

Years 7 & 8 Elective Choices 2018



HARRISON
SCHOOL

Parents/Carers: Staff are available to help. Please call on 61422200 if you would like assistance or advice on elective choices. We look forward to working with you on developing your child's Elective Program.

Students: We encourage you to talk to teachers and your parents to assist you in making decisions about the courses you would like to participate in 2018. Choose electives that build on your strengths and interests, and prepare you for future study and career options. Please read this information page thoroughly, follow procedures and meet deadlines. Not doing this may result in you having fewer choices.

What is on offer and is there a cost?

In this booklet you will find descriptions of the elective choices offered at Harrison School for students in Years 7 and 8 for 2018. Not all the courses listed will run, changes may occur without notification based on staffing and student enrolment numbers. Courses will only run if adequate student/teacher ratio is achieved. These ratios vary depending on the course. A number of courses have a cost. Parents will receive an invoice for the cost of the course.

Guidelines:

- You cannot **repeat** an elective unit i.e. study the same unit more than once.
- **Prerequisite** means you must have already completed the subject listed
- We will endeavour to place you in your first or second choices, due to demand, class sizes and the need for you to have a balanced educational program we may not be able to do so for all electives.
- All students are required to study a language in Years 7 and 8. You will need to stay in the same language for both years.
- All students are required to choose at least one Arts based subject and one Technology based subject over the course of their studies in Years 7/8.

Elective Contributions

It is vital that the school receives voluntary contributions from families for our elective units. This enables students to take part in rich and diverse experiences involving a range of resources during their time at Harrison School. There are payment options available for families under special circumstances. Please contact the Principal for more information.

How and when do I choose my electives?

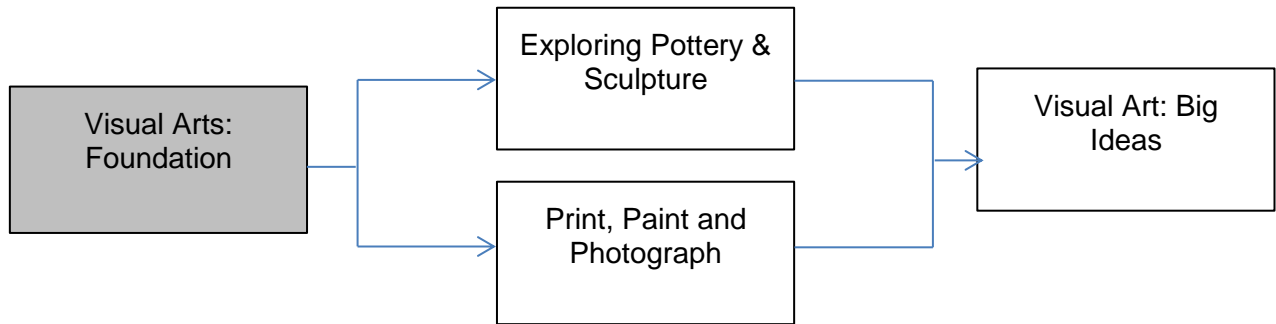
The electives will go live on Web Preferences on **Monday 28th August and close Friday 8th September at 3pm**. Use this time to talk to parents and friends about choices. It does not matter **when** you enter your preferences into Web Preferences.

What does matter is that you do it BEFORE CUT OFF – Friday 8th September at 3pm.

1. Details for log in will be in your student email. Follow these instructions to make your elective choices.
2. Follow the instructions in the email carefully! It will walk you through your selections.
3. All late submissions will be done manually. Please contact Tracy.Zdravevska@ed.act.edu.au if you miss the deadline.
WARNING: IF YOU MISS THE DEADLINE YOUR CHOICES WILL BE LIMITED TO AVAILABILITY ONLY.

