



**CALLAGHAN
COLLEGE**
Wallsend

YEAR 8

**Subject & Elective
Information**

2024

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Some subjects require extra equipment. Please see the individual subject entries for more information.

INFORMATION FOR STUDENTS AND PARENTS

INTRODUCTION

This booklet contains information on the Elective Subjects that will be offered to Year 8 at Callaghan College Wallsend Campus in 2024. Students and parents are advised to read the booklet carefully before students choose electives.

CORE SUBJECTS AND ELECTIVE SUBJECTS

The Year 8 course of study contains compulsory core subjects but also allows students to make a choice of electives to broaden and enrich their educational experiences. The distribution of studies in Year 8 is as follows:

- English
- Mathematics
- Science
- HSIE (History and Geography)
- PD/Health/PE
- Technology (Mandatory)
- Sport
- Visual Arts (Mandatory)
- X Elective (one per semester)

CHOOSING COURSES

In making an elective choice you should think about:

- Your interest in the subject – students generally gain their best results in subjects in which they have an interest
- The type of work that is involved in the subject
- The fees that are payable for the subject – many electives have fees and extra equipment.

Year 8 students will study ONE Elective subject in Semester 1, then will change to their other choice for Semester 2. Elective subjects allow students to widen their educational experiences and explore new interests. Students should choose subjects in which they have an ability or an interest.

Follow the Edval link in your email to choose the elective subjects you would like to study in Year 8 and choose four (4) electives in order of preference (two elective subjects and two extras in case the first two choices are unavailable).

Please be aware that if a course does not attract enough students, it will not be offered and the students who made that choice will be given another subject.

This booklet contains full details of all the elective courses so that students and parents are fully aware of what is offered and can make informed choices.

Once elective classes have been allocated, requests for class changes will be considered up to Week 4 each semester. Students requesting elective changes are to provide a signed note from parents/carers giving permission for the change to the Year 8 Deputy Principal.

GENERAL CONTRIBUTIONS AND FEES

Annual Fees:

- General Contribution for the eldest student is \$60 per year (second and subsequent students \$30)
- Technology (Mandatory) \$70 per year. This fee covers Technical and Applied Studies such as Woodwork, Metalwork, Cooking, Textiles etc.
- Visual Arts (Mandatory) \$40 per year. This fee covers the mandatory Year 8 Art courses that is part of the curriculum for all Year 8 students.

Elective Fees (per semester):

- Costs for electives vary according to the elective subject chosen. Though some of the electives do not involve a cost, parents are asked to be aware of fees for materials, excursion fees and other requirements for the electives chosen, more details in the individual entries for each subject.

WORKPLACE HEALTH & SAFETY (WHS) ACT REQUIREMENTS

All students in practical classes are required to meet the WHS regulations. In practical terms, this means wearing appropriate clothing, personal protective equipment as required (e.g. aprons, safety glasses etc.), fully enclosed, leather upper footwear and no jewellery or clothing accessories which are deemed unsafe. Students who do not meet WHS requirements may be excluded from practical classrooms and/or activities.

ELECTIVE SUBJECTS AVAILABLE FOR YEAR 8 IN 2024

ART ELECTIVE

FEE: \$10

Year 8 Art Elective course is for students interested in all aspects of making art.

The course gives students the opportunity to explore 2d and 3D art practices like painting, clay, mixed media, illustration, digital art, and printmaking. Students learn art processes that lead to the development of their own artworks and creative ideas.

The program allows students to work beyond the basics and develop technical skills in drawing, painting, printmaking and sculpting, 3D design, building confidence in creating in 3D. Students are encouraged to try different art materials and new techniques.

Students may take Year 8 Art Elective along with Year 8 Mandatory Art as they have a different topics and skills learning. Students work on building a portfolio of artworks, showcasing their ability at the CAPA Showcase Exhibition.

Course outline:

- Composition
- Drawing Skills - 2d materials
- Exploring Nature - Painting
- Designing – Clay work

REQUIREMENTS: You will need an A4 sketchbook for your ideas and planning.

