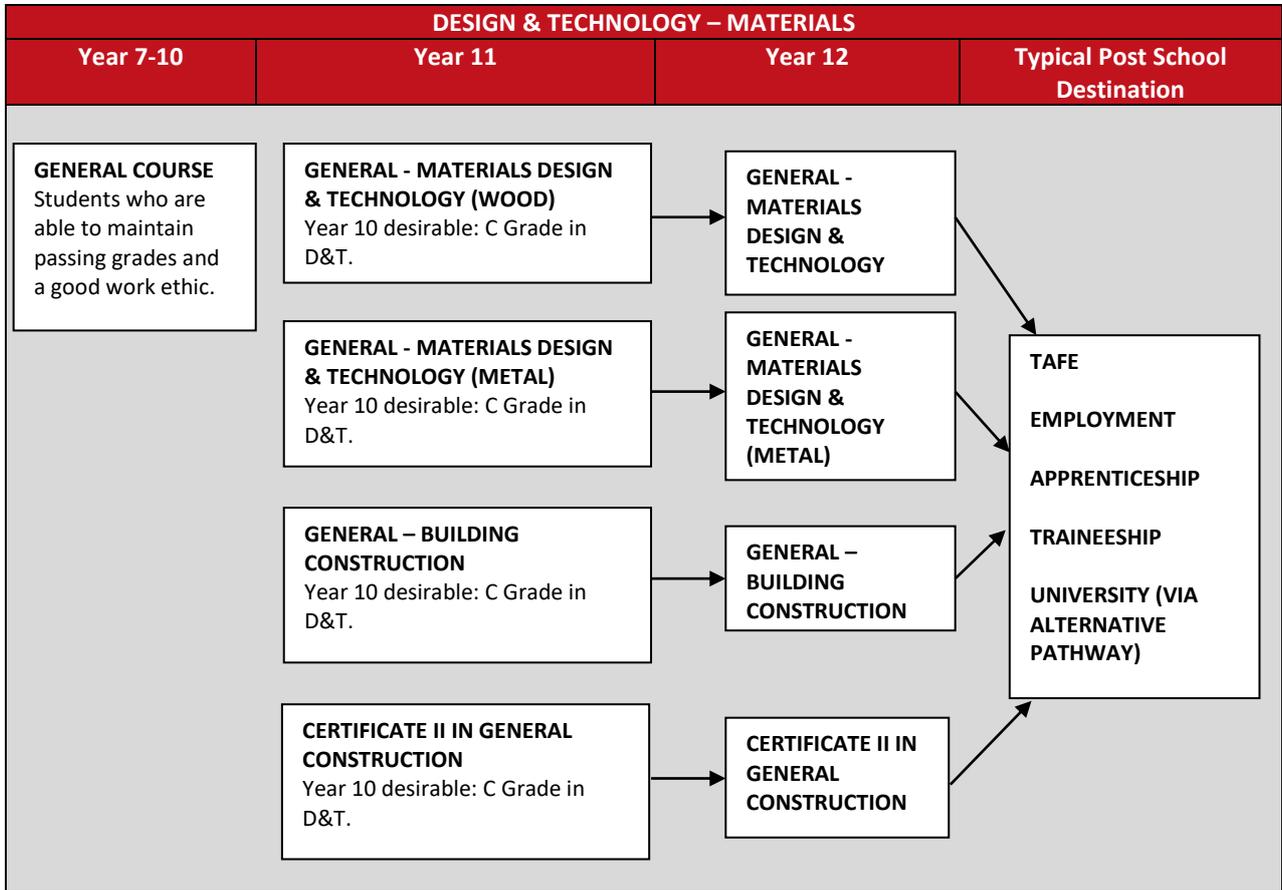
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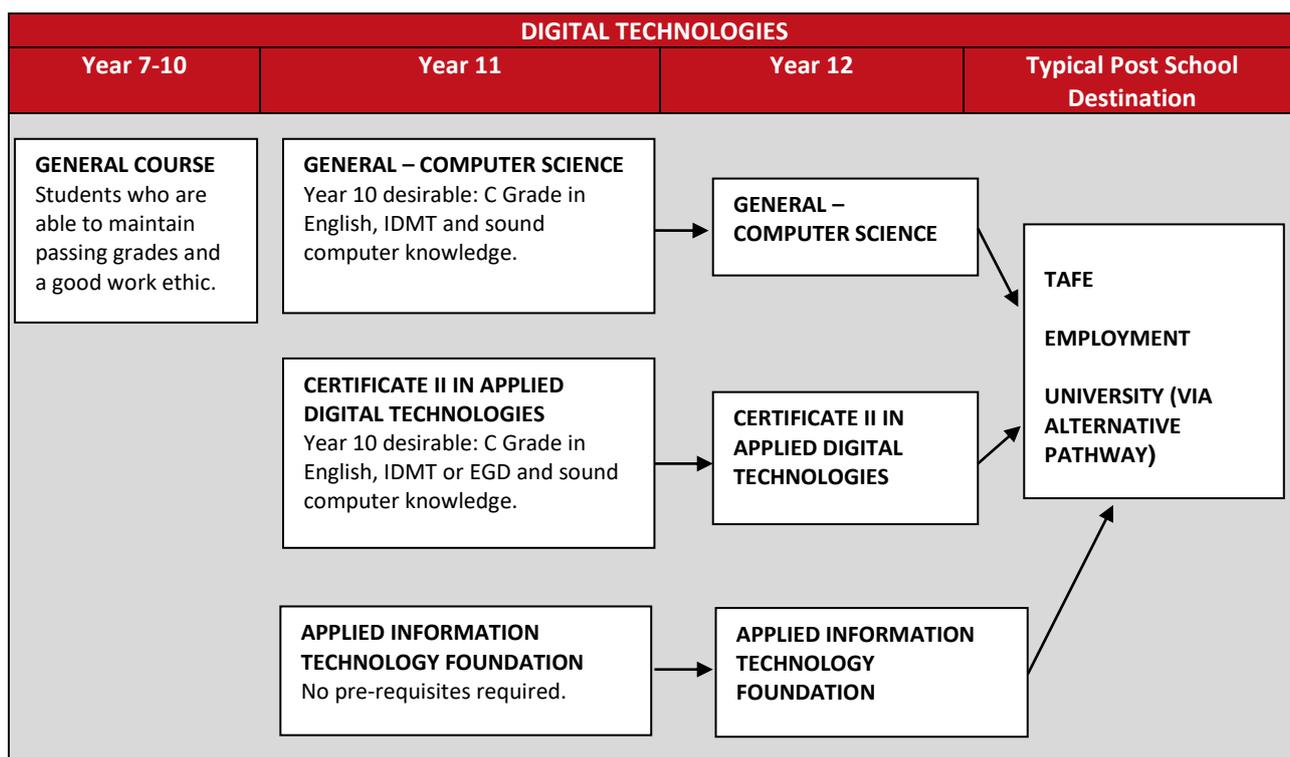
Website: www.cosamp.com.au



