



OCEAN REEF
SENIOR HIGH SCHOOL

SUBJECT SELECTION INFORMATION FOR STUDENTS IN YEAR 9, 2024

We are pleased to advise that Year 8 students have the opportunity to choose some of their Year 9 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 subject selection 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 **22nd 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.

Specialist Learning Program (Autism)

Entry into the VILS program is by invitation only

Outdoor Education

Students may study Outdoor Education for one semester only.

STEM Coding & Robotics and Japanese are year-long subjects and must be selected for both Semesters

Subject selection sheets are due back to the front office by **Monday 14 August**.

CURRICULUM HANDBOOK

SEMESTER ONE SUBJECTS

OPTIONAL ELECTIVE SUBJECTS WITHIN VOLUNTARY CONTRIBUTIONS FOR A STANDARD COURSE		
SUBJECT	DESCRIPTION	Proposed COST
9 Child Development 1	This unit looks at families, roles and responsibilities of parents, and the needs of babies and young children. Students research ages and stages of child development and babysitting roles and responsibilities. There is an emphasis on practical activities. Students will be introduced to scrapbooking and hand sewing, produce a baby milestones memory book and design a range of activities, including a hand puppet, which will be housed in a kit form to entertain young children whilst babysitting.	\$16 per SEM
9 Dance 1	Dance sees students developing specific knowledge in the creation of dance works. Students will develop confidences in the use of dance elements (BEST) and choreographic processes. They will begin to explore technical dance skills to include style-specific movement. Through performance, students are encouraged to develop confidence, accuracy, clarity of movement and projection. Safe dance practices underlie all experiences, as students perform within their own body capabilities and work safely in groups.	\$16 per SEM
9 Digital Technologies 1 (Game Design 1)	In the Year 9 Digital Technology course students will further develop their understanding of computational thinking through the development of their skills in algorithms, decomposing problems, repetition, and evaluation as skills they utilise in everyday life. During this semester they will have the opportunity to consolidate their algorithmic design skills and be introduced to text-based coding while designing and coding a game. Students will collaborate with their peers, manage, and plan their project, design then code their games based on a theme and develop their analytical and critical thinking skills. Digital Technologies is key in nearly every aspect of our lives in today's society, and it is important the students are able to become innovative creators of digital solutions.	\$16 per SEM
9 Drama 1	Drama sees students developing 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 have the opportunity to produce drama works that challenge their current thoughts and future aspirations. They will explore different forms of theatre, devised drama processes and appropriate, published script excerpts using selected drama forms and styles.	\$16 per SEM
9 Japanese 1 (Must be chosen for Semester 1 <u>and</u> 2)	This course will allow students to develop their Japanese language skills, building on their knowledge from Years 7-8. Students will learn how to discuss their personal lives, their homes, their school, and the world around them, while learning about Japanese culture. This course allows students to gain fluency in reading and writing all three Japanese alphabets, while practicing their speaking skills with a variety of audiences, including Japanese native speakers.	\$16 per SEM
9 Photography 1	Photography students will explore past and current 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 experiment with various photographic equipment and techniques to enhance their photography work, and will be given considerable freedom to develop an individual approach. 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.	\$16 per SEM

9 Product Design 1	This unit introduces students to practical design for the workplace. This unit focuses on the processes used to develop an idea from its initial concept to the production of a rapid prototype (sample product). Students will develop skills in visually representing ideas (drawing techniques), research and investigation of products and using CAD (Computer Aided Design) and CAM (Computer Aided Manufacturing) processes, to produce 3 Dimensional models of their ideas on the laser cutter.	\$16 per SEM
9 Visual Art 1	Students will 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 illustration, 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.	\$16 per SEM
HIGHER COST OPTIONAL SUBJECTS FOR WHICH A COMPULSORY CHARGE IS PAYABLE		
SUBJECT	DESCRIPTION	Proposed COST
9 Food 1	Students will develop their practical skills by learning to independently follow recipes while producing a variety of delicious recipes each week that can be used to please the whole family. Students will learn about the 'Healthy Eating Guides' used in Australia to make choices when making food for themselves and others. Students will follow the design process in a design task to learn the skills of investigating food products and information, designing new ideas and creating their own individual food items using a variety of ingredients. Students will develop teamwork skills, organisation in preparing foods and learn how to critically evaluate their own techniques and processes when cooking.	\$39 per SEM
9 Materials Design & Technology - Wood 1	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 wooden products. They will have the opportunity to design, build and race their own CO2 Dragster. 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.	\$41 per SEM
9 Materials Design Technology - Metal 1	<p>This course is primarily practical that introduces students to basic engineering principles, material properties, and manufacturing processes using specific hand tools, machinery, and equipment to manipulate mainly sheet metal materials in the manufacture of a Jeep and electronic circuitry to make a 'Beetlebot' and basic astable multivibrator circuit to be incorporated in the Jeep project.</p> <p>It facilitates students' exploration and development of own and shared ideas through design processes, sketching and technical drawings in a safe and challenging environment.</p> <p>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.</p> <p>Students are prepared for not only semester two, but also their upper school pursuits, through the process's designers, engineers, and inventors experience and learn by thinking, modifying, building and developing problem-solving skills.</p>	\$45 per SEM