ASSESSMENT: Class projects, book work and associated investigations.

ART: PHOTOGRAPHY BASICS

FEE: NIL

The Year 8 Photography Elective is for students interested in learning to take photographs, editing, photographic manipulations and digital art.

This course gives students the opportunity to explore the basics of Photography - learning to take great photographs, understand the camera, and be technically creative with photography. Students explore and develop skills in editing, and digital photography using Adobe Photoshop.

The program allows students work through the basics to develop technical and creative skills and build confidence. Students work on building a portfolio of photographic works, showcasing their ability at the CAPA Showcase Exhibition.

Course outline:

- Camera Basics
- Digital photography
- Computer editing in Adobe Photoshop
- Mediated Photography
- Digital drawing and illustration

REQUIREMENTS: You will need an A4 sketch book. All other equipment will be supplied.

ASSESSMENT: In class tasks and book work.

DANCE

FEE: NIL

This course is designed to investigate the origins of dance and how we can use basic composition tools to create and present our own dances. The students will participate in practical classes and explore the role of dance in various cultures such as Aboriginal and Torres Strait Islander, African, Indian Bollywood, Spanish Flamenco, French Can-Can and Tinikling from the Philippines. Students will also have the opportunity to explore other styles, such as Hip Hop, Jazz, and Contemporary dance.

Both beginners and those students who excel in dance outside the school will enjoy the study of dance. This course has a large practical component, encompassing the three practices of performance, composition, and appreciation. Students may also have the opportunity of performing in the annual school production, or to audition for the CCWC Dance Ensemble and Star Struck Dance Ensemble. Students can also continue the study of dance into Years 9 and 10.

REQUIREMENTS: A4 Exercise book

NOTE: There may be excursion costs, which will vary depending on performance type and location. Students who successfully audition for Dance Ensemble may incur costume and participation costs for Star Struck or Hunter Dance Festival if participating.

ASSESSMENT: Tasks in performance, composition, and appreciation, as well as participation and application in class.

DRAMA

FEE: NIL

Drama is a fun, practical subject where students explore performance skills and acting in a variety of areas.

Activities include improvisation games and performances, scripted drama and group devised playbuilding. They learn collaboration and communication skills and enhance their understanding of the elements of a quality performance through participating a variety of hands-on learning experiences.

Drama encourages self-confidence, collaboration, practical approaches to sophisticated concepts and a supportive environment to explore your creativity.

NOTE: Excursion costs will vary depending on performance type and location.

ASSESSMENT: Class participation, performance, reflective learning practices and creative design submissions.

FASHION & DESIGN

FEE: \$40

This course aims to broaden skills so students can confidently use a range of technologies and develop knowledge about textile fibres and fabrics, and how to select and manipulate them to create projects. Students document and communicate their design ideas and experiences applying contemporary technologies in their project work. e.g. fashion drawing skills, sketching, rendering, machine embroidery. Students will plan, create and modify projects. They will use domestic sewing and embroidery machines to construct and decorate projects.

Students develop a knowledge of cultural diversity by examining the ways in which different groups have used textiles as an expressive and functional medium, including Aboriginal and

Torres Strait Islander people. Students will identify sources of inspiration for designs and have scope to develop their creative talents using textile materials. Students will work on fabric colouration projects and sewing projects.

REQUIREMENTS: Students must wear fully enclosed, leather upper shoes at all times. A basic sewing kit is recommended (pins, needles, quick unpick, scissors, etc.).

ASSESSMENT: Design Portfolio, fashion drawing, practical project work, and internet research task, Captivate unit test.

FOOD TECHNOLOGY

FEE: \$75

Students learn the importance of hygienic handling of food when producing safe and appealing food products. They will learn the basic components of a variety of foods and describe changes, which occur during processing, preparation and storage of food.

Students relate the nutritional value of foods to health and identify the factors that influence food habits. Students examine foods from around the world and gain an understanding of the role food has in cultural and social celebrations from a range of communities. Students will investigate many special occasions celebrated by different cultural and family groups around the world.

