



**OCEAN REEF**  
SENIOR HIGH SCHOOL

## **SUBJECT SELECTION INFORMATION FOR STUDENTS IN YEAR 10, 2024**

We are pleased to advise that Year 9 students have the opportunity to choose some of their Year 10 courses as we begin to prepare for 2024.

All students will study English, Mathematics, Humanities & Social Sciences, Science, Health & Physical Education each semester as well as three chosen elective subjects. Elective subjects cannot be changed so it is important to choose carefully.

This information booklet provides descriptions and costs of all elective subjects offered in 2024.

The cost of a Standard Course, including voluntary contributions, is \$235. If you are choosing this option, please select subjects shaded in grey (subjects and proposed costs are on the reverse side of the pathway planning sheet; these subjects are \$16 per semester).

Please be aware that some subjects have additional charges. A 50% payment towards High Cost Optional Subjects and Specialist Program Courses must be received by **22<sup>nd</sup> September 2023**. An itemised statement of final charges and voluntary contributions will be sent to parent/carers by the 1st December. Please contact the school on 6206 2700 if you require a payment plan or wish to apply for Secondary Assistance Financial support.

### **Elective subjects**

Students must choose **three elective subjects and two reserve elective subjects** each semester. Most electives can be chosen for both semesters. The school makes every effort to accommodate each student's preferred elective choices, however organisational and resourcing issues may result in a reserve elective subject being given. A random spinner will be used to allocate students to popular classes that are oversubscribed.

#### Specialist Marine, Specialist Music and Soccer

Students are required to continue in their programs until the end of Year 10. If you are in **Specialist Marine, Specialist Music** or **Soccer**, you need to nominate this as your "Elective One" choice. Students who do not select their Specialist or Elite Program will be placed into the subject by the school. Entry into these programs are by invitation only.

#### Outdoor Education & Shark Tank eSchool

Students may select Outdoor Education for one semester only.

Electric Vehicle Challenge & Japanese are year-long subjects and must be selected for both Semesters

Subject selection sheets are due back to the front office by **Monday 15 August.**

# Year 10 ELECTIVE HANDBOOK

## SEMESTER ONE SUBJECTS

OPTIONAL ELECTIVE SUBJECTS WITH WITHIN VOLUNTARY CONTRIBUTIONS FOR A STANDARD COURSE		
SUBJECT	DESCRIPTION	Proposed COST
10 Basketball 1	Students with a special interest in Basketball will have the opportunity to further improve their skills through this Basketball program. Special consideration will be given to the individual techniques and skills of the game.	\$16 per SEM
10 Child Development 1	In this course students learn about the development of an unborn child, how to care for newborn babies (characteristics, feeding and domains of development) and language development of infants and toddlers. Students use a range of materials, tools and technology to complete baby and toddler products. Students develop skills and knowledge that can be used 'Children, Family and the Community' General course of study.	\$16 per SEM
10 Dance 1	In Dance, students will develop their specific knowledge in the creation of dance works. Dance students will extend their confidences in the use of dance elements (BEST) and choreographic processes. They will continue to explore technical dance skills to include style-specific movement. Through performance, students are encouraged to develop confidence, accuracy, clarity of movement and projection.	\$16 per SEM
10 Digital Technologies 1 <i>Game Design</i>	Students will learn to actively employ design thinking in the creation of a working game prototype. Students will develop 21 <sup>st</sup> century digital skills through the deconstruction of games, the surrounding technology and the human aspect of the digital environment. The course will introduce key concepts surrounding real time game design, the basic construction of a digital 3D model, the design of the game environment and the related hardware and software.	\$16 per SEM
10 Drama 1	In Drama, students will develop their specific knowledge in the creation of drama works. Through learning to appraise and critique drama works, performers and artistic practices, they will learn to value the uniqueness of drama, and to understand that all art forms are interconnected. Students will produce drama works that challenge their current thoughts and future aspirations. Students will develop drama works based on different forms of theatre, devised drama processes and appropriate, published script excerpts using selected drama forms and styles.	\$16 per SEM
10 English Literature 1	Open the book to a world of possibility through the study of Literature. More than just reading, you will discuss texts; making connections to real life with like-minded students. The Literature classroom provides a space for informed discussion, critical debate, close reading and challenges students to consider different perspectives. It will support you in your studies of ATAR English and Literature through a study of poetry, prose and drama texts. This course is flexible and can be selected as a semester unit or a year-long course, as the texts studied in each semester will be different.	\$16 per SEM
10 Japanese 1 (Must be chosen for Semester 1 & 2)	This course will allow students to develop their Japanese language skills, building on their knowledge from Years 7-9. Students will learn how to describe and discuss people and places around them, and their jobs and future aspirations, while learning about Japanese culture. Students learn practical skills such as how to ask for directions, how to ask permission, and how to maintain casual conversations. These skills will allow them to feel confident travelling to Japan and functioning within a Japanese-speaking society.	\$16 per SEM

