

Leeming Senior High School

Year 10 Directory - 2027



LEEMING SHS

HARMONY ~ EXCELLENCE

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COURSE SELECTION IN YEAR 10

All schools in Western Australia base their courses on the Guiding Principles developed by the School Curriculum and Standards Authority (SCSA). The Guiding Principles comprise of :

1. Western Australian Values of Schooling
2. Principles of Teaching and Learning
3. Phases of Schooling

The curriculum is divided into eight learning areas:

- The Arts
- English
- Health and Physical Education
- Languages other than English
- Mathematics
- Science
- Humanities and Social Sciences
- Technology and Enterprise

Leeming Senior High School covers these eight learning areas by offering students courses in each of the learning areas.

Reasons for students choosing additional time in some learning areas will depend on their aptitude, interests, and goals. By studying at greater depth or breadth, students might, for example, be better able to cope with senior school courses to improve their capacity for post-school studies at a State Training Provider or University.

Please consider the following points in your subject selections for 2026:

The Year 10 students at Leeming Senior High School are considered in all aspects to be Senior School Students. There is an expectation that they will take responsibility for their own learning and approach their school time with maturity and commitment. As part of this commitment, Year 10 students are required to pick 3 option subjects for the entire year, helping to prepare themselves for progression into the Year 11 and 12 mindsets. All courses will consist of Unit 1 in Semester 1, followed by Unit 2 in Semester 2. In Year 11, Unit 1 will contain different content to Unit 2, which will build upon the knowledge gained in Unit 1. Also, in Year 11, there will be a limited opportunity to change courses at the beginning of Semester 2, dependent on the availability of places in Semester 2 courses.

You must pick Physical Education on one line and options of your choice on the other three lines. Successfully completing a year-long elective in Year 10 would be advantageous (but not a guarantee) if the student is considering a Year 11 pathway course the following year (e.g., Year 10 Outdoor Education into Year 11 Certificate II Outdoor Recreation).

Should parents need assistance in selecting elective courses for their child, they should contact the school via email to seek advice from the Student Services Manager, Year 9 and Year 10, Mrs Karen Jolly (karen.jolly@education.wa.edu.au).

DETAILS OF COURSES OFFERED IN YEAR 10

THE ARTS

In the Arts learning area, the students are given the opportunity to develop creative skills, critical appreciation, and knowledge of artistic techniques and technologies in Dance, Drama, Media, Music, and Visual Arts.

Learning in all Arts courses is based upon the four common outcomes:

- Communicating Arts ideas.
- Using Arts skills, techniques, technologies, and processes.
- Responding, reflecting on, and evaluating the Arts.
- Understanding the role of the Arts in society.

DANCE

What is Dance in Year 10?

In Year 10 students continue to work in a range of dance genres, learning how to effectively lead a dance warm-up, cool down, and stretch. All students are given the opportunity to develop choreographic skills and collaborate with their peers to create dance using the choreographic structures and devices previously learnt. Performance tasks are compulsory, and all students must produce a choreographic dance piece for performance.

The Dance Curriculum

The curriculum for Dance in Year 10 continues on from the previous year's content and aims to prepare the students for upper school General Dance in Years 11 and 12. This includes dance terminology, safe dance, dance fitness, history and evolution of dance and dance from around the world.

What are the benefits of choosing Dance at Leeming Senior High School?

- Teamwork, collaboration, and camaraderie.
- Fitness, fun, and coordination.
- Performance opportunities at dance festivals, competitions, and showcases.
- Excursions to state-of-the-art performance venues to see professional performances.
- Career prospects in the performance industry or future study at State Training Providers or WAAPA (Western Australian Academy of Performing Arts).

For those who enjoy dance but have not had a great deal of experience in the subject so far, then trying it out for a semester may be more suitable for you. It may provide you with enough of a taste to know if you want to pursue it in Senior School and beyond, or it may just be the fun, creative outlet that helps you maintain a fit and active lifestyle.