THE ARTS

Visual Arts



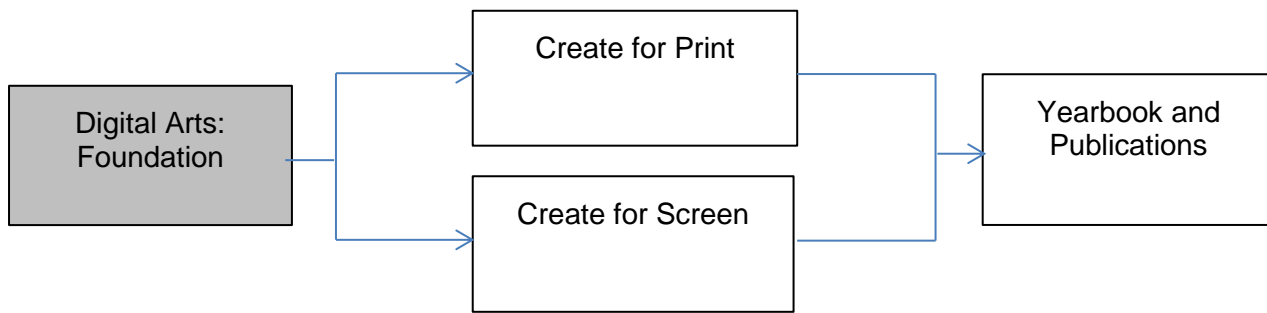
<i>Visual Arts: Foundation</i>	<i>Prerequisite: None</i>	<i>Contribution: \$20</i>
<p>In this unit, you learn fundamental skills, techniques and processes as you explore drawing, painting, assemblage of pottery, mixed media and digital imaging. You learn about elements of art and principles of design and how art informs us about history, culture and society. You examine the styles, techniques and practices of selected historical and modern artists and designers, applying knowledge gained to your own creative works.</p>		

<i>Print, Paint, Photograph</i>	<i>Prerequisite: Foundation</i>	<i>Contribution: \$20</i>
<p>In this unit you focus on making artworks with 2D media: drawing, painting, printing and photography. You practice skills and techniques and develop your own representations of subjects, themes and concepts. You have the opportunity to select from a range of subjects and themes. You research how artists have explored these themes in the past in order to inform and enrich your own artmaking.</p>		

<i>Exploring Pottery & Sculpture</i>	<i>Prerequisite: Foundation</i>	<i>Contribution: \$20</i>
<p>In this unit you have opportunities to make and respond to works of pottery and sculpture. You will learn fundamental knowledge and skills about art and design as you explore clay, wood, wire and recycled materials. The unit involves developing your own ideas, expression, imagination, problem solving skills and creativity. Through research and preparation and for making making sculpture and pottery, you explore aspects of art, culture, society and environment to inform your own art making.</p>		

<i>Visual Arts: Big Ideas</i>	<i>Prerequisite: successful completion of 2 other art units</i>	<i>Contribution: \$20</i>
<p>You learn about selected discoveries, theories or significant events and examine how artists have responded to these in the past. You develop skills and techniques and create your own representations inspired by your understanding and response to the big idea.</p>		

Media Arts



Digital Arts: Foundation	Prerequisite: None	Contribution: \$15
<p>In this unit you develop skills with equipment including Mac computers, DSLR cameras and are introduced to professional software including Adobe CC: Photoshop, Illustrator, Indesign, and iMovie. You learn about file types and file management. You investigate ideas and principles of designing for print and screen for different purposes and audiences. You explore how media art forms are created to inform, persuade, educate or entertain us.</p>		

Digital Arts: Create for Print	Prerequisite: Foundation	Contribution: \$15
<p>In this unit you build on the knowledge, skills and techniques introduced in previous units. With a special focus on aspects of print design, you investigate layout and typography and digital imaging. Using Adobe Illustrator and Photoshop, you create your own original graphics and pictures. With Adobe InDesign, you explore ways to put it all together: organising text, graphics and pictures in a range of formats and layouts and prepare your files for publication.</p>		

Digital Arts: Create for Screen	Prerequisite: Foundation	Contribution: \$15
<p>In this unit you build on the knowledge, skills and techniques introduced in previous units. With a special focus on creating for screen, you explore aspects of making video, animation and motion graphics. You explore different types of animation and learn aspects of capturing and editing video footage. You use storyboarding to plan you media works. You create short media works to tell a story, communicate information or express specific thought and feelings.</p>		

Digital Arts: Yearbook and SAS Publications	Prerequisite: Digital Arts: Successful completion of 2 previous Digital/ Media Arts electives	Contribution: \$15
<p>In this unit you develop and refine your graphic design and communication skills as you assist with the layout and design of the Yearbook and other school print or screen requirements. You will liaise with staff and students expected to be proactive in sourcing copy and capturing images for publication.</p>		

Performing Arts: Dance and Drama

Dance

Dance 1

Dance 2

Drama

Odd Years

Even Years

Semester One

Acting Styles

'Act it Out'

