

HUNTER RIVER HIGH SCHOOL Subject Selection Booklet

YEAR 10 2023





FORWARD

This booklet has been prepared to provide information on courses at Hunter River High School. These courses are for Year 10 and will appear on the student's Record of School Achievement (RoSA).

Subjects are divided into two groups:

- Compulsory
- Elective.

This booklet should be read in conjunction with the NESA 'Years 7 to 10 Syllabus Course Descriptions' booklet which can be found at: http://www.boardofstudies.nsw.edu.au/rosa/

In Year 10, all students will study the mandatory CORE subjects and two ELECTIVE subjects.

Core Subjects
English
Mathematics
Science
History
Geography
PDHPE
Sport
Elective Subjects
X Elective
Y Elective

ELECTIVE SUBJECTS

All students must participate in two elective subjects. During the selection process, students will have the opportunity to indicate a backup subject as a third option. Students should enter the subject choices in order of preference. In the event a course isn't available, a students' third option will be allocated.

Details of all subjects offered are found in this booklet.

WILL ALL ELECTIVES RUN NEXT YEAR?

All elective subjects listed in this booklet are on offer. However, only those electives chosen by a sufficient number of students will run next year. Students decide via their choices which subjects run.

It is very important that students choose carefully. Once all subject selection sheets are in:

- Selections will be tallied
- Decisions will be made on which subjects will and will not run
- Subjects will be put into lines (X or Y).

THINGS TO CONSIDER WHEN CHOOSING ELECTIVES

When choosing electives, it is essential to consider a student's:

- Career aspirations
- Interests
- Abilities and talents

This is a very personal choice and students are advised to ignore outside pressure (e.g. peer pressure) when selecting subjects. If you have any questions about specific subjects, please consult the Head Teacher.

ELECTIVES

ABORIGINAL STUDIES – 100 hours AGRICULTURE TECHNOLOGY – 100 hours AGRIFOOD OPERATIONS – 100 hours COMMERCE – 100 hours CREATIVE INDUSTRIES (MUSIC)- 100 hours DANCE – 100 hours DIGITAL PHOTOGRAPHY & MEDIA – 100 hours CAFÉ / FOOD TECHNOLOGY – 100 hours IStem – 100 hours INDUSTRIAL TECHNOLOGY Electronics - 100 hours INDUSTRIAL TECHNOLOGY Metal - 100 hours INDUSTRIAL TECHNOLOGY Timber - 100 hours MARINE & AQUACULTURE TECHNOLOGY - 100 hours PHYSICAL ACTIVITY & SPORTS STUDIES - 100 hours TEXTILES – FASHION AND DESIGN - 100 hours

VISUAL DESIGN - 100 hours

ABORIGINAL STUDIES – 100 hours

FACULTY: HSIE

HEAD TEACHER: LUCAS WINTER (Rel.)

COURSE DESCRIPTION

Aboriginal Studies provides students with opportunities to develop knowledge and understanding of Aboriginal Peoples, histories, cultures and experiences. It is designed for all students and is of value toboth Aboriginal and non-Aboriginal students.

WHAT STUDENTS LEARN

Students learn about the diversity of Aboriginal Peoples' identities, cultures and communities, which are interconnected with Country and spirituality. They learn about the dynamic nature of cultural expression and the maintenance of Aboriginal identities and cultures. Topics of study could include (dependent on student interest):

- Aboriginal Enterprises and Organisations
- Aboriginal Peoples and Oral and Written Expression
- Aboriginal Peoples and the Visual Arts
- Aboriginal Peoples and Technologies
- Aboriginal Peoples and the Performing Arts
- Aboriginal Peoples and Film and Television
- Aboriginal Peoples and the Media
- Aboriginal Peoples and Sport

FEE: Nil* (excursions will be offered which will have an associated cost)

AGRICULTURE TECHNOLOGY – 100 hours

FACULTY: SCIENCE

HEAD TEACHER: MATHEW ROBSON

COURSE DESCRIPTION

The Hunter area of NSW is an important agricultural area. It produces a large variety of products, which include – cattle for meat and milk, poultry for meat and eggs, vegetables, fruit and many other products.