In this final Upper School dance course, students will continue to extend their dance skills whilst looking at the different roles of past and present.

DRAMA

What is Drama in Year 10?

Building on the skills and techniques acquired from earlier units, the students in this course will have the experience of developing an original performance piece. Students will experience the process of play building, from improvisation through to polished performance. The course is a culmination of all skills developed in Lower School drama.

The Drama Curriculum

In Year 10, the Drama curriculum continues an exploration of the idea of drama as performance, and you will learn more about the processes, techniques, and conventions of this subject. Students will be working in two forms or styles of drama per semester and will develop their ability to perform in a number of styles. Students develop drama based on devised and published script excerpts (e.g., Australian drama pre-1960 or world drama), using selected drama forms and styles. A drama showcase will be held during the year, where students have the opportunity to prepare a theatre, rehearse, and perform for an audience.

Exams on the theory components covered will be held at the end of each semester.

What are the benefits of choosing Drama?

- Developing confidence to perform.
- Teamwork and focus.
- Performance Opportunities within the school.
- Fun.
- Learning the skills of presentation.

MEDIA

What is Media in Year 10?

This Film and Audio course looks at the link between youth culture and popular cultures. The media pastimes of young people are studied in class. The students will film their own productions or make audio documentaries about issues of concern to teenagers.

The Media Curriculum

In Year 10, students are provided with opportunities to make media films which are based on two genres, Film Noir and French New Wave. In order to do this, students will learn the characteristics of these two genres and explore some new filmmaking techniques. Students will also learn some essential Media theory and take an exam in the subject at both the end of semester and the end of the year. The curriculum also offers the students the opportunity to work with dance students, creating a film to be projected as a backdrop to the dance choreography. The course is stimulating and challenging and suited to any student who really enjoys creating great films. There will be an exam on the theory components of the course at the end of the first semester, and again at the end of the year.

What are the benefits of choosing Media?

- Developing camera and editing skills.
- Teamwork focus.
- Producing your own films.
- Career prospects.

MUSIC

What is Music in Year 10?

This year-long course continues the development of aural, theory, and practical skills established in Class Music during Year 9. The course covers a wide variety of musical contexts from Western Art Music to Jazz to Contemporary and back again, with students analysing these genres through the Elements of Music. Students will continue to develop their understanding of music through practical application on keyboard and guitar.

Music is designed to work in cooperation with instrumental lessons and ensembles. It is expected that students will either be involved with instrumental lessons from the Instrumental Music School Services (IMSS) or receive private tuition. Students are also expected to perform in at least one ensemble throughout the year.

Students wishing to enter the course at this level should have the equivalent AMEB level of Musicianship Theory Grade 3 and Musicianship Practical Grade 4.

What are the benefits of choosing Music?

- Developing your skill as a musician.
- The opportunity to play with ensembles and groups.
- Performance opportunities.
- Excellent tuition in instruments.

VISUAL ART AND CRAFT

What is Visual Art and Craft in Year 10?

The aim of this course is to increase self-expression through drawing, painting, printmaking, and sculpture. Students will view and write about other artists' work in relation to their own work. Through these experiences, students will also extend their artistic talent and broaden their interest in the world of art.

The Visual Arts Curriculum

In Year 10, students use visual art language and artistic conventions of greater complexity during their design and production process.

Students work in a specific form, e.g. ceramics, and will study an artist. In the course, students will work in two different art mediums and at least one specific art style. There will be an exam on the theory component of Visual Arts at the end of the first semester and at the end of the year.

What are the benefits of choosing Visual Arts?

- Creativity.
- Learning skills in different art forms.
- Achieving the completion of your own artwork.
- Enjoyment and fun.
- Development of yourself as an artist.

GRAPHIC DESIGN

What is Graphic Design in Year 10?

