

Year 7-8

Electives

Term 3

Timboon P-12 School



*Strength Through
Understanding*

2016

Block A -Community Partnerships – (Term 3&4)

Surf Awareness

This program aims to educate students about water safety, and to develop a 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 the opportunity to develop effective working and communication skills with a variety of first aid and surf lifesaving instructors.



Junior Park Rangers

This program involved students working closely with community and government organisations such as Port Campbell National Park, Fishcare, Landcare and Corangamite Catchment Management Authority. Students undertook a variety of fieldwork and classroom activities. Coastal activities included facilities maintenance, conservation work, litter control, revegetation projects and an introduction to O. H. & S. requirements in the field. Students have had the opportunity to develop effective working and communication skills within their small team.



Pre-loved and Re-loved

This unit of work involves learning about the recycling possibilities in our environment and applying these skills in the real world. Most of our waste can be reused in some way and we will learn how to do this globally, national and locally in our own community. We will explore a variety of reusable materials such as plastics, wood and fabric and make these pre-loved and unwanted items into re-loved functional products!



Collaborative Coding:



Do you like working with others to develop your thinking and problem solving skills? Are you interested in solving puzzles, creating games and how a robot works and is used, now and in the future? In this unit of work we will explore the digital technology coding and its application in the design of educational games and robots. We will use physical activities, iPad apps and 'coding journals' to record and share our learning and apply our learning by creating a useable program.

Note: iPad required. Most apps used will be free of charge, however some may have a cost for those students wishing to use the full features and extend themselves beyond the basics.

Block B

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.

Open & Close

During this unit students will use inspiration from existing products to design and construct a hinged box and a small cabinet with sliding drawer. Students will work through the design process and focus of the safe use of tools and equipment.



Tastes of Italy



In this unit you will prepare an interesting selection of traditional Italian recipes. Italian cooking is more than just Pasta and Pizza. This unit will look at the development of Italian cooking from its early forms to today's varied and

tasty dishes.

Design, Develop, Draw

Visual communications are all around our world – posters, tickets, signs, house plans, product design, to name a few. Students will use the Design Process, freehand and instrumental drawing techniques and a range of media to explore and produce visual communications, using professional designers to investigate and inspire.



Block C

Rustic Corrugated Figures



Working through the design process students will use a range of metal cutting tools to construct a rustic, recycled corrugated iron animal. Students will need to undertake all work using the safe use of tools and equipment. The creations will be great for the garden or shed wall.

iPad Music Projects

Students will use their iPad to complete a series of music projects. The projects will include using Apps such as GarageBand, MadPad, Loopy HD, Singing Fingers, Explain Everything, i-nigma QR code reader, Aurasma, Pic Collage and DM1-The Drum Machine to



produce audio visual songs and film clips on their iPads. They will learn how to compose record and perform music using their iPads as a musical instrument. **(The School has 5 iPads that can be used if the student does not own an iPad)**

Food and Agriculture



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 vegetables from the school vegetable garden and cheese and meat from the Timboon

region. Student will also undertake the Cows Create Careers Manufacturing Module; groups of student work together to design dairy recipe using a design brief.

My Money, My rights

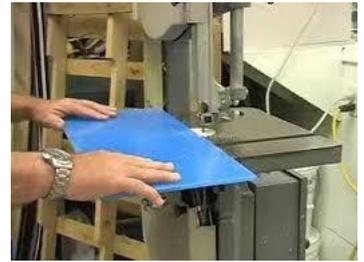
This unit will look at the ways consumers and producers interact with one another. Students will explain the reasons why and ways in which individuals and businesses set and plan to achieve financial goals. It will also investigate the rights and responsibilities of consumers.



Block D

Tags & Mags

Students will work through the design process to come up with a design. They will use the electric scroll saw to cut interesting shapes from a range of coloured Perspex to make fridge magnets & key tags. Students will focus on the safe use of tools and equipment.



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

Haunted Houses

Tim Burton, a famous director, screenwriter and illustrator is known for creating visually striking films that blend themes of fantasy and horror, including *Beetlejuice*, *Edward Scissorhands*, *Batman*, and *The Nightmare Before Christmas*. Using the art form of painting create your own creepy and weird version of a haunted house in the style of Tim Burton.



My Business Empire

This new unit is designed to build on student's desktop publishing skills through the creation of a portfolio of business documents for their own fictional business. We will begin by creating a logo to brand the business and move on to create a business cards and letterheads to promote the business. Other skills



introduced will be simple mail merge letters, business spreadsheets to work out how much money the business will make!

Sport

Rationale:

Sport is a core subject with an allocation of one double session per week. At Year 7 & 8 each sport will be offered for a five-week rotation where groups are organised by gender.



Outcomes for sport:

- Be active participants in a variety of scheduled sports
- Acquire an understanding of the rules of each sports studied
- Develop sport specific movement patterns and skills
- Improve personal and social skills



Game sense approach:



This approach is based on improving tactical aspects of the game before the technical aspects. It requires students to work on decision making through modified games and challenges along with questioning. Questions are based on 4 concepts (time, space, risk & execution)

Assessment

Skills development

Participation

Behaviour

Effort



Sport Course Outline

Year 7 Sport



Term 1	Term 2		Term 3	Term 4
Softball	Netball		Badminton	Hockey
Athletics	Football (AFL)		Football (soccer)	Lawn bowls

Year 8 Sport

Term 1	Term 2		Term 3	Term 4
Tae kwon do	Touch		Basketball	Cricket
Athletics	Volleyball		Orienteering	Tennis