9 Media 1	Media is a practical course where students use industry standard equipment and software to show their understanding of Media products by creating their own. From podcasting, advertising, feature film and other contexts, students develop the transferable skills of teamwork, self-direction, critical thinking and problem solving. Each student is given an account to use the Adobe Creative Suite to develop their IT expertise in post-production.	\$50 per SEM
9 Outdoor Education 1 (Semester 1 or 2 ONLY)	Must pass a swimming proficiency test over 300m. This unit is designed to develop competence in dealing with the natural environment. Students will use the ocean to practice beach and surf skills, rescue skills, and survival situations. Bush skills involving navigation, roping, camp cooking will prepare you for the great outdoors. Canoeing and SUPing as a mode of travel culminating in a day excursion paddling on Moore River. Majority of course is done outdoors and through practical work with some written planners and journals.	\$114 per SEM
9 Coding & Robotics 2 (Must be chosen for Semester 1 <u>and</u> 2)	In this option, students develop skills in problem solving, design, coding, electronics and robotics. These skills together with critical and creative thinking, ideation, collaborative and project-based learning will equip students for many current and future vocations in the STEM fields. Over two semesters students engage in projects such as electronic circuits, microcontrollers, coding, mechatronics and robot construction. There is a potential for students to engage in external competitions and challenges and a number of incursion and excursion opportunities to consult with industry and academic experts in their chosen fields of interests.	\$40 per SEM
9 Textiles 1	Textiles is a course which teaches and uses a wide variety of production and hands-on practical sewing skills. Students will develop skills in sewing and textiles including textile embellishments (tie-dyeing, appliqueing, and stencilling in the creation of a fabric products, including learning about new technologies such as the Cricut to enhance visual appeal) and numerous construction methods such as pattern knowledge and stitching methods. Students will follow the design process in learning to develop skills in textiles construction to create a product and create a portfolio of skills and knowledge. Students will also begin their journey on understanding fashion brands, logo design, product development and sustainability in the industry. Practical skills focus will be on the creation of individualised multipurpose bags, clothing items or simple decorative items to develop sewing and textile creation skills, the impact of colours, size, and fabric choices for their outcome/ results, reading, creating and modification of simple patterns.	\$50 per SEM

SEMESTER TWO SUBJECTS

OPTIONAL ELECTIVE SUBJECTS WITHIN VOLUNTARY CONTRIBUTIONS FOR A STANDARD COURSE		
SUBJECT	DESCRIPTION	Proposed COST
9 Child Development 2	In this course students learn about child safety in the home as they navigate the KidSafe interactive safety house demonstration. Students will investigate upcycling of materials and develop their technology process skills as they produce several practical items, including using old baby clothes to produce a cushion and also producing an attractive and functional mobile that will stimulate a baby's sensory and development requirements.	\$16 per SEM
9 Dance 2	Students will develop their skill set in the specific knowledge and creation of dance works. 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. Through learning to develop dance skills students will be encouraged to further their fitness and movement capabilities.	\$16 per SEM
9 Digital Technologies 2 <i>Digital Realities</i>	Students in semester 2 will further develop their understanding of computational thinking through the development of their skills in algorithms, decomposing problems, repetition, and evaluation as skills they utilise in everyday life. Students will explore Web Design, HTML/CSS coding and will have the opportunity to explore augmented and virtual reality further developing their understandings as they design and create a mixed reality project. Digital Technologies have become embedded in every aspect of our lives, and it is important the students are able to navigate this world to become innovative creators of digital solutions.	\$16 per SEM
9 Drama 2	Students will develop their skill set in the specific knowledge and 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 have the opportunity to 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
9 Japanese 2 (Must be chosen for Semester 1 <u>and</u> 2)	This course will allow students to develop their Japanese language skills, building on their knowledge from Years 7-8. Students will learn how to discuss their personal lives, their homes, their school, and the world around them, while learning about Japanese culture. This course allows students to gain fluency in reading and writing all three Japanese alphabets, while practicing their speaking skills with a variety of audiences, including Japanese native speakers.	\$16 per SEM
9 Photography 2	Students will refine and expand their skill set within the principles, techniques and materials introduced in previous multimedia/photography units. Students will explore in more depth past and current 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.	\$16 per SEM