This course explores visual communication through a range of media to persuade and inform audiences. Students learn to use a range of design software to create graphics and package designs and apply them to different products. They will also develop the skills to solve problems through the exploration and application of theory and practice. The course will introduce students to logo design, package design, and typography whilst learning how to use programs for finalising designs.

The Graphic Design Curriculum

In Year 10, students are given the opportunity to view Australian and international Graphic Design work in society. They will explore the success designers had in persuading and informing audiences through advertisement and identity design work.

What are the benefits of choosing Graphic Design?

- Enhance your creativity and problem-solving skills.
- Learn new skills in Adobe design programs.
- Create purposeful designs.
- The opportunity to present your designs to audiences.

HEALTH AND PHYSICAL EDUCATION

OUTDOOR EDUCATION – SNORKELLING, NAVIGATION, CAMP CRAFT AND CANOEING

This course is designed to provide the opportunity for students to demonstrate the Health and Physical Education Outcomes in a variety of learning environments.

The water-based components of the course focus on snorkelling and canoeing. Through snorkelling and canoeing, we provide the opportunity to develop safe swimming skills and enhance an appreciation of the aquatic environments. The canoeing activities are completed at the Marine Education Boat Shed in Fremantle, and the snorkelling activities are completed at North Lake Senior Campus and Coogee Beach.

The land-based components of the course focus on providing the opportunity to develop the expedition skills associated with camping, camp craft, and navigation. Students will undertake activities such as camp cooking, expedition skills, bush walking skills, orienteering/navigation, and minimal impact techniques to achieve these outcomes. This will lead to an overnight camp in Semester 2.

Students must be able to demonstrate that they can swim 200 m, tread water for 10 minutes, and duck dive to 2 m depth.

Students successfully completing the practical and theoretical aspects of this course will have an advantage during the Senior School course selection, as all skills covered in this course will be relevant to the General Outdoor Education course.

Students selecting this course need to be prepared for flexi-time arrangements. This involves starting at 7:00 am or finishing at 4:00 pm, depending on timetabling.

PHYSICAL EDUCATION – FITNESS

This course provides students with the opportunity to increase their knowledge of fitness, specifically fitness testing and types of training. This will also provide the students with the opportunity to develop the following fitness components.

- Cardio-respiratory endurance.
- Muscular endurance.
- Muscular strength.
- Flexibility.
- Power.
- Agility.
- Coordination.

Students will also get the opportunity to participate for 50% of the course in fitness classes at the Leeming Recreation Centre; this may include the following sessions.

- Body Balance - Focus on core postural muscles for balance and overall muscular support.
- Body Combat - cardio workout inspired by martial arts and boxing.
- Circuit Training - use of a range of machine weights and free weights to build overall body fitness.
- Strength and Conditioning

In addition to participation in practical fitness sessions, students will also study the theoretical principles of fitness and complete assignments related to fitness training.

This course is beneficial to students interested in selecting Physical Education Studies or the Certificate III in Fitness in Senior School.

PHYSICAL EDUCATION – PERFORMANCE APPLICATION IN SPORTS

The course is designed for students who want the opportunity to further develop their skills in gameplay, utilising a range of strategies and tactics in a variety of international sports. Throughout the year, the students will participate in a selection of 8 of the following sports.

The selection of international sports taught may include:

Lacrosse	Gaelic Football
Olympic Handball	Futsal
NFL (American Football)	AFL
Touch	Volleyball
Soccer	Baseball
Rugby League	Indoor Cricket (Netted courts)
Squash	Pickleball
Table Tennis	Racquetball
Badminton	Beach Volleyball
Tennis	Indoor Netball (Netted courts)

Skills covered in this course will be relevant to practical elements of the ATAR and General Physical Education Studies courses in upper school.

PHYSICAL EDUCATION- PHYSICAL RECREATION

The Year 10 Physical Recreation Course is a year-long program designed to engage students in a wide range of recreational and lifelong physical activities. The course aims to promote enjoyment, participation, skill development, leadership, and overall health and well-being through both school-based sessions and community-based recreational experiences.

