Year 7 & 8
Core and
Elective Subjects
2013
INDEX

Introduction to Year 7 & 8 Core Subjects, Compulsory Subjects & Electives .......................................3

All about Core and Compulsory Subjects ..........................................................................................4

All about the Elective Subjects ........................................................................................................5

Community Partnership Programs ....................................................................................................6

The Arts .................................................................................................................................................7

* Art ....................................................................................................................................................7-10

* Drama ...............................................................................................................................................11

* Music ..............................................................................................................................................12

* Dance ..............................................................................................................................................12

Design & Technology ...........................................................................................................................13

* Wood Technology ............................................................................................................................13

* Extra Design & Technology ............................................................................................................14

* Metal Technology ............................................................................................................................14

Food and Fabric Technology ..............................................................................................................15

* Food Technology .............................................................................................................................15-17

* Fabric Technology ..........................................................................................................................18-19

Extra Geography & History ...............................................................................................................20

Extra Physical Education ...................................................................................................................21

Information Technology ......................................................................................................................22

Extra Science .....................................................................................................................................23-25

Sample Elective Subject Selection Sheet ............................................................................................26
**CORE SUBJECTS**

- English
- Mathematics
- Science
- History

**COMPULSORY SUBJECTS**

- Geography
- Physical Education
- LOTE
- Home Group
- Community Partnerships (Semester two only)

**ELECTIVE SUBJECTS**

- The Arts
- Design & Technology
- Food and Fabric Technology
- Information Technology
- Extra Geography & History
- Extra Science
- Extra Physical Education
**CORE SUBJECTS**

Students will complete each of the core subject areas for the duration of the year

**ENGLISH**— Five sessions per week

**MATHEMATICS**— Five sessions per week

**HISTORY**— Two sessions per week (One semester only)

**SCIENCE**— Two sessions per week (Three sessions per week—Semester Two)

**COMPULSORY SUBJECTS**

**GEOGRAPHY** — Two sessions per week (One semester only)

**PHYSICAL EDUCATION** — Two sessions per week (Each term)

**LOTE** — Two sessions per week (Each term)

**HOME GROUP**— One session per week (Each term)

**COMMUNITY PARTNERSHIPS** — Two sessions per week (Semester two only)
ELECTIVE SUBJECTS

The Arts
Design & Technology
Food and Fabric Technology
Information Technology
Extra Geography & History
Extra Science
Extra Physical Education

ELECTIVES

Students are encouraged to try a variety of electives

THE ARTS
DESIGN AND TECHNOLOGY
FOOD AND FABRIC TECHNOLOGY
EXTRA SCIENCE
INFORMATION TECHNOLOGY
EXTRA GEOGRAPHY
EXTRA HISTORY
CREATIVE METAL
EXTRA PHYSICAL EDUCATION

Duration: Elective Units change each term.

Time Allotment: Two sessions per week
Community Partnerships Programs are offered semester two (term 3 & 4). Students are to choose either **Surf Awareness**, **Junior Park Rangers** or **Our Buddies**. Each program runs for two sessions per week.

**Surf Awareness**
This program aims to educate students about water safety and to develop stronger awareness of aquatic environments. Students will develop their skills on surfboards, learn to ‘read’ the surf conditions and train to obtain their Surf Resuscitation Certificate; activities include a mix of theory and practice, and require problem solving, teamwork, leadership and physical performance. An interest in physical fitness and resuscitation techniques is promoted; students will have opportunities to develop effective working and communication skills with a variety of first aid and surf lifesaving instructors.

**Junior Park Rangers**
This program involves students working closely with Port Campbell National Park rangers during fieldwork and classroom sessions. Coastal activities can include facilities maintenance, conservation work, tour guide training, litter and traffic surveys, revegetation projects, an introduction to O.H.&S and managing environmental emergency situations. An interest in environmental issues and our coastal local ecosystem is promoted; students will have the opportunity to develop effective working and communication skills with a variety of National Park employees and visitors.

**Our Buddies**
During peer leadership training, students learn about the skills that make a good leader, the responsibilities associated with being a buddy, the techniques of good activity planning, and the importance of age appropriate games. Students work one on one with the grade one students for two sessions each week. They prepare activities that they will use with their ‘Buddies’ under the supervision of a staff member. They engage the buddy in conversation as they help them enjoy appropriate literacy, numeracy and physical activities.
Visual Art & Visual Communication

Printmaking

Students will further develop their understandings of the elements and principles of art through their exploration of printing techniques and styles. They will create a series of mono-prints, basic linocuts and tri-colour prints.

