Senior Subject Guide

Year 10 (Semester 1)



Contents

Contents

| Introduction | 3 |
|---|----|
| Senior Assessment System | 4 |
| Core and Elective Subjects | 5 |
| CORE SUBJECTS | 6 |
| English | 6 |
| Geography | 6 |
| History | 6 |
| Mathematics | 7 |
| Science | 7 |
| ELECTIVE SUBJECTS | 8 |
| ASDAN | 8 |
| Auslan | 8 |
| Creative Industries Academy: Dance | 9 |
| Drama | 9 |
| Design Technologies | 10 |
| Digital Technologies | 10 |
| Economics and Business | 11 |
| Food Technology | 11 |
| Hospitality | 12 |
| Industrial Technologies and Engineering | 13 |
| Japanese | 13 |
| Media (VPtv) | 14 |
| Music | 15 |
| Visual Art and Design | 15 |
| Physical Education | 15 |
| Vikings Sport Academy | 16 |
| Recreation Studies | 16 |
| Victoria Point State High Contact Details | 17 |

Introduction

Victoria Point State High School is committed to offering students a variety of learning opportunities in a range of different curriculum areas across the Junior and Senior phases of learning. All learning pathways are designed to ensure all students progress with the necessary skills to enter the next phase of their education, or those required to enter the workforce.

This book is designed to inform you of your option for learning pathways as well as provide you with the expectations associated with each learning pathway. Furthermore, your pathway may provide you with some options for individual subjects which will also be explained in this book.

The Victoria Point State High School curriculum consists of subjects which are aligned with (Queensland Curriculum & Assessment Authority) QCAA requirements. For more detailed information about the different subjects available at Victoria Point State High School please refer to the school's website (www.vpshs.eq.edu.au).

To ensure your learning is as engaging and productive as possible please ensure you take the time to understand the focus and content of your learning pathway and any electives you choose. To assist you in this we suggest:

- Exploring all options outlined in this book.
- Ask questions of relevant staff (Family Group Teachers, Curriculum Teachers, HODs)
- Attend the Performance Progress Day in Term 3
- Choose subjects which interest you and will be beneficial to future pathways you are interested in.
- Apply yourself to all of your current classes to provide yourself with the best chance of obtaining all the requirements for preferred pathways.

All students are also expected to participate in programs of School, Community and Culture, and Family Group. These classes are opportunities for students to gain skills to be valuable members of both the school community, as well as the wider community.

The choices you make now can and will have a significant impact on the opportunities you will have in the future.

Students will be involved in career guidance activities to prepare them for Foundation Studies in Semester 2 of Year 10. Students will complete subject selections for Semester 2 at the School and Subject Information Pathways and Careers Expo.

Please note:

- The school reserves the right to withdraw any subject where there are insufficient numbers of students enrolled or where suitably qualified teachers are not available.
- The number of students enrolled in elective subjects is limited by timetabling constraints and classes may be capped at the determination of the Principal.
- It is assumed that students would have successfully completed the requirements from the previous year's subjects before selecting new subjects.

Senior Assessment System

Information for Foundation Studies – Semester 2

The senior assessment system is a school-based assessment approach. Teachers exercise their professional judgement in designing and administering school-based senior assessment. Senior students will be provided with multiple opportunities to demonstrate their skills and knowledge. These features will also be complemented by subject-based external assessment and processes to support and promote high-quality assessment practice.

The Australian Tertiary Admission Rank (ATAR), as used in other Australian states and territories, is a rank indicating a student's position overall against other students. The ATAR is expressed on a scale from 99.95 highest, down to 0 in increments of 0.05. ATARs below 30 are reported as '30.00 or less'. The ATAR will be used by tertiary institutions (either on its own or in conjunction with other selection criteria) to rank applicants for selection into tertiary courses.

Eligibility for an ATAR will be subject to satisfactory completion of an English subject and school-based pre-requisites. A student's ATAR indicates their overall position across each of their subjects; therefore, a student can only maximise their ATAR by performing well in their subject.

The calculation of an Australian Tertiary Admission Rank (ATAR) will be based on a student's:

- best five of six General subject results or
- best five General subject results plus an Applied subject result or a Certificate III or higher VET qualification.

The Queensland Tertiary Admissions Centre (QTAC) has responsibility for ATAR calculations.

