



COURSE HANDBOOK

YEARS 9-10
2020-2021

BULLI HIGH SCHOOL

RECORD OF SCHOOL ACHIEVEMENT 'RoSA'

YEARS 9-10 2020 - 2021

Year 9 marks the start of a two-year study program leading to the award of the RoSA to students who meet all requirements. The New South Wales Educational Standards Authority (NESA) and the Department of Education set out the requirements which students must satisfy. NESA also controls the assessment and grading procedures which the school must use.

All students must study

- English
- Mathematics
- Science
- Australian History
- Australian Geography
- PD/Health/PE.

The Department of Education further requires students to successfully complete at least 400 hours of elective subjects, offering students a wide range of choice. At Bulli High School we offer electives in Years 9 and 10. Students select **three** elective subjects which they will study in both Years 9 and 10.

Subject Selection Online asks students to nominate the three elective subjects they wish to study. Every effort will be made to accommodate each student's choice of elective subjects, but it may be necessary to enforce some restrictions. This may mean that either:

1. Limits are placed on the number of classes formed in a subject, because of availability of staff to teach the course or specialised equipment requirements,
or
2. It will not be possible to form a class where only a small number of students select the subject.

The elective subjects to be offered in 2020 – 2021 are listed in the following table.

SUBJECT GROUP	SUBJECT OPTIONS
CAPA Faculty	<ul style="list-style-type: none"> • Drama • Film & Video • Languages: French • Music • Photography and Digital Media • Visual Arts • Visual Design
TAS Faculty	<ul style="list-style-type: none"> • Design and STEM • Food Technology • Industrial Technology – Metals and Automotive • Industrial Technology - Timber and Furniture
HSIE Faculty	<ul style="list-style-type: none"> • Big History • Commerce
Maths Faculty	<ul style="list-style-type: none"> • Information and Software Technology
Science Faculty	<ul style="list-style-type: none"> • Marine Studies
PDHPE Faculty	<ul style="list-style-type: none"> • Physical Activity & Sports Studies
English Faculty	<ul style="list-style-type: none"> • Philosophy and Psychology

Choose Carefully

Parents and students need to exercise care in making subject choices. Seek advice from Head Teachers, Class Teachers, the Careers Adviser and Year Adviser if you are in any doubt. It is very difficult to change elective choices once classes have been settled. Students will study electives for two years.

Elective subjects must be studied for ALL of Year 9 and ALL of Year 10

Changes will only be made under exceptional circumstances and on a case by case basis.

Selection Process

The subject selection process will be completed online. You will need to have access to the internet. If you do not have access to the internet at home you will be able to complete the online form at school. Please see Ms Lang if you need to use the school's computers as soon as possible to book in a time.

You will need a **unique access code**. These will be distributed during Roll Call. If you do not receive one or have difficulty with your code please see HT Admin or your DP.

After submitting your choices online you must print a copy of the form, have it signed by your parents and then place it in the box in Ms Lang's office. The online site will be open from 4:00 PM Friday afternoon August 9th and will close on 8:00 PM Tuesday evening August 13th. Your application will only be processed once we have received the signed parent form.

ELECTIVE SUBJECTS

SUBJECT CONTRIBUTIONS

Bulli High School seeks your support in contributing to the costs of some materials used and consumed by students in the course of their studies. These payments will assist the school in providing additional benefits to students. Should parents have difficulty making these payments for subject materials, they should contact the Principal for support from the Student Assistance Scheme where possible.

If you have any concerns about the details of this information, please discuss with the Principal.

Thank you in anticipation of your support.