Creative Graphics

Students will investigate the world of advertising and product design. They will design and create CD covers and product packaging using a series of materials and mediums. Students will continue to develop their understanding of the elements and principles of art through their exploration of printing techniques.

Funky and Functional

Students will design and create a series of functional ware. Pieces will be created using a combination of wheel thrown and hand built pottery techniques. All pieces are glazed using an assortment of glaze types and colours. Students will investigate and develop their knowledge of the elements and principles of art through the creation of their functional wares.

Painting

Students will experiment with techniques and styles to create a series of paintings. They will continue to develop their understanding of the elements and principles of art through the creation of their landscapes, seascapes and portraiture paintings.

Sculpt-It

An array of artistic materials will be on offer in the creation of individual sculptural pieces. Students will create a series of sculptural pieces while developing their knowledge of the elements and principles of art. Sculptural pieces will be created using carving, moulding and joining construction techniques.

Mad Mosaics

Students will create a series of hand crafted mosaics. Each piece will be prepared and hand made using a hand building clay, cut into the desired pieces and glazed. Students will continue to develop their understanding of the elements and principles of art through the creation of their individual mosaic pieces.

Snap Shot Photography

Students will formulate a basic understanding of the functions of a camera in order to capture a unique photograph. They are introduced to the art elements and principles of art and will have the opportunity to adapt their photographs using Photoshop.
Art

- Wild Wicked Shoes (Term 1)
- Spray-It Graffiti Art (Term 1)
- Fearsome Dragons (Term 2)
- Crazy Clay Creations (Term 2)

MIXED MEDIA

Wild Wicked Shoes
Research the painting style of a famous artist of your choice. Based on this artist’s design sense, style, subject matter or colour range, transform an old pair of shoes or boots using acrylic paint, permanent textas and other mixed media to create a spectacular, bizarre or outrageous new pair of shoes.

Welcome to Rio!
Investigate the use of the headdress used by a variety of cultures for festive celebrations. In Brazil, the people of Rio de Janeiro create highly elaborate headdresses and parade through the streets dancing to music. Have fun designing and creating your own amazing headdress from a range of mixed media.

PRINTMAKING

Warhol’s Pop Out Pop Art
Andy Warhol, a 1960’s artist and icon, was famous for his vibrant colourful prints of famous people like the movie star, Marilyn Monroe. Create a “Warhol print” based on your favourite star. Use the lino cut printmaking method to create brightly coloured prints in our printing press.

Fearsome Dragons
Frequently found in ancient Chinese and Japanese art, today dragons often appear in movies and x-box games. Use your imagination and Asian art to inspire and create your own dangerous demonic dragon. Dragon designs are then etched into acetate, reproduced many times in our printing press and each copy hand painted using watercolour techniques.

PAINTING & DRAWING

Negative, Positive and Everything in Between
Many artists, photographers and graphic designers totally eliminate the use of colour in their artworks and designs. The focus is on the strong tonal contrast that can be achieved just using black and white and shades in between. Create your own CD cover for your favourite musician or band experimenting with graphite pencil, charcoal, papercraft or scratchboard. Scan your design into Photoshop or Paint programs to add lettering and titles.

Surreal or for Real?
Surrealism was a 20th century art movement where artists like Salvador Dali used subject matter that looked quite real in bizarre and unreal ways for shock value. Use real objects in unusual ways or in unusual settings to create mysterious, strange or dreamlike compositions. Experiment with a range of acrylic painting techniques before creating your final artwork on a canvas.
Self Portraits Cubist Style

Cubism was made famous by Picasso and his bizarre distorted painting, the 'Weeping Women'. Cubism involves breaking a realistic image down into simple shapes. Create your own vibrant cubist painting from a personal photo and transfer it onto a three-dimensional object which will be finished off with varnish.

Castles, Kingdoms, Towers & Turrets

In medieval and mystical worlds fantastic buildings rise up majestically from the earth. Investigate buildings from history, literature and movies to help form your own castle or kingdom. Make parts pop-out from the background and learn how to enhance its three-dimensional appearance using clever fine liner shading techniques.