Students of Agricultural Technology in Years 9 and 10 make extensive use of the wellequipped school farm whilst studying the production cycle of most of the products mentioned above. By concentrating on the local area's production, the course becomes more relevant to the students whilst enabling teachers to illustrate important agricultural concepts that are synonymous to all agricultural pursuits.

The course has an underlying 'systems theme' that basically means any action done on a part of the farm has important effects on the whole farm. Students need NOT have studied agriculture before and will enjoy the opportunity tolearn new skills in an outdoor environment.

The course does NOT terminate in Year 10. It is also studied in senior years and can lead to a vocation in agriculture.

WHAT STUDENTS LEARN

Studying Agricultural Technology:

- Makes students more aware of the local and Australian farming environment;
- Allows students to learn useful new skills;
- Allows the skills and concepts taught to be used in activities outside farming; and
- Can lead to further studies and possibly a vocation in agriculture.

AGRIFOOD OPERATIONS Cert I- 100 hours

FACULTY: SCIENCE

HEAD TEACHER: MATHEW ROBSON

COURSE DESCRIPTION

Vocational education and training (VET) courses form an integral part of the secondary education curriculum in NSW. It is widely recognised that these courses perform a significant role in preparing students for a successful transition from school to work. Schools have ensured through sustained commitment that school delivered VET is valued by industry, further education providers and the community.

Students must attempt:

- All core units of competency (totalling 35 indicative hours)
- Elective units of competency to a minimum of 65 indicative hours and to meet qualification packaging rules.

This course is competency based. This means students will demonstrate their understanding of the theory through practical demonstration. Students will be completing a range of hands-on activities throughout the year. This is a course for students who prefer to learn through doing and will provide a solid base for future employment in the Agriculture Industry.

WHAT STUDENTS LEARN

Students will be involved in the care of a range of animals and carry out a range of activities with poultry, sheep and cattle. They will be involved in preparing housing for the animals, raising and caring for the animals and the sale of products grown.

- Students will also have a choice of one of the following:
- Support gardening work
- Support Horticultural work or
- Support Nursery work

COMMERCE – 100 hours

FACULTY: HSIE

HEAD TEACHER: LUCAS WINTER (Rel.)

COURSE DESCRIPTION

This is the subject for students interested in looking at Business Studies and Legal Studies in the Senior School.

Commerce enables young people to develop the knowledge, understanding, skills, values and attitudes that form the foundation on which they can make sound decisions about consumer, financial, economic, business, legal, political and employment issues. It develops in students the ability to research information, apply problem-solving strategies and evaluate options in order to make informed and responsible decisions as individuals and as part of the community.

WHAT STUDENTS LEARN

Student learning in Commerce promotes critical thinking and the opportunity to participate in the community. Students will develop their problem solving and communication skills. Students could learn about (dependent on interest):

- How businesses operate
- The legal system
- Travel

FEE: Nil* (excursions will be offered which will have an associated cost)

CREATIVE INDUSTRIES (MUSIC) – 100 hours

FACULTY: CAPA

HEAD TEACHER: SHANE LLOYD (Rel.)

COURSE DESCRIPTION

The Creative Industries (Music) course gives students the opportunity to develop their skills and understanding in music recording, arranging and compositing. Students will learn how to produce live recordings using a range of available software and hardware. Class and individual projects in this course will include editing music recordings, developing performances, and showcasing students' music and production skills for authentic audiences at school and community events.

This is a subject designed for those who want to learn about what goes on 'behind the scenes' in the modern music world. Creative Industries gives a good basis for the VET Music Industry course that will be offered in Years 11 and 12.

WHAT STUDENTS LEARN

The course delivers hands on experience in live sound and lighting practices. We will be composing music using digital audio software, loop pedals and a variety of other music programs. Contemporary song writing and recording techniques for bands, singer songwriters and small acoustic ensembles will also be covered. Additionally, students will learn how to set up and run live concerts.