SUBJECT CONTRIBUTIONS

Subject	Cost	Use
Big History	Nil	Cost will vary - depending on excursions etc.
Commerce	Nil	Cost will vary - depending on excursions etc.
Design and STEM	\$35/year + Major Project costs	Contributions are used to purchase consumables, resources and materials required for the production of student projects.
Drama	Nil	Costs will vary – depends on the cost of attending productions.
Photography, Film & Video	\$30/year	Supply of consumables.
Food Technology	\$100/year or \$25/term	Contributions are used to purchase consumables, resources and materials required for the production of student projects. There will be times when students need to supply their own additional foods to supplement their selection.
Industrial Technology – Metal and Automotive	\$35/year Plus Year 10 Major Project	Contributions are used to purchase consumables, resources and materials required for the production of student projects.
Industrial Technology - Timber and Furniture	\$55/year + Major Project Costs	Contributions are used to purchase consumables, resources and materials required for the production of student projects.
Information & Software Technology	Nil	Cost will vary - depending on excursions etc.
Language	\$30/year	Student Workbook and ICT program.
Marine Studies	\$45 Year 9 \$25 Year 10	For consumables such as fish and bait.
Music	\$10/year	Elective Music consumables.
Philosophy and Psychology	Nil	Cost will vary - depending on excursions etc.
Photography and Digital Media	\$80/year	For supply of consumables.
Physical Activity & Sports Studies (PASS)	\$15/year	Minor expenses e.g. lifesaving awards. Optional snow excursion ~\$700.
Visual Arts	\$40/year	To assist in the purchase of paint, paper, clay, equipment, sculpture materials.
Visual Design	\$40/year	For consumable items used in art making.

BIG HISTORY

No, not your normal History, this is History as an elective, a different type of History, a History that goes back 13.8 billion years. Jump on board our time machine in Year 9.

Why study 'Big History'?

- The Big History Project is a world-wide movement, millions of students and teachers are learning about it across the world.
- It's BIG because it asks the BIG questions: 'How did we get here?' 'What was the big bang?' 'How does the universe work?' 'What do our Solar System, planets and stars have to do with why we are here?' 'When and how did life start?' 'How did we begin as humans?' 'What makes humans different from other species?'
- So, you can see that Big History is 'interdisciplinary'. It is not just History, but involves science, astronomy, archaeology.
- It is a technology based course, we study it on-line, at school and at home – using resources such as You Tube, Crash Course in History, the resources of Bill Gates and Microsoft, animations and infographics.
- We take on project based learning – for eg, 'Invent your own species'.
- So, think about Big History as one of your 3 electives.
- Have a look at <https://school.bighistoryproject.com/bhplive>

COMMERCE

Commerce is a great course for students in Years 9 -10 as it deals with issues that will become central to their lives, such as:

- your rights as a consumer and employee
- how the law works and affects you
- getting a loan, buying a car, your first home
- the business and consumer world
- travelling Australia or the world
- how to run your own business

Students taking Commerce in Year 9 are provided with a preview and head start to senior subjects such as Business Studies, Legal Studies, Economics and Society and Culture. Fieldwork and excursions play an important part in this course.

DESIGN AND STEM

Design & STEM is a 'hands on' practical based course focused on integrating the principles of Design and Engineering through a broad range of experiences using a variety of materials and mediums. Students will complete 100 hours of the Stage 5 Design & Technology course and 100 hours of the Stage 5 iSTEM course. Students will learn about the design process and develop an understanding for 'how things work and why' as they brainstorm to create design solutions. Students gain experience in the research and use of materials such as timber, metals, polymers, textiles, food, composite materials, graphics and more!

Students are presented with design situations, which require research and experimentation to investigate, design, evaluate and develop creative design projects to meet the needs of the briefs.

This course may be of particular interest to students with a passion for designing, engineering, manufacturing, product design, automotive design, interior design, landscape design, graphic design, architectural design, industrial and/or fashion design.

Technology is a vital tool for this course. Technology is used to develop, communicate, research and produce design solutions, communicate students' design ideas and present & promote student work. Computer Aided Design is used to communicate and present design concepts, as well as a range of Microsoft Office, Adobe and advanced manufacturing techniques including; 3D Printing, Laser Cutting, Vacuum Forming and CNC machining applications!