Furthermore, the ATAR will be calculated from scaled marks. Inter-subject scaling is a means of determining overall comparative performance between subjects. Scaling is necessary so that students' results in different subjects can be compared. It is commonly accepted that it is harder to attain a VHA in Specialist Mathematics than General Mathematics. Inter-subject scaling allows for these relatives to be taken into account. These scaled scores can then be aggregated and used to derive ATARs.

For more information, please visit www.qcaa.qld.edu.au.

Core and Elective Subjects



English

Creative Industries - The Arts

Creative Industries Academy - Dance

Drama

Media - VPTv

Music

Visual Art and Design

Humanities

Economics and Business Geography History

Health and Physical Education

Health
Physical Education
Recreation Studies

Mathematics

Mathematics

Languages

Auslan Japanese

Science

Science

Technologies

Design Technologies
Digital Technologies
Food Technology
Hospitality
Industrial Technologies &
Engineering
STEM - Technologies Academy



Family Group School Community & Culture



CORE SUBJECTS

English

Health, Humanities and Enterprise



Students will continue to develop their language skills through exposure to a wide variety of written, spoken and visual texts.

Students will also be encouraged to think critically about language and its use. Some possible focuses for study include historical perspectives in texts, novels, plays (including Shakespeare), and media (film, TV, newspapers).

Assessment

Exams

Geography

Health, Humanities and Enterprise



Geography is a structured way of exploring, analysing and understanding the characteristics of the places that make up our world, using concepts of place, space, environment, interconnection, sustainability, scale and change.

It addresses scales from the personal to the global and time periods from a few years to thousands of years. Students will be introduced to environmental change and management, and indicators of human wellbeing.

Unit of work focus: Environmental Change and Management.

Assessment

Exam

History

Health, Humanities and Enterprise



The study of history is based on evidence derived from remains of the past. It is interpretative by nature, promotes debate and encourages thinking about human values, including present and future challenges.

The process of historical inquiry develops transferable skills, such as the ability to ask relevant questions; critically analyse and interpret sources; consider context; respect and explain different perspectives; develop and substantiate interpretations, and communicate effectively.

Unit of work focus: World War II.

Assessment

Exam

Mathematics

Science, Technology, Engineering & Mathematics



Students will be placed by the school in Mathematical Methods or General Mathematics or Essential Mathematics based on prerequisites. Students may opt to do a lower level course after a discussion with the Head of Department - Mathematics has occurred.

Students in the Mathematical Methods or General Mathematics courses will study the same course; however, Mathematical Methods classes will engage in some extension topics related to number, algebra and measurement.

Students in the Essential Mathematics course will revisit core mathematics topics to ensure workplace every day numeracy skills are mastered. Students in the Essential Mathematics course will only be able to choose Essential Mathematics in year 11.

Assessment

- Exams
- Assignment work

Science

Science, Technology, Engineering & Mathematics



Students build deeper Science understanding based on the foundation they have built in their junior years.

Students develop their understanding of Chemistry further through the examination of atomic theory in order to understand relationships within the periodic table. Their exploration of Physics centres on the study of moving objects and applying physical laws, and seeks to develop the understanding that motion and force are related. Students complete a detailed investigation in Biology on the topics of genetics and evolution, and learn about relationships between aspects of the living, physical and chemical world.

Assessment

- · Scientific investigations
- Exam

School Community and Culture Wellbeing, Career Education & Study Skills



All students participate in activities that help build the school's community and culture and can include project-based work for local, national and international organisations. School Community and Culture also includes Family Group in which students develop an understanding of social awareness and practice skills that enable productive and healthy relationships both at school and beyond. Students are also given the opportunity to engage in the sporting culture of the school through participation or representation.

ELECTIVE SUBJECTS

ASDAN

Personal Development Program



Award Scheme Development and Accreditation Network (ASDAN) is a United Kingdom based resource development organisation offering a variety of programs, in which Education Queensland is registered to deliver. All ASDAN programs and courses are moderated, with students able to achieve ASDAN endorsed certificates of achievements as well as earn credits for a QCIA or some credits for a QCE depending on what combination of programs and courses are completed.

A course of study in ASDAN may establish a basis for further education and employment in the fields of trade, industry, business and community services. Students will learn within a practical context related to general employment and successful participation in society, drawing on the literacy and numeracy used by various professional and industry groups.

Assessment

• To complete the relevant qualification, students completed a range of pre-determined challenges in consultation with their teacher.





Auslan focuses on skills in communicating - listening, reading, speaking and writing. Activities and discussions are conducted to further develop understanding and ability to compare and contrast, to sign instructions, problem-solve, make announcements, persuade, and recount experiences in increasing detail.