DANCE – 100 hours

FACULTY: CAPA

HEAD TEACHER: SHANE LLOYD (Rel.)

COURSE DESCRIPTION

The study of dance as an artform centres on the three practices of performance, composition and appreciation of dance as works of art. Studying dance involves the development of physical skill as well as aesthetic, artistic and cultural understanding. Students express ideas creatively as they make and perform dances, and analyse dance as works of art. They think imaginatively and share ideas, feelings, values and attitudes while physically and intellectually exploring communication of through movement. Safe Dance Practice is embedded through the practices to ensure that students are able to maintain safe, healthy and rewarding dancing careers.

WHAT STUDENTS LEARN

You will learn to:

- EXTEND and REFINE known dance technique, dance vocabulary and knowledge of dance from a social and historical perspective;
- CREATE your own works while developing a personal movement style.
- DEVELOP an awareness of movement skills and the elements of dance.

DIGITAL PHOTOGRAPHY & MEDIA – 100 hours

FACULTY: CAPA

HEAD TEACHER: SHANE LLOYD (Rel.)

COURSE DESCRIPTION

Photographers create the images that define our world and record our time. In this course you will develop your practical skills with hands-on experience working on a wide range of photography projects, learning old and new techniques using digital and darkroom processes.

Throughout this course you will learn to use a digital SLR camera, manipulate your photos in Photoshop and other editing software, create images using historical photographic procedures and learn about the aspects of good photography: depth of field, exposure, viewpoint, composition and so much more.

WHAT STUDENTS LEARN

Students will create:

- Digital photographs
- Photoshop images
- Pinhole cameras
- Cyanotypes
- Lighting techniques
- Studio photography
- Wet photography
- Claymation

FEE: \$25.00

CAFÉ/ FOOD TECHNOLOGY – 100 hours

FACULTY: TAS

HEAD TEACHER: JOEL WATSON (Rel.)

COURSE DESCRIPTION

The Australian Food Industry is growing in importance, providing numerous employment opportunities and increasing the relevance of CAFÉ FUNDAMENTALS for the individual and society. There are increasing community concerns about food issues, including hygiene and safety, nutritional claims and the nutritional quality of food, genetic engineering, functional foods and the environmental impact of food production processes. Students will explore food-related issues through a range of practical experiences, allowing them to make informed and appropriate choices with regards to food.

This elective is focussed on providing students with the best opportunity to gain authentic skills and experience in Food Technology, combined with Café fundamentals, by implementing the stage 5 Food Technology 100 hour course, focussing on the units that are aligned with food product development, food service and catering, food for special occasion and food trends.

By implementing these focus areas, this allows us to incorporate the running the school café in term 2 and term 4. Students will have an opportunity to gain first hand work experience working in the school café. The will get to use a variety of specific equipment used within the café including the coffee machine, making non alcoholic beverages, manage and operate a real café, including cleaning, general maintenance, food costing, ordering, cash handling and customer service. These skills can be utilised to gain employment.

WHAT STUDENTS LEARN

- Food product development
- Food service and catering
- Food for special occasions

INDUSTRIAL TECHNOLOGY ELECTRONICS – 100 hours

FACULTY: TAS

HEAD TEACHER: JOEL WATSON (Rel.)

COURSE DESCRIPTION

This course offers an opportunity for students to gain an understanding of the technology that affects all our lives: the circuits and components that control our computers, TVs, Home automation systems and the family car. Electronics is taught in a specially equipped workshop by an experienced teacher.

The Electronics course has been designed to make learning fun. Students learn electronic principles and gain practical skills through building interesting and functional projects. The components used and methods of construction employed, are those used in today's electronics industry. Students use state-of-the-art equipment and techniques to manufacture and test their projects.

The study of this subject will help to lay a good foundation for any student hoping to pursue a career in any electrical/electronic trades such as:

- Electrical Fitter
- Electrical Engineering technician
- Electrotechnology & Telecommunication Trade Worker
- Electrical Instrument Tradesperson
- Electrical Engineer

WHAT STUDENTS LEARN

Students will study digital circuits, audio circuits, control circuits and gaming devices through the completion of 10 to 15 projects. Students will learn how to design and create electronic circuit boards and learn basic trade skills in soldering and circuit board construction.