10 Media 1	Media is a practical course which develops transferable skills through the use of industry standard Media equipment and advanced software. Students demonstrate their knowledge of Media by designing and creating a variety of Media products such as podcasting, advertising, film, and others. Teamwork, self-direction, problem solving, and critical thinking are just some of the skills required – along with IT expertise. It is an ideal preparation for future pathways whether they be Certificate-based, General, ATAR and the workplace.	\$16 per SEM
10 Netball 1	Students with a special interest in Netball will have the opportunity to further improve their skills through this Netball program. Special consideration will be given to the individual techniques and skills of the game.	\$16 per SEM
10 Psychology 1	Psychology is the scientific study of the brain and human behaviour. The Semester One Psychology unit begins with an introduction to psychology and the study of the methods and ethical considerations that underpin psychological research. Biological influences as the basis of human behaviour, including the functions of neurons and main brain parts are examined, as are the key psychology theories that explain human development throughout the lifespan and the nature/nurture debate. The unit concludes with a study of relational psychology, specifically the determinants of friendship and pro-and-anti-social behaviour.	\$16 per SEM
10 Shark Tank eSchool (Semester 1 or 2 ONLY)	Shark Tank eSchool (STeS) is an educational program run through UWA designed to immerse students in the development of an entrepreneurial mindset and innovative thinking. It is project-based learning with students working through an entrepreneurial process including identifying existing problems, generate a solution (in the form of a product, service, or user experience), design and test a prototype, build a business model, and pitch the idea in venture showcase events. It has been designed to run over the duration of one semester and consists of eight modules, which represent an entrepreneurial activity roadmap.	\$16 per SEM
<b>HIGHER COST OPTIONAL SUBJECTS FOR WHICH A COMPULSORY CHARGE IS PAYABLE</b>		
SUBJECT	DESCRIPTION	Proposed COST
10 Electric Vehicle Challenge 2 (Must be selected for Semester 1 & 2)	The eV Challenge is about STEM education and having fun while learning. This is a year long course, where students will learn some of the theory behind the design, with the main focus around practical skills such as welding, fabrication, material forming and more. You design a prototype electric vehicle that you will race at Barbagallo go-kart track against other school teams in October. The race is a test of speed, skill and optimum design to see whose vehicle can do the most amount of laps in an hour on only one battery charge. This course will give students the opportunity to put together different skills and concepts into action, working together as a team to solve real world engineering problems, such as steering mechanisms, incorporating the drive train, batteries, braking system and so on, with your design solutions being evaluated in the most unforgiving of arenas - competition.	\$40 per SEM
10 Food 1 <b>Food Trends</b>	In this course students to learn about food trends while creating delicious market foods. Students technology skills will be developed using a variety of equipment and cooking methods while the application of the principles of food safety, preparation, presentation and sensory perceptions will be developed. Students will gain the ability to work both independently in their own tasks and collaboratively in practical classes as they learn to balance flavours, taste and textures and to use using a range of ingredients when students work as a team to create and present their tasty food truck or market dish. This course is a great lead into the 'Food Science Technology' General course of study.	\$44 per SEM

