



# **COURSE HANDBOOK**

**YEARS 9 – 10  
2018 - 2019**

**BULLI HIGH SCHOOL**

## RECORD OF SCHOOL ACHIEVEMENT 'RoSA'

### YEARS 9-10 2018 - 2019

Year 9 marks the start of a two-year study program leading to the award of the RoSA to students who meet all requirements. NESA (NSW Educational Standards Authority) 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. New requirements for minimum literacy and numeracy standards were introduced recently and apply to Year 9 2018 students. More information about these requirements can be found on the NESA website.

<https://educationstandards.nsw.edu.au/wps/portal/nesa/about/initiatives/stronger-hsc-standards/minimum-standard>

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 2018 – 2019 are listed in the following table.

<b>SUBJECT GROUP</b>	<b>SUBJECT OPTIONS</b>
CAPA and LOTE Faculty	<ul style="list-style-type: none"> <li>• Drama</li> <li>• Film &amp; Video</li> <li>• Languages: French</li> <li>• Music</li> <li>• Photography and Digital Media</li> <li>• Visual Arts</li> <li>• Visual Design</li> </ul>
TAS Faculty	<ul style="list-style-type: none"> <li>• Design &amp; Technology</li> <li>• Food Technology</li> <li>• Industrial Technology* – Metals &amp; Automotive</li> <li>• Industrial Technology* - Timber</li> <li>• iSTEM Engineering</li> </ul>
HSIE Faculty	<ul style="list-style-type: none"> <li>• Big History</li> <li>• Commerce</li> </ul>
Science Faculty	<ul style="list-style-type: none"> <li>• Marine Studies</li> </ul>
PDHPE Faculty	<ul style="list-style-type: none"> <li>• Physical Activity &amp; Sports Studies</li> </ul>

### ***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 because students will not meet the mandatory hours required by the Department of Education.

## **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 and not because the student decides “they don’t like it”.

## ***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**. If you did not get your access code in Roll Call please see Ms Lang.

You must print and return the form after you have completed the online process. The online site will be open from Thursday 3<sup>rd</sup> August and will close on Wednesday 9<sup>th</sup> August.

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 during 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	Some costs will be incurred depending on excursions etc
Commerce	Nil	Some costs will be incurred depending on excursions etc
Drama	Nil	Costs will vary – depends on the cost of attending productions.
Film & Video	\$30/year	Supply of consumables.
Food Technology	\$100/year	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 - Metals & 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	\$55/year Plus Major Project Costs	Contributions are used to purchase consumables, resources and materials required for the production of student projects.
iSTEM	\$35 per year Plus Year 10 Major Project	Contributions are used to purchase consumables, resources and materials required for the production of student projects.
Language	\$18/year	Student Workbook
Marine Studies	\$30 - Year 9 \$10 - Year 10	For consumables such as fish and bait An additional fee will be charged if students choose to gain their boat licence.
Music	\$10/year	Elective music consumables
Photography and Digital Media	\$80/year	For supply of consumables
Physical Activity & Sports Studies (PASS)	Nil	Minor expenses e.g. lifesaving awards Optional snow excursion ~\$650
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
<b>Please Note:</b> NESAs regulations restrict students to a maximum of two 'Industrial Technology' courses for their RoSA pattern of study		

## 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 2018.

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 in 2018.
- 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.

## DRAMA

Drama is a rewarding subject that has a strong practical component. Drama provides opportunities to explore social and cultural issues including the diverse values of Australian culture.

In the course, students will learn how to become confident communicators by mastering 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.

The collaborative nature of this art-form engages students in a creative process of sharing, developing and expressing emotions and ideas. This is achieved through the devising, workshopping, rehearsing and performing of individual and collaborative works.

Focus areas include: Improvisation, Performance Styles for Stage, Characterisation, Role Playing and Movement and Voice.

## FILM & VIDEO

In a world increasingly driven by visual communication, developing critical engagement with digital media is an 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 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 – Metal 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 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

## INDUSTRIAL TECHNOLOGY - TIMBER

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 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 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 device (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 3.0 Parametric) valued commercially at over \$12 000.