In addition to participation in physical activities, students will also explore introductory sports coaching, allowing them to develop leadership, communication, and planning skills while supporting others in a physical activity setting. Students will learn basic coaching principles, plan and lead warm-ups, skill sessions, or mini games.

Students will participate in a rotating selection of recreational sports and activities both on-site at school and through excursions to local community facilities. Activities may include: Indoor Archery, Golf – Mini and Driving range, Lawn Bowls, Ten-Pin Bowling, Pickleball, Indoor Beach Volleyball, and Striker Netted Courts.

All skills covered in this course will be relevant to prospective students enrolling in the Certificate II in Sport and Recreation in Senior School.

Students selecting this course need to be prepared for flexi time arrangements, which include starting at 7:00 am or finishing at 4:00 pm, depending on timetabling.

HPE IN ACTION – STUDENT LEAD HEALTH PROMOTION PROJECTS

This is a **practical, project-based** course that empowers students to design, plan, market and deliver health and wellbeing events within the school community and work collaboratively to create campaigns and activities.

In this hands-on, interactive course, you'll take part in fun and practical lessons that boost your wellbeing, while discovering the power of health promotion and how campaigns like *R U OK? Day* can create real impact.

You'll learn how to evaluate, design, and lead your own school health promotion initiatives, connect with guest speakers, and go on excursions that bring learning to life. Examples of excursions within this course may include RAC B-street Smart, Foodbank WA, WA Cancer Council and the Fremantle Men's Shed.

With a strong focus on real-world relevance, you'll dive into topics that matter to you, such as liveable lifestyles, sleep, self-care, mental health, nutrition, and social connection. You will explore topics outside of the classroom—it's an opportunity to create real change in your school and wider community.

Key Projects and Activities:

- Health Expo Presentation (Library Display)
- School Health Campaign (students plan and run a campaign using the Ottawa Charter, e.g., Anti-vaping, Screen Time)
- R U OK? Day Planning – Students coordinate a whole-school mental health awareness event.

This Course is the perfect lead-in to:

- **Health Studies in Year 11 and 12**
- **VET courses** in Allied Health and Community Services
- **University pathways** into Public Health, Nursing, Health Promotion, Psychology, Education, and even Event Management!

LANGUAGES

In Year 10, Languages are an elective subject. The course is designed for students who are continuing their study of either French or Japanese from Year 9. Students continue to extend and consolidate their knowledge of the language and culture, providing a sound base should they wish to continue their studies in Senior School.

The Languages Curriculum is designed to provide students with essential communication skills to enable them to become proficient in communicating in a language other than English. Through reflecting on their use of language, students will also acquire an understanding of the role of language and culture in human communication. The mechanics of second language learning will contribute to general literacy capabilities and an appreciation of how our own language works.

Language learning broadens students' horizons to include the personal, social, and employment opportunities that an increasingly interconnected and interdependent world presents. The interdependence of countries means that people in all spheres of life have to be able to negotiate experiences and meanings across languages and cultures. It has also brought the realisation that, despite its status as a world language, a capability only in English is not sufficient, and a bilingual or plurilingual capability is the norm in most parts of the world.

The LOTE Bonus is an incentive offered to students who study a language other than English in Senior school as an ATAR subject. Students who complete their language course and sit for their final examination will receive a 10% bonus on the final ATAR score.

JAPANESE

This course is designed for students who are continuing their study of Japanese from Year 9. Students will build on their developing language skills to navigate their way around Japan. Topics covered in Year 10 include dining out, homestay, asking for directions, and part-time jobs. The ability to read and write Hiragana and Katakana, and an increasing number of Kanji, is expected for students to be successful in this course.

Students who have not previously studied Japanese are encouraged to speak to Ruth Tateishi (ruth.tateishi@education.wa.edu.au) prior to completing their subject selections to discuss their suitability to take the language in Year 10.