SCULPTURE

Monsters, Aliens, Grotesques and Gargoyles

Explore fantasy art through the creation of an imaginary monster or alien figure in three-dimensional form. Use a variety of mixed media, including wire, beads, cardboard and Styrofoam to name a few. Experiment with different joining technique and learn how to use hot wires cutters to carve through Styrofoam like butter.

Wonderful Wire

Explore a range of wire techniques and construct a unique assembled sculpture or “wrapped wire” jewellery piece. Use a range of tools and joining methods to manipulate flexible aluminium wire, mesh, fuse wire and florists wire into a three dimensional object of your choice.

MOSAICS

Gaudy Gaudi Mosaics

Gaudi created a wonderland covering every surface he could find from buildings to walls to park benches in bright, vibrant patterned tile pieces. In mosaics intricate patterns are created using broken tiles, glass, mirrors, ceramics, crockery, shells or pebbles. Learn how to use tile cutters, adhesives and grouting methods to create amazing patterns on objects of your choice. Old mirrors, picture frames, terracotta pots, bird baths, wooden boxes…..anything you can find!

MEDIA

Home Movies or Video Art?

Our world is now filled with moving visual images. Movies, television, console games, phone apps, electronic signage and arts installations all use technology in a creative way to project information and images. Using iPads, flip cameras, create a video in small groups that can then be edited. Will it be a horror movie or a comedy?
Crazy Clay Creations

Students will create a series of wacky pottery pieces, while investigating an array of hand building techniques. Using their knowledge of the art elements and principles, students will investigate different artists work and glazing styles.

Spray-It Graffiti Art

Students will investigate the techniques of ‘spraying’ in the creation of graffiti art pieces. They will explore the use of stencilling and continue to explore the elements and principles of art in the creation of each piece.

Masterpiece – Team Art

Students will work collaboratively in the creation of a series of artworks to be on permanent display within the school grounds. These pieces will be of the students’ own design and incorporate a series of experimentation with differing materials. Students will continue to develop their understanding of the elements and principles of art through the creation of each piece.
The Arts: Drama

Can You Think on Your Feet?
Improvisation is a major skill required in the art of performance. It relies on quick thinking, spontaneity and enthusiasm. During this unit, simple props, games and activities will enhance each student’s confidence and skills in the art of ‘thinking on their feet’. Working individually and in groups, students will be encouraged to use their imagination to create ‘on the spot’ performances with minimal or no rehearsal time. Much fun and laughter is guaranteed for every student who is willing to ‘have a go’. This unit will conclude with a short performance piece.

Jumbled up Fairy Tales!
Create, rehearse and perform your very own fairy tale. Using parts of well known fairy tales and blending them with others, the focus is to develop your own script! You will have the opportunity to develop script writing skills, design a basic set and props, as well as create an amazing and hilarious performance. The opportunity to develop a range of very funny characters is endless. This unit looks at developing the skills of working as a group (ensemble work) and concludes with a performance to an audience.

From Villain to Superhero!
The focus is how to create a believable stereotype through body language, voice, costume, make up and props. Can you recreate an elderly person, a villain, a mad scientist or a greenie? You will select and develop a character of your choice; learning the basic art of face painting and costuming along the way. The finale will be a performance where you will introduce your character to an audience and interact with other characters from our group.

Lights, Camera, Action!
The focus of this dynamic unit is to provide students with strategies in which to enhance and improve their performance. Students will choose from a variety of basic scripts and will be taught how to improve them. Using video cameras, every rehearsal will be recorded. The group will watch the recording and discuss and constructively criticize their work. The end result will be a series of recordings, showing a journey of improvement and learning. This unit concludes in a presentation of the final performance and an evaluation of the journey taken in order to get there.
The Arts: Music

Basic Guitar
Basic chords in the 1st position. C major scale and pentatonic scale. A course designed to teach basic guitar that will enable a student to play most songs and improvise over a simple chord progression using scales.

Song Writing
Students will learn how to craft basic songs by working on lyrics, melody, chorus and hooks to write and record a song.

So you want to be a DJ
Students will learn how to use a basic DJ setup and program song lists to use through a DJ mixing desk.

Music Technology
Students will learn how to use professional recording software and hardware and also learn how to set up a band PA system.

The Arts: Dance
Students will learn creative dance moves from a talented local dancer.