<p>10 Materials Design &amp; Technology - Wood 1</p>	<p>The program will enable students to work with various timbers, man-made and natural to create products that takes learners through a creative design process. Students will learn a range of processes in the shaping, joining and finishing of larger scale wooden products. The safe use and successful application of tools, machinery and equipment in this subject ensures students are prepared for not only their upper school pursuits in wood technology, but also for the workforce. If you have an interest in practical subjects, like creating products with wood and enjoy working with your hands this is the pathway for you.</p>	<p>\$44 per SEM</p>
<p>10 Materials Design Technology - Metal 1</p>	<p>Year 10 Materials and Technology is fundamentally a practical course that introduces students to basic mechatronics. It utilises and combines computer technology with mechanisms of motion in the manufacture of a joystick-controlled marble maze. Students apply engineering principles, material properties, and manufacturing processes through the use of specified hand tools, machinery, and equipment to produce an aluminium mechanical structure that rotates on two axis of symmetry. This structure will house their designed computer-controlled marble maze. In addition, they will construct electronic circuitry, program an Arduino microcomputer to be controlled by a joystick, which allows the student to control the tilt on both axis of their marble maze structure. Peer collaboration, sharing ideas, and managing resources in a workshop environment is encouraged as students safely operate necessary tools, machinery and equipment in the manufacture of their product. Students are prepared for not only semester two, but also their upper school pursuits, through the processes designers, engineers, and inventors experience and learn by thinking, modifying, building and developing problem-solving skills.</p>	<p>\$49 per SEM</p>
<p>10 Outdoor Education 1 <b>(Snorkelling &amp; fishing)</b> (Semester 1 or 2 ONLY)</p>	<p>This unit is designed to give the student the skills of snorkelling, fishing, and surf riding through which the student can appreciate the aquatic environment. First aid skills and resuscitation will be developed.</p>	<p>\$178 per SEM</p>
<p>10 Photography 1</p>	<p>Photography students review, refine and expand on the principles, techniques and materials introduced in previous photography units. Students will explore in more depth past and current photography and photo media trends, the way it is constructed in different contexts and how it can be used to challenge audience values. Students will be encouraged to express their creativity while developing their own artistic solutions to a number of practical tasks. Students will have access to the most up-to-date, industry standard photographic equipment and computer software, including Adobe Photoshop CC and Adobe Lightroom CC.</p>	<p>\$50 per SEM</p>
<p>10 Product Design 1</p>	<p>In the Product Design course students investigate modern design briefs, develop visual identities and graphical representation in 3D modelling software. 3D products are manufactured using laser cutting and sublimation processes. Prototypes both scale and full-size incorporate social influence and fashion along with your imagination. The course has a significant emphasis on the three-dimensional elements of design, while still incorporating technical drawing and graphics both through hand skills and computer aided design. A range of industry standard software and cutting edge technology is utilised throughout the course to support development of the projects and for rapid prototyping.</p>	<p>\$44 per SEM</p>

10 Visual Art 1	Students continue to develop and refine their skills, techniques and knowledge in the creation of art, craft and design works linked to broad range of stimuli. Students will explore visual art in a safe, encouraging environment, producing both 2D and 3D outcomes using a broad range of media. Strong links will be formed to future pathways within the Visual Arts including graphic design, illustration, fashion, textiles, sculpture, street art and contemporary arts practice. Students will have the opportunities to view and analyse artwork in terms of context, purpose and intended audience, and then apply their understanding through the planning and production of their own artwork. Students will begin to understand the importance of their portfolio of work and the development of their unique visual style.	\$60 per SEM
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## SEMESTER TWO

