



ST JAMES'
ANGLICAN SCHOOL

**Year 10 Options
Course Information
2024**

DESCRIPTION OF OPTIONS FOR YEAR 10 2024

Year 10 Children, Family and Community

There are many different types of families. This course enables students to investigate these and the impact they have on the growth and development of children. Students will learn about how a child develops from birth to age 5. During this time, they will have the opportunity to care for virtual babies and interact with children from the Early Learning Centre. Through these interactions, students will develop real life skills that they can use in the wider community and for future vocation.

Year 10 Film Studies

Do you have the desire to communicate your ideas and creativity to a large audience? Do you have a passion for film, television, podcasts, and print media? Then the **Year 10 Film Studies** course is for you. In this course students will create their own media productions and respond to professional media works within a popular genre; think comedy, science fiction, horror, romance and more. Students will refine their media production skills and process. They will develop their abilities in problem solving and teamwork and get a taste of operating in the industry, using cutting edge equipment and following a realistic production brief. As part of the course, students will engage with story focussed video games, Hollywood films and examples of non-fiction media texts. This course is a great opportunity for students to explore and create films, and forms of digital entertainment. This practical course is a great option for students that are interested in the film making or the television industry, or for those who have a passion for digital media, opening both General and ATAR pathways for Media Arts in Year 11 and 12.

Year 10 Dance

In Year 10 Dance you will continue to apply the elements of dance (body, energy, space and time) to showcase your dance skills while applying safe dance practice. Students will have the opportunity to choreograph their own work using choreographic devices and structures. Dance genres and styles will be studied, particularly examining the influence of social, cultural and historical contexts in which they exist. Reflective writing, using dance terminology, will be completed throughout the course. We will delve into various styles and genres of dance, such as contemporary, jazz, hip hop, ballroom and cultural dances. No prior dance skills are required.

Year 10 Design & Technology Woodwork

This course will enable students to gain experience in the woodwork context under the Design and Technology curriculum. Students will learn skills such as carpentry and fine woodworking. Students will make projects such as a Dartboard cabinet and finger joint boxes. They will also delve into some woodturning. This option will run over the full year.

Year 10 Digital Technologies

This course focuses on learning more about computer networking and cyber security to maintain safe practices working online. Students complete a series of online cyber security learning modules through Grok Learning to achieve certificates of competence and applying their knowledge and understanding of cyber security. Further development of Python coding skills as students continue their skills development in programming and applying their coding knowledge in a practical way by coding and control devices such as Arduino. Students receive an introduction into databases and create a relational database with SQLite.

Year 10 Drama

The Year 10 Drama course is designed to prepare students at Year 11 level by enabling them to extend their acting skills. Students will create scripted and self-devised work, culminating in a public performance. Students will explore different realistic and non-realistic forms and styles of theatre (Theatre of the Absurd). Students will be assessed on their performance skills including voice, movement and characterisation. They will also be assessed on their ability to devise new theatre and interpret published scripts.

Year 10 Engineering and Metals

This course will enable students to gain experience in the metalwork and automotive context under the Design and Technology curriculum. Students will learn fundamental fabrication skills such as MIG Welding and Brazing, whilst incorporating design principles to create personalised products. Students will also gain an understanding of fundamental mechanical principles, during the combustion engine component, before finally learning the basics of Computer Aided Design (CAD) by designing and manufacturing a flat pack barbeque.

Year 10 Food Technology

Year 10 Food Technology students will run *Club Coffee* - an exciting learning opportunity to encourage students to set up and run a small business with the aim to achieve a Barista certificate at the end which could be used for future employment. An exciting assessment is the Mystery Box challenge using food commodities that are commonly found in Australian kitchens. The students will investigate current global Food trends and the Food Truck Phenomenon. Students will create their own Food Truck complete with logo, slogan, menu and packaging. They will showcase their Food Truck in a Food Truck Rumble

Year 10 Forensic Science

In Forensic Science, you will apply new skills that you learn to investigate replica crime scenes and process evidence. You will learn about how Forensic Science has changed the face of criminal investigations in the past century, analysing real crimes throughout history and conducting case studies and mock trials. You will learn how to dust for fingerprints, explore patterns of blood spatter, and even about how organic matter decomposes under different conditions. If you want to learn new skills and apply critical thinking, Forensic Science is for you.

Year 10 Games Design

Games Design is a new course in recognition of developments in the electronic games industry. Use of games for entertainment, training, education, health management and many more has created a vast new employment arena for games developers. Increased access to high speed, large bandwidth internet access, particularly for mobile devices has seen on-line gaming expand and become available to a wide audience. This course aims to provide opportunity to engage in games design, and also develop an understanding of the processes required to market and support a publishable game. Competitive gaming, whether personal, with friends or in public will also be considered, including leader boards, digital rewards and prize winning as components of a competition. The main topics to be covered include categories and classification of games, reviewing and evaluating Games, strategies and processes in planning, creating, publishing, advertising and maintaining a game.