TECHNOLOGIES LEARNING AREA

All students, regardless of their pathways, need to strive to achieve to their potential in order to meet pre-requisites for Courses in Year 11 and 12. Below is a list and details on such pathways in the technologies learning area (to be used as a guide only). Students that have a future interest in a specific pathway would benefit from any experience from any experience prior to Year 11, however, it is not essential.





Design and Technologies – Food Specialisations

This course is designed to develop students’ food handling and preparation skills. With a focus on the social aspects of food, topics will explore food catering and production, entertaining, presentation of food and international foods. It is expected students will participate equally in the practical and theory components of the course.

Design and Technologies – Materials and Technologies Specialisations

This course includes skills in Metalwork, Building Construction and Woodwork subjects. Students will complete sheet metal and welding projects in Metalwork. In Woodwork, students will complete projects in carcass construction and basic furniture making skills. In Building Construction, students are exposed to basic building techniques including bricklaying, concreting and paving.

Digital Technologies - Electronic Game Design

This course offers an introduction to basic programming techniques and design essentials of video games and robotics. Students will experiment with a range of game making software to examine the elements and principles of Game Design. It is expected students will participate equally in the theory as well as the practical components of the course to strengthen their understanding and knowledge of the industry.

Digital Technologies - ICT

Students will learn how to effectively use technology to support them in the classroom and beyond using a range of programs from MS Word to Photoshop and Illustrator. Possible projects include creating a DVD cover using Photoshop, creating a ‘Round the World’ slideshow in iMovie and making a 3D object using our new 3D Printer.

Digital Technologies - Web Page Design and Animation

This course is based around web page development, animation and digital images. The subject is an excellent pathway for students wishing to do Applied Information Technology in Year 11. The focus for the first part of this unit understands the design concepts and practical components of the World Wide Web. Students will learn HTML coding and use Dreamweaver and Flash, Industry Standard software to create a website and animated movie clips.

Early Childhood Development

This course is designed to provide students with the practical skills and knowledge to assist in the social, physical and educational needs of infants and young children. Students will experience an introductory course in childcare. This subject links with Year 11/12 Certificate II in Community Services (Childcare).

HUMANITIES & SOCIAL SCIENCES LEARNING AREA

Business

This is a year long program which exposes students to business and entrepreneurial skills and concepts. Students will be encouraged to further develop their dynamic business and marketing skills. They will be exposed to a diverse range of entrepreneurial concepts and qualities. This is a pathway to Certificate II in Workplace Skills in Year 11 or further studies at a state training provider (TAFE).