OPTIONAL ELECTIVE SUBJECTS WITH WITHIN VOLUNTARY CONTRIBUTIONS FOR A STANDARD COURSE		
SUBJECT	DESCRIPTION	Proposed COST
10 Basketball 2	Students with a special interest in Basketball will have the opportunity to further improve their skills through this Basketball program. Special consideration will be given to the individual techniques and skills of the game.	\$16 per SEM
10 Child Development 2	In this course students learn to understand pregnancy and toddler health, including the nutritional requirements for both pregnant women and for young children as well as learning about products and services available to support families. Students complete a variety of practical activities, including cooking a nutritional snack for toddlers and using hand sewing and machine sewing skills to create quiet books for children	\$16 per SEM
10 Dance 2	Students develop their skill set in the creation of dance works. Dance students will continue building confidences in the use of dance elements (BEST) and choreographic processes. They will explore technical dance skills to include style-specific movement. Through performance, students are encouraged to develop confidence, accuracy, clarity of movement and projection.	\$16 per SEM
10 Digital Technologies 2 <i>Introduction to Computer Science</i>	In Semester 2 students will consolidate their understanding of computational thinking through further development of their skills in algorithms, decomposing problems, repetition and evaluation. This course will introduce students to the key concepts of cyber security and app design while simultaneously building on their text based coding skills. This course is a great lead into the 'Computer Science' General course of study.	\$16 per SEM
10 Drama 2	Students develop their skill set in the creation of drama works. Students will have the opportunity to explore their passion in a safe,encouraging environment, producing drama works that challenge their current thoughts and future aspirations. Students will develop drama works based on different forms of theatre, devised drama processes and appropriate, published script excerpts using selecteddrama forms and styles.	\$16 per SEM
10 English Literature 2	Open the book to a world of possibility through the study of Literature. More than just reading, you will discuss texts; making connections to real life with like-minded students. The Literature classroom provides a space for informed discussion, critical debate, close reading and challenges students to consider different perspectives. It will support you in your studies of ATAR English and Literature through a study of poetry, prose and drama texts. This course is flexible and can be selected as a semester unit or a year-long course, as the texts studied in each semester will be different.	\$16 per SEM

10 Japanese 2 (Must be chosen for Semester 1 & 2)	This course will allow students to develop their Japanese language skills, building on their knowledge from Years 7-9. Students will learn how to describe and discuss people and places around them, and their jobs and future aspirations, while learning about Japanese culture. Students learn practical skills such as how to ask for directions, how to ask permission, and how to maintain casual conversations. These skills will allow them to feel confident travelling to Japan and functioning within a Japanese-speaking society.	\$16 per SEM
10 Media 2	Students develop their skills in the creation of media works. Students will work across several media forms including film, television and podcasting. They will have the opportunities to view and analyse media work in terms of context, purpose and intended audience, and then apply their understanding through the planning and production of their own media work. Students will have access to the most up-to-date, industry standard multimedia equipment and computer software, including Adobe Premiere CC and Adobe Photoshop CC.	\$16 per SEM
10 Netball 2	Students with a special interest in Netball will have the opportunity to further improve their skills through this Netball program. Special consideration will be given to the individual techniques and skills of the game.	\$16 per SEM
10 Psychology 2	Psychology is the scientific study of the brain and human behaviour. The Semester Two Psychology unit will focus on the study of 'Cognition' in relation to memory and the learning theories of classical conditioning, operant conditioning and observational learning. 'Psychology of Personality' relating to trait and humanistic theories and 'Social Psychology', specifically the theories and research behind conformity and obedience, will also be covered this semester.	\$16 per SEM
10 Shark Tank eSchool (Semester 1 or 2 ONLY)	Shark Tank eSchool (STeS) is an educational program run through UWA designed to immerse students in the development of an entrepreneurial mindset and innovative thinking. It is project-based learning with students working through an entrepreneurial process including identifying existing problems, generate a solution (in the form of a product, service, or user experience), design and test a prototype, build a business model, and pitch the idea in venture showcase events. It has been designed to run over the duration of one semester and consists of eight modules, which represent an entrepreneurial activity roadmap.	\$16 per SEM

#### HIGHER COST OPTIONAL SUBJECTS FOR WHICH A COMPULSORY CHARGE IS PAYABLE

SUBJECT	DESCRIPTION	Proposed COST
10 Electric Vehicle Challenge 2 (Must be selected for Semester 1 & 2)	The eV Challenge is about STEM education and having fun while learning. This is a year long course, where students will learn some of the theory behind the design, with the main focus around practical skills such as welding, fabrication, material forming and more. You design a prototype electric vehicle that you will race at Barbagallo go-kart track against other school teams in October. The race is a test of speed, skill and optimum design to see whose vehicle can do the most amount of laps in an hour on only one battery charge. This course will give students the opportunity to put together different skills and concepts into action, working together as a team to solve real world engineering problems, such as steering mechanisms, incorporating the drive train, batteries, braking system and so on, with your design solutions being evaluated in the most unforgiving of arenas - competition.	\$40 per SEM