Student Projects May Include

- Graphic, Computer Aided Design, Product Design, Trade Booth, Fashion and Apparel Design
- Engineered solutions including; Bridge, Towers, Architectural Designs, Models & Prototypes
- Electronic, Robotic and Mechanical Design Projects
- Drone Piloting, Photographic, Video and Multimedia Presentations & Design Projects

Students in Design & STEM are provided with the extra curricula opportunity to compete in National and Global STEM Design Competitions including; F1 in Schools, 4x4 in Schools and the Australian Aeronautical Velocity Challenge.

Course Requirements

- Fully enclosed footwear must be worn each lesson (mandatory safety regulations apply)
- Pencils, pens and BYOD approved devices (phone, tablet, laptop) encouraged every lesson
- Completion of MANDATORY work place health and safety training
- A **materials fee of \$35 per year** applies to this course

Course Inclusions (provided as part of the student elective fee payment)

- Personal Protective Equipment (Apron, Safety Glasses and Ear Plugs)
- Various materials including; timber, metal, plastic, textile and graphical
- A FREE copy of our CAD package (*Creo 3.0 Parametric*) valued commercial at over \$15 000

DRAMA

Drama in Year Nine is a “**hands-on**” course where students spend significant time working practically and developing the skills needed in order to become more confident communicators. It is for any student looking to further their confidence and is not just limited to students who have previously studied Drama.

Students who study Drama will learn how to present themselves in front of an audience. Performing on stage in both group performances and individually, they will learn how to master the skills of voice and body movement. This is done in a practical environment that has an emphasis on **building confidence** and using the **imagination**.

COURSE STRUCTURE

Improvisation, Play-building, Acting, Dramatic Forms and Performance Styles

OBJECTIVES

Students will develop knowledge, understanding and skills, individually and collaboratively, through:

- Making drama that explores a range of imagined and created situations in a collaborative drama and theatre environment
- Performing devised and scripted drama using a variety of performance techniques, dramatic forms and theatrical conventions to engage an audience

- Appreciating the meaning and function of drama and theatre in reflecting the personal, social, cultural, aesthetic and political aspects of the human experience.

FOCUS AREAS

- Making, Performing, Appreciating (including excursions to the Theatre)
- Improvisation and the art of spontaneity
- Learning how to deal with nervousness.
- The Elements of Drama: Focus, Contrast, Tension, Symbol.
- Realism as a performance style for stage and film.
- Characterisation and Body Language
- Movement and voice
- Role Playing.

PHOTOGRAPHY, FILM & VIDEO

In a world increasingly driven by visual communication, developing critical engagement with digital media is a valuable asset to those entering the job market. Employers increasingly value candidates who can analyse and ‘read’ audio-visual information rather than passively consume it.

Film is one of the most versatile art forms, engaging all of our senses, drawing us into a world created by the director. Filmmaking involves:

- Creative problem solving
- Practical application of knowledge and skills
- Project-based learning

The course provides a unique approach to understanding how meaning is created in a film and how directors can manipulate an audience through audio-visual elements. Film production students will spend most of their time – unsurprisingly – making films. They will learn camera techniques, visual effects, how to create soundscapes, editing techniques and other skills used to illustrate a story, create a narrative, record an image or artistic effect.

Students will be taught about the various stages required to get a piece of work up to standard – from pre-production tasks such as producing and planning, to the directing, camera, light and sound work involved during a production, right through to the post-production editing. Students will have the opportunity to explore Photography as well, learning how to compose, shoot and treat images using editing software and then applying this knowledge to cinematography in their film. They

will enter competitions, using the work submitted from assessment tasks, as well as create new work in response to a brief, set by the competition entry guidelines. This invaluable skill prepares students for experiences in the field. Students will have access to a range of equipment including:

- DSLR cameras for filming
- Go-Pro cameras
- Tripods
- Audio recording equipment
- A variety of lenses
- Green screens
- Software such as Photoshop, Final Cut Pro, Adobe Premiere Pro, Adobe After Effects, Stop Motion software.
- Fully equipped digital darkroom with printers, scanners and iMac technology

FOOD TECHNOLOGY

Food Technology is the study of food and food preparation. Practical experiences are a major component of this course and relate directly to the design, content and research lessons. The course provides the opportunity for students to learn skills related to:

- Food preparation and presentation
- Safe working practices
- Decision-making and independent learning skills.