This unit will be offered each term.
**Year 7 Wood**

**Plan & Produce in Materials**

Students are introduced to the design process, learn to use hand and electric tools, obtain the drill press and scroll saw licence and develop construction and finishing techniques. Students will produce a fridge magnet and create their initials.

**Wood Designer & Producer**

Students will develop their knowledge of the design process through the exploration of the design principles (shape, colour, line and pattern), researching existing products, orthographic drawing and three dimensional drawing techniques, annotation and measurements. Students will produce a storage box and a hanging unit.

**Year 8 Wood**

**Problem Solving & Production in Wood**

Students will continue to develop their understanding of the design process through researching existing products, orthographic drawing and three dimensional drawing techniques, annotation and measuring, and the design principles. Students will create a chopping board and a hinged container.

**Redesigning & Construction in Wood**

Students will continue to develop their understanding of the design process through taking an existing product and creatively redesign, re-draw using IT computer drawing program, annotation and measurement, and the design principles. Students will create a stool and a storage shelf with drawer.
Creative Kites

Fly high with your own kite creations! Consider your kites aerodynamics, shape, materials, colours and design work, through a series of trials and test runs. Experiment with a wide variety of materials before creating your final masterpiece.

Material Costs: $10

Fossick, Find and Construct

Invent your own three-dimensional sculpture using found metal objects. Learn innovative ways to cut, shape, attach and join your metal to create a weird and wonderful statue or ornament to decorate your garden or home. Material Cost: $5

<table>
<thead>
<tr>
<th>UNIT</th>
<th>PRODUCTS</th>
<th>TOOLS</th>
<th>TECHNIQUES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creative Metal</td>
<td>Figures, Found Objects</td>
<td>Tin Snips, Files, Drill Press, Vice, Pop Riveter, Electric Spot Welder &amp; Hammer</td>
<td>Measuring (tracing, cutting, joining, joining pop rivet, joining spot soldering) &amp; Finishing</td>
</tr>
<tr>
<td>Design &amp; Fabric In Metal</td>
<td>Folded Container with optional Lid</td>
<td>Hammer, Centre Punch, Tin Snips, Files, Drill Press, Vice, Pop Riveter, Electric Spot Welder &amp; Folding Machine</td>
<td>Measuring (cutting, joining, joining pop rivet, joining spot soldering) &amp; Finishing</td>
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In this unit the focus will be on the primary production of food and the agricultural businesses in our local area. You will prepare a delicious range of recipes using the local produce of the area including the Timboon strawberry farm, vegetables from the local school vegetable garden and cheese and meat from the Timboon region. A focus will also be on studying the food we eat, impacts on the environment and why it is best to buy local, fresh and seasonal food.

**Food Technology**

**Food and Agriculture**

This unit will focus on the primary production of food and the agricultural businesses in our local area. You will prepare a delicious range of recipes using the local produce of the area including the Timboon strawberry farm, vegetables from the local school vegetable garden and cheese and meat from the Timboon region. A focus will also be on studying the food we eat, impacts on the environment and why it is best to buy local, fresh and seasonal food.

**Good foods, great health**

This unit will be on the Australian Guide to Healthy Eating; a food selection model introduced by the Australian government. The students will prepare a range of delicious recipes from each of the 5 segments of the guide as well as from the special treats section. The focus will be on the importance of including a variety of foods in the diet everyday and how eating habits influence health.

**What’s for lunch?**

Would you like to have something different for lunch rather than a sandwich or pie? In this unit you will be making a range of delicious lunch recipes suitable for home and school but also ones that you would enjoy at a café. You will also study meal patterns in different cultures and the importance of eating a well balanced nutritious lunch everyday.

**Eat Asian**

This unit will focus on the preparation of foods from Asia and the culinary differences between the regions. The Australian diet has been influenced by Asian cuisine and each week you will prepare a recipe from an Asian country including Vietnam, Cambodia, Japan, Malaysia, India and China.
Food Technology

America all over

When you think of the foods from America you probably think of takeaway restaurant chains such as McDonalds, KFC, Burger King, Wendy’s and Subway, but the foods of America is so much more. In this unit you will explore the regions of North America and prepare a range of delicious recipes from the different regions including Mexico, Canada and the USA.