Why Should I Choose This Course?

This course provides students with the skills to be adequately equipped for placement in the workforce and gain skills to organise personal correspondence and handle everyday finances. It gives students a good understanding of business preparing them to begin their Certificate II in Workplace Skills in Year 11.

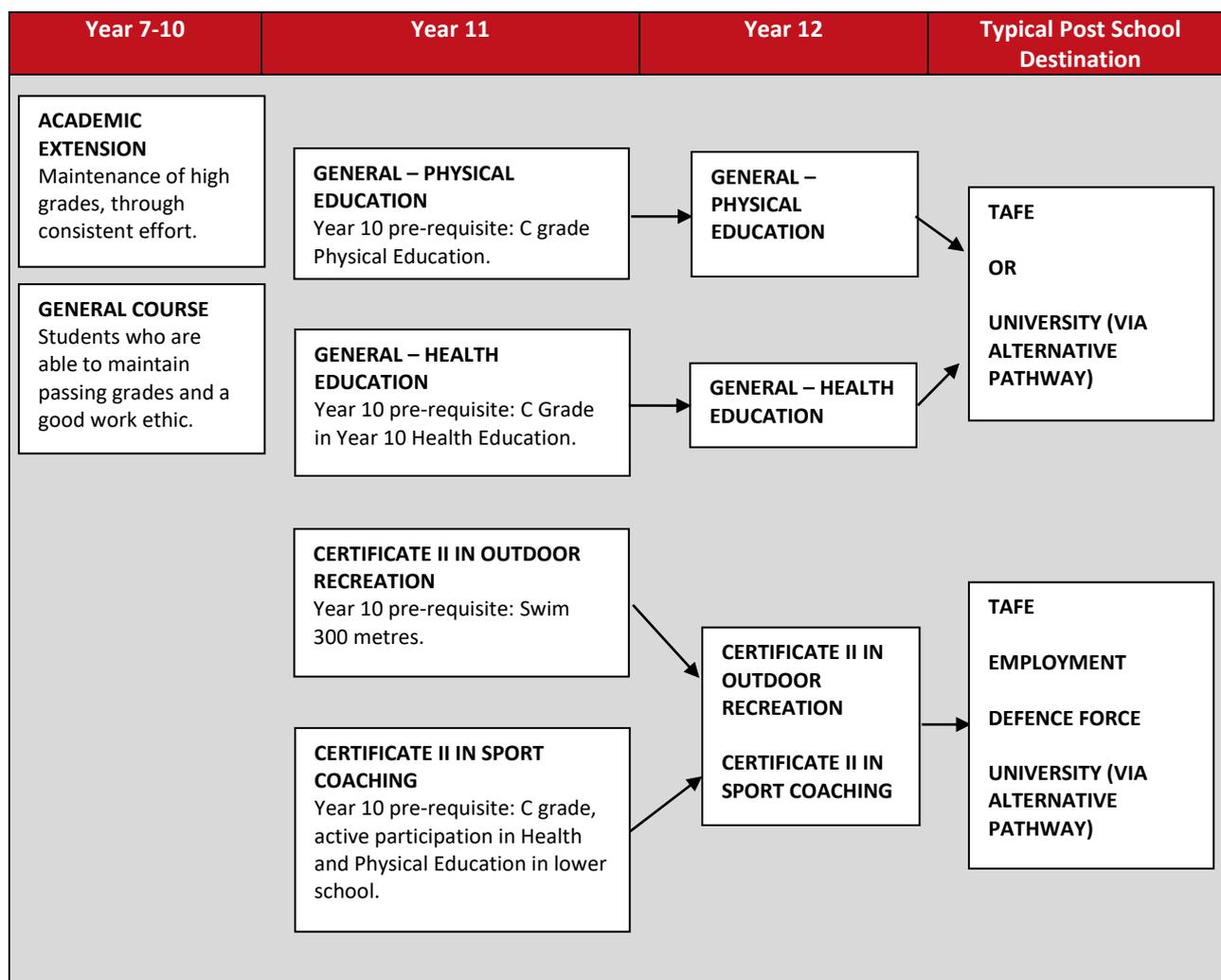
SCIENCE, TECHNOLOGY, ENGINEERING, MATHEMATICS (STEM)

This is an invitation only course. This course is offered to Science Extension classes by invitation, with limited spaces available.

This STEM course is designed to develop higher order thinking skills in capable Science students by providing challenging and authentic Project Based Learning (PBL) opportunities. Students will work on projects, or challenges, for up to one term providing time to research, design, construct and test solutions. They will be encouraged to be innovative in their virtual and practical construction projects and apply many Science, Mathematical and Engineering concepts as well as technological applications involving coding and programming.