Semester Two

Social Theatre

Pantomime

<i>Dance 1 & 2</i>	<i>Prerequisite: None</i>	<i>Contribution: nil</i>
<p>Students will be engaged in investigations of the elements of dance. Students will learn basic steps in a variety of styles (style-specific techniques) while developing safe dance techniques. Students will have the opportunity to develop, choreograph, perform, reflect and appreciate various dance forms. Activities are aimed to develop understandings of the elements of dance including space, time, dynamics and relationships and how these elements work together to convey expression and meaning.</p>		

<i>Drama - ACT IT OUT</i>	<i>Prerequisite: None</i>	<i>Contribution: \$5</i>
<p>Acting, movement and vocal skills combine as you explore short scenes on a range of topics. Participate in fun and engaging performance exercises to develop and share your original ideas with others. Take command of your physical presence on stage. Practice movement and performance skills through physical games, exercises and training. You will have the opportunity to present scenes and performance work in front of an audience.</p>		

<i>Drama – Pantomime</i>	<i>Prerequisite: None</i>	<i>Contribution: \$5</i>
<p>Learn improvisation and creative storytelling techniques to unlock your imagination and step into the world of comedy. Participate in improvised scene work to develop basic acting technique, and discover new stories, ideas and adventures through improvisational exercises and techniques. Learn the skills of comedy and the art of making people laugh. At the end of semester, you will work as part of a team to achieve a shared goal through performance.</p>		

<i>Drama – Acting Styles</i>	<i>Prerequisite: None</i>	<i>Contribution: \$5</i>
<p>Tune-up your acting and develop stage craft skills to give your live performance the ‘wow’ factor. Learn how to experiment with voice and movement to create authentic character and explore the art of physical storytelling. Activities will include unique performance opportunities and specialised workshops to hone your characterisation skills.</p>		

<i>Drama – Social Theatre</i>	<i>Prerequisite: None</i>	<i>Contribution: \$5</i>
<p>Create theatre with a voice, develop stories to convey meaning and learn how plays have helped shaped social idea and culture. You will have the opportunity to explore a range of media forms to convey message through theatre including digital and social media. Activities will include creating a dramatic story with a key message using both film and live performance.</p>		

Music

Rhythms of
the World

Stories
through
Music

<i>Music Rhythms of the World</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>Students will have the opportunity to explore rhythm and culture through the use of percussion. You will discover how different cultures use rhythm and music to communicate. Students will create, compose and perform using rhythms on a range of percussion instruments, experimenting with rhythms from cultures around the world.</p>		

<i>Music Stories through Music</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>Students will explore the connection between music and storytelling. You will have the opportunity to create, compose and perform using a range of instruments including percussion, guitar, keyboard and vocals. You will develop an understanding of how musicians portray emotion through compositions and how music is used to tell a story.</p>		

TECHNOLOGIES

Food Technology

	Odd Year	Even Year	<u>Every year</u>
Semester 1	Cooking in Season	You are What You Eat	Paddock to plate
Semester 2	Australian Cooking	Pastry, Pizza & Pasta	

<i>Cooking in Season</i>	<i>Prerequisite: None</i>	<i>Contribution: \$45</i>
<p>Students will create amazing dishes using what’s available from the world around them including the garden, pantry and supermarket. Over the semester students will learn about why it is ecologically sustainable to buy food in season and cook using produce grown in our school garden to create a variety of dishes. By the end of the unit students will understand the essential life skill of cooking and cleaning in a safe and hygienic way and will be able to create delicious dishes in the most cost effective manner.</p>		