9 Product Design 2	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 have the opportunity to develop their skills in technical drawing and graphic design using industry standard CAD software and cutting-edge technology. Laser cutting and 3D-printing are investigated to further enhance products and increase the knowledge base of students.	\$16 per SEM
9 Visual Art 2	Students will 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 illustration, 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.	\$16 per SEM
HIGHER COST OPTIONAL SUBJECTS FOR WHICH A COMPULSORY CHARGE IS PAYABLE		
SUBJECT	DESCRIPTION	Proposed COST
9 Food 2	This course provides students with an opportunity to develop a high level of practical skills that they can use at home to cook for themselves and others. They will learn to work independently as they make delicious and challenging recipes. Students will be provided with the ability to design their own food products, learning about constraints that are required to be followed when creating meals for restaurants and cafes. They will learn how to develop sensory properties of taste, texture, appearance, and aroma when developing food products to create tasty and delicious food products.	\$39 per SEM
9 Materials Design & Technology - Wood 2	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.	\$41 per SEM
9 Materials Design Technology - Metal 2	This course consolidates the previous semester's practical aspects, but increases the breadth and depth of skills, knowledge, and understandings through the additional use of tools, machinery and equipment not used in semester one, the combining of different materials and incorporation of a more sophisticated electronics system in the design and manufacture of a variable flashing LED toy robot. Students further develop their sketching and technical drawing skills in the design process that have them realise own original design ideas through the manufacture of their toy robot. Students will collaborate with their peers, share ideas, and manage resources in the workshop environment as they safely operate new tools, machinery and equipment selected in the manufacture of their product.	\$45 per SEM
9 Media 2	Students will develop specific knowledge in the creation of media works. Students will have the opportunity to produce media works that challenge their current thoughts and future aspirations. Students will work across several media forms including film, television and podcasting. 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.	\$50 per SEM

9 Outdoor Education 2 (Semester 1 or 2 ONLY)	Must pass a swimming proficiency test over 300m. This unit is designed to develop competence in dealing with the natural environment. Students will use the ocean to practice beach and surf skills, rescue skills, and survival situations. Bush skills involving navigation, roping, camp cooking will prepare you for the great outdoors. Canoeing and SUPing as a mode of travel culminating in a day excursion paddling on Moore River. Majority of course is done outdoors and through practical work with some written planners and journals (if you have chosen this course in Semester 1 then you cannot choose it in Semester 2).	\$114 per SEM
9 Coding & Robotics 2 (Must be chosen for Semester 1 <u>and</u> 2)	In this option, students develop skills in problem solving, design, coding, electronics and robotics. These skills together with critical and creative thinking, ideation, collaborative and project-based learning will equip students for many current and future vocations in the STEM fields. Over two semesters students engage in projects such as electronic circuits, microcontrollers, coding, mechatronics and robot construction. There is a potential for students to engage in external competitions and challenges and a number of incursion and excursion opportunities to consult with industry and academic experts in their chosen fields of interests.	\$40 per SEM
9 Textiles 2	Semester 2 explores Art Textiles. This innovative new unit allows the exploration and use of textile materials with the design and creation of both 2D and 3D wearable art forms. Through visual inquiry, experimentation and research, students develop their skills, knowledge and understanding of creative processes within an art textiles context. Students will have the opportunities to view and analyse artists, craftspeople, and designers in terms of context, purpose and intended audience, and then apply their understanding through the planning and production of their own work. Students will explore new mediums in a safe, encouraging environment. Strong links will be formed to future pathways and students will begin to understand the importance of their own portfolio of work by beginning to develop their visual language.	\$50 per SEM

YEAR LONG SPEACILIST SUBJECTS

SPECIAL PROGRAMS – FULL YEAR COURSES FOR WHICH A COMPULSORY CHARGE IS PAYABLE		
SUBJECT	DESCRIPTION	Proposed COST
9 Soccer	Entry into this program is by invitation only.	\$139 per YEAR
9 Specialist Marine Studies	Entry into this program is by invitation only. Includes camp.	\$407 per year
9 Specialist Music	Entry into this program is by invitation only.	\$155 per year
9 VILS	Entry into the VILS program is by invitation only.	\$32 per year