FRENCH

This course is designed for students who are continuing their study of French from Year 9. Students will further develop their language skills and build on their knowledge of French culture. Students will extend and consolidate their understanding of different tenses, which will allow them to communicate across a range of topics. Topics explored include environment, describing leisure activities and hobbies, and planning a trip to a French-speaking country.

In Year 10, Students are offered the opportunity to sit the Alliance Française High School Examinations.

Students who have not previously studied French are strongly encouraged to speak to Florence Spears (Florence.spears@education.wa.edu.au) prior to completing their subject selections to discuss their suitability to take the language in Year 10.

TECHNOLOGY AND ENTERPRISE

BUSINESS AND INFORMATION TECHNOLOGY

The wide range of courses offered by the Business and IT department gives students a wealth of knowledge and many opportunities to experience the world of business and technology. We provide students with valuable skills and knowledge in a range of subjects, which include a variety of software packages.

Year 9 students entering Year 10 need to be aware of the following recommendations with regard to Senior School subject selections.

Subject in Year 11	Recommended Subject	Appropriate level of achievement in Year 10
Accounting and Finance	Mathematics English	B grade C grade
Computer Science	Mathematics English	B grade B grade

DIGITAL MEDIA

In the digital world of today, an understanding of graphics and their manipulation is not just for personal use; it also impacts a wide range of industries from gaming to film, architecture to marketing.

This course provides students with a basic understanding of the digital media area. Students work with presentation, graphics, animation, web design, and audio creation software to develop specific technology skills, whilst also creating a video portfolio of work samples.

The course includes the use of a variety of software programs and hardware, including graphic tablets, digital cameras, video cameras, and microphones. Students will use their skills to develop a variety of individual and collaborative projects.

The course suits students with an artistic and/or creative interest in digital media.

GAME DESIGN AND ROBOTICS

This course uses Lego Mindstorms, 3D Printing, and Arduinos to teach a STEM-based curriculum.

This course exposes the students to the concepts related to robotics software and hardware, including circuits and switches, the steps involved in programming a robot, including the robot moving, turning, and stopping when it touches a hard surface, using sensors, repeating movements from a routine, and making decisions.

Additionally, the students will develop their own computer games and develop an understanding of the role of computer games in society today. This course introduces the concepts of computer programming through game design.

Game Design is an ideal introduction to learn a fun and interactive programming tool. Students will gain valuable feedback about the game by testing it themselves and from the feedback of others in the class, who have been challenged to play.

Students will develop and test their skills using software that will give particular focus to developing sprites, visual, audio, and scripting elements of computer games. Students will be able to convert the idea of the game they have in their head to an actual game they can play, possibly even competing against others in the class. The course also explores the impact of games in our society today.

BUSINESS ENTREPRENEURSHIP AND INTRODUCTION TO ACCOUNTING

This year-long course is designed to enable students to develop an understanding of what is involved in being an entrepreneur, starting and growing a small business, legal requirements involved in establishing the business, and financing and promoting the business. The course will also provide students with the basic accounting skills needed to manage the finances for a small business. It looks at the different types of business enterprises currently operating in Australia and the financial information they are required to present.

What the students learn in this course is essential for pursuing a broad range of professions in the business world. The knowledge and skills gained in this course will also provide a good foundation for further studies in Business Management and Enterprise, Accounting and Finance, and Certificate III in Entrepreneurship and New Business in Senior School.

HASS

INTRODUCTION TO PSYCHOLOGY

The Year 10 Psychology elective is a taster course that will introduce psychological knowledge and skills. Students will learn about well-known psychological models and theories, and the methods used to conduct scientific investigations in the discipline of psychology. Acquiring this foundation of scientific method and critical thinking is a valuable skill and will help prepare students for success in both ATAR and General Psychology in Senior School.

