

KAIKOURA HIGH SCHOOL



**Middle School  
(Year 9/10) Course  
BOOKLET  
2019**

## Programme of Study

Every effort is made to ensure students are able to study the subjects they want to. The school timetable is structured around student subject selection. However, students may not get their preferred option at the time they want it and the school has the final say in which class a student may end up in.

### Subject selection is based around three factors:

- Skills & Ability
- Interest
- Career Pathways

Students may not know exactly what they want to do when they finish secondary school but some serious thought should have been given to possible career options.

### When selecting subjects students need to:

1. Be clear about what subjects they enjoy the most.
2. Be clear about their ability in each subject. Check with their teachers if necessary.
3. Identify their **Vocational Pathway** using [www.youthguarantee.net.nz](http://www.youthguarantee.net.nz)
4. Identify career possibilities in their vocational pathway.
5. Find out what subjects relate to jobs in their vocational pathway using [www.careers.govt.nz](http://www.careers.govt.nz)
6. **Consult with Form tutors about any of the above if necessary.**

## Careers Information

Students must have a career plan and check that they have selected the right subjects for their career choice(s). A number of specific career pathways require particular subjects to be studied at school.

Remember the following:

- All careers require Mathematics to some level and to an advanced level in a number of fields such as the Sciences.
- English is also required to some level in all careers and to an advanced level in information based careers such as Law.
- Science and Engineering careers usually require Mathematics, Chemistry and Physics as well as Biology in some cases.

It is important that all students understand the subject level required for entry into their intended career.

When planning for a career you can find careers information from the following information sources:

- The Careers Counsellor, and other Careers Department Staff;
- Appropriate tertiary training provider booklets;
- Youth Guarantee Website [www.youthguarantee.net.nz](http://www.youthguarantee.net.nz) for Vocational Pathways information;
- CareersNZ Website [www.careers.govt.nz](http://www.careers.govt.nz) for all careers information;
- Career Quest to assist in career selection;
- Careers Information Leaflets;
- Jobs Galore Manual

## Subjects and Courses

- Please read the subject criteria carefully and note any prior learning recommended.
- Some courses have been designed to help students to progress at an appropriate level for their learning needs. Staff will advise if these courses are suitable or not for a student.
- The subjects presented are correct at this time but we may change their order, reoffer a popular subject if required or change a topic if there is little interest in it. Students will be kept advised of any changes over the year.
- Most courses will have a form of course fees to cover take home components. This can be paid off in instalments eg direct credit.
- If selecting a language it is **strongly advised** that you take this course for the full year in order to gain the most benefit.

## Who to Get Advice From

- Students should talk to their subject teacher about advancement in that subject to another level.
- The Heads of Learning Area have an overall oversight of course requirements and have an active part to play in subject selection.
- Deans, along with the Head of Level, will assist with advice as to the appropriate nature of a course.

Course codes start with the year level number e.g. 9 or 10 then the code as it appears on the timetable: Science Captain Planet would be 9SCCP.

Students have 6 courses each term of 4 periods per week.

### As an example:

Line 1	Line 2	Line 3	Line 4	Line 5	Line 6
SoS	SoS	Eng	Hea	SoS	Rur
Eng	Jap	Math	Eng	Sci	
PE	Math	Art	DT	Gra	Sci
Sci	Bus	PE	Math	Food	Te Reo
			PE		

Within a year students **must** take:

- a minimum of 3 dark blue courses (Eng)
- a minimum of 3 red courses (Math)
- a minimum of 3 purple (SoS)
- a minimum of 3 dark green (Science)
- a minimum of 3 yellow (PE) plus 1 HEA (pink) You must select a different health each year.
- a minimum of 1 aqua (Tech)
- a minimum of 1 bright green (Digital)
- a minimum of 1 orange (Art)