HEALTH & PHYSICAL EDUCATION LEARNING AREA

All students, regardless of their pathways, need to strive to achieve to their potential in order to meet pre-requisites for Courses in Year 11 and 12. Below is a list and details on such pathways in the health and physical education learning area (to be used as a guide only). Students that have a future interest in a specific pathway would benefit from any experience from any experience prior to Year 11 however it is not essential.

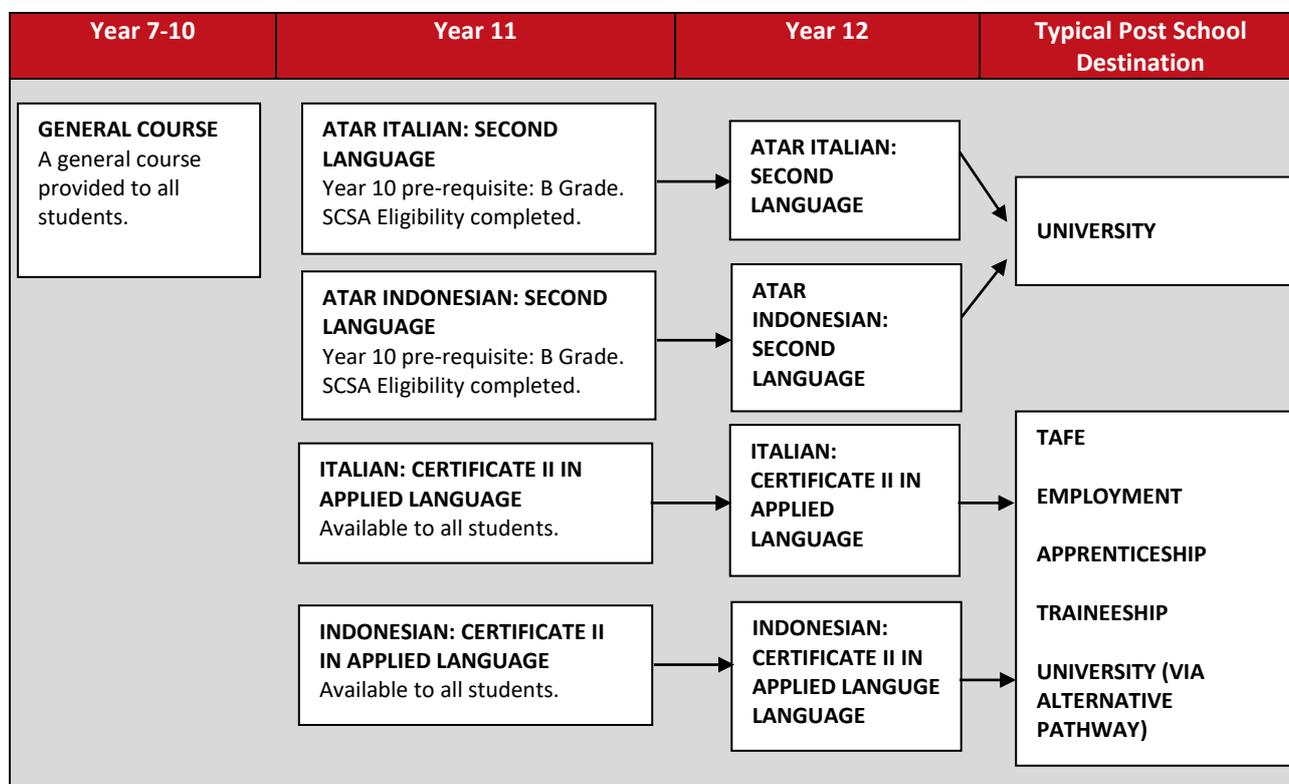


Expedition Sport & Recreation

This course involves a variety of sports, activities and outdoor pursuits. These include archery, self-defence, ultimate frisbee, orienteering and mountain biking.

LANGUAGES LEARNING AREA

All students, regardless of their pathways, need to strive to achieve to their potential in order to meet pre-requisites for Courses in Year 11 and 12. Below is a list and details on available pathways in the languages learning area (to be used as a guide only). Students with an interest in a specific pathway should be aware of any prerequisites for senior school study.



Italian

In Year 10 Italian students have the opportunity to extend their language skills and to apply their knowledge in a variety of ways. The course will cover the themes of 'Houses and Neighbourhoods', 'Italian Cinema', 'Keeping Fit' and 'Plans for the Future'.

Students will engage with a range of authentic learning materials and will have a variety of opportunities to enrich their learning. Learning experiences will include: an excursion to UWA, an excursion to the zoo and school-based cultural enrichment activities.

Why Should I Choose This Course?

- You have an interest in the language and culture of Italy
- You want to develop your confidence and communication skills and improve your understanding of the English language.
- You want enhanced career prospects through having the knowledge of a second language.