Students will use a variety of Information and Communication Technologies (computer based activities) to communicate ideas and to assist them in activities such as researching, evaluating and communicating issues and ideas relating to food.

Student Projects Include

- Food in Australia
- Food Selection and Health
- Nutrition and Consumption
- Food for Special Occasions

Completion of this course may lead to studying Food Technology or VET Hospitality for the HSC.

Course Requirements

- Fully enclosed footwear must be worn each lesson and mandatory safety regulations apply
- A materials fee of \$100 per year applies to this course
- A4 folder, pencils, pens and BYOD approved device (phone, tablet, laptop) every lesson

Course Inclusions (provided as part of the student elective fee payment)

- Personal Protective Equipment (Apron and gloves)
- Various consumables

INDUSTRIAL TECHNOLOGY METALS AND AUTOMOTIVE

Industrial Technology – Automotive and Metals provides students with the opportunity to develop knowledge, understanding and skills in relation to the metals and associated automotive industries. Students studying this course will gain skills in the use of materials, tools and techniques in the areas of metal machining and reverse engineering and will undertake a range of practical activities to produce a range of modern and practical projects and accessories.

This course may be of particular interest for those with a passion for engineering, automotive, manufacturing, product design, fabrication, sculpture, welding, or any associated industry.

Technology is a vital tool for this course. Technology is used to develop, communicate and research design solutions, communicate students' design ideas and present and promote student work.

Computer Aided Design and Computer Aided Manufacture is used to communicate and present design concepts, as well as a range of Microsoft software applications.

Students are provided with the opportunity to participate in the global 'F1 in Schools' Competition, the NSW Human Powered Vehicle Challenge and the Hunter Valley Electric Vehicle Festival!

Student Projects May Include

- Reverse engineering and modifications of bicycles, cars and engines
- Stripping and rebuilding of engines and automotive components
- Machining using milling and turning techniques
- Fabrication of freeform Metal Sculpture Work

Course Requirements

- Fully enclosed footwear must be worn each lesson (mandatory safety regulations apply)
- Completion of MANDATORY work place health and safety training
- Pencils, pens and BYOD approved device (phone, tablet, laptop) are welcomed every lesson
- A materials contribution of \$35 applies to this course.

Course Inclusions (provided as part of the student elective fee payment)

- Personal Protective Equipment (Apron, Safety Glasses and Ear Plugs)
- Various automotive resources and access to a range of metals
- A FREE copy of our CAD package (Creo 5.0 Parametric) valued commercially at over \$15,000.

INDUSTRIAL TECHNOLOGY – TIMBER AND FURNITURE

The Timber focus area provides opportunities for students to develop knowledge, understanding and skills in relation to the timber and associated industries. Practical projects undertaken reflect the nature of the Timber focus area and provide opportunities for students to develop specific knowledge, understanding and skills related to timber-based technologies. Students interested in timber should have an interest in working with timber to produce a range of modern furniture and products.

Technology is a vital tool for this course. Technology is used to develop, communicate and research design solutions, communicate students' design ideas and present and promote student work.

Computer Aided Design is used to communicate and present design concepts, as well as a range of Microsoft software applications.

This course may be of particular interest to students with a passion for timber, construction, cabinetwork, carpentry or any career working in the timber industry. Students will take part in the Regional and NSW State Wood Challenge in both Years 9 and 10.