## Courses of Study for NCEA Progression

	<b>YEARS 7 and 8</b>	<b>YEAR 9 and 10</b>	<b>YEAR 11</b>	<b>YEAR 12</b>	<b>YEAR 13</b>
<b>English</b>	English	English	English	English	English
<b>Mathematics</b>	Mathematics	Mathematics	Mathematics	Mathematics Mathematics with Statistics	Mathematics with Calculus, Mathematics with Statistics
<b>Science</b>	Science	Science Rural Studies	AgriBio Science Physical Science General Science Agriculture	Biology Chemistry Earth Space Science Physics Agriculture	Biology Chemistry Earth Space Science Physics
<b>Social Sciences</b>	Social Studies	Social Studies	Geography History	Geography History Tourism	Geography History Tourism
<b>Health &amp; Physical education</b>	Physical Education Health Food & Nutrition	Physical Education Health Food & Nutrition	Physical Education Health Food & Nutrition	Physical Education Outdoor Education Health Food & Nutrition	Physical Education Health
<b>Languages</b>	Te Reo Māori	Te Reo Māori Japanese	Te Reo Māori From year 11 languages available via distance education		
<b>ART</b>	Art	Art	Painting Design Printmaking	Painting Photography Design	Art Painting Art Photography
<b>Business Studies</b>		Business Studies	Accounting Economics	Accounting Economics Enterprise Studies	Accounting Economics Enterprise Studies
<b>Drama</b>	Drama	Drama	Performing Arts	Performing Arts	Performing Arts
<b>Technology</b>	Graphics Hard Materials Digital Technology	Graphics Digital Technology	Digital Technology Graphics Trades	Graphics Trades	Graphics
<b>Gateway</b>				Gateway	Gateway

# **Courses offered in 2019:**

(information on each terms courses are in the following pages)

## **Arts**

## **English**

**Learning Languages** (please note it is strongly recommended if studying a language that this is done for the half or whole year).

- Te Reo Maori
- Japanese

## **Mathematics**

## **Physical Education**

## **Science**

## **Social Science**

## **Technology and Other**

- Business Studies
- Graphics
- Hard Materials
- Food Technology

## **Digital Technology**

**TERM 1 – Rock the Pop.**

This will involve learning about how stencils are structured and how to adapt an image to work as a stencil with the introduction of a simple layered stencil task and then the major project of a Famous Face Poster.

**TERM 2 – Mixing It Up.**

Using mixed media artist models to learn how to use collage elements with paint to create artworks. Two major units covered, one where students will learn how to do a transfer painting and another that will make use of lots of newspaper and metallic paints.

**TERM 3 – Carving and Scratching.**

Printmaking 101. Multi layered woodblock prints which are called reduction prints will be done using a chosen subject matter from a selection supplied. Dry point engraving will be done as a drawing and printmaking method.

**TERM 4 – Colour that Pattern.**

Learning about and creating repeat patterns and applying colour knowledge to paint the designs created. This course has a cross curricular element as it makes use of maths with measuring, geometry and translations. Some extension can be done with the creation of a repeating stencil made from a simple repeating pattern.

## Term 1

### Change

We are told that change is good. Do we believe this? What changes do we see in the world around us and in ourselves? Explore the idea of change in the human and the natural world.

### How Deep do you See?

In this unit we consider labelling, stereotypes and ways to make it possible for humans to live in harmony together.

### Getting To Know You

What makes you unique? Using poetry, music and short stories you will learn about personal identity and diversity.

## Term 2

### War & Peace

Through poetry, film, drama and short fiction we look at the history of war through the ages to the present day. We will look at the consequences of conflict and consider learning from the mistakes of the past.

### Survival

Looking at human survival, particularly in the Arctic and Antarctic, we will study encounters with predators and vulnerable species. We will also consider issues such as earthquake/tsunami protection and global warming.

### A More Perfect Future

What will a perfect world look like? We will explore texts which examine futures: some with great freedom and some with great control.

## Term 3

### **The Mind's Eye**

Focusing on fantasy stories in film and fiction, we will explore the edges of our imaginations and see how writers make the unbelievable seem real.

### **Fights and Flights**

This unit looks at conflict and violence in gaming, on film and on the page. We look at the creation of action scenes and question 'how much is too much' violence in texts?

