

# 2024 Year 10 Elective Subjects

Agriculture	Media Studies
<p><b>Australian Curriculum</b> Design &amp; Technologies, Science</p>	<p><b>Australian Curriculum</b> Design &amp; Technologies, Digital Technologies, Visual Arts</p>
<p><b>Overview</b> Students will have both theory and practical lessons, experiencing an introduction to the wide range of Agriculture enterprises offered at Parndana Campus and the wider Kangaroo Island Agriculture sector, such as aquaculture, horticulture and livestock. This subject will enthuse curiosity, interest and enjoyment in agriculture whilst developing agricultural skills, terminology, concepts and processes.</p>	<p><b>Overview</b> During this course digital photography, manipulation, digital film making and web design. Students will explore how to create a story in film, develop skills in digital editing and how to work in a group. Students present responses that show an understanding of Media terminology. Students are assessed on the quality and creativity of work produced, including the planning and documenting of process as well as finished product.</p>
<p><b>Topics may include;</b> <b>Health and Safety in Agriculture</b> Students will explore aspects of risks and hazards associated with the agriculture industry and develop and behaviours and actions to mitigate against illness or injury to self and others.</p> <p><b>Introduction to Horticulture</b> Student will engage in propagation of seedlings, garden management and harvesting of produce. Students will also be introduced to an aquaponics growing environment and the production and marketing of fresh produce.</p> <p><b>Managing Livestock (Sheep &amp; Chickens)</b> Students will develop basic knowledge and skills in relation to sheep and chicken production, animal handling and general sheep / chicken husbandry.</p> <p><b>Farm Maintenance and Development</b> Students will participate in a range of practical farm maintenance projects including fencing, property maintenances and pasture development.</p> <p><b>Intensive Aquaculture Production</b> Student will be directly involved in the fish farming of Barramundi. They will engage in studies related to fish anatomy, fish diet and nutrition, maintaining a healthy fish farm environment, safe fish handling, and fish processing and marketing.</p>	<p><b>Topics may include;</b> The skills acquired in Media Studies empowers students to engage creatively with technology and effectively convey messages through different modes of expression.</p> <p><b>Digital Photography</b> Students produce high quality digital images using digital SLR cameras. Exploring a variety subject and use of camera functions and requirements, such as shutter speed, aperture and frame rate.</p> <p><b>Digital Manipulation</b> Students will learn to utilise software such as Adobe Photoshop edit and manipulate their digital images for exhibition, commercial purposes or in a required brief.</p> <p><b>Web Design</b> Students will learn to build, develop, produce curate a website to showcase their portfolio of work. Aspects of this may have coding.</p> <p><b>Moving Image</b> Students will learn to create film using Movie Maker/Adobe Premier Pro, and a variety of film techniques to utilise for their production.</p> <p>Students will plan and design media artworks for a range of purposes that challenge the expectations of specific audiences by particular use of production processes. They will also produce and distribute media artworks for a range of community and institutional contexts and consider social, ethical and regulatory issues</p>
<p><b>Assessment</b></p> <ul style="list-style-type: none"> <li>• Maintain an electronic journal of all activities</li> <li>• Written assessments related to theoretical aspects</li> <li>• Research project related to one major aspect of the course</li> <li>• Contribution in practical aspects of the program</li> <li>• Communication and collaboration with peers and adults</li> </ul>	<p><b>Assessment</b></p> <ul style="list-style-type: none"> <li>• Group Task</li> <li>• Creation</li> <li>• Folio of Works</li> </ul>
<p><b>VET Skill Tasters / Stackable</b> Shearing Course (Age), White Card - <i>fees are applicable</i></p>	<p><b>VET Skill Tasters / Stackable</b> NA</p>
<p><b>Community Links</b></p> <ul style="list-style-type: none"> <li>• Oyster Farm / Marron Growers / Abalone Producers</li> <li>• KI Fish Processing Operators</li> <li>• Feed Lot Operations</li> <li>• PIRSA &amp; KI Agriculture Community</li> </ul>	<p><b>Community Links</b></p> <ul style="list-style-type: none"> <li>• Kingscote and Parndana Agriculture Show</li> <li>• Community Projects</li> </ul> <p>Local Businesses such as the Art Gallery and state and national competitions.</p>
<p><b>SACE/VET Pathways</b> VET Rural Operations / Agriculture, SACE Agriculture</p>	<p><b>SACE/VET Pathway</b> Design Technology and Engineering, Digital Communication, Visual Arts, Creative Arts</p>