INTRODUCTION TO CAREER AND ENTERPRISE

The Year 10 Career and Enterprise elective is a taster course that involves recognising one's individual skills and talents and using this understanding to assist in gaining and keeping work. The course develops a range of work skills and an understanding of the nature of work. Key components of the course include: the development of an understanding of different personality types and their link to career choices; entrepreneurial behaviours; learning to learn; and the exploration of social, cultural, and environmental issues that affect work, workplaces, and careers

DESIGN AND TECHNOLOGY

Design and Technology courses capitalise on student willingness to engage in the practical application of knowledge, by providing a variety of experiences to accommodate their interests, aspirations, and learning styles. Design and Technology learning experiences are also interdisciplinary in that they include outcomes for students that are scientific, mathematical, graphic, aesthetic, and historical.

Students develop the knowledge, skills, and techniques involved in designing and making products. They have opportunities to generate proposals, communicate their ideas and practices using a variety of visual media, and select materials, techniques, and equipment to make products from their designs and plans. Through this process, Design and Technology students learn to think creatively and critically and to develop individual and collective responsibility.

Above all, student engagement in the practical, hands-on processes of a workshop environment remains the recognised strength of this area. Safety in thought and action is emphasised in all Design and Technology courses.

COMPUTER DRAWING, DESIGN AND GRAPHICS

Students enrolled in this subject will use computer-aided design, 3D modelling, graphic design and sign-writing software to produce technical drawings, 3D models, graphic images and vinyl stickers.

Students will continue to develop the skills used in drafting, architecture, engineering, and graphic design; however, the focus of the course will move toward using the design process to develop more complex designs and ideas. Students will have individual access to computers, specialist software, printers, plotters, laser cutters, and vinyl cutters to produce their designs and will be expected to produce a portfolio of work demonstrating their skills and understanding of the design process.

MECHANICAL WORKSHOP

Students are directed through activities to develop skills in mechanical servicing and repair, and the use of welding equipment. The students will work on car engines and the associated components, enabling them to understand how the car works. They will be involved in dismantling and assembling car parts and engines, servicing engines, stripping components, minor panel repair, oxy-acetylene use, and MIG welding. Students will also complete a minor project to develop their welding and fabrication skills.

METAL TECHNOLOGY

In this hands-on course, students build on the skills they have learnt in Year 9. Students will learn how to use a range of workshop equipment commonly used in the metals industry. Students will learn various welding processes, the use of hand tools, lathe skills, and fabrication techniques. The emphasis of this course is to make a range of interesting projects in a safe, structured environment that allows the students to develop skills and build confidence in working with metals. Students will use their design skills to produce practical projects that are both design-oriented and functional.

METALS – INTRODUCTION TO ENGINEERING

This hands-on practical course focuses on the preparation of students seeking to undertake the Certificate II in Engineering in Year 11 and Year 12.

This structured course is designed to develop skills in marking out, fabrication, welding, lathe work, fitting, and construction techniques with an emphasis on problem-solving.

This course is open to all students who are seeking the required skills to pursue a career in the Metals and Engineering industry, whether trade-related or university-level engineering. It is desirable that students also choose the Computer Drawing course.

PHOTOGRAPHY

In this unit, the students are able to further broaden their camera, processing, and presentation skills, including the use of strobe lighting and light modifiers in the studio. The course is practically based on the work completed digitally using Nikon digital SLR cameras. Students will also use Adobe Photoshop, Adobe Bridge, Photomatix, and iWork software to complete coursework, produce images, and complete a digital portfolio. Practical assignments are photographed at locations away from the school to offer the students a greater variety of environments and opportunities in image capture. The folios produced may be used to assist the student to gain employment or gain entrance to further education courses. The knowledge gained will also allow students to better understand, create, and interpret images in our increasingly visual world.

Students will be required to attend excursions as part of this course.