<p>10 Food 2 <b>International Foods</b></p>	<p>The course will enable students to explore the impact of our multicultural society on food habits. Students technology skills will be developed using a variety of equipment and cooking methods, while the application of the principles of food safety, preparation, presentation and sensory perceptions will be developed. Students will gain the ability to work both independently in their own tasks and collaboratively in practical classes as they learn to balance flavours, taste and textures and to use using a range of ingredients. The task for this unit will have students working as a team to create a delicious International Food dish to present at our International Food Fair. This course is a great lead into the 'Food Science Technology' General course of study.</p>	<p>\$44 per SEM</p>
<p>10 Materials Design &amp; Technology - Wood 2</p>	<p>Students in semester two further develop more complex and developed processes, skills, and projects. They will be enabled to work with various timbers, man-made and natural to create products that meet a specified design brief. Students will learn a range of processes in the shaping, joining, and finishing of wooden products.</p>	<p>\$44 per SEM</p>
<p>10 Materials Design Technology - Metal 2</p>	<p>This course builds on the previous semester's practical aspects and use of the Arduino microcomputer through the manufacture of a digitally controlled safe. It incorporates a highly sophisticated circuit to be constructed by students, and once again, requires the programming and connection of an Arduino computer system. It has students design a user interface for their safe, and construct its frame and door, which will be cut out from materials using a computerised laser cutter. This course increases the breadth and depth of skills, knowledge and understandings learnt in the previous semester. Students consolidate their sketching and technical drawing skills in the design process that have them realise own original design ideas through the design of their safe's front panel. Students will collaborate with their peers, share ideas, and manage resources in the workshop environment as they safely operate tools, machinery and equipment selected to manufacture their product.</p>	<p>\$49 per SEM</p>
<p>10 Outdoor Education 2 <b>(Campcraft, canoeing &amp; roping)</b> (Semester 1 or 2 ONLY)</p>	<p>The fundamentals of flat water paddling using flat water canoeing will be developed and basic skills in roping. This unit also covers camp cooking and lightweight camping. The entire course is done through practical work both in and out of the school grounds.</p>	<p>\$95 per SEM</p>
<p>10 Photography 2</p>	<p>Photography students review, refine and expand on the principles, techniques and materials introduced in previous photography units. Students will explore in more depth past and current photography and photo media trends, the way it is constructed in different contexts and how it can be used to challenge audience values. Students will be encouraged to express their creativity while developing their own artistic solutions to a number of practical tasks. Students will have access to the most up-to-date, industry standard photographic equipment and computer software, including Adobe Photoshop CC and Adobe Lightroom CC.</p>	<p>\$50 per SEM</p>
<p>10 Product Design 2</p>	<p>Semester two of Product Design builds upon the principles, techniques and processes taught in semester one through more substantial design briefs and leading to more technical products. Students will explore the end user of a product and target markets through designing for a fashion collaboration and the manufacturing process by producing a Children's Toy. 3D-printing is investigated to further enhance products and increase the knowledge base of students.</p>	<p>\$44 per SEM</p>

10 Visual Art 2	Students continue to develop and refine their skills, techniques and knowledge in the creation of art, craft and design works linked to broad range of stimuli. Students will explore visual art in a safe, encouraging environment, producing both 2D and 3D outcomes using a broad range of media. Strong links will be formed to future pathways within the Visual Arts including graphic design, illustration, fashion, textiles, sculpture, street art and contemporary arts practice. Students will have the opportunities to view and analyse artwork in terms of context, purpose and intended audience, and then apply their understanding through the planning and production of their own artwork. Students will begin to understand the importance of their portfolio of work and the development of their unique visual style.	\$60 per SEM
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### YEAR LONG SPECIALIST/SCHOOL BASED ELITE SUBJECTS

SPECIAL PROGRAMS – FULL YEAR COURSES FOR WHICH A COMPULSORY CHARGE IS PAYABLE		
SUBJECT	DESCRIPTION	Proposed COST
10 Soccer	Entry into this program is by invitation only.	\$139 per year
10 Specialist Marine Studies	Entry into this program is by invitation only.	\$107 per year
10 Specialist Music	Entry into this program is by invitation only.	\$195 per year
10 VILS	Entry into the VILS program is by invitation only.	\$32 per year