As this is a new course, content may change to accommodate access to school facilities and new technology developments.

Year 10 Money, Justice and Marketing

This is a useful and engaging Year 9 elective that covers personal finance, business studies and economics. Some of the Year 10 activities include;

- Buying your first car – what are you going to prioritise?
- Mock trials – prepare cases and compete against other schools at the Supreme Court.
- Living away from home scenario – creating a budget plan to match your lifestyle choices (mortgages, car loans, bills etc.)
- Setting up a business – tap into that entrepreneurial spirit by working through the eShark Tank challenge.

Year 10 Graphics Design (Media/photography)

Graphics design provides a real-world look at commercial and personal design. This is done through the mediums of the Adobe suite and commercial equipment such as DSLR cameras, heat presses and commercial grade photo printers. This unit aims to give students an exposure to the content taught in Year 11 Design.

Year 10 Japanese

Students will explore information from others related to personal identity, daily life of Japanese-speaking communities, and popular activities in Japan and Australia. Students begin to develop an understanding of what it is to

be Japanese and Japanese speaking. Students explore activities and events associated with their life in Australia, including family, friends, school, occupations, daily activities, and the everyday life of teenagers in Japan.

Year 10 Marine Studies

Year 10 Marine Science will introduce students to Dive Physiology and give them the opportunity to participate in a "Discover Scuba Course" if they are interested in trying Scuba Diving. Students will further develop their snorkelling skills and complete a unit learning how to sail. Students must have a level of competency in swimming to participate in the practical component of this elective. ***Please note: If you select Marine Studies, please be aware that there will be some before school starts throughout the year that will be as early as 7.15am. (even in the winter terms)***

Year 10 Music

This course continues the progression of music from year 9 and prepares students for all courses of music in year 11. Students will continue learning on their chosen instrument and be provided with solo and ensemble performance opportunities such as during assembly items and our music extravaganza performance evening in term 4. The focus on genre remains on contemporary music and electronic composition. Students continue to look at roles within the music industry whilst progressing theory skills to Grade 3. Further understanding of electronic composition and arranging is explored with the use of advanced software.

Year 10 Psychology

Psychology is all about understanding why we think and behave the way we do. In Year 10 you will learn about the adolescent brain and how it works. Followed by Criminal psychology and using your knowledge of the brain and other psychological phenomenon, you will profile criminals and solve unsolved cases. You will be introduced to social psychology and why we behave differently when we are in the presence of others. You will test your psychological theories in an excursion to an escape room. The Year 10 Psychology course will introduce you to investigative skills and study skills and is very useful for many future courses in Arts, business and health sciences. It can lead to some interesting careers in the field of Sports, forensics, human resources, education, and health professions.

Year 10 Sports Science

Why does a soccer ball curve in the air from a free kick? And how do Nic Naitanui's muscles let him jump for the ball higher than anyone else? In Year 10 Sports Science, watch balls move through the air from hundreds of metres high as we explore Biomechanics and how spin effects ball flight. You'll dissect muscles to truly understand how our joints let us move the way we want to in Functional Anatomy. In preparation for a progression into Physical Education Studies in Year 11 (ATAR and General) we'll investigate how elite athletes find that final 2% of improvement through Sports Psychology and we'll learn complex skills like juggling and a golf swing in Motor Learning and Coaching. You'll receive specialist golf coaching and advanced strategical and technical concepts in a variety of sports units as the foundation is developed, ready for Physical Education Studies in Year 11.

Practically, students will be able to select a general practical option which will cover a range of sports and activities, Soccer or Volleyball. The Soccer and Volleyball classes in Sport Science will focus purely on these sports for the practical component. This will be an opportunity to advance your skills from a foundation level in preparation for Physical Education Studies in Year 11 and 12 while also transferring into your progress away from the classroom.

Year 10 Visual Arts

Year 10 Visual Arts allows students to develop the basic creative and technical skills that underpin visual arts practices in various fields such as painting, drawing, sculpture, ceramics and fabrics. It allows the students to gain exposure in a range of mixed medias from conventional to non-conventional materials. Further exploration in the use of colour, shape, texture and form and developing critical thinking techniques along with designing and making artworks with an emphasis on their own passions and talents will be a part of this course. It is a great way to develop a creative mind and support students thinking of a career in the creative industries and/or gives them an understanding of how to present and consider briefs/projects that they will need to demonstrate for any career pathways.

Year 10 Fashion and Print

Students will explore the principles of figure illustrations, headwear, and foot design portfolio skills. They will experience properties of new and traditional materials such as fabrics, fibres, wire, foam, and latex. Students will explore and experiment with techniques such as sewing, stitching, quilting, burning, braiding, dying, melting, weaving, carving, and printing. This allows students to have the knowledge to translate design drawings into flat pattern works and then into 3D forms. As confidence grows students create worn working garments and accessories displaying their knowledge of fabric and fibres using a variety of hand tools and machinery. A great introductory course to the world of Fashion, Textiles and Product Design.