### **Write on!**

Do you want to see your name in print? The focus of this course is on producing and refining your own creative writing to publication standard.

## Term 4

### **Media Savvy**

Curious about how advertisements get our attention? Keen to see how TV shows work? Want to know why some stories make the news, and some don't? This unit explores world of media in NZ and beyond.

### **Consequences**

'For every action, there is an equal and opposite reaction'. Using fiction and non-fiction texts, we explore how a right or wrong decision can have significant and life-changing effects.

### **Beyond Now**

What does the future hold? We look at science fiction and science fact to establish our views on the advances humanity has made, and is yet to make.



## Te Reo Māori me ōna Tikanga - 2019

Ākonga who wish to take this course are **recommended to take this for the whole year** because it is a prerequisite for the programme that runs in the Senior school.

Throughout the year the students will explore a variety of concepts that underpin Te Ao Māori (The Māori World). The students will have opportunities to learn by real experiences, classroom teaching and research tasks.

The ākonga will connect with all six language modes of learning relative to the level of the curriculum they are working at. The expected level that the ākonga will be leaving this programme will be level five of the Te Aro Arataki Marau, The New Zealand Curriculum.

### **Term One: Te Ao Māori - The Māori world**

This unit explores the Māori World, past and present. We take a look into some of Aotearoa's rich history with focus on how life was lived before the Europeans settled, the Māori land wars, Te Tiriti o Waitangi and influential Māori people that have impacted our lives today.

### **Term Two: Ko wai au? - Who am I?**

In this unit students will explore their identity and family connections. The learning will be around how to communicate this in Te Reo and what kupu Māori are the most appropriate to use while doing this.

### **Term Three: Me hākari tātou - Lets feast**

In this unit we'll be looking at kai specifically. We will study traditional preparation methods and learn how we can do these in the present. We will also explore key concepts related to the whenua such as kaitiakitanga to ensure we will have access to kai in the future. Ākonga will be hands on planting, cooking and eating during this programme.

### **Term Four: Manaakitanga - Hospitality**

This unit allows ākonga to explore manaakitanga. We will learn about the marae and how manaakitanga is demonstrated. Ākonga will attend a local marae after learning about this kaupapa and will demonstrate manaakitanga and be able to describe why this value is so important to Te Ao Māori.

***Topics – Please note these may not run in the specified term and are subject to change if there aren't enough numbers***

**Term 1 - Manga and Anime anyone?**

Expert in the field? Novice or just a wanna be? Come explore Japan through manga and anime. Not only will we study (and watch) a little anime and practice creating some manga but we will use the theme to explore basic Japanese language skills.

**Term 2 - Japanese cuisine anyone?**

Wouldn't it be nice to create a few Japanese dishes yourself? In this unit we will look at some of the more popular Japanese dishes, and a few not-so-famous ones! The expectation of the class would be research based with actual cooking taking place six to seven times a term. We will also use food as a theme to explore more basic Japanese language skills.

**Term 3 - Modern culture**

What makes Japan stand out? In this unit we will look at the modern culture (or subcultures) that exist today. Which do you think Japan is more famous for: Fashion? Music? Gaming? Electronics? Come along and discover for yourself. We will also use these themes to explore the language further.

**Term 4 - Sport**

Japan has a long list of traditional sports. What better way to explore a sport than to giving it a go! In this unit we will look at the mixture of traditional and modern sports played in Japan. Students will have a chance to learn about a range of sports and (when appropriate) will give things a go. We will also use these themes to explore language skills further.

**Term One:****Cooking Maths**

Do you struggle to get the right measurements when cooking? Are you sick of your cakes turning out flat?! In this course you will learn the art of measuring precisely, and develop comfort with ratios, fractions, percentages, and rounding. Your cakes will turn out beautifully from now on.

**Sports Maths**

Wondering about your personal best? What was the acceleration and final speed of your take off? Predict the path of your javelin throw. In this course you will develop your understanding of statistics, summarising measurements, graphing, quadratics, and try your hand at Athletics.