Student Projects May Include

- Stools, Plant Stands, Bedside Tables, Tool Caddy, Spice Caddy
- Coffee Table or Side Table, Skateboards and/or a Modified Acoustic Guitar

Course Requirements

- Fully enclosed footwear must be worn each lesson (mandatory safety regulations apply)
- Completion of MANDATORY work place health and safety training
- A **materials fee of \$55 per year** applies to this course
- Pencils, pens and BYOD approved devices (phone, tablet, laptop) welcomed every lesson

Course Inclusions (provided as part of the student elective fee payment)

- Personal Protective Equipment (Apron, Safety Glasses and Ear Plugs)
- Various timbers including; maple, cedar, pine, ply and a range of Australian hardwoods
- A FREE copy of our CAD package (Creo 5.0 Parametric) valued commercial at over \$15 000

LANGUAGE - FRENCH

In this course you will use textbooks, magazines, films, tapes, TV series, songs, basic computer programs, on-line learning and some practical work to learn French.

The course includes topics such as:
Daily life; leisure activities; food; shopping, festivals, travel/transport; sightseeing; health and the environment.

Students learn French in an interesting and active way and this course does enable students to continue their French studies into Years 11 & 12. It is not necessary to have studies French in Year 7/8 to do this course. Trips to New Caledonia and to Europe are offered to Year 10 elective students.

INFORMATION SOFTWARE AND TECHNOLOGY

The course is built around mastery of contemporary communications technologies. Students master useful core content, and also encounter a minimum of four elective areas from:

- Artificial intelligence, simulation and modelling
- Authoring and multimedia
- Database design
- Digital media
- Internet and website development
- Networking systems
- Robotics and automated systems
- Software development and programming

MARINE STUDIES

Bulli High School is in a perfect location to learn about the Marine Environment. With so many students already using the ocean in so many different ways, it is important to learn how to fully appreciate the Marine Environment and use it safely and ethically.

Marine Studies will teach students about:

- Diversity and interactions between various species
- Gain knowledge to assist with employment in marine related occupations
- Various fishing and aquaculture techniques and their appropriate use
- Develop a sense of responsibility, respect and wise management methods for marine resources
- Develop practical skills, qualifications and correct techniques for swimming, surfing, snorkelling, fishing, boating and First Aid
- How to humanely catch and prepare fish and other seafood for cooking and various recipes.

Students are provided:

- Patrolled beaches to swim
- Fishing rods, all tackle and bait
- Live aquariums in class and fish to study
- All food and cooking equipment
- Opportunities for various excursions including snorkelling, Sydney Aquarium and acquiring their motorised boat license

Course Requirements:

- Fluoro pink rash vest, which must be worn during all swimming activities
- Own mask, snorkel and fins for snorkelling
- **Must be able to swim at least 200m**
- \$30 course fee per year

MUSIC

If you enjoy listening to and playing music, and especially if you can already play an instrument, music will give you the opportunity to develop your skills. Even if you haven't started playing, but you have some musical ability, you could choose music elective.

You will be assessed on how you perform by yourself and in groups.

You will learn how to read and write music.

You will learn how to analyse music (including music from other times and places) and you will also compose your own pieces.

N.B. Some instruments are available for hire from the school, but you will need to book early.

Students involved in elective music are encouraged to take part in extra-curricular music activities:

Choir, Concert Band, Stage Band, Rock Bands, Musical Production, Concerts.

(If you hire an instrument or if you get outside tuition there will be fees to pay.)

PHILOSOPHY AND PSYCHOLOGY

The study of Philosophy and Psychology gives questioning students a more complex and nuanced understanding of themselves and their world. The course provides a sophisticated framework for students to deepen their understanding and engagement with issues increasingly relevant to their lives. The study of these sophisticated ideas will help develop the intellect of students in preparation for the rigours of senior school.

Year 9 - Philosophy

The word philosophy derives from ancient Greek; (philosophia), which literally means 'love of wisdom'. Philosophers think about themselves, the people around them and the world they live in, using a critical, systematic and rational approach. It provides a basis for our understanding of science and humanities, and the way we think about and formulate beliefs, values and perspectives. It is this focus on thinking and connecting learning from across our academic curriculum that the course targets.