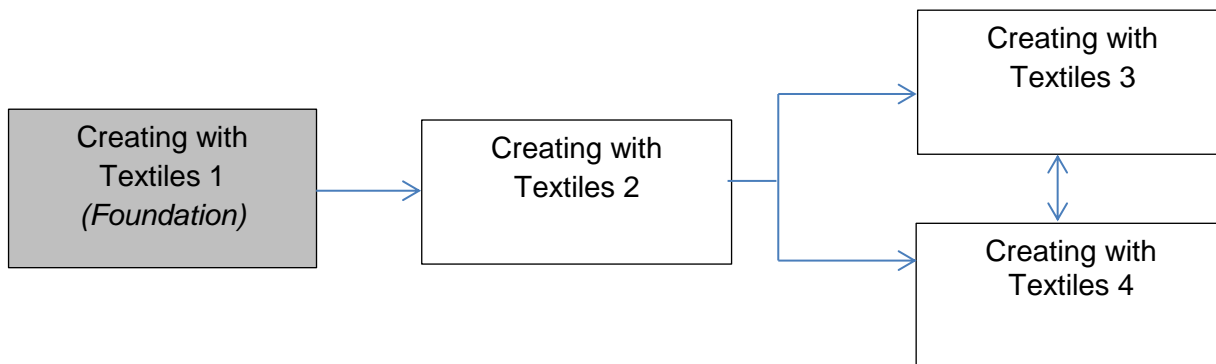
<i>History of Australian Cooking</i>	<i>Prerequisite: None</i>	<i>Contribution: \$45</i>
<p>Students will explore the traditional dishes from different countries and discover the impact multiculturalism has had on Australian cuisine. Students will have access to specialist cooks from different cultures and cook a range of different dishes. They will work on a major design burger project. Safe food handling and hygienic practices will also be covered and by the end of the semester students will confident, creative cooks in a variety of cuisines.</p>		

<i>You Are What You Eat</i>	<i>Prerequisite: None</i>	<i>Contribution: \$45</i>
<p>Why does it matter what you eat? Is healthy food that important? During this semester students will investigate the characteristics and properties of food and research the Australian Dietary Guidelines and how they apply to adolescents. Assessment includes a research assignment on Nutrition in Australian Adolescents, regular practical tasks and a major project on healthy canteen food. Students will use the design process to select, combine and cook appropriate ingredients using tools and equipment to effectively and safely make designed solutions.</p>		

<i>Pastry, Pizza & Pasta</i>	<i>Prerequisite: None</i>	<i>Contribution: \$45</i>
Students will have the opportunity to learn about Pizza, Pasta and Pastry. They will learn how to make different types of pasta from start to finish and produce delicious and creative dishes. They will design a pastry dish for their major design project and learn about the different types of pastry and the techniques involved in making them.		

<i>Paddock to Plate</i>	<i>Prerequisite: None</i>	<i>Contribution: \$45</i>
In the Paddock to Plate Kitchen Garden Project students will have the opportunity to grow their own fruit and vegetables suitable to the Canberra climate then harvest and cook them. Students will dig into a holistic experience of following the development of plants to harvest in the garden, then make judgements on the best way to prepare and cook their produce in the kitchen. Along the way they will gain an understanding of where our food comes from and discover the differences in taste of home grown produce.		

Textiles



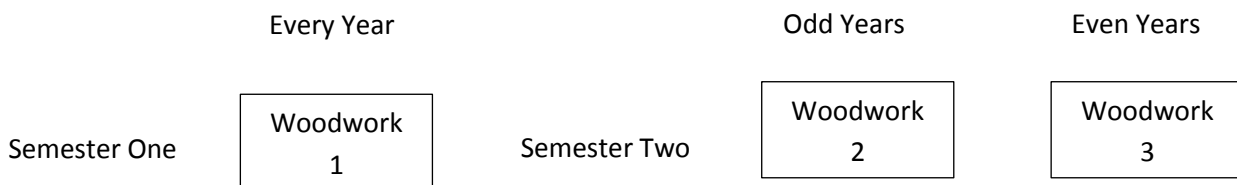
<i>Textiles 1 - Creating with Textiles Tools & Materials</i>	<i>Prerequisite: None</i>	<i>Contribution: \$20</i>
Students will have the opportunity to learn to use a sewing machine and will work through a series of machine sewn projects which gradually increase in difficulty. They will be encouraged to explore their creative and artistic potential using a variety of textile mediums to individualise their projects. Students will be introduced to the design process through presenting and recording their ideas, processes and skills learnt then evaluating their design process for each project in a design portfolio. They will learn about traditional and contemporary applique techniques and how they have evolved in response to our modern lifestyle.		

<i>Textiles 2 - Introduction to Commercial Patterns</i>	<i>Prerequisite: Textiles 1</i>	<i>Contribution: \$20</i>
Students will have the opportunity to build on concepts, skills and processes developed in Textiles 1. They will learn about how the characteristics and properties of different fabrics impact design solutions. They will investigate the design and material considerations required for the production and selling of pyjama pants. Students will be introduced to commercial patterns and how to interpret them. Practical projects will include pyjama pants, embellishing a matching top, and a self-directed project and/or completion of a Textiles 1 project. Students will be encouraged to explore their creative and artistic potential to individualise their projects. They will communicate and evaluate their design solutions using technical symbols and terms, and detailed annotated concept sketches and drawings in a design portfolio.		