This course is a great lead into the P-Tech program in Stage 6 if you're interested in an Electrical/ Mechanical Engineering/aero skills career pathway.

INDUSTRIAL TECHNOLOGY METAL – 100 hours

FACULTY: TAS

HEAD TEACHER: JOEL WATSON (Rel.)

COURSE DESCRIPTION

The aim of the Industrial Technology course with the metal focus area is to provide opportunities for students to develop knowledge, understanding, skills and values related to metal and its associated industries. This is achieved through safe interaction with materials, tools and processes in the planning, development and construction of quality practical projects.

The study of this subject will help to lay a good foundation for any student hoping to pursue a career in any of the metal trades such as:

- Engineering;
- Fitter machinist;
- Sheet metal worker;
- Boilermaker;
- Aeronautical mechanic;
- Panel beater;
- Plumber;
- Roofer; and
- Automotive mechanic.

WHAT STUDENTS LEARN

The course enables students to:

- Broaden their career options;
- Develop an understanding of Work, Health & Safety;
- Build confidence and competence in the correct use of tools and equipment; and
- Facilitate self-sufficiency, resourcefulness, mature judgement and the capacity to work co-operatively and responsibly.

INDUSTRIAL TECHNOLOGY TIMBER – 100 hours

FACULTY: TAS

HEAD TEACHER: JOEL WATSON (Rel.)

COURSE DESCRIPTION

The aim of the Industrial Technology course with the timber focus area is to provide opportunities for students to develop knowledge, understanding, skills and values related to timber and its associated industries. This is achieved through safe interaction with materials, tools and processes in the planning, development and construction of quality practical projects

The study of this subject will help to lay a good foundation for any student hoping to pursue a career in any of the timber or building trades including:

- Builder;
- Carpenter/joiner;
- Cabinet maker;
- Wood machinist;
- Formwork Construction Carpenter; and
- Pattern maker.

WHAT STUDENTS LEARN

The course enables students to:

- Broaden their career options;
- Develop an understanding of Work, Health & Safety;
- Build confidence and competence in the correct use of tools and equipment; and
- Facilitate self-sufficiency, resourcefulness, mature judgement and the capacity to work co-operatively and responsibly.

iSTEM – 100 hours

FACULTY: SCIENCE

HEAD TEACHER: MATHEW ROBSON

COURSE DESCRIPTION

Integrated SCIENCE, TECHNOLOGY, ENGINEERING and MATH education is an innovative approach to learning knowledge and skills in each of these related disciplines. Post-school success for these students is enhanced as these fields are deeply intertwined in the real world. Students are required to participate in learning activities that model current best practice in industry. STEM careers are highly lucrative and rewarding.

Aspire to drive a truck in the Pilbara and earn big money? This and many other jobs are becoming extinct due to the rapid growth of technology. For example, Rio Tinto already has driverless trucks that are controlled from Perth and self-driving cars for personal use will be available for purchase in the near future.

Are you interested in studying Physics, Chemistry, Biology, Mathematics, Metal and Engineering, Software Design and Development or other STEM related subjects for your HSC? Then iSTEM is the course for you.

WHAT STUDENTS LEARN

Areas of study may include:

- Engineering fundamentals;
- Mechatronics / Robotics;
- 3D CAD/CAM;
- Motion;
- Aerodynamics; and
- Personal interest STEM Project.

iSTEM offers great opportunities to work with our Industry Partners; Jetstar, BAE Systems, AmpControl and Varley are most evident in this subject. In addition, iSTEM at HRHS is supported by Regional Development Australia – Hunter and the ME Program. It is through this support our school participates in many STEM related competitions like the Bottle Rocket Challenge and RoboCup. The iSTEM class often has the first option to participate in such events.