You will engage with a range of Auslan texts, and express feelings and emotions creatively in the language. You will participate individually and in groups in tasks and learning experiences, explaining or justifying positions, elaborating opinions, and giving and receiving multistep instructions. You may select this course if they have prior experience of Auslan.

- Communicating and Understanding tasks include: viewing, reading, signing and writing assignments
- Exams relating to topics studied.

Creative Industries Academy: Dance

The Arts



The Creative Industries: Dance Academy is by application only and will incur a levy of \$100.00. Prerequisites (newly enrolled students): Minimum C standard in Year 9 English, Mathematics. Prerequisites (continuing students): As above and a minimum standard in Year 9 Dance Academy – Advanced.

Dance is a valuable subject for the 21st century learner and is intellectually engaging, provoking alternative ways of seeing, thinking and doing. Students learn through forming choreography, performing movement and responding to dance works. Dance teaches creativity, collaboration, critical thinking and communication skills in an experiential learning environment.

The students will study popular dance styles such as: Hip Hop and Commercial Jazz, Contemporary Dance and Dance with Technology. Comfortable dance attire appropriate to practical lessons is to be worn. Dance Foundation prepares students for the Year 11 and 12 senior dance general ATAR subject.

Assessment

One assessment task per term covering Forming, Performing and Responding, including;

- group performances of both teacher and student choreographed dance works,
- small group choreographic works
- written responding exams focussing on the analysis, interpretation and evaluation of dance.

DramaThe Arts



Drama is an important 21st century subject which teaches students creativity, collaboration, critical thinking and communication skills.

Students manage, demonstrate and respond to the elements of drama and conventions of Verbatim Theatre; where they will explore personal narrative and the dramatic style of Commedia dell'Arte.

Excursions to view live theatre and guest lectures, facilitators and performers are an integral part of the program; although dependent on the scheduling of relevant performances that coincide with areas of study.

Assessment

One assessment piece each term that covers Forming, Performing and Responding and ask may be conducted and presented in parts at different stages of the unit of study.

Design Technologies

Science, Technology, Engineering & Mathematics



This subject continues the course of Design Technologies from Year 9 and begins to prepare students for the Design subject in Year 11 and 12. Students will focus on the practical application of design thinking, drawing skills, and prototyping skills required to develop creative ideas in response to human needs, wants and opportunities.

Assessment

- Design Folios & Design Projects
- Investigative Analysis.

Due to Workplace Health and Safety regulations the wearing of approved personal protective equipment is required to gain workshop access (e.g. approved enclosed footwear, safety glasses (supplied), etc.).

Additional Costs/Requirements

\$50.00 subject levy for Semester 1 only. Please Note: Due to Workplace Health and Safety regulations the wearing of approved personal protective equipment is required to gain workshop access (e.g. approved enclosed footwear, safety glasses, etc.)

Subject levies may vary from year to year.

Digital Technologies





Digital Technologies prepares students to be effective problem solvers by learning algorithms, code, and user interfaces through generating digital solutions to problems. You will engage with data, information and applications to create digital solutions that filter and present data in timely and efficient ways.

You will continue to learn to program and write code to create functional programs, websites, interactive programs and apps. You will investigate existing digital solutions and cryptography and how codes are encrypted and decrypted.

- Project & project-folio
- Practical tasks.

Economics and Business

Health, Humanities and Enterprise



In Economics and Business, you will be introduced to the concepts of an 'economy' and explore what it means for Australia to be part of the Asia region and the global economy.

You will consider the interdependence of participants in the global economy, including the implications of decisions made by individuals, businesses, and governments. Through practical activities, you will explore what it means to be a consumer, a worker, and a producer in the market and the rights and responsibilities or each group.

You will also investigate the characteristics of successful businesses and how entrepreneurial capabilities can contribute to this success. You will learn in a practical sense what it means to be an entrepreneur by running your own business. This unique opportunity will build valuable skills such as problem solving, critical thinking, financial and digital literacy, teamwork and communication.

Economics and Business content is taught through contemporary issues, events and case studies that cover personal, local, national, regional, and global contexts.

Assessment

- Practical assessment tasks
- Multimodal presentations
- Project work.

Food Technology

Science, Technology, Engineering & Mathematics



This is the second course in the pathway leading to Food and Nutrition (Senior). This course is based upon the further development of practical skills and knowledge in the areas of nutrition and food production. Their focus of study will be on nutritional needs and implement specific cookery knowledge and skills for specific food production issues.