REQUIREMENTS: Apron, hair net, rigid food container with an airtight lid. For safety reasons, students participating in this course **MUST** wear enclosed leather shoes for all practical sessions

ASSESSMENT: Practical experiences, class activities, research assignment and writing task.

FORENSIC SCIENCE

FEE: NIL

An experimental science-based course which looks at how Science is used to solve crimes. Students will perform real CSI style crime techniques and learn about the role of the forensic science in solving crimes. Students will learn about a variety of techniques used by forensic scientists, including ballistics, fingerprinting, blood spatters, DNA & fibre analysis, trace evidence, poisons and toxins, imprints, facial reconstruction, arson, and forgery, all with real life stories and situations. They will get to perform a large number of associated experiments.

Students will analyse secondary source data associated with crimes and prepare a fact file which includes a number of murders, 'MO' (modus operandi), times, dates, victims, and sentencing. They will also prepare and present an oral presentation using PowerPoint on a serial killer of choice, or an area of forensics that they find particularly interesting. Students will also construct their own make-believe crime scenes and provide clues from which other students will try and solve the crime.

ASSESSMENT: In-class tasks on project-based learning as individuals and in teams, first-hand investigation reports, and secondary source research and communication skills.

GAMEMAKING

FEE: NIL

Gamemaking is designed to introduce students to the exciting world of game design and creation using simple and intuitive software packages. Through hands-on activities and creative projects, students will learn the basics of planning, designing, and building their own games.

Learning Objectives:

- **Exploring Game Ideas:** Students will brainstorm and share creative ideas for their games. They will learn how to come up with interesting characters, stories, and challenges that make games fun to play.
- **Creating Characters and Worlds:** Using software like Scratch, students will design characters and build virtual worlds by selecting different backgrounds, objects, and elements. This encourages creativity and helps them express their unique ideas.
- **Adding Interactions:** Students will learn how to make characters move, jump, and interact with objects in their games. This teaches them the basics of cause-and-effect relationships in game design.
- **Designing Gameplay:** Through guided exercises, students will learn how to plan the sequence of actions in their games. They'll understand how to create challenges and rewards to keep players engaged.
- **Introduction to Coding:** In a simplified manner, students will be introduced to basic coding concepts. They will use block-based coding (similar to building with virtual blocks) to control character movements and actions.
- **Testing and Playing:** Students will have the chance to play each other's games and provide feedback. This fosters collaboration, problem-solving, and an understanding of user experience.

Software Tools:

- **Scratch:** Scratch is a visual programming language designed for students. It uses colorful blocks that snap together to create code. Students can use Scratch to animate characters, create games, and tell stories.
- **Minecraft Education Edition:** Minecraft's educational version allows students to build and explore in a virtual world. It encourages creativity, teamwork, and problem-solving as they design structures and landscapes.

Benefits:

- **Engagement:** By using platforms designed with students in mind, the program captures their attention and keeps them excited about learning.
- **Creativity:** Students can unleash their creativity by designing characters, stories, and game environments, fostering imaginative thinking.
- **Critical Thinking:** Game design involves planning challenges and anticipating player actions, promoting critical thinking skills.
- **Collaboration:** Through sharing and playing each other's games, students learn to collaborate, give constructive feedback, and appreciate different perspectives.
- **Introduction to Technology:** The program introduces students to basic coding and digital tools, setting the stage for future technological learning.

ASSESSMENT: Project based assessment.

INDUSTRIAL TECH: METAL

FEE: \$25

This course involves experience in working with metals and associated materials. It is available to all students and will have a great deal of influence on the knowledge and skills necessary for practical problem solving in many aspects of life. The design process will be used in completing projects, the use and development of technology.

In this course, students will work with a variety of tools and develop skills to make projects from mild steel and sheet metal such as a bottle opener/multi tool and tool trays.

NOTE: For safety reasons, students participating in this course **MUST** wear enclosed leather shoes for practical sessions and provide their own safety glasses.

ASSESSMENT: Includes material research assignment, steps in construction process procedure and practical projects.