FEE: \$15.00

MARINE & AQUACULTURE TECHNOLOGY – 100 hours

FACULTY: SCIENCE

HEAD TEACHER: MATHEW ROBSON

COURSE DESCRIPTION

This elective allows students to study marine and freshwater environments. Theliving things from the sea and lakes form a wide range of fascinating and exciting research. We will see how many people make a living from the sea in a sustainable way and others who are trying to save endangered creatures such as the whales. Basic water safety and first aid are included in this interesting course.

WHAT STUDENTS LEARN

The major emphasis of the Marine and Aquaculture Technology syllabus is on practical experiences. Students learn about Work Health and Safety issues and apply principles of water safety and first aid in marine situations. They also learn to responsibly select, use and maintain materials and equipment and to use appropriate techniques in the context of the modules selected for study.

Students will learn to research, experiment and communicate in relation to aquaculture, maritime and marine activities and to apply ethical and sustainable practices in the use and management of the marine environment.

PHYSICAL ACTIVITY & SPORTS STUDIES – 100 hours

FACULTY: PDHPE

HEAD TEACHER: TRUDY DIXON (Rel.)

COURSE DESCRIPTION

Physical Activity and Sports Studies represents a broad view of physical activity and the many possible contexts in which individuals can build activity into their lifestyle. It incorporates a wide range of lifelong physical activities, including recreational and leisure pursuits, competitive and non-competitive games, individual and group fitness activities, and the use of physical activity for therapy and remediation.

WHAT STUDENTS LEARN

Area of study 1 - Foundations of Physical Activity

In this area students explore and develop the foundations for participation and performance in physical activity and sport. Students establish a base of knowledge and skills that will encourage and enhance current, future and lifelong physical activity patterns. Students develop a capacity to evaluate factors that contribute to efficient and rewarding participation and to plan strategies that further enhance participation and performance.

Area of study 2 – Physical Activity and Sport in Society

In this area of study students explore physical activity and sport form national, community and individual perspectives. Students develop a broad understanding of the roles and effects of physical activity and sport, and the benefits and opportunities they can provide.

Area of study 3 – Enhancing Participation and Performance

In this area students are provided with opportunities to enhance their participation and performance in physical activity and sport. Students explore strategies to promote active lifestyles and also develop skills in specific movement contexts.

TEXTILES – FASHION & DESIGN– 100 hours

FACULTY: TAS

HEAD TEACHER: JOEL WATSON (Rel.)

COURSE DESCRIPTION

This course is about the Australian Fashion Industry and famous fashion designers around the world, think 'Project Runway', and you will be on the right track. Have you ever wanted to design and create your own clothes and fashion accessories? Well here is your chance! Fashion and Design is a practical, fun course where students complete a variety of projects involving fabrics and related materials.

Each unit of work has a theme and focuses on a particular area of fashion and textile use. The units may include:

- Making a fascinator;
- Design for fun;
- Working with beading.
- Fashion Designers; and/or
- Creating a personal design;

WHAT STUDENTS LEARN

Each unit is designed around a practical project including activities such as:

- Learning to create fashiondrawings;
- Illustrations and sketches;
- Batik and tie dyeing;
- Silk painting, Applique
- Wool dyeing, knitting
- Embroidery and beadwork;
- Patchwork;
- Redesigning interiors;
- Making children's clothes andtoys; and
- Redesigning a garment.

FEE: \$20.00 (individual selectin of materials at own cost)

VISUAL DESIGN – 100 hours

FACULTY: CAPA

HEAD TEACHER: SHANE LLOYD (Rel.)

COURSE DESCRIPTION

Visual Design is primarily a practical subject in which students design and create objects and environments. The course provides students with opportunities to explore the links between art and design by making products with aesthetic qualities. Students learn to make visual design artworks using a range of materials and techniques. You will learn to represent your ideas and interests with reference to contemporary trends and how designers make artworks.

WHAT STUDENTS LEARN

Students will create:

- Tattoo flash sheets
- Clothing decals
- Phone cases
- Print media
- Digital graphics
- Architectural designs

FEE: \$25.00