Students are to supply ingredients for practical cookery lessons. Students must also be dressed appropriately for practical work in accordance with the student dress code.

- Exams
- Food folio

Health

Health, Humanities and Enterprise



Health education is a subject that would interest students who are concerned about social justice issues and who have a string commitment to community.

The subject examines health in the context of society, and the mechanisms necessary to develop and promote health for individuals, groups, communities and nations.

Students will study health policy development, health and safety laws and regulations, health information management and health advocacy through topics such as health related campaigns aimed at adolescents and young adults.

Assessment

- Exam
- Research assignment and research report
- Multimodal presentations.

Hospitality

Science, Technology, Engineering & Mathematics



This subject is designed to give students an opportunity to gain a portfolio of cookery skills and a good knowledge of the back of house role within the hospitality industry. These include experience in planning, costing of meals and preparation of food using a variety of different cookery methods. Practical skills are developed in a team setting.

Students to supply some ingredients on a weekly basis for practical cookery lessons.

- Exams
- Projects

Industrial Technologies and Engineering





This subject continues the course of Industrial Technology and Engineering from Year 9 and begins to prepare students for the trade-based pathways in Year 11 and 12. The subject is a "hands –on" approach to the safe and correct use of tools, equipment and materials in the workshop and focuses on theoretical understanding and practical application related to trade based industries, such as furnishing, plastics, engineering, sheet metal and construction.

Students wishing to complete Industrial Technology Skills, Building and Construction Skills (with embedded Certificate I in Construction) or Certificate II in Furniture Making Pathways in Year 11 and 12 should select this subject.

Assessment

Projects and practical demonstrations.

Due to Workplace Health and Safety regulations the wearing of approved personal protective equipment is required to gain workshop access (e.g. approved enclosed footwear, safety glasses (supplied), etc.).

Additional Costs/Requirements

\$50.00 subject levy for Semester 1 only. Please Note: Due to Workplace Health and Safety regulations the wearing of approved personal protective equipment is required to gain workshop access (e.g. approved enclosed footwear, safety glasses, etc.)

Subject levies may vary from year to year.





Studies continue to focus on skills in communicating (listening, reading, speaking and writing) Japanese language. Activities and discussions are conducted to develop students' understanding and awareness of the close relationship between language and culture through studying a range of topics focusing on life in Japan and making connections and comparisons with Australian lifestyles.

Japanese cultural experiences and excursions: e.g. Obento lunch opportunities for students, movie festivals and restaurant visits.

Assessment

 Tasks that reflect the dimensions of Communicating and Understanding of the Australian Curriculum are applied when assessing students' skills in listening, reading, speaking and writing. Instruments such as assignments or exams are used.



Certificate II Creative Industries – CUA20215 The Arts



Pre-requisites:

- Newly enrolling students: Minimum C standard in Year 9 English and Mathematics, assumed knowledge of subject.
- Continuing students: As above and a minimum standard in Year 9 Media Academy Advanced.

Certificate II in Creative Industries is a way to jump start a creative career pathway within the media industry. Students will be given the opportunity to build foundation skills in the areas of film making (including editing), basic animation, photography and graphic design.

Students will work individually and collaboratively towards the completion of media productions, while being exposed to real-world application of skills. Students also develop critical and creative thinking, problem solving skills, planning and organisation techniques, as well as effective communication and collaboration skills. Successful students will also be required to build and utilise positive, collaborative working relationships with other media students as well as clients and customers.

Certificate II in Creative Industries course directly aligns with Certificate III in Screen and Media pathway. Our VPtv Media program is currently partnered with SAE, JMC and Brisbane TAFE (Southbank). We also work collaboratively with media industries such as Live Stream Brisbane and Alpha Media.

Successful students who continue their studies in media can find employment pathways in filming and camera operation, editing, cinematography and content writing.

Competencies Delivered

Core:

BSBWOR203 Work effectively with others

CUAWHS302 Apply work health and safety practices

CUAIND201 Develop and apply creative arts industry knowledge

Units Group A:

BSBCRT101 Apply critical thinking techniques

BSBCRT301 Develop and extend critical and creative thinking skills

BSBDES201 Follow a design process

CUAVSS201 Develop basic vision system skills

Units Group B:

CUACAM201 Assist with a basic camera shoot
CUAPOS201 Perform basic vision and sound editing
ICTICT204 Operate a digital media technology package

Assessment

- Projects include project briefs, current industry research, WHSS, pre-production planning, concept development, production outcomes and reflections.
- Projects are student-negotiated and industry relevant. Competency requirements include questions/interviews, observational checklists, production evidence, and workshop attendance.