Performing Arts	Automotive & Engineering
<b>Australian Curriculum</b> Drama, Music	<b>Australian Curriculum</b> Design & Technologies, Digital Technologies
<b>Overview</b> Performing Arts is a single semester course that provides students with the opportunity to analyse plays, musical theatre and live performances. Students will work together to create and produce a theatre production, following the creative process - investigation, development, production and reflection. Students will work in one or more of the following roles – actor, dancer, singer, choreographer, set & props designer, costume designer, sound + lighting manager, stage manager, promotions.	<b>Overview</b> This is a practical workshop course that introduces automotive, machining, engineering, and design principles. Students are introduced to the fundamentals of the automotive and engineering industries. Safety and environment issues are important elements of the course. The manufacturing aspect of this subject is supported by fabricating processes and digital technologies, through computer aided design.  <i>Please note students will have to contribute \$75 in year 10 for materials and equipment that should last through Year 12. This will not apply if they have selected Construction and Automotive.</i>
<b>Topics may include;</b> <b>Elements of drama</b> Role and character, relationships, situation, voice, movement, focus, tension, space, time, language, symbol, audience, mood & atmosphere.  <b>Elements of music</b> Rhythm, pitch, dynamics, form & structure, timbre, texture.  <b>Creative Process</b> <b>Investigation</b> – researching and analysing theatre productions based on students’ interests, workshops analysing class production to determine casting & technical requirements <b>Development</b> – theatre techniques, rehearsals, costume & set design and construction <b>Production</b> – performance <b>Reflection</b> – ongoing throughout semester, final reflection of production	<b>Topics may include;</b> <b>Workplace Safety</b> Specific to the Automotive and Engineering Industries.  <b>Welding</b> <ul style="list-style-type: none"> <li>• MIG, TIG and Manual Metal Arc Welding.</li> <li>• Plasma Cutting, Oxy/Fuel Cutting.</li> <li>• Fuel Gas Heating and Welding.</li> </ul> <b>Machining</b> <ul style="list-style-type: none"> <li>• Machining processes using the Mill and Lathes.</li> <li>• Automotive tools and equipment.</li> </ul> <b>Computer Aided Design</b> Computer Aided Design, 3D Printing and C++ programming.
<b>Assessment</b> <ul style="list-style-type: none"> <li>• Participation in workshops and rehearsals</li> <li>• Production folio including weekly reflection journal – written, oral or multimodal</li> <li>• Performances</li> </ul>	<b>Assessment</b> - Practical skills demonstrations developed during the design and fabricate a ride on mower that is based on a 2.0 Litre Toyota Hilux motor and gearbox and or the design, prototyping and fabrication of a robot arm. - Project development and participation journal.
<b>VET Skill Tasters / Stackable</b> NA	<b>VET Skill Tasters / Stackable</b> White Card - fees are applicable
<b>Community Links</b> <ul style="list-style-type: none"> <li>• Australian Youth Talent Academy</li> <li>• KI Community Radio</li> <li>• Local community theatre groups</li> <li>• Slingsby Theatre Company</li> <li>• Country Arts SA</li> </ul>	<b>Community Links</b> NA
<b>SACE/VET Pathway</b> Creative Arts	<b>SACE/VET Pathway</b> <ul style="list-style-type: none"> <li>• Preparation for VET</li> <li>• School-based Apprenticeship</li> <li>• Design &amp; Construction</li> </ul> Essential for entry into Year 11 SACE Automotive and Engineering due to Department for Education Plant and Machinery WHS Induction requirements.