<i>Textiles 3 -Zips, buttons and more</i>	<i>Prerequisite: Textiles 2</i>	<i>Contribution: \$20</i>
<p>Students will have the opportunity to build on concepts, skills and processes developed in Textiles 2. They will learn about different closure methods used in apparel and non-apparel textiles products. They will produce a number of small projects using different closure methods and an item using a commercial pattern involving the insertion of a zipper. <i>Students may choose to purchase their own material for the zipper project.</i></p> <p>Students will be encouraged to explore their creative and artistic potential to individualise their projects. They will communicate and evaluate their design solutions using technical symbols and terms, and detailed annotated concept sketches and drawings in a design portfolio.</p>		

<i>Textiles 4 -Sewing with Stretch fabrics</i>	<i>Prerequisite: Textiles 2</i>	<i>Contribution: \$20</i>
<p>Students will have the opportunity to build on concepts, skills and processes developed in Textiles 2 and or 3. They will learn about different traditional, contemporary and emerging fabrics, in particular stretch fabrics. They will produce clothing items using commercial patterns requiring stretch fabrics. These may include leggings, t-shirts or hoodies. <i>Students will be required to supply their own material for these projects. They will negotiate, in consultation with the teacher, their project and prepare a requirement list for it by the end of week 3.</i></p> <p>Students will be encouraged to explore their creative and artistic potential to individualise their projects. They will communicate and evaluate their design solutions using technical symbols and terms, and detailed annotated concept sketches and drawings in a design portfolio</p>		

Design Technology



Woodwork 1- simple timber projects	Prerequisite: None	Contribution: \$30
<p>This is an introductory practical unit and will introduce skills for constructing projects using timber products. You will have the opportunity to design and construct projects using this medium. You will learn various techniques to develop your construction skills. You will effectively and safely use a broad range of materials, components, tools, equipment and techniques to make designed solutions. Safety is an important aspect of the course.</p>		

Woodwork 2	Prerequisite: Woodwork 1	Contribution: \$30
<p>This is a practical unit and will build on skills in earlier units to construct projects using timber products of increasing complexity. You will have the opportunity to design and construct projects using this medium and will learn various techniques to develop your construction skills. You will effectively and safely use a broad range of materials, components, tools, equipment and techniques to make designed solutions including a box with sliding lid and a turned bowl. Completing earlier units of Woodwork will be to your advantage.</p>		

Woodwork 3	Prerequisite: Woodwork 1	Contribution: \$30
<p>This is a practical unit and will build on skills in earlier units to construct projects using timber products of increasing complexity. You will have the opportunity to design and construct projects using this medium and will learn various techniques to develop your construction skills. You will effectively and safely use a broad range of materials, components, tools, equipment and techniques to make designed solution including a footstool and laminated timber project. Completing earlier units of Woodwork will be to your advantage.</p>		

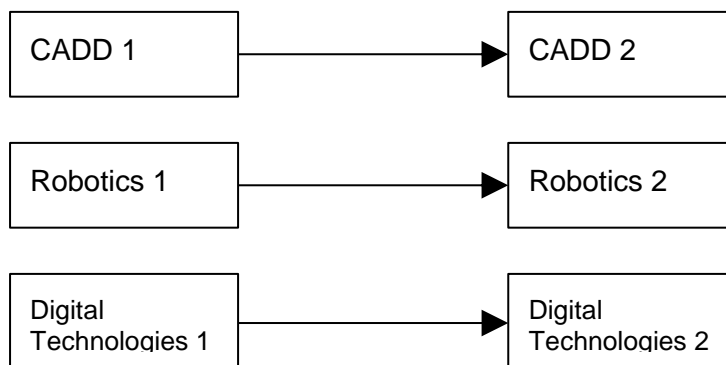
Woodwork 4	Prerequisite: Any two other woodwork units	Contribution: \$30
<p>This is a practical unit and will build on skills in earlier units to construct projects using timber products of increasing complexity. You will have the opportunity to design and construct projects using this medium and will learn various techniques to develop your construction skills.</p> <p>You will effectively and safely use a broad range of materials, components, tools, equipment and techniques to make designed solutions including a jewellery box with pin joints. Completing earlier units of Woodwork will definitely be to your advantage.</p>		

Metalwork 1	Prerequisite: None	Contribution: \$30
<p>This is a practical unit which gives you the skills to construct projects using a variety of metals and metalworking hand and machining skills. You will learn various techniques to develop your fabrication skills. Safety is an important aspect of the course.</p>		

Metalwork 2	Prerequisite: None	Contribution: \$30
<p>This is a practical unit which continues to develop the skills from Unit 1 to construct projects using a variety of metals and metalworking hand and machining skills. You will learn various techniques to develop your fabrication skills. Safety is an important aspect of the course. Though Metalwork 1 is a useful prerequisite is</p>		

is not mandatory.