This elective leads to the following Year 11 courses:

- Certificate II in Applied Language: Italian
- ATAR Italian: Second Language

Indonesian

In Year 10, Indonesian students have the opportunity to extend their language skills and to apply their knowledge in a variety of ways. The course will cover the themes of 'On Exchange in Indonesia', 'The Stories We Tell', 'Our Environment' and 'Plans for my Future'.

Students will engage with a range of authentic learning materials and will have a variety of opportunities to enrich their learning. Learning experiences will include: an excursion to UWA, an excursion to the zoo and school-based cultural enrichment activities.

Why Should I Choose This Course?

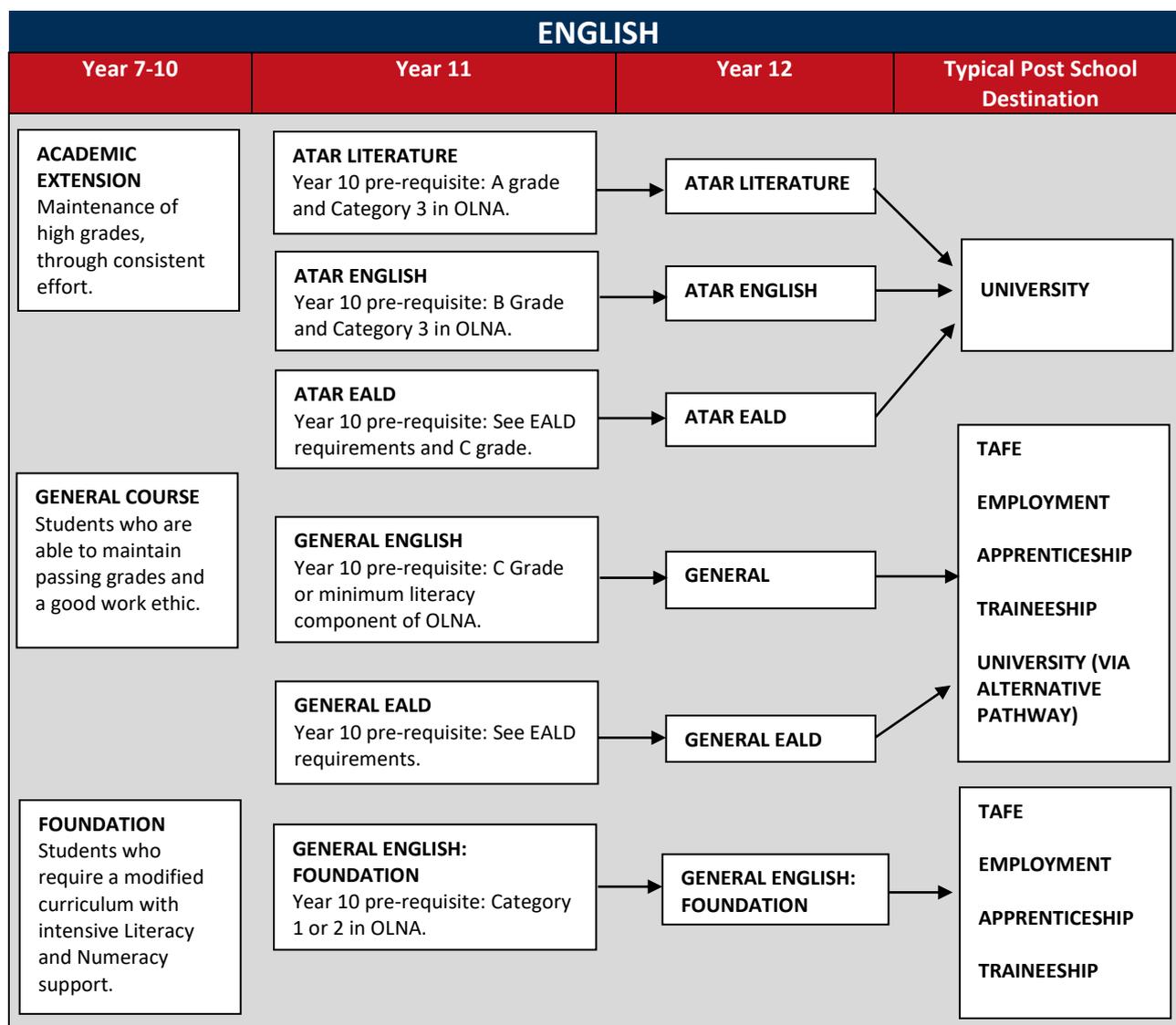
- You have an interest in the language and culture of Indonesia
- You want to develop your confidence and communication skills and improve your understanding of the English language.
- You want enhanced career prospects through having the knowledge of a second language.