WOOD TECHNOLOGY

In this enjoyable practical course, students are encouraged to take a greater role in decision-making related to the design and construction of their projects. Students will be able to develop their skills by making greater use of the variety of wood products and industrial machinery available.

A section of this course is structured to ensure competence in the use of woodworking tools, machinery, and basic construction techniques. The remaining time is available for students to develop their design skills in an area (or areas) of personal choice. Whether it is wood carving or cabinet construction, students will be encouraged to become proficient in planning and costing projects as well as developing procedures for their construction. Incorporating the use of laser cutting/scanning machinery will be actively encouraged.

Safe working habits in the use of tools, machinery, and in the workshop are strongly enforced. This course will enable students to develop the skills necessary for future careers in the woodworking or construction industry, or purely for enjoyment, as a leisure activity.

MECHATRONICS

This course introduces students to STEM (Science, Technology, Engineering, and Mathematics) education, with a focus on cross-curricular activities, including the research and design phase using CAD software, working towards the implementation of the latest manufacturing equipment in the brand-new STEM classroom.

The projects that will be designed and developed will include those requiring motors to move, including cars, boats, trains, or even drones. Students will use their working drawings to construct their model, incorporating such equipment as laser cutters and other engineering media.

HOME ECONOMICS

Home Economics is a fun, practical subject area that provides students with many useful life skills. Using a technology focus, students are given the opportunity to work collaboratively and independently when investigating, designing, and producing solutions to given tasks. The subject fees cover the cost of a workbook and all food and equipment requirements; however, in the food subjects, students will need to supply containers each week to take their food home. There are no prerequisites for any of the Home Economics subjects listed below. One or both of these subjects can be chosen in each semester.

HOSPITALITY

Hospitality is an enjoyable, practical subject for students who have a passion for cooking or are considering selecting **Food Science and Technology** in Senior School. Students will develop their knife and precision cutting techniques when preparing and presenting foods for various occasions. Hospitality will develop skills in cooking, catering, and working as part of a team to meet goals.

In this Hospitality subject, students will develop techniques and skills to prepare and present café food professionally. Students will be given the opportunity to learn about coffee-making and have hands-on experience using a coffee machine. They will also be given the opportunity to complete a **Barista course** and participate in running a café once a week for staff

CHILD DEVELOPMENT

This is a subject for students interested in childcare, community services, early childhood teaching and health care as possible career choices in the future. Child Development also provides a good introduction for students considering selecting the Certificate II Community Service or the General Children, Family and Community courses in Senior School.

Topics covered in Semester 1 include: conception, pregnancy, birth, and the baby. The students will have an opportunity to work with the virtual babies and take them home as part of the subject.

In Semester 2, students will have the opportunity to investigate the physical, social, emotional, and intellectual needs of young children and how to satisfy these needs. Child Development also incorporates practical cooking lessons when exploring the nutritional requirements of young children. As part of this subject, students will also develop and donate care packages suitable for new parents.

SCIENCE

INTRODUCTION TO AVIATION

The Aviation program aims to provide opportunities for students to engage in the practical aspects of flying on the flight simulators. The course includes aerodynamics, flight controls, and simple manoeuvres of aircraft, including take-off and landing. The students will also be introduced to aspects of an airport facility, such as the runway and taxiway markings. The theoretical aspects of the course include developing the skills to plan a flight using aviation charts, maps, and associated mathematical traffic controller and will learn simple radiotelephony. Other aspects of aviation, including meteorological report analysis, will also be explored. In Semester 2, students will explore the applications of drone technology and develop their skills flying indoor drones. The broad scope of the year-long course will give the students an overall understanding of the world of aviation.

Why study aviation?

- Develop fine motor skills to fly aircraft on the flight simulators.
- Apply knowledge and understanding of aerodynamics, global weather systems, and human factors.
- This is an integrated course exploring applied aspects of Science, Engineering, and the Aviation industry.
- Explore the application of STEM to fly drones and explore the uses of drones in industry.