Digital Technologies



<i>Computer Aided Drawing 1</i>	<i>Prerequisite: None</i>	<i>Contribution: \$15</i>
<p>Computer Aided Drawing and Design is an exciting course offered by the Technology department. You learn how CAD allows the operator to accurately draw everything from Lego bricks to houses using up-to-date software on desktop computers. You will be coached in the use of SketchUp and introduced to AutoCAD. You will get opportunities to use a 3D printer. Students who enjoy architecture may find this course useful.</p>		

<i>Computer Aided Drawing 2</i>	<i>Prerequisite: CADD 1</i>	<i>Contribution: \$15</i>
<p>Computer Aided Drawing and Design is an exciting course offered by the Technology department. Emphasis will be placed on coaching you in the use of AutoCAD on desktop computers. You will be designing, drawing and modelling, and given opportunities to use the laser cutter and 3D printer. This unit assumes some prior experience in CAD. Students who enjoy architecture may find this course useful.</p>		

<i>Robotics 1</i>	<i>Prerequisite: None</i>	<i>Contribution: \$30</i>
<p>Robotics is a STEM (Science Technology Engineering and Mathematics) course where students will develop skills and knowledge on autonomous robotic programming. Students will learn to program Lego Mindstorms EV3 robots to complete a variety of challenges such as rescuing a lost victim or playing robotic soccer. Students who participate in this unit in semester one will be able to compete in the Robocup Junior Competition.</p>		

<i>Robotics 2</i>	<i>Prerequisite: Robotics 1</i>	<i>Contribution: \$30</i>
--------------------------	--	----------------------------------

Robotics is a STEM (Science Technology Engineering and Mathematics) course where students will develop skills and knowledge on autonomous robotic programming. In the advanced course students will learn how to use a more complex programming language to allow their robots to communicate with each other, complete more complex challenges and move towards using 3D designed and printed parts. Students who participate in this unit in semester one will be able to compete in the Robocup Junior Competition.

Digital Technologies 1	Prerequisite: None	Contribution: \$30
<p>This course introduces students to the exciting world of computing programming, or, ‘coding’! Students will get the chance to learn a variety of different programming languages, like Python, Arduino, HTML, Javascript and many more! Students will learn about how these different languages have a lot in common and can use them and all the skills they’ll learn in computational thinking, problem solving and project planning to create a program of their own choice.</p> <p>Contributions go towards a Grok Learning account for 24/7 access to Programming classes.</p>		

Digital Technologies 2	Prerequisite: Digital Technologies 1	Contribution: \$30
<p>This course builds on what was learnt in Digital Technologies 1. Students will go beyond the skills they’ve learned in the first course and start working on major programming projects. Students will be given the skills to plan, manage and develop a ten week project of their own design for display in and school and to be entered into the Young ICT Explorers competition. This project can use any of the programming languages they have learned, or one of their own selection.</p> <p>Contributions go towards the student’s project budgets.</p>		

Languages

Our school has a vibrant languages program. When entering year 7, students have a choice of three languages which they will study for two years. The three languages offered are Japanese, French and Italian. Whichever language a student chooses in year 7, they will continue in the same language for the two years in order to build skills and confidence in that language.

French 7/8

French	Prerequisite: None Duration: 2 years	Contribution: Nil
<p>Students are introduced to a new topic each semester. Each topic introduces new cultural and language learning opportunities. ‘Places of Interest’ focuses on travel in French speaking countries and asking and giving directions. ‘Cafe culture’ allows students to explore eating habits in other countries and how to order food in a cafe or restaurant.</p> <p>Students will have the opportunity to explore these topics while learning how to communicate in French using relevant vocabulary and basic grammatical structures. This allows learners to create their own sentences and communicate effectively by discussing and asking what food people like, what activities they</p>		

do and who is in their family.

Online resources are sometimes used to learn, practise and consolidate new vocabulary in groups and independently.

