Year 10 -
Selection Of The Arts And Technology Electives

Introduction

In Year 10 students complete the International Baccalaureate Middle Years Programme (IBMYP). All boys follow a common programme with the exception of their Language B study (which continues as French or Indonesian) and their Arts and Technology studies. All students, therefore, should select one course from the Arts Curriculum Area and one course from the Technology Curriculum Area. All courses are year long courses.

The following year-long Arts Curriculum Area courses are being offered in 2008

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The following year-long Technology Curriculum Area courses are being offered in 2008

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The Arts Curriculum Area - Course Descriptions

ART

Art 2D is centred on the disciplines of drawing, painting, printmaking and graphics. Students will develop skills and abilities in a range of drawing techniques using line, tone and colour. Accurate representational drawing as well as more expressive styles of working will be explored. Painting using acrylic, gouache and water-colour paints will be addressed with a focus on developing awareness of colour, advanced colour mixing and rendering techniques composition and explorations of the elements and principles of Art. The printmaking aspects of the course may encompass relief, intaglio or silkscreen techniques. Computer applications are incorporated in the development of designs and in specialist graphics units of work. Art History research, appreciation and analysis linked to studio work are also assessed as a central part of the course.

Art 3D is centred on the disciplines of drawing, ceramics and sculpture. The ceramic component comprises both pottery and modelled ceramic sculpture and introduces the scientific basis of ceramic chemistry and the physics of the ceramic process. The sculpture component incorporates assemblage and modelling and carving processes and techniques. Students will develop drawing and three-dimensional design skills that will lead to studio work. Sculpture and ceramics skills are explored with the aim to develop in students an understanding of the elements and principles of Art with a focus on form, surface, texture, shape and space. Art History research, appreciation and analysis linked to studio work are also assessed as a central component of the course.
MUSIC IN SOCIETY

This course is designed for boys with an interest in Music and Technology. The course aims to increase musical awareness and musicianship by:

• Hands-on experience in creating and manipulating music using midi and audio equipment in the Music Technology Laboratory
• Developing awareness of musical notation in its graphic and traditional forms
• Hands-on experience in the creation, recording and performance of a wide range of musical styles within a multimedia context
• Becoming aware of the place of music in our society, both in Australian and multicultural spheres
• Equipping students to be discerning consumers of music

As a supplement to these units an opportunity exists for boys enrolled in Music & Society to commence learning a musical instrument.

SPECIALIST MUSIC

This course is designed for boys who play a musical instrument. It includes a study of a variety of Western and non-Western music. It is skills-based and provides students with the opportunity to explore aural analysis, composition and music performance. The course aims to increase musical awareness and musicianship by:

• Hands-on experience in creating and manipulating music using midi and audio equipment in the Music Technology Laboratory
• Hands-on experience in the creation, recording and performance of a wide range of musical styles within a multimedia context
• Developing music literacy skills; writing and reading music notation, listening to and performing a wide variety of musical styles
• Increasing aural perception
• Active participation in the process of formal composition and improvised performance
• Equipping students to be discerning consumers of music

DRAMA

The course will consist of two units. In Unit A (Script Interpretation) the primary emphasis is the exploration of scripted dialogue and the development of character through vocal and non-verbal communication. Students work towards an in-class presentation of a set text. In Unit B (Group Devised Performance) the students work towards creating their own performances by scripting, directing, acting and designing sets and costumes. Students are given the opportunity of incorporating lighting and sound into their performances.

In both units there are classes based on developing creativity and gaining vocal and physical skills. These include improvisation, mime and script interpretation. There is an important theoretical component and students are expected to complete a Developmental Workbook, meeting all written requirements.

MEDIA STUDIES

In the Media Studies course students explore the mass media through film, print, media and television. The course gives students the opportunity to develop critical, creative, production and analytical skills. A major part of the course involves film production, editing and image manipulation.

Students can develop their skills in the use of software packages such as Adobe Premiere, Adobe Photoshop and Microsoft PowerPoint.

The Media course in Year 10 helps boys prepare for English and Media Production and Analysis Courses of Study in Years 11 and 12.
Technology Curriculum Area - Course Descriptions

**BEING CREATIVE WITH MATERIALS: WOOD**

**BEING CREATIVE WITH MATERIALS: METAL**

The focus of these courses is to encourage students to develop an awareness, understanding and expertise in the manufacturing of materials (Metal and Wood) based products to meet a need. Through the Design Cycle students will have the opportunity to develop design and problem solving techniques and will be required to create, plan, make, evaluate and realize opportunities through directed activities. They will produce quality products through the application of traditional and modern construction processes, and be expected to understand the need for safe working practices.

**BUSINESS AND ENTERPRISE**

Students taking this course will develop an understanding of business behaviour and the context in which business activity takes place. There is an emphasis on the use of information and communications technology throughout the course.

As part of course students may:

- Undertake some research and investigation tasks which examine business in action
- Plan, operate and liquidate a mini-enterprise of their own choice
- Participate in simulation, role play and hypothetical activities
- Develop the use of relevant computer skills
- Work on a variety of other tasks to develop an understanding of business and the business world

The course is essentially activity and community based, making connections to the real world without neglecting theoretical matters altogether. Activities are structured so there is a balance between individual, collaborative and team-based learning. There will be opportunities to participate in appropriate externally run competitions and challenges. The course will provide understanding and experience for those contemplating Economics, Accounting and Political and Legal Studies course in Years 11 and 12.

**HOW THINGS WORK! UNDERSTANDING TECHNOLOGY**

This course is structured to provide students with the opportunity to use the Design Cycle to explore, plan, develop and produce products that demonstrate an understanding of current technology and innovation. The course work is designed to inspire students to understand how technology relates to their day-to-day life, how technological products are manufactured and to develop innovative solutions to using technology.

Areas of study may include: electronics, robotics, hydraulics, structures, propulsion systems, mechanisms and aviation principles. Students will develop and use this knowledge through a ‘hands-on’ approach of project based activities, which will conclude with a major design project that combines a number of systems to meet an identified community need.

**GRAPHIC MODELLING AND DESIGN**

Through this course students will be exposed to graphical techniques to develop technical visual presentations and/or drawings of common objects using both hand drafting and computer technology. In the main, students will be taught a variety of skills to represent 2D and 3D drawings within the fields of mechanical and structural engineering, architecture and product design.

The development of sketching, drafting, rendering and computer aided drafting (CAD) skills will enable students to produce quality solutions that reflect industry standards. This will be achieved using ‘state of the art’ 3D modelling software. The students undertake a range of design and problem solving activities through the application of the Design Cycle, with a final project that focuses on innovation and fosters enterprising behaviours.
INFORMATION SYSTEMS

This course is designed for students who have an interest in computing and computer systems. The unit aims to provide an understanding of:

- Fundamental algorithm and programming development
- Database concepts
- Spreadsheet design using macros and Visual Basic™
- Hardware components and assembly
- Operating systems installation
- Basic internet networking
- Social and ethical implications of the storage and transmission of data including security and