## 2024 Year 10 Elective Subjects – Semester 2 (Parndana Campus)

Food Technologies	Visual Arts
<b>Australian Curriculum</b> Design & Technologies	<b>Australian Curriculum</b> Design & Technologies, Visual Art
<b>Overview</b> Students will develop knowledge and understanding of Food and Safety, the Hospitality Industry and Stimulated Business. Opportunities will be provided for students to make decisions, solve problems and justify their choices, based on current trends, to create products suitable for a wide range of audiences. Students experience the importance of utilising skills within a group and working together to achieve a common goal.	<b>Overview</b> Students to develop and refine their drawing, painting and sculpture skills through a series of explorations of media inspired by contemporary, historic, international and local artists, including the arts of Australian First Nation Peoples. They complete a range of exploratory tasks to develop their writing skills, formal analysis, and use of arts' language. Students will create a Folio using the art process to showcase their personally relevant idea development, emerging personal aesthetic.
<b>Topics may include;</b> <b>Food and Safety</b> In this topic students take an introduction into all areas of food production. This consists of hygiene & safety procedures in the kitchen, healthy eating models & Australian Dietary Guidelines, cooking terminology, planning basic meals (food for special occasions), labelling & food additives, basic cooking skills, food preparation & packaging.  <b>Hospitality</b> The hospitality industry plays an ever-increasing role in providing food and employment. In this unit students examine a variety of catering industries by visiting a number of facilities, identifying their clientele and documenting their employment conditions and opportunities. The unit's focus is the practical application of catering principles, such as menu planning for various settings, customer service, food presentation and system development for large scale catering events. During this unit students gain insight into the operations of the hospitality industry, and develop relevant food-handling and presentation skills.  <b>Simulated Business</b> Food is an important part of any celebration regardless of culture or religion. In this topic students examine a range of special occasions and prepare foods unique to specific celebrations. Food presentation and service is a focus of the unit and students learn how to present and garnish foods appropriate to a given setting. Students submit a proposal for a large-scale catering event and collaboratively host a celebration for a school event.	<b>Topics may include;</b> <b>Drawing</b> Experiment and practice of drawing skills aimed at producing a fully rendered artwork using a variety of line and shading techniques. Draw in graphite, as a focal point, an eye catching, medium sized object incorporating various shading and drawing techniques to show depth, form, and perspective. Draw a corner using perspective & locate into a landscape to provide a setting to your work.  <b>Painting</b> Investigate techniques and style of Aboriginal Artists from different regions and periods within Australia. Experiment with their various techniques, media and symbols to produce an original piece of art in either 2-D OR 3-D Form  <b>3- Dimensional Construction</b> Explore the potential of construction materials confined to wood, paper, and cardboard to construct a large freestanding structure representing an iconic global structure from any period in history. Fastenings may include, glues, screws, nails, wire or other light weight joining materials.  <b>Reflection and Analysis</b> Choose a painting from the period of Australian Expressionism Period and write responses to questions related to the artist intent, setting, technique, subject matter. Research a period of Australian Art focussing on the changing techniques, themes, media, materials, and subject matter related to that movement and period of time.
<b>Assessment</b> <ul style="list-style-type: none"> <li>• Various practical tasks</li> <li>• Group inquiry task</li> <li>• Individual investigation task</li> </ul> Evaluation report	<b>Assessment</b> <ul style="list-style-type: none"> <li>• Maintain an art folio/journal of all work</li> <li>• Written assessments related to theory covered</li> <li>• Research task related to one major aspect of the course</li> <li>• Completion of art related to key units of work.</li> <li>• Active contribution in practical aspects of the program</li> </ul>
<b>VET Skill Tasters / Stackable</b> Barista Course – <i>fee is applicable</i>	<b>VET Skill Tasters / Stackable</b> NA
<b>Community Links</b> <ul style="list-style-type: none"> <li>• School Events</li> </ul> Community Events e.g. KI Races	<b>Community Links</b> <ul style="list-style-type: none"> <li>• KI Art Community, and KI Based Artists and sculptors</li> <li>• Art Gallery of SA</li> </ul>
<b>SACE/VET Pathway</b> SACE Food & Hospitality, VET Hospitality / Commercial Cookery	<b>SACE/VET Pathways</b> SACE Visual Arts / Design Technology