The Bread Basket

Yummy, yummy, yummy! I’ve got bread in my tummy. Do you want to make some tasty little treats? Then this is the ideal unit for you! Love your sweet breads and want to learn more? What about savoury breads? This is a great introduction to making an assortment of bread styles. Students will have the opportunity to bake an assortment of sweet and savoury breads in the bread basket.

The Biscuit Barrel

In this unit you will make a variety of biscuits suitable for gifts as well as for a snack for morning or afternoon tea. The biscuits will be made using a range of processes and decorating techniques. This unit will give you the opportunity to show your creative flair as each week, you will package some of the biscuits to give as a gift.
**Food Technology**

* Bake your cake and eat it! *

In this unit you will make a variety of cakes and muffins using a range of cake making techniques and processes. The focus will be on the role of ingredients, processing techniques and equipment, and the sensory analysis of each production.

* What to Eat, Not to eat! *

In this unit you will make a variety of delicious healthy foods focusing on the freshest of ingredients. The focus of the unit will be choosing the foods to eat based on the Australian Guide to Eating and the Healthy Living Pyramid. Let’s start with some pancakes with Timboon Strawberries.

* Snacking with a difference! *

In this unit snacks include light meals or nibbles before a party and food that is consumed during the day. For example; when you get home after school. Snacks are an important part of adolescents’ eating patterns, so you are going to make delicious healthy recipes, instead of the usual snacks from the supermarket.

* Food, Fabulous Food! *

In this unit we will look at the influences on food choices, in particular, packaging, marketing and advertising. Each week you will prepare a delicious recipe that supports these influences on, ‘why you eat what you eat?’ You will also learn about the design process, and design a bread for a bread making shop.
Fabric Technology

**Funky Fabrics (Term 1)**
- Students will experiment with different types of fabric dying and felting. Students will colour and construct their own pillow case, using different tying techniques to alter patterns and design. Students will become competent in using the sewing machine, know how to use basic features to create functional items. Wet and dry felting techniques will be used to create jewellery and juggling balls.

**Pyjama Party (Term 1 and 3)**
- During this unit students will learn how to use the basic features of the sewing machine to create a pair of long or short pyjama pants and a wheat bag (heat bag). Students will undertake all parts of the construction process and complete an evaluation of the final product. Students will need to purchase their own fabric prior to the beginning of the term. Cotton or flannelette material would be suitable.
  - Material requirements: 1.5 metres for long pants or 1 metre for short pants.

**T-shirt Revamp 101 (Term 2)**
- Each student will start with a plain white t-shirt and create an individual fashion item. Students will experiment with samples of applique, printing, dying, embellishment and gathering to inspire design ideas.
  - Students can add and alter their t-shirts to make an unique piece.
  - Each student must purchase a plain white t-shirt before the start of the term, which will be made into their own fashionable item.

**Retro Recycled (Term 2 and 4)**
- Do you have something in the wardrobe that used to be trendy, but not anymore? During this unit students will have the opportunity to revamp an old piece of clothing, either from the wardrobe or the Op Shop and revive it with some alterations and additions. Student will start with an item that is from the past or from an Op Shop and revamp it using machine and hand sewing, adding embellishments and making adjustments to give it new life. A creative imagination essential!
Fabric Technology

Trendsetters
Do you have an interest in fashion? Do you have your own individual style? Do you want to make your own clothes? Yes, Yes, Yes! This unit is for you! Students will make their own clothes from patterns. (Material will be sourced by students at own cost.)

Crazy Toys
Students will create an array of unreal creatures using machine and hand sewing. Techniques of sewing will be explored following patterns and instructions. (Some additional fabrics may need to be sourced by the student.)

Patchwork Frenzy
There are many different types of patchwork. This unit will investigate and create varied styles of patchwork into quilts, cushions and hangings. (Some additional fabrics may need to be sourced by the student.)

Applique Action
Applique is the technique of sewing either by hand or machine, fabric over fabric, to create a picture or decoration. Students will investigate techniques and create group and individual pieces.
Nature’s Great Events

Every year, around the world, seasonal changes transform entire landscapes and draw in millions of creatures. Students will use a geographic model to investigate some of the world’s most dramatic wildlife spectacles and the stories of the animals caught up in them. Examples include the changing seasons of Kakadu and Yellowstone Parks, the great Salmon runs in the Northern Hemisphere, the great African migrations (zebras, wildebeest and elephants) and the red crabs of Christmas Island.