INDUSTRIAL TECH: SILVER JEWELLERY

FEE: \$30

This course is designed to allow students to experience the practical art of working with sterling silver to produce jewellery and accessories in a supportive environment that allows them to develop skills and progress at their own pace. Students will work with silver and common jewellery making equipment to produce items such as rings, earrings, pendants, and accessories.

NOTE: For safety reasons, students participating in this course **MUST** wear enclosed leather shoes for practical sessions and provide their own safety glasses.

ASSESSMENT: Includes material research assignment, steps in construction process procedure and practical projects.

INDUSTRIAL TECH: TIMBER

FEE: \$30

This course involves experience in working with wood and related materials. It is available to all students entering Year 8 and will assist students to build the knowledge and skills necessary for practical problem solving. The design process will be used in completing projects, an integral part of the use and development of technology.

In this course, students will work with a variety of tools and develop skills to make useful items such as a small toolbox or desk-tidy which involves the use of wood and plastics, and other similar projects.

NOTE: For safety reasons, students participating in this course **MUST** wear enclosed leather shoes for practical sessions and provide their own safety glasses.

ASSESSMENT: Includes material research assignment, steps in construction process procedure and practical projects.

JAPANESE MANGA MANIA

FEE: NIL

Step into the amazing universe of anime and manga – where imagination comes to life! Ready to embark on a journey filled with excitement, emotions, and endless fun? Studying anime and manga is like unlocking a door to a world full of awesome characters and cool stories.

Picture this: powerful heroes, epic adventures, hilarious comedies, and heart-fluttering romances – all in vibrant, eye-catching art styles. But it's not just about entertainment; it's also a chance to learn about different cultures and ways of telling stories.

Explore how characters grow and change, uncover hidden meanings in the artwork, and discover the secrets of storytelling that make anime and manga so special. Plus, you'll meet fellow fans who love this stuff just as much as you do!

Whether you dream of creating your own stories or you just want to enjoy the fantastic tales that are out there, diving into anime and manga will boost your imagination and show you a whole new world of creativity. Get ready to have a blast – come join us and let's explore the awesome universe of anime and manga together!

In the Year 8 course students will cover topics such as:

- Manga, and build their drawing skills,
- Anime, and how Japanese culture is embedded in storytelling,
- Creating their own Manga on a topic/story of their own,
- Critical viewing of Anime and building skills how to express their opinions in writing,

NOTE: You may need a sketch book and if possible, BYOD.

ASSESSMENT: Practical assessment through creating your own manga comic and an anime analysis and review written task.

LAW, BUSINESS AND MONEY

FEE: NIL

Do you want the opportunity to showcase your skills in the business world? How do you predict market trends? How can you 'disrupt' an industry to drive your idea forward? Ideas like these and more, will be explored as you navigate your way through the study of the legal and commercial world of the 21st century. The course develops:

- students' knowledge and understanding in the commercial landscape,
- learn the fundamental principles of Business and Commerce,
- understand the importance of being able to predict commercial trends,
- develop an understanding of key aspects of market research, marketing, creating a brand and developing a commercially viable business idea.
- develop your knowledge of areas of law that apply to the business world, such as contracts, privacy, intellectual property, commercial and cyber law.
- learn how to successfully navigate the legal landscape so you can protect both you and your business.

Bill Gates, creator of Microsoft, and Mark Zuckerberg, founder of Facebook, are two of the most successful entrepreneurs of our time. Learn the secrets behind their success. Develop your unique skills and talents to develop your own business idea from 'inception' to 'launch'.

This is the course that will inspire and create budding Entrepreneurs in the 21st century.

ASSESSMENT: Student's will use inquiry-based methodologies and Project Based Learning to gain a practical understanding of Law, Business and Money in the 21st century.

LEGO ROBOTICS

FEE: \$5

This exciting course is designed so that students build and program real-life robotic solutions. Students utilise the latest in Lego technology to program, log data, build robots and monitor the environment. They use a range of sensors to allow the robot to solve possible problems, finding solutions such as designing a robot to perform a robotic assisted rescue.