**Design Maths**

Have a play with shapes. How would you go about constructing a dice, a pyramid or box from flat paper? Try your hand at reflecting and rotating shapes, designs and graphs. Discover the incredible properties of the humble circle. In this course you will develop your understanding of geometry.

**Term Two:****Building Maths**

Planning to build your own house one day, or perhaps just a chicken coop? Any builder will tell you the importance of understanding triangles, accurate measurements to save wastage (and money!) and scaling up and down. In this course you will develop your understanding of measurement, trigonometry, geometry, rounding and scale factors.

**Business Maths**

Wanna become the next tycoon? Trying to get a business up and going? Interested in importing or expanding into overseas markets? You'll need a sound knowledge of exchange rates, basic spreadsheets, interest rates and how to make the most of discounts. In this course you will develop your understanding of fractions, decimals, percentages, simple and compound interest, rates, ratios and linear graphs.

**Cantamaths**

Wanting to exercise your competitive streak? Do you wish to exhibit your mathematical prowess? Summoning those who enjoy a strong maths challenge in a high pressure environment. This course will develop your problem solving, proportional thinking, numeric reasoning and geometric facts. The finale for this course will be the Cantamaths competition in Christchurch in term 3.

**Term 3****Shearwater Maths**

Investigate Kaikoura's own endemic titi the Hutton Shearwater, come to understand the importance of statistics in monitoring our precious local bird. This course will develop your understanding of summary statistics, surveying, probability and rates. There may be the opportunity to get your feet wet and appreciate some local wild life.

**Lab Maths**

If you enjoy science then this is the choice for you. Deepen your understanding of scientific investigations and the laws of nature with a strong grasp on substitution, proportions, equations, rounding, scientific notation as well as linear and quadratic algebra.

**Military Maths**

Attention! From simple counting to keep in time, casualty stats on the battle field, to the advanced algebra of ballistic projectiles and everything in between. This course will deepen your understanding of equations, exponentials, parabolas, patterns, statistics and algebra.

**Term Four****Environmental Maths**

Ever noticed some plants grow faster than others? Ever wondered about the patterns on a snails shell? Ever wanted to predict the tides better? What is the impact of hawks on the local rabbit population? In this course you may investigate the mathematics of patterns in nature, growth rates, species distributions, predator prey relationships, temperature change, tidal systems, genetic inheritance, food webs and weather systems.

**Surveying Maths**

Ever wondered about the size of your farm, house site, or the local town? How straight is that road really?! Why do builders and road workers use those crazy tripods? What mountain is the highest and how can you tell? In this class you will become acquainted with some of the basics of surveying, angles, areas, altitudes, maps, coordinates and trigonometry.

**Ancient Maths**

Those groovy Greeks and ancient Babylonians sure knew their stuff. Check out the theory behind their ancient architecture and art, their counting systems, and the incredible principles they invented which are still in use today. This course will develop your understanding of Roman numerals, Egyptian fractions, Greek geometry and Babylonian maths.

## **TERM 1**

### **Striking Games. It's outta this park!**

Learn the skills and rules of Softball, Baseball and Cricket and start to play like a professional. You will also participate in a variety of fun modified games that will help to enhance your skill set. You will develop team unity as you prepare for the Championship Series title. You will also try your hand at athletics throwing events in preparation for competition day while applying some Biomechanical skills. When it's too hot a cool off swim may be required.

### **Racquet Sports. Game, set n' match!**

Learn all the racquet skills, so you can serve, volley and smash your way around the tennis, badminton and squash courts. See if you can out play your opponents in singles and pairs tournaments. You will also learn about motor skill learning and how we best acquire and master new skills. You will use a variety of training techniques to develop your own range of skills.