Students will study:

- 1) **Epistemology**: the nature of knowledge, belief and truth.
- 2) **Metaphysics**: existence, freedom, choice, reality, the mind-body problem, consciousness, freedom and determinism, personal identity, and the existence of God.
- 3) **Ethics**: rules, consequences, virtues, morality and the good life.
- 4) **Aesthetics**: beauty, art, taste and subjectivity.

Year 10 - Psychology

In Year 10, the focus of our studies shifts to Psychology: the science of the mind and behaviour. Psychology helps students to better understand themselves and other people. In the process, students become more self-aware learners.

Students will study:

- 1) **Evolution of Psychology**: Behavioural, Cognitive and Humanistic psychology; as well as a brief study of postmodern approaches such as narrative theory.
- 2) **Learning**: conditioning, instrumental learning, reinforcement, cognitive processes.
- 3) **Personality**: Freud, Skinner and Rogers will be considered as well as postmodern ideas of cultural identity.

4) **Social Behaviour:** person perception, attribution process, interpersonal attraction, attitudes, conformity and obedience and group behaviour.

5) **Psychological Disorders:** the symptoms and causes of various anxiety disorders and Autism.

Over two years, the course will develop students' skills in critical thinking as they are forced to question the veracity and validity of various sophisticated arguments.

PHOTOGRAPHY AND DIGITAL MEDIA

Photography today provides a new international language, which informs all global interaction. Studying photography no longer means just training to be a professional photographer, but about learning to read, decode and communicate using this language with confidence and understanding.

The too often used academic term 'transferable skills' is actually hugely relevant to the study of photography. Decision making, digital understanding, communication, self-confidence, presentation, collaboration, self-analysis, research and marketing skills are all essential elements of a professional photographer's working practise. However, these are also essential skills for a working life in most contemporary domains, particularly the IT industry.

In the Photography and Digital Media Course, you will experiment with a wide variety of forms including analogue photography in the darkroom, digital photography, digital manipulation and editing, animation, graphic design and filmmaking.

Students will learn:

- how to take photos and apply compositional skills
- about Black and White darkroom processes
- develop a photographic portfolio of their work
- make a short film (live action)
- make an animation
- develop an understanding through creating an online profile of the use of web-based applications

Students begin by developing a foundation of knowledge and confidence using a range of technologies. They will not only see their ability to compose an image improve, but their understanding of how the boundaries of photography can be pushed. Students will be able to explore the domain of Social Media and learn to use it as a powerful and meaningful means of communication. Platforms such as Instagram,

blogs and a variety of Apps will be explored. Students will learn about ethics and the pros and cons of the photographic image in cyber space.

Photography students will also be taught about the cutting-edge image manipulation technologies – and the artistic and ethical debates that surround their usage. Many photography students will find that they are able to experiment with media outside of the purely photographic.

Students will have access to:

- DSLR cameras
- Go-Pro cameras
- Tripods
- Audio recording equipment
- A variety of lenses and lens filters
- SLR cameras
- A purpose built darkroom facility
- Green screens
- Software such as Photoshop, Final Cut Pro, Adobe Premiere Pro, Adobe After Effects and Stop Motion Software.

PHYSICAL ACTIVITY & SPORTS STUDIES

Physical Activity and Sports Studies represents a broad view of physical activity and the many ways in which individuals can incorporate activity into their lifestyle. This course promotes learning through movement and enables students to experience a wide range of lifelong physical activities, including recreational, leisure and adventure pursuits, competitive and non-competitive games, and individual and group physical fitness activities. Along with the practical component, students will gain information on topics such as the body in action, body systems, sports nutrition, preparing and planning for the outdoor challenge. Participation in these activities provides a window of opportunity for personal challenge, enjoyment, satisfaction, fitness and also supports the development of social skills, interaction with others, movement skills, leadership and communication.