Students investigate the scientific fields of engineering, technology and environmental monitoring. They can also enhance their skills across a wider range of Key Learning Areas

including mathematics, literacy and art. Students enhance their team work, social development, organisational and problem-solving skills. This is an exciting course which has a large practical component catering for students interested in creative problem solving, technology, science and engineering.

ASSESSMENT: In class tasks on project-based learning as individuals and in teams, firsthand investigation reports, and secondary source research and communication skills.

MUSIC ELECTIVE

FEE: \$15

Our hands-on elective is designed for you to hone your skills in solo acts, small ensembles and group performances. You will learn new skills in composition and listening which will assist in developing your overall musical toolkit. You will get the opportunity to record your own songs using various music technologies and perform in a variety of small ensembles. Students selecting this course are expected to perform regularly in class practical experiences, culminating in an end of course performance to showcase their learning. You may have the option to attend excursions to various performances and events. Both beginners and those who excel in music will enjoy this course.

ASSESSMENT: Performance (ensemble and solo), composition and listening task and application during class.

MYSTERY, MURDER AND MADNESS

FEE: NIL

Who murdered Otzi the Iceman? Who was Jack the Ripper? What happened to the ghost ship the Mary Celeste? Did Atlantis really exist? What happened to the great civilisation of the Incas? And what's the deal with the Bermuda Triangle?

This elective history course offers students the opportunity to develop their detective skills and investigate some of the greatest historical mysteries, unsolved murders and unexplained occurrences of the ancient, medieval and modern world.

Students will explore a range of topics from the following areas: Lost Cities of the Ancient World, Unsolved Mysteries, Mad Kings and Emperors, Assassinations, Myths and Legends, Crime and Punishment, Heroes and Villains, Archaeology, Serial Killers, Unexplained Phenomena and Bog Bodies.

Computer based technologies will provide the basis for historical research and the presentation of work and students will be given the opportunity to engage in independent and collaborative research projects on the mystery or historical event of their choice.

ASSESSMENT: Students will undertake inquiry-based assessment aligned to their own interests in this subject area.

SPORT STUDIES

FEE: \$5

This course is for students who enjoy playing sport. The course aims to continue to develop skills and knowledge in areas of sport introduced in the Year 7 Integrated Sport Program. It allows students with ability or interest in sport to extend and develop their talents. Studies in fitness, performance, history of Australian sport and sports nutrition will be incorporated into this

course. Students in Year 8 will be eligible for selection for the Year 8/9 Inter-College Sporting Competition.

ASSESSMENT: Sport specific independent assignment.

SPORT STUDIES: NETBALL**FEE: \$5**

This course is for those students who enjoy playing netball. The course aims to continue to develop skills and knowledge in areas of Netball introduced in the Year 7 Integrated Sport Program. It allows students with ability or interest to extend and develop their talents. Students in Year 8 will be eligible for selection for the Year 8/9 Inter-College Sporting Competition.

ASSESSMENT: Sport specific independent assignment.

SPORT STUDIES: RUGBY LEAGUE**FEE: \$5**

This course is for students who have a keen interest in or enjoy playing Rugby League. The course aims to continue to develop a student's skills and knowledge in areas of Rugby League. It also allows students with ability or interest to extend and develop their talents through a variety of Rugby League Competitions. The elective gives students the opportunity to attend the 2024 State of Origin, be involved in a variety of excursions, question and answer sessions involving NRL players, and be involved in the organisation of mini sporting competitions and events. Students in Year 8 will be eligible for selection for the Year 8/9 Inter-College Sporting Competition.

ASSESSMENT: Sport specific independent assignment.

SPORT STUDIES: SOCCER**FEE: \$5**

This course is for those students who enjoy playing soccer. The course aims to continue to develop skills and knowledge in areas of soccer introduced in the Year 7 Integrated Sport Program. It allows students with ability or interest to extend and develop their talents. Students in Year 8 will be eligible for selection for the Year 8/9 Inter-College Sporting Competition.

ASSESSMENT: Sport specific independent assignment.