### **Outdoor Education. Backyard Adventures!**

Learn what it takes to enjoy adventures in the outdoors anywhere in the world! Learn the skills necessary to plan your own adventures that balance risk and safety. Experience abseiling and rock climbing, minimalistic camping, glamping, navigation, weather reading, risk management and environmental care. Explore your own backyard with new skills and knowledge

## **TERM 2**

### **X-Fitness. Fitter, Faster, Stronger**

Get fit while having fun this term. You will learn basic fitness skills and be personal trainers while learning and executing the methods of training. You will also learn how your body's energy, respiratory, and cardiovascular system responds to fitness. We will test our general fitness and investigate the science behind improving fitness levels.

### **Oval Ball Games. Try Time!**

Based on the shape of the Oval ball we will undertake a classic range of sports including; Touch Rugby, Aussie Rules, American Football and Gaelic Football. Variations and modified games like Ultimate Rugby and Touchdown will also be taught. Learn the plays and strategies of the games, so when you divide into teams you can run your own practise sessions and mini tournament. You will be responsible for the refereeing, draw, rules and uniforms so you can start to become an expert in sports management.

### **Football/Netball. That's our Goal!**

Learn how to pass and shoot the ball with both your hands and feet! Plenty of skill sessions will be undertaken to get you up to speed for indoor & outdoor variations of 2 of our favourite sports. Learn the plays and strategies of the games, so when you divide into teams you can run your own practise sessions and mini tournament. You will be responsible for the refereeing, draw, rules, uniforms, awards and sponsorship and start to become an expert in sports management.

**TERM 3****Clowning & Dancing around**

Learn some circus skills. Try-out juggling, swinging on ropes and the circus rings. Try your skills at group skipping and balance activities. Can you walk whilst doing a handstand? If you haven't run away to the circus half way through the term you will get your chance at creative dance and Maori Movement activities. You will get your chance to show your wild side by sharing your group dance with the class. Whilst you explore movement through circus activities and dance you can learn about how your body's form supports you and enables you to move in such a variety of ways. Learn about your body's joints, ligaments and tendons and how they interact to create strength and movement.

**Bump, Set, Spike It. That's the way we like it!**

Learn the skill and strategic game play of Volleyball. Volleyball is the 2<sup>nd</sup> most popular sport in the world. Learn to play the game properly and you will understand why it is loved by millions of people across the planet. You will divide into teams to run your own practise sessions and mini tournament. You will be responsible for the refereeing, draw, rules, uniforms, awards and sponsorship and start to become an expert in sports management. Whilst developing your skills you will learn the theory behind skill acquisition and the benefits of practise and goalsetting for improved performance.

**Shooting Baskets by Duncan Hoops!**

Learn the rules and skills required to play basketball to a high level. From layups to free throws and dribbling. Organise yourselves into teams and play mini tournaments. To get better at the game you will learn to train for skill improvement and to increase your fitness / endurance levels. During your basketball sessions you will learn how your body responds to exercise and your fitness will be tested at the end of the term. This options involves fitness workouts as to play any sport to our potential (like Michael Jordan) we must be at the peak of our fitness.

**TERM 4****Great Outdoors. Out n' About!**

Learn to adventure in a safe way and maintain the environment that you live in! We will make sure we get out and about and find out where and how to have fun in our own backyard. Also, join in community projects like; helping Department of Conservation with track work, Hutton shear water, Lyell Creek and Marae based projects.

**Invent a Game. Designer Sport!**

Experience a range of modified games based on a variety of more well-known sports. Learn how to modify the playing field, equipment and rules to create a new game and share it with the class. A combination of these games will be used to create a multi sports tournament for your team to compete against others. In your team you can become the coach, manager, trainer or referee as you develop your sports management skills.

**International Games. Global domination time!**

Try out some Minor Games from around the world and learn the rules and strategies to achieve the best results. Experience Korfbal, Handball, Ultimate Frisbee, Lacrosse, Kabaddi and Ki o Rahi. Choose your favourite game to teach too some younger students. You will learn to effectively share the game you like best by learning about coaching session planning, group management and giving feedback to help other students enjoy the game you love the most.

**Term 1, 2, 3 & 4**

All students will undertake the one Health module in either term 1,2,3 or 4.