Italian 7/8

<i>Italian</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>Each semester, the language and culture explored in Italian is based around a topic – eg: ‘cafe culture’ or ‘family and celebrations’. Initially, students will learn to say and use basic words and phrases with correct grammar, as well as learn about the Italian culture. Students will progress to learn more complex grammar and vocabulary and will use this in simple oral and written conversations. Students will use a mix of games, group activities and collaborative projects to achieve learning goals. They will also use free technology to help them learn vocabulary and grammar constructs independently. Students will have the opportunity to write and communicate with an Italian high school student from a partner school in Milan.</p>		

Japanese 7/ 8

<i>Japanese</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>Japanese students will build upon their existing reading, writing, speaking and listening skills. They will consolidate their Hiragana alphabet, and will be introduced to new topics and phrases to further strengthen their language skills and cultural knowledge. At the end of each year, we celebrate by having a Japanese Art Festival or Anime creation.</p> <p>Japanese culture is also an important element of the program. We have established an inter-school partnership with a school from Japan that strengthens the opportunities for students in the Japanese program. So that you can send and receive messages from real Japanese students from our sister school. It is a very valuable experience to actually connect with similar-aged students in Japan. And of course, you have a chance to go on the Japan Trip.</p>		

OTHER

Physical Education 7/8

Semester 1

High Performance

1

Outdoor Education

1

Semester 2

High Performance

2

Outdoor Education

2

<i>High Performance Sport 1</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>This semester, students will develop their skills, fitness and knowledge in a range of sports. They will have opportunities to explore deeper understandings about technique and training to enhance particular movements. Students will learn how to effectively analyse the technique of themselves and others, design appropriate drills and training programs.</p>		

<i>High Performance Sport 2</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
<p>Students will develop their skills, fitness and knowledge in a range of sports. They will have opportunities to explore deeper understandings about tactics and teamwork. Students will learn how to effectively use fitness equipment and record their results, as well as setting and monitoring goals using a fitness journal.</p>		

<i>Outdoor Education 1</i>	<i>Prerequisite: None</i>	<i>Contribution: \$190</i>
<p>Harrison's Outdoor Education Beginning program introduces students to a variety of land and water based adventure pursuits. With a strong emphasis on teamwork and leadership, students will be actively involved in a water safety unit, orienteering and rock climbing whilst learning how to identify, plan for and manage risks associated with such activities. A pass in the course is subject to active participation and attendance of classes, practical excursions and the submission of all related course work. If there is a financial concern with meeting these expectations please contact the school.</p> <p>Enrichment activities:</p> <p>Day Trips: 2 day/1 night Water safety camp \$100, Rock Climbing \$50, Cotter Camp \$40,</p> <p>(All prices are approximate and may need to change depending on numbers).</p>		

<i>Outdoor Education 2</i>	<i>Prerequisite: None</i>	<i>Contribution: \$180</i>
<p>Harrison's Outdoor Education Beginning program introduces students to a variety of land and water based adventure pursuits. This semester will focus on mountain biking, orienteering, hiking and canoeing. A pass in the course is subject to active participation and attendance of classes, practical excursions and the submission of all related course work. If there is a financial concern with meeting these expectations please contact the school.</p> <p>Enrichment activities</p> <p>Day Trips: 2 day/1 night Namadgi NP camping trip \$100, Canoeing trip \$50, Mountain biking \$30,</p> <p>(All prices are approximate and may need to change depending on numbers).</p>		

Horticulture

Horticulture.

<i>Horticulture</i>	<i>Prerequisite: None</i>	<i>Contribution: Nil</i>
In this elective students have the opportunity to gain an understanding of what it takes to grow their own produce in the Canberra climate. This unit takes hands on approach to the design and constant development of the school garden. The students look at different plant propagation techniques and develop ideas about different cultivation philosophies.		

Science

Science Investigations

<i>Aspire Science - Crest</i>	<i>Prerequisite: None</i>	<i>Contribution: \$30</i>
Students will undertake in a program called 'CREST' which will enable them to develop an appreciation of Science and technology. Students will undertake real-life-open-ended science and technology investigative projects. Benefits students can gain from this program include developing essential practical skills, linking school with the world of work and allowing them to pursue a topic of interest to them. CREST supports the Australian Curriculum and is a program that encourages success and the development of skills and processes. Students will be encouraged to be creative, apply their knowledge and skills and persevere with their project until they have completed it.		