This elective leads to the following Year 11 courses:

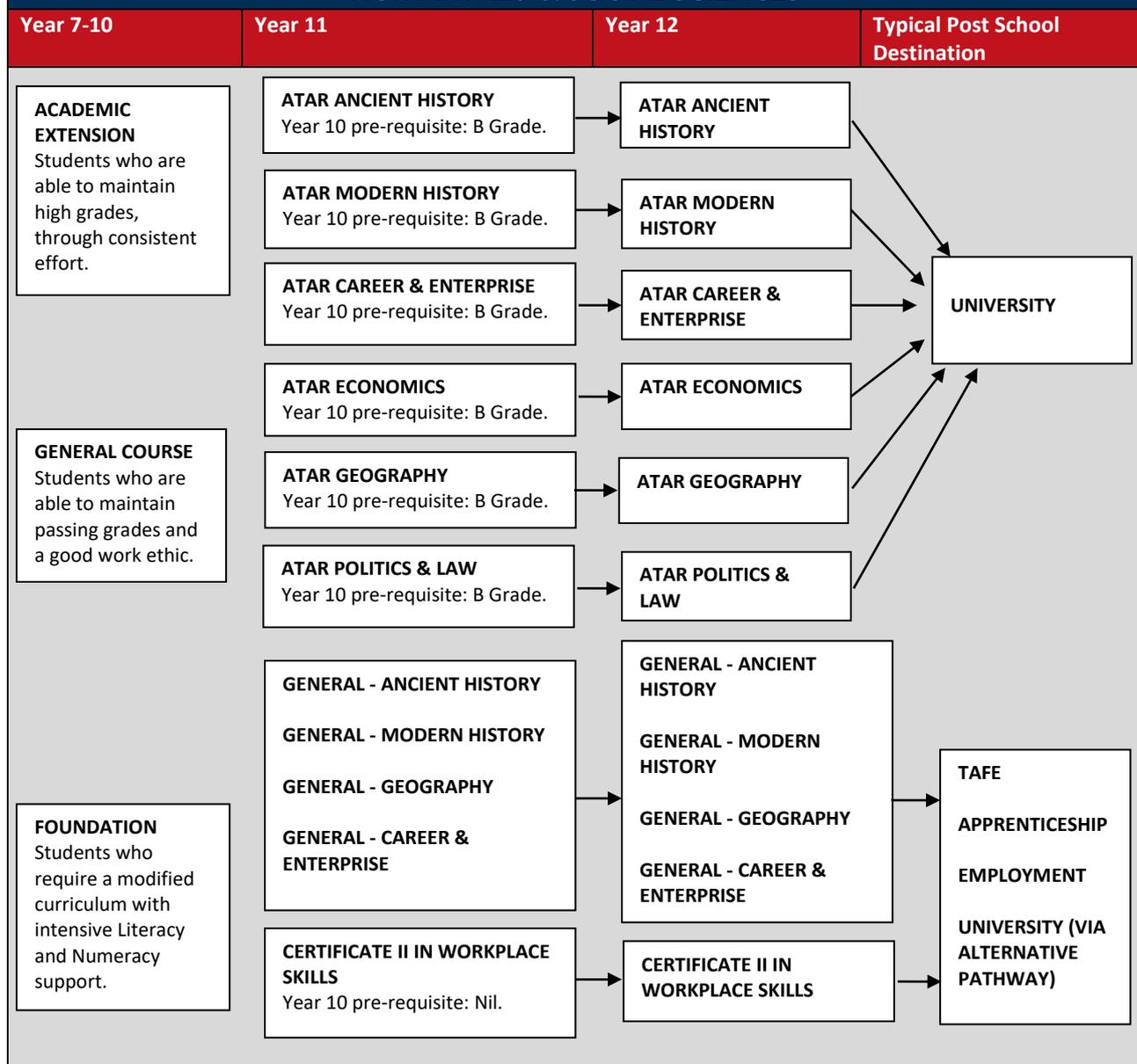
- Certificate II in Applied Language: Indonesian
- ATAR Indonesian: Second Language

COMPULSORY COURSES - STUDENT PATHWAYS

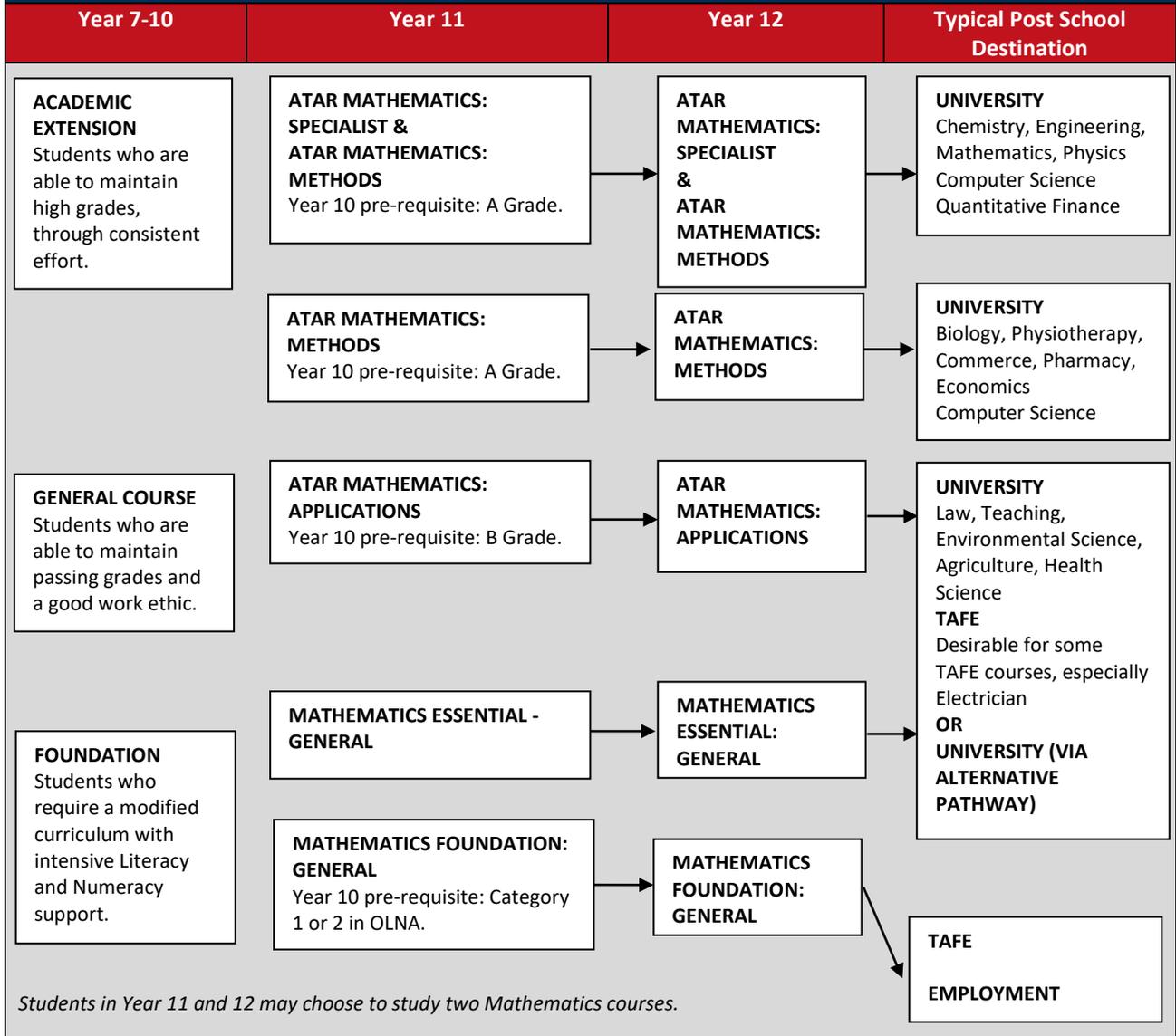
All students, regardless of their pathways, need to strive to achieve to their potential in order to meet pre-requisites for Courses in Year 11 and 12. Below is a list and details on such pathways for all compulsory learning areas (to be used as guides only). Students that have a future interest in a specific pathway would benefit from any experience from any experience prior to Year 11 however it is not essential.



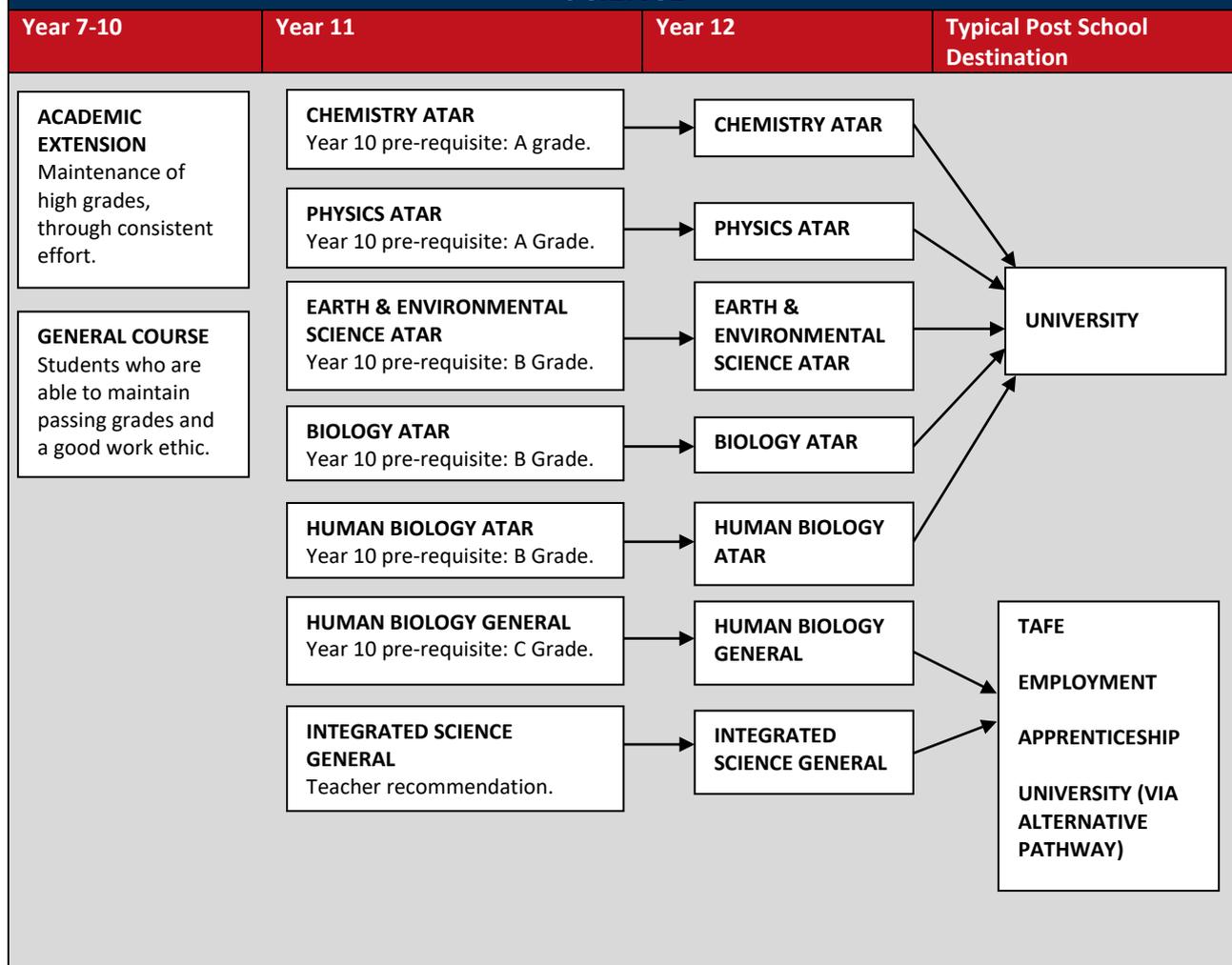
HUMANITIES & SOCIAL SCIENCES



MATHEMATICS



SCIENCE



VOCATIONAL EDUCATION & TRAINING (VET)

Workplace Learning (ADWPL)

Workplace Learning is an Authority-developed endorsed program which provides an opportunity for a student to demonstrate, and develop increasing competence in the core skills for work. It is a fantastic opportunity for students to improve their workplace and employability skills whilst providing them with an opportunity to work in a range of industry areas.

To complete this endorsed program, a student works in a real workplace environment to develop a set of transferable workplace skills. The student must record the number of hours completed and the tasks undertaken in the work place in a Workplace Learning Logbook. The student must also provide evidence of his/her knowledge and understanding of the workplace skills by completing Workplace Learning Skills Journal after each 55 hours completed in the workplace. Year 10 Workplace Learning may occur in the final weeks of Term 4 unless otherwise advised. Students are encouraged to find their own workplace.

Part Time/Casual Employment Work Hours

Students have authorisation from the school to use their currently rostered part time or casual employment hours to contribute towards their workplace learning. A Registration form needs to be signed by the employer and submitted by the student to the ADWPL Coordinator. A logbook will be issued to the student when the form is returned to school. Students will be required to enrol in ADWPL.

School Based Traineeship or Apprenticeship (SBT/SBA)

Students can take part in SBT's or SBA's which allow them to take part in an apprenticeship or traineeship while completing their WACE. Students will be both part time employees and full time students, therefore they will be paid for their employment and receive valuable training and still be able to complete their secondary graduation. There are a large number of traineeships and apprenticeships available.

The benefit to students is that they:

- Get paid to work
- Gain nationally recognised qualifications
- Gain valuable skills and experience in the workplace
- Complete their WACE

There are a large number of traineeships and apprenticeships available. You can access the Department of Training and Workforce Development's Apprenticeship Office to find out more information. Students will be required to enrol in ADWPL.

Pre-Apprenticeship's are ideal for students who wish to obtain an apprenticeship once they finish Year 11 or 12. Students are provided with an introduction into the trades and take place in organised workplace learning.