**Balancing Act**

We will examine the major challenges faced by 15-24 year olds through researching and sharing our findings. Between individual and group projects, problem solving and decision making tasks and class discussions, a variety of perspectives will be explored. Topics will include; mental health, alcohol and drugs, sexual health, hauora, cyber safety, positive relationships, risk taking behaviours, physical activity and nutrition. We will investigate how these factors are related and devise strategies aimed at creating a flourishing future, full of positive choices to help keep yourself safe.

**Making change**

For those interested in taking an additional course in Health Education, with your input, an individualised programme will be devised to investigate any particular issues of interest in greater depth. You will be mentored with a research task, conduct a survey and implement a programme of change within the school environment. You will have the opportunity to connect with community organisations. This advanced course will be of interest to those wishing to undertake Health Education as a senior NCEA course.

**Term 1****Animal and Plant Behaviour**

Investigate how and why animals behave the way they do. Look into courtship, parental care, reproduction, migration, conditioned behaviours, imprinting as well as communication in animals and plants and how plants respond to certain events.

**Physics in Technology**

Look into how machines have developed from simple ramps, levers, pulleys and gears into engines, internal combustion, jet and rocket engines and electric motors.

**What lies beneath?**

Learn about the biology, chemistry and physics of the ocean - what is oceanography? How do we measure salinity and clarity and can tools be made to measure them? How are waves, currents and tides generated and what are the organisms that we see when we go to the shore?

**Term 2****Legendary Lakes**

Delve deeper into the lakes of New Zealand - legends of lakes, Maori beliefs, the theory of plate tectonics and rocks and what life is like in lakes?

**Brainiac**

Learn about the science of behaviour. The brain - what is it like and what does each bit do? How does memory work and can we improve it? Why do our abilities change with age? Psychologists study the way humans (and other animals) interact with the world and each other. Also look into parts of your body and a bit of first aid so you know what to do when things go wrong.

**Life in the Extreme**

Ever wondered how organisms can survive in the desert, deep caves, hydrothermal vents, the deep sea or Antarctica or even in space?



**Term 3****Fun up the Slopes**

A fun and practical physics based course looking into speed, friction, pressure, forces, levers and hydraulics up the mountain.

**Who Killed Morrie Mouse?**

A fun course where you can learn about Cells, DNA, finding evidence at a crime scene and ways to learn who is the real criminal.

**Our National Heritage**

Investigate the variety and diversity of life on land, in freshwater and in the sea. Look into the ecosystems where organisms live and the genes the organisms contain. Learn why New Zealand's native animals and plants are unique and study the natural environment here in Kaikoura. What programmes are set up to conserve our endangered species? And how can we contribute to conserve New Zealand's special creatures here in Kaikoura?

**Term 4****Carbon Chemistry**

Look into the structure, properties, uses, importance and effects of carbon and its chemistry.

**Science Badges**

Interested in a particular Science area and wish to pursue it further? This course is for you.

**Bugs R Us**

What are bacteria, fungi and viruses? How do we reproduce them and are they helpful to us and our bodies?

## Term 1

### **Farming Fundamentals:**

This is an open course. It looks at the types of Primary Industries in New Zealand and the importance of primary Industries to the New Zealand economy. Students will be involved in research of all the major industries and be able to focus on the industry of their choice. Skills and science capabilities covered will be Gather and Interpret Data, Engaging in Science and Interpret representations. A Level I Assessment Standard can be offered.

## Term 2

### **Landscape Design:**

This is an open course. Students will learn about the fundamentals of landscape design, hard features (paths etc.) soft features (plant choice for placement and function), apply simple scale drawing, computer aided landscape design, use of industry symbols and may be able to complete a Level one Assessment Standard.