## iSTEM ENGINEERING

iSTEM is a practical Engineering based course focused on *integrating Science, Technology, Engineering and Mathematics* in to a broad range of experiences using a range of mediums with a focus on understanding 'how things work'. Students gain experience in the research and use of materials such as timber, metals, polymers, composite materials and graphics in the design and development of creative projects. Students will be presented with design situations, requiring research, experimentation, testing and investigation of existing solutions to generate, justify and evaluate a range of individual and group projects. The course is a 'hands on' practical based subject aiming to introduce students to a range of concepts associated with engineering careers.

This course may be of interest to students with a passion for 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, 3D Printing, Computer Aided Design and Computer Aided Manufacturing applications.

### Student Projects May Include

- Bridge, Tower, Catapult, Trebuchet and other model devices and structures
- Robot Bots, Electronics, Lifting Devices and CAD/CAM created CO2 Race Cars as a part of the Global F1 in Schools STEM challenge
- Bottle Rockets and Balsa Propeller Powered Planes for the NSW Aeronautical Velocity Challenge

### 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 \$35 per year applies to this course
- 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, Safety Glasses and Ear Plugs)

## LANGUAGE - FRENCH

The Year 9 and 10 French course is a skills-based course focusing on the language and culture of the Francophone world. Students will learn to communicate on a range of topics including daily life, sport and leisure activities, shopping, food, sightseeing and travel.

This content is reinforced by a range of experiences made available to the students which include food tastings, restaurant visits, playing French games and making a study of French movies and music. A trip to New Caledonia is also on offer for students in Years 9 and 10, so they can experience a French-speaking country first-hand. All these activities provide an opportunity for students to be immersed in an authentic French-speaking environment and to practise the French they have learnt in class.

The French course also promotes the use of technology as a language-learning tool. Students use the Language Perfect site both to reinforce classwork and to pursue areas of individual interest.

Students learn French in an interesting and active way, and this course does enable students to continue their French studies into Years 11 and 12.

## 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 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
- Proficient swimming ability

## 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.)

## PHOTOGRAPHY AND DIGITAL MEDIA

Photography today provides a new international language, that 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. Creative problem solving, 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. Creative thinking is a muscle that needs to be exercised regularly.

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. Many photography students will find that they are able to experiment with media outside of the purely photographic.

Students begin by developing a foundation of knowledge and confidence using a range of technologies. They will not only improve their ability to compose an image, but will also expand their understanding of how the boundaries of photography can be pushed. Students will have the opportunity to enter competitions, using the work submitted from assessment tasks, as well as create images in response to a brief.

Photography students will be taught about cutting-edge image manipulation technologies and the artistic and ethical debates that surround their usage. 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.
- Fully equipped digital darkroom with printers, scanners and iMac technology.

## 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. 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.

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.

Along with the practical component, students will gain information on topics such as the body in action, body systems, preparing and planning for the outdoor challenge, etc.

There are no course fees, however, students can attend an optional 3-day snow trip excursion (approx. \$650). There may also be several excursions and outdoor activities, which may involve minor expenses.

An exciting new addition to the course will be the opportunity to use the new gymnasium facilities which will include treadmills, rowing machines, weight stations and a variety of other equipment.

## VISUAL ARTS

The Visual Arts course will teach students a range of skills in drawing, painting, ceramics, sculpture, computer graphics 2 & 3D animation, design and photography. Students will learn techniques of artists throughout history and be made aware of careers in art such as advertising, television, fashion, teaching, photo-journalism and computer graphics to name a few.

## **VISUAL DESIGN**

Visual Design provides opportunities for students to pursue their skill development and abilities and interests in a wide range of in Design fields. This course encourages students to exploit the link between art and design. The differences lie in the function of the designed works, we sit in them, wear them, live in them, drink out of them and interact with them – functions the designer must take into account. Students will assist in the design and construction of the props and set for school productions. Students will work on individual and collaborative design projects, maintain a design portfolio and investigate designers and the world through research.

**MOST ELECTIVE  
SUBJECTS HAVE A  
COST!  
PLEASE REFER TO  
THE CONTRIBUTION  
SCHEDULE ABOVE**