Armchair Traveller

Students explore some of the amazing people, places and cultures of the world through the eyes of a traveller. Geographic, historical and economic knowledge and skills will be developed as students discover new and exciting places. Tourism will be the underpinning theme in learning activities.

Sudden Disasters

A new offering from Humanities. In this unit students will explore current world-shaking events. They will attempt to tie together natural and human-induced phenomenon with the geographic facts behind them as well as the social, economic and political fallout that follows. Areas for study may include natural disasters (earthquakes, tsunamis, bushfires) and the illegal trade in wildlife products (elephant poaching). Get on board for a look at what’s going on around Planet Earth.
Fitness Training
Students will focus on participating in different training methods to improve fitness. Students will learn basic training principles and safety considerations when training. A battery of fitness tests will also be completed with students analysing their own data to develop a simple training program.

Fitness Components
Students are involved in a variety of physical activities where they investigate the meaning of fitness. Fitness components are explored through fitness tests, games and training activities. Games analysis activities are conducted to measure the difference in fitness required for different sports.

Sports Coaching
Students identify personal qualities required for coaching and practise different coaching styles. Students will be involved in planning, conducting and evaluating peer coaching sessions as well as P-6 Sessions.

Outdoor Education
Students participate in the sport of orienteering and rogaining. Students learn navigation skills such as the correct use of a compass and map reading. Students practise journal writing in studying the interactions between environmental components within the school and rail-trail environments.
Information Technology

The Information Technology elective is a chance to learn and improve on a variety of computer skills. From learning a heap of tips and tricks for using the Office suite of programs and Internet search engines, to creating multimedia presentations, you will build on the skills and knowledge to be competent in ICT functions for school, work and in your personal life. We will also investigate the accepted codes of practice when using ICT, and be able to discuss the consequences of ICT use. You will maintain digital evidence of your learning in all subjects through a digital portfolio. We hope you will become self-sufficient for further learning and be able to troubleshoot basic computer glitches.

Claymation

Students will be introduced to the processes and product of clay animation or “Claymation”. (Think Wallace and Grommit and Chicken Run). They will create small animations within a common theme, based on the ‘stop motion’ form of animation. Students will also be introduced to a variety of video and audio capture software, and investigate their application in school projects. Students will need to be able to demonstrate the ability to work independently.

EXTRA UNITS

Who wants to be a billionaire?

What is involved in running a successful business activity?

In this unit students will have the opportunity to explore what is involved in running a successful business activity. They will learn some of the elements of what needs to occur through contributing to the planning, promotion and presentation of the Year 6 Musical and the creation of a group business activity.
TAP into Science

Agriculture is a vital component of our local community. Many of our local people are employed either directly or indirectly in this industry. Science is now taking a leading role in determining how farming practices are conducted. In this subject students will learn about the dairy industry in Australia with a focus on the products that are produced. They will find out more about the digestive system of a cow and the science behind how cows are fed to obtain a healthy animal that produces the best product. Animal welfare and housing is vital for any productive business and will be discussed as part of this subject. The importance of farm design such as shed and laneway placement will be studied. Wherever possible industry experts will be invited to school to share their knowledge.

It is highly advised that students wishing to undertake the ‘Cows Create Careers’ subject in term 2 complete the TAP into Science course.

Cows Create Careers.

Cows Create Careers is a Dairy Australia and Regional Development Program project for secondary students from years 7 to 11. Students learn about the dairy industry while caring for calves and working with farmers and dairy industry professionals, such as vets, dairy company field officers, agronomists or cheesemakers.

The project's educational activities are structured around science concepts, and feeding calves and monitoring growth. Students share their experiences and demonstrate what they have learnt by presenting a data show and a research poster. They also send thank you letters to the farmers and industry representatives, and create a newsletter as part of the school curriculum. The Cows Create Careers experience concludes with a presentation and awards ceremony.

Students that wish to undertake this subject are strongly advised to also undertake ‘TAP into Science’ during term 1.
**Electronics**

Electricity! What is it? How is it made? How does it work? How is it used? This unit will answer these questions by investigating the generation and properties of electricity, how and why circuits work, and investigate how electrical devices use electricity. Students will have the opportunity to build or investigate simple electrical appliances and circuits. A cost may be involved if the student wishes to purchase and build an electronic device or robot.