## Term 3

### **What's growing here?:**

This is an open course. It looks at farm machinery, pasture and pasture management for different farming types (e.g. Dairy vs sheep and beef) soil and cultivation method. A primary ITO unit standard may be possible

## Term 4

### **Rural Safety:**

This is an open course about general farm and rural safety. Machinery, motorbike and gun safety. Farmer rights and responsibilities. Employee rights and responsibilities. Hazards and hazard management. A primary ITO unit standard may be possible

All Social Studies units are open to all students at any time. Some are more suited to year 9 or 10 students – but everyone will be welcome. Each unit usually covers National Curriculum achievement objectives at levels 4 and 5. Students can often direct what examples and case studies they use to personalise their learning.

### **Term 1**

#### **Who do you think you are?**

NZ and Pacific Island culture. A look at New Zealand as a place. Why are we who we are? What influence have the Pacific Islands on our culture and how to the Pacific People protect their own culture as they move to New Zealand. Big questions with a current theme.

#### **Government**

Everyone seem to complain about the Government – whatever they do! But do you know what they do and how they do it. This course gives you the chance to find how they are elected and how they compare to other places.

#### **Globalisation**

Where does your stuff really come from? Have you wondered what it really costs and who really pays? Here students can look at the patterns of world trade and the implications for both us and the rest of the world.

### **Term 2**

#### **Lice and latrines**

Gallipoli Over 100 years on the Gallipoli campaign still has huge significance for New Zealanders. This topic looks at the people, places and events which had such and impact on our place in the world today.

#### **Antarctica**

Protect or plunder? Antarctica is a beautiful place, but also holds access to many resources which can earn money for individuals and countries. Who should make the decisions over these resources and what do they need to know before the decisions are made. This course has links to science and English, but is completely self contained.

#### **GIS**

Mapping the world Geographic information systems are a fast growing area of Geographical business. This unit of work looks at how geographers are using digital maps and data to make choices which affect our everyday lives. Students will be asked to problem solve using the skills they learn.

### **Term 3**

#### **Classic culture**

Romans and Greeks/Egyptians What have the Romans ever done for us? Actually heaps! As have the Greeks...Here you can investigate a range of topics associated with Classical culture to see how the past influences us today.

#### **Leave things better than you found them.**

Sustainability Everyone knows we should reduce, reuse and recycle to protect the planet. But what does this really mean? This unit of work looks at how we can continue to develop and access the resources we require but still have a sustainable outlook for the future. A vital balancing act for individuals, communities and countries!

#### **Introduction to History, Geography and Classics.**

NCEA next year? Choosing subjects hard? This is an opportunity to test drive the senior Social Science subjects to see if they suit you. All students will look at all subjects with a range of tasks to provide an eye opening experience.

### **Term 4**

#### **Dairy – White gold**

We all know the dairy industry is one of New Zealand's biggest. You will learn how it has grown and how it is fulfilling its obligations to the country and the environment whilst leading the world. This course works well with both Business and agriculture.

#### **Rebuilding Christchurch**

It is interesting to consider that it is 6 years ago that the devastating earthquakes hit the Garden city. In this unit you will be able to look at the earthquakes and their causes and then investigate the planned rebuild and see what has been done to put Christchurch back on the map.

#### **Conduct a social enquiry**

Your chance to apply the knowledge you have gained over the year. Learn about social enquiry and then conduct your own. A student driven unit of work which you can take in a direction which interests you.

**Term 1****Txt for takeout, Not me!**

In this unit students are required to analyse in some depth, a variety of convenience foods and take out foods that are a popular choice for teenagers. In each case they are to investigate as to why each food type may not be the healthiest option if consumed regularly. After close examination, students are then encouraged to create a recipe for a health alternative. Which they will then go about preparing and cooking.

**Term 2****Kiwi Kai**

In this unit students will study about indigenous foods and cooking methods. They will also learn about the traditional customs and protocols associated in preparing a traditional hangi. Students study about the wide array of influences on New Zealand cuisine and the many different methods of cultivating, harvesting, gathering, and hunting of foods prior to European settlement

**Term 3****Foods from other cultures**

Throughout this unit students will gain a deeper understanding of different cultures and the foods they eat. Foods from a wide range of cultures will be cooked and prepared hygienically in the kitchen. Students will be taught basic food handling skills and safety throughout the course while cooking a large selection of ethnic dishes.

**Term 4****Development of a food product.**

Students will develop, produce and evaluate a food product. They will be encouraged to experiment and develop their ideas in regard to recipe development. This will help prepare students to participate in tomorrow's rapidly changing technologies. They will learn to think and intervene creatively and become autonomous and creative problem solvers, as individuals and members of a team. They are to look for needs, wants and opportunities and respond to them by developing a range of ideas and finish by making a range of products. They combine practical skills with an understanding of aesthetics, social and environmental issues. This will help them learn to become innovators in today's society.

This course is a combination of the graphic design process and the Hard materials making process each term. There are elements of both courses in the topic that the class will help select each term.

**Possible combinations may be:**

**Sketching and Rendering**

Complete a series of sketches that can be rendered showing shades, reflection and light.

**Coffee table**

Design and make a coffee table from recycled timber. May include multi-materials.

**Geometrical Shapes and Solids**

Use drawing instruments to complete geometrical shapes.

**Jewellery**

Design and make jewellery from pewter, wire or any suitable materials.

**3D design and make**

Learn and understand 3D graphical drawing skills through designing and making simple models.

**Cabinet**

Design and make a small solid timber cabinet that could be used as a bedside cabinet. May include multi-materials.

**Logo designs for advertising**

Use graphical skills to design a logo that can be used for advertising. Use photoshop to produce the final design.

**Skate Board/Long Board**

Design and make either a skate board or long board. Deck material supplied, students need to bring their own trucks.

## **Term 1**

### **Business Tycoon**

This is a basic course which introduces the world of economics. Learn how to be a business tycoon.

## **Term 2**

### **Show me the Money**

This is an intermediate course which introduces the world of accounting. Learn how to manage your money and get the best returns.

## **Term 3**

### **Kiwi Gumption**

This basic course introduces the world of the entrepreneur and how to operate a profitable business, using initiative, resourcefulness and spunk!

## **Term 4**

### **How to Decide?**

This advanced course works on decision making skills and will lead to level 1 NCEA credits in accounting.

## **Term 1**

### **Just Google It**

This course is an introduction to Google Apps For Education. In the first half of term you will learn to use Google Apps effectively for presentations, assignments and coursework.

The second half of term will focus on using a Google App for an introduction to coding.

### **Technology & Art Collide.**

This course is an extension on what has already been taught at Years 7 & 8 with Photoshop and will involve the creation and use of images and artwork in Photoshop. Ideal for students intending doing Art or Photography later in the Senior School. It will involve photography and may involve some digital painting. Copyright and appropriation concepts will be covered.

## **Term 2**

### **Information Presentation**

Using technology to get your message out there. Poster and Rack Card design along with Page Layout and touch-typing skills. This course will involve students choosing from suggested topic and theme options. A range of software can and will be used. Adobe Creative suite: - Photoshop, Illustrator and InDesign as well as Microsoft Office. Copyright and appropriation concepts will be covered.

### **I Can Code**

In this course you will use Tynker and Scratch to learn some basic coding skills. You will also have the opportunity to use the skills you have learnt to code some of the robots that we have available.



## Term 3

### **Hands on Digital Technology.**

Have you heard of Makey Makey? Ever programmed a robot? In this course you will learn basic coding skills in order for you to be able to programme a robot and have a more hands on experience of digital technology.

### **Website Building**

This is an opportunity for students to display a topic and share it with others in the form of a website. This will be done with online web building sites. It may involve some photography or other activities to gain the resources and content for their website. Copyright and appropriation concepts will be covered. Options for topics will be offered.

## Term 4

### **Minecraft**

Exploring ways of learning using Minecraft. A range of topics will be covered in this course. There may be Social Studies, History, Geography, Science, Arts and Literature covered all using Minecraft. This will also be an opportunity for those already familiar with Minecraft to show some leadership in the learning process.

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### **Game Builder**

A fun way to end the year. Build your very own game using code for a specific target audience. In this course you will also learn to create a QR code, use Google forms, Google slides and Canva.