This course is not designed simply for those that are 'good at sport'. It is for anyone who has an interest in sports and human movement related fields, those that wish to improve their fitness, confidence and skills and those who wish to develop lifelong physical activity and health enhancing skills and behaviours to optimise their personal health and wellbeing. Students need to be active, enthusiastic and co-operative as there is a large practical component of this course in which many of these activities are performed

outside school grounds. They will be actively involved in doing the Still Water Bronze and Surf Survival Skills, a variety of individual and team games/activities, world games, etc.

This course provides a foundation for a career in health and physical activity fields, provides a meaningful link for students who wish to continue into senior PDHPE or is simply for those with an interest in this area.

A materials fee of \$15 per year applies to this course. Students also have the opportunity to attend a biannual 3-day snow trip excursion (approx. \$700) which is optional. There may also be several excursions and outdoor activities, which may involve minor expenses.

VISUAL ARTS

In the Year 9 and 10 Visual Arts course students will undertake a wide range of art making activities and also develop the ability to appreciate the Visual Arts in a critical and historical context. Course Fee: \$40

COURSE CONTENT

This course is designed to provide students with the experience of working with a wide variety of art materials and techniques in order to produce artworks in all forms. Students are provided with the opportunity to interpret themes in their own way and also to develop personal interest and meaning when producing works.

ART MAKING INCLUDES;

- | | |
|------------|------------|
| - Painting | - Drawing |
| - Ceramics | - Computer |

Graphics

- | | |
|---------------|-----------------|
| - Sculpture | - Printmaking |
| - Mixed-Media | - Photography |
| - Film | - Digital Media |

Students' understanding and appreciation of the Visual Arts is further enriched through extensive studies into art criticism and art history. This involves investigations into areas such as the role of the artist in society, the role of the art critic, social, cultural and political influences and audience engagement with the art world.

The Visual Arts course places great value on the development of students' intellectual and practical autonomy, reflective action, critical judgement and understanding of art in art making and in critical and historical studies of art. Visual Arts plays an important role in the social, cultural and spiritual lives of students. It offers a wide range of opportunities for students to develop their own interests, to be self-motivated and active learners

who can take responsibility for and continue their own learning in school and post-school settings.

Assessment is based on the submission of a range of 2D, 3D and 4D Artworks, Research Tasks, and the Visual Arts Process Diaries.

Weighting;

- Art making 60%
- Art criticism and Art history 40%

VISUAL DESIGN

Our world today is dominated by Visual images that communicate a huge range of topics. The Visual Design course is focused on developing awareness and understanding for students in navigating the huge world of image and design that confronts them every day. Employers are increasingly looking for candidates who are conversant with the Visual language that is embedded in today's world.

Understanding the designed world in which we live, gives students the scope to create and analyse design concepts and the creative process whilst giving it a relevance to their needs and desires.

Visual Design is a course that will enable students to develop skills in

- Creative problem solving
- Practical and functional application of skills and understanding
- Project based learning
- Group and individual learning opportunities

The course will take students on a journey through all aspects of the designed world. Students will develop skills in the foundational elements of Design and the design process. They will work towards establishing an online profile with themselves as the Designer. They will work through a series of modules exploring design tasks. These will include:

- Graphic design and illustration - their company logo, poster, merchandising or brand labels, manga and Anime, computer aided drawing
- Advertising - publishing their company, market pitches and understanding the world of advertisements
- Fashion and Textile design – screen printing processes and fabric treatments

- Photography and Film – making an advertisement and photo imagery in the design industry
- Object design and packaging - skate boards, surf board designs, jewellery, containers
- Interior design
- Environmental designs – landscape and public spaces
- Web design
- Personal Design project

Students will design, create and make the Designed works within each module. They will photograph work and maintain their web page as an online portfolio, establishing their style as a designer.

Students will have access to a range of equipment such as:

- DSLR cameras
- Digital Darkroom with iMac technology and a range of software with scanners and photo print facilities
- Audio recording equipment
- Design making materials - for design projects
- Lighting studio