**Marine Science**

The ocean is a fascinating world which holds many secrets. In this subject students will study the amazing array of organisms that make their home in the marine environment. They will discover some of the deadly marine creatures and learn about some of the ways humans use the ocean. Students will conduct experiments to determine some of the properties of seawater and will use this knowledge to understand how massive tankers float in different parts of the world.
A Bug’s life!
With over one million different types, insects and spiders are the most diverse of all life forms on Earth. Insects and spiders are found everywhere and can have a profound effect on our lives. Insects and spiders are usually seen as pests but many are also very important to humans. In this unit students will study different types of insects and spiders, make ant farms, trap and collect insects and spiders, and come to appreciate how fantastic and diverse insects and spiders really are.

Non-explosive Myth Busters

The television show “Myth Busters” uses scientific principles to investigate common myths and beliefs. Based on Myth Buster episodes students will use an experimental approach to investigate various phenomena, and learn about scientific principles of investigation and fundamental scientific concepts. The students will have the opportunity to design and carry out their own experimental investigations and report on the results. The emphasis will be placed on good experimental design, controlling variables, and showing a clear understanding of what science can and can’t prove.

Dinosaurs and Palaeontology

Dinosaurs are a fascinating part of our Earth’s history. Palaeontologists are scientists who discover and study fossils to determine the types of life that once lived on Earth, and how long since they became extinct. Students will investigate the history of the Earth, the different periods, and the types of dinosaurs that roamed the Earth at these times. Students will carry out activities such as making their own fossils, carrying out a fossil dig and making models of dinosaurs.
# Year 7 & 8 Elective Subject Selections

## Term One

**NAME:** _________________________  
**HOME GROUP:** ____________________

<table>
<thead>
<tr>
<th>BLOCK A</th>
<th>BLOCK B</th>
<th>BLOCK C</th>
<th>BLOCK D</th>
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<td>Creative Kites</td>
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**Note:** All students study the core subjects of English, History, Maths & Science and compulsory subjects: LOTE and Geography.

*In addition to this, all students MUST choose:*

**One - PE**

- At least one of - Food, Fabric Technology OR Design & Technology
- At least one of - The Arts

**Optional Subjects:** Extra Science, Extra PE, Extra History/Geography

Please write 1, 2 or 3 in the box next to each elective in each block  
(1 = 1st choice, 2 = second preference, 3 = 3rd choice)

<table>
<thead>
<tr>
<th>Block A</th>
<th>Wild Wicked Shoes</th>
<th>PE</th>
<th>Yr 8 Design &amp; Technology</th>
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<tbody>
<tr>
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<th>Creative Kites</th>
<th>Nature’s Great Events</th>
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<th>Tap into Science</th>
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<th>Pyjama Party</th>
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<th>Yr 7 Design &amp; Technology</th>
<th>Eat Asian</th>
<th>Can You Think on Your Feet?</th>
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2013 Year 7 Elective Selection Sheet

Choose one subject from each elective block by placing a tick in the box next to the subject barcode.

**Core:**
- Year 7 English
- Year 7 Mathematics
- Year 7 Science
- Year 7 Home Group
- Year 7 History
- Year 7 Geography
- Year 7 LOTE

**Electives:**

**Block A**
- Year 7/8 Visual Arts - Wild Wicked Shoes
- Year 7/8 Physical Education

**Block B**
- Year 7/8 Visual Arts - Spray-it Graffiti Art
- Year 7/8 Extra PE - Fitness Training
- Year 7/8 Performing Arts - Music - Basic Guitar

**Block C**
- Year 7/8 Textiles - Funky Fabrics
- Year 7/8 Extra Tech Studies - Creative Kites
- Year 7/8 Nature's Great Events

**Block D**
- Year 7/8 Home Economics - Food and Agriculture
- Year 7/8 Physical Education
- Year 7/8 Science - Tap into Science

**Block E**
- Year 7/8 Performing Arts - Dance
- Year 7/8 Physical Education
- Year 7/8 Textiles - Pyjama Party

**Block F**
- Year 7 Design & Technology
- Year 7 Design & Technology
- Year 7/8 Home Economics - Eat Asian
- Year 7/8 Perf Arts - Can You Think on Your Feet?

Please add any comments about career plans that may help ensure subjects you need are allocated to you.

Parent/Guardian/Coordinator signature: