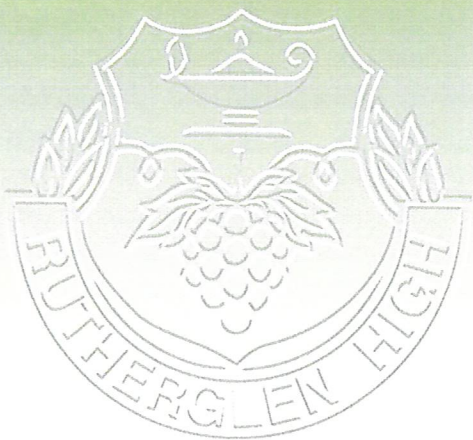


YEAR 10

Senior Pathways

ELECTIVES

2019



YEAR 10 FOOD TECHNOLOGY – SEMESTER 1 & 2

LEARNING OUTCOMES

Students will be engaged in activities that demonstrate their ability to:

- Investigate the suitability of foods in a recipe and new foods on the market.
- Produce food design proposals that satisfy criteria.
- Produce food products from a design proposal that demonstrate the ability to use a range of food preparation techniques and equipment.
- Work independently using safe work practices.
- Evaluate a finished food product using a set of criteria.
- Understand the quality standards in food production.

CONTENT

Semester 1 topics will include:

Sensory Properties

Eat for Health

Know your nutrients

Raising agents

Labelling and packaging

Food additives and food spoilage

Food miles / sustainability

Semester 2 topics will include:

Meal planning

The menu

Hors-d'oeuvres / appetisers

Soups

Entrees

Main courses

Desserts

After Dinner Foods / chessex

Coffee / Tea

Sustainability / Food miles

ASSESSMENT

Students will work individually and within groups. Victorian Curriculum – Learning Area:

Technologies - Design & Technologies outcomes will form the basis of the course assessment.

Productions, evaluations (reflections), investigations and tests are used for assessment.

HOMEWORK

The majority of work is completed during class time. Students are expected to finish incomplete work for homework as well as collect ideas and researching tasks.

OTHER INFORMATION

Students are expected to follow safe food handling and hygiene practices in practical classes and bring a clean container when required. The Year 10 Food Technology course has some weeks when students will be required to design their productions according to criteria and may be asked to bring some ingredients from home: For all other practical work the school supplies the food required and a charge will be made to cover the cost of ingredients. (This is included in the school fees).

YEAR 10 INFORMATION TECHNOLOGY – SEMESTER 1 & 2

YEAR 10 I.T. APPLICATIONS 1

The main focus of this unit is to improve and build on a student's understanding of ICT in everyday life, develop an understanding of appropriate ICT use. The student will use visual and text programming tools to design and develop their own programs. The student will develop programming and problem solving skills that can be transferred into any programming career.

CONTENT

- PC Fundamentals
- Learn a programming language
- ICT issues and ethics

MAIN SOFTWARE USED

Microsoft Office Package, Game Maker, Python

ASSESSMENT

Folio tasks, Assignments and Tests

YEAR 10 I.T. APPLICATIONS 2

This unit will focus on improving the student's computer skills. Students will have the opportunity to explore an area of interest such as Podcasting, blogging, websites, game maker and to demonstrate their skills by completing an investigative project on their chosen topic.

YEAR 10 METALWORK– SEMESTER 1 & 2

This course builds upon the skill from previous years. Students will have increased responsibility in selecting projects which incorporate a variety of set techniques.

Students selecting VET engineering in Year 11 and 12 will complete these outcomes across the two Semesters of Metalwork. (See VET engineering page).

LEARNING OUTCOMES

Students will analyse the appropriateness of using particular materials, including emerging materials for specific purposes.

CONTENT

Students will have increased responsibility in selecting projects which incorporate a variety of set techniques. Design, planning and costing of models will be made in consultation with parents and teachers. A folio of rough design sketches and finished graphic drawings must be completed.

- Students following on from Semester 1 will tackle tasks of greater complexity that will reinforce skills already learnt.
- Students will be encouraged to combine metals with other materials.
- Students will develop skills in electric arc welding, mig welding, oxy-acetylene welding and they will produce tasks using these skills.

ASSESSMENT

- Progress diary – weekly checks
- Assignments
- Topic Tests
- Folio Presentation
- Completed models

Victorian Curriculum Achievement Standards outcomes will form the basis of the course assessment in the areas of designing, investigating, making and evaluations.

HOMEWORK

Students will investigate the production and environmental impact of a metal of their choice. The majority of work is completed in the classroom; however there is an increasing expectation for students to collect ideas and inspiration, plan and sketch ideas outside of class time. This should amount to a minimum of 40 minutes per fortnight. A minimum of two hours per semester should be devoted to the research assignment and / or investigation.

OTHER EXPENSES

Costs will be charged for materials used in construction of major models.

YEAR 10 MUSIC – SEMESTER 1 & 2

This course is aimed at students who wish to extend their musical abilities in the areas of performance, music theory, composition, history and aural (listening) skills. It is advised that students contemplating VCE Music should select this subject to enable their skills to be of a suitable standard for VCE coursework.

LEARNING OUTCOMES

Students will:

- Rehearse pieces in various styles of music on their chosen instrument and complete a number of performances.
- Study the history and musical characteristics of musical styles including Blues, Reggae and Funk.
- Study the structure and sound of various scales, chords and intervals.
- Learn to compose using ICT.
- Analyse and interpret the structure and stylistic features of the pieces they choose to perform and have the ability to verbalise and write their observations.

CONTENT

Group and solo performance rehearsals.

History and characteristics of musical styles including Blues, Reggae and Funk.

Composition using ICT.

Music Theory.

Aural skills.

Written analysis report (on pieces selected for solo performance).

ASSESSMENT

Students are assessed on their participation in various rehearsals and performances throughout each semester. They also complete compositions using ICT. Written analysis of pieces chosen for performance are included in the assessment for this course. Students are also assessed on their theory and aural skills and on their knowledge of the music styles explored in each semester.

HOMEWORK

Students at this level are encouraged to have an instrument at home to practice on and private or group tuition on their instrument. Students will need to be active in finding pieces of music to play and this may involve research and collection of music out of class time. Students' out of class research and their homework will amount to no less than 30 minutes a fortnight. Students should practice on their instrument no less than one hour per week.

YEAR 10 VISUAL ART – SEMESTER 1 & 2

LEVEL DESCRIPTION

Students shall:

- Make and present art works which explore themes, issues and ideas.
- Build an awareness of how artists, craftspeople and designers work.
- Respond to and interpret art works from a number of selected artists.
- Analyse the characteristics and role of art in different cultural contexts.

CONTENT DESCRIPTION

Semester 1

Year 10 Art offers further development of skills and concepts acquired in junior levels but focuses more on personal responses and individual design. Students are taken through some set tasks in drawing but are largely responsible for their own design solutions.

A variety of mediums, techniques and technologies are introduced and students are required to plan and document the development of their work. For this purpose they must keep a Visual Diary.

Areas covered may include:

Drawing	Photography
Printmaking	Digital manipulation
Painting	Sculpture

Semester 2

Students will produce a folio of work that is starting to show an individual preference and style. They will look at works produced by contemporary artists and other artists from history. A variety of mediums, techniques and technologies are introduced and students are required to plan and document the development of their work. For this purpose they must keep a Visual Diary. Emphasis is on inspiration, experimentation and developing a personal style.

Areas covered may include:

Drawing	Photography
Printmaking	Digital manipulation
Painting	Sculpture

Students are also required to look at the work of Modern artists and make responses to their work.

ASSESSMENT

Victorian Curriculum Achievement Standards will form the basis of the course assessment in the areas of arts practice and responding to the arts.

HOMEWORK

The majority of work is completed in the classroom, however there is an increasing expectation for students to collect ideas and inspiration, plan and sketch outside class time. This should amount to a minimum of 60 minutes per week. A minimum of two hours should be devoted to each research assignment and / or investigation.

Y10 VISUAL COMMUNICATION & DESIGN - SEMESTER 1 & 2

This course is aimed at students who have an interest in the design fields of Graphic Design, Architecture, Photography and Digital Imaging. The work is varied and is both creative and technical in content. The majority of work is practical based and often employs computer skills in Adobe Photoshop and Illustrator.

Learning Outcomes Semester One

Corporate Logo Designs.

Students will investigate existing logos from major companies. From their analysis they will create a series of logo concepts for a hypothetical company.

A range of products will be generated including Business Cards, Letterhead, and Signage etc. Photoshop and Illustrator will be used in the production of this work.

Magazine Cover Layouts.

A facsimile magazine will be designed following an investigation and analysis of existing magazines. Students will produce their own photographic images and then use more advanced elements of Photoshop to generate their own final product.

Exploring and Responding

Students will investigate design career options. They will investigate the scale and breadth of possible jobs in the design industry, from the highly technical to the creative sections of design. They will select one that interests them and produce an in-depth report on this field and what they may need to do in order to pursue a career in this area.

Learning Outcomes Semester Two

Architectural Design.

The task is to investigate and design an environmentally sustainable house.

Building materials, orientation and energy efficiency will be incorporated into the design.

Computer graphic programs such as Google Sketch-up and Floor Planner will be used.

Landscape Architecture.

Ideas and designs will be generated for the external areas of the above activity.

Student Negotiated Design Work.

Students will have the ability to write a Design Brief and pursue design options in a selected area of design. This could come from work covered in both Semester One and Two, or from a new area of design, eg. Animation, Movie Making Media Design.

Possible excursions

Students will have the opportunity to visit Graphic Design companies, Architecture and Building firms and Garden/Landscape suppliers.

YEAR 10 WOODWORK – SEMESTER 1 & 2

Woodwork at year 10 encourages students to investigate, design, produce and evaluate their own projects. Projects will range from self-designed projects of their own choice to set projects depending on students' motivation and skill levels. Constraints of skill level, cost, size and complexity will determine the projects undertaken. This process is in line with the current Victorian Curriculum Achievement Standards. Students may produce small furniture items, constructed projects and woodturning. These items are researched and investigated for practicality and aesthetics for use at home.

LEARNING OUTCOMES

At completion students may be able to use new and existing skills to:

- Analyse the appropriateness of using particular materials for specific purposes and report this in an assignment.
- Prepare design proposals (design brief), produce 2D and 3D visual solutions and justify design solutions.
- Construct a number of products (solutions) using a range of tools and equipment safely and accurately.
- Evaluate the efficiency of the processes and the effectiveness of products with reference to specified criteria.

ASSESSMENT

The Three phases of Technology are each assessed:

- Investigation and Design
- Production
- Evaluation

Students must satisfactorily complete at least two of the three phases of the curriculum focus to pass. One of those must be the Production phase.

HOMEWORK

The majority of work is completed during class time. Occasionally a student will need to spend time on Investigation or Design exercises at home.

OTHER EXPENSES

Basic materials will be provided for projects. Students will be charged for additional materials if larger projects are negotiated.