## 2023 Year 10 Elective Subjects – Semester 2 (Kingscote Campus)

Environmental Studies (Marine Focus)	Construction in Rural & Regional Areas
<p><b>Australian Curriculum</b> Science, Geography</p>	<p><b>Australian Curriculum</b> Design &amp; Technologies, Digital Technologies</p>
<p><b>Overview</b> Marine Studies is a single semester course, covering oceanography, coastal processes, marine biology and marine environmental management. This course gives students the opportunity to learn about marine plants and animals, and explore the issues affecting the marine environment, including marine pollution and sustainable use of resources. Students will engage in group and individual research tasks and field trips to conduct group monitoring projects.</p>	<p><b>Overview</b> Students will be involved in a variety of tasks related to construction and building. Examples of tasks could include animal shelters, paving, fencing, repairs and/or alterations to existing structures. Projects will depend on the needs of the school during the semester.  <i>Please note students will have to contribute \$75 in year 10 for materials and equipment that should last through Year 12. This will not apply if they have selected Construction and Automotive.</i></p>
<p><b>Topics may include;</b> <b>Oceanography</b> Upwelling, currents, tides, nutrients, salinity, climate.</p> <p><b>Coastal processes</b> Wave types and action, dune systems and vegetation, marine pollution monitoring.</p> <p><b>Marine Biology</b> Marine biodiversity (local focus), abiotic and biotic factors, satellite tracking of marine species, human impacts (e.g. coral bleaching, marine pests, biomagnification)</p> <p><b>Marine environment management</b> Marine park zones, sustainable fishing</p>	<p><b>Topics may include;</b> Workplace safety specific to the Construction Industry</p> <p><b>Fabricating</b> MIG and Manual Metal Arc Welding. Fuel Gas heating and cutting.</p> <p><b>Construction Skills</b> Construction tool and plant use Levelling and measuring. Timber and steel framing. Paving.</p> <p><b>Computer Aided Design</b> 3D Printing and C++ programming. Architectural CAD software.</p>
<p><b>Assessment</b></p> <ul style="list-style-type: none"> <li>• Group research task - oceanography</li> <li>• Field reports – coastal processes</li> <li>• Individual research task – marine biology</li> <li>• Field workbook and group presentation – marine environment management</li> </ul>	<p><b>Assessment</b></p> <ul style="list-style-type: none"> <li>• Student negotiated and developed with a focus on buildings and structures for rural areas. This may include dog kennels, stock shelters, picnic areas.</li> <li>• School based projects related to facilities such as a pizza oven, BBQ and BBQ area.</li> </ul> <p>Project development and participation journal.</p>
<p><b>VET Skill Tasters / Stackable</b> NA</p>	<p><b>VET Skill Tasters / Stackable</b> White Card - <i>fees are applicable</i></p>
<p><b>Community Links</b></p> <ul style="list-style-type: none"> <li>• Aus Ocean Project</li> <li>• AUSMAP (Australian Microplastic Assessment Project)</li> <li>• Tangaroa Blue</li> <li>• Department of Water, Landscapes SA</li> <li>• Kangaroo Island Dolphin Watch</li> <li>• University of Sydney</li> <li>• Local tourism</li> </ul>	<p><b>Community Links</b> Agriculture, Construction and Public Works sectors on Kangaroo Island</p>
<p><b>SACE/VET Pathway</b> Earth &amp; Environmental Science, Biology, Chemistry, Geography</p>	<p><b>SACE/VET Pathway</b> Essential for entry into Year 11 SACE Construction due to <i>Department for Education</i> Plant and Machinery WHS Induction requirements.</p>