Additional Costs/Requirements

- \$150.00 subject levy for entire course (single upfront payment).
- Levy covers Industry workshops; travel costs (usually train) associated with excursions to tertiary institutions and/or industry studios.
- Students are to have own external HD 500 GB with USB connection, 32GB SDHC memory card.

Music The Arts



Music is an important 21st century subject which teaches students creativity, collaboration, critical thinking and communication skills.

In Music, students explore the elements of music and the conventions of different styles and genres. They develop skills through learning experiences in the dimensions of Performing, Composing and Responding. This subject will prepare students for the complexities of Senior Music and Senior Music Extension subjects.

Assessment

- Practical tasks song writing/composing tasks
- Short/extended response to stimulus tasks.

Visual Art and Design The Arts



Students design and create a variety of 2D and 3D artworks including drawing (core component) and other study areas may include digital photography, painting, ceramics, sculpture and printmaking. Responding to artwork from other cultures and times in history is an integral area of study. Tasks become more conceptual in nature in preparation for senior studies with a focus on visual literacies.

Excursions to the Art Gallery may be arranged depending on exhibitions being held.

Assessment

- Making tasks 2D and 3D artworks
- Responding evaluation of own work and analysing artworks by other artists from different times and cultures.

Physical Education Health, Humanities and Enterprise



Physical Education involves students learning in, about and through physical activity. Students participate in a series of individualised written and physical learning experiences based on the study of selected physical activities and theoretical concepts. This course develops the required literacy and physical skills students need for Senior Physical Education.

- Exam
- Research report.



Vikings Sport Academy

Health, Humanities and Enterprise



The Vikings Sport Academy is by application only and will incur a levy of \$100.00. Prerequisites (newly enrolled students): Minimum C standard in Year 9 English, Mathematics. Prerequisites (continuing students): As above and a minimum standard in Year 9 AFL/Sport Academy – Advanced.

Physical Education involves students learning in, about and through physical activity. Students participate in a series of individualised written and physical learning experiences based on the study of selected physical activities and theoretical concepts. This course develops the required literacy and physical skills students need for Senior Physical Education.

Assessment

- Exam
- Research report



Recreation Studies

Health, Humanities and Enterprise



Recreation involves students learning about, planning for and participating in a variety of recreational activities. Each unit will include both a practical and theoretical component. Emphasis is placed on learning and applying appropriate participation, safety and behavioural practices within specific recreational environments.

Assessment

- · Research assignment
- Reflection journal.



STEM – Technologies Academy

Science, Technology, Engineering & Mathematics



The STEM - Technologies Academy is by application only and will incur a membership levy of \$100.00.

Prerequisites (newly enrolled students): Minimum C standard in Year 9 English, Mathematics. Prerequisites (continuing students): As above and a minimum standard in Year 9 Robotics Academy – Advanced.

STEM is the interdisciplinary and applied approach of educating students in four specific curriculum areas of science, technology, engineering and mathematics. STEM – Technologies is aimed at inspiring future innovators by engaging students with emerging technologies in working towards solving real world challenges and problems. Students will benefit from using innovative technologies including drone and robotic technologies in order to prepare them to be effective problem solvers and develop the capabilities of successful and creative 21st century learners.

Assessment

Project, project-folio and practical tasks.

Victoria Point State High Contact Details

General

School Administration Phone Number (07) 3820 5888

School Fax Number (07) 3820 5800

School Website www.vpshs.eq.edu.au

School Administration email admin@vpshs.eq.edu.au

VPSHS Academy Staff

Head of Department – Humanities Academic Academy

Christina Kasper ckasp1@eq.edu.au

Head of Department - Arts **Dance Creative Industries**

Jo Bierton

jbier1@eq.edu.au

Head of Department – Arts **VPtv Media Creative Industries**

Jo Bierton

jbier1@eq.edu.au

Head of Department – Technology Robotics STEM Technologies

Michelle Galpin

mmend12@eq.edu.au



Victoria Point State High School

93-131 Benfer Road, Victoria Point QLD 4165

Phone: 3820 5888 | Fax: 3820 5800 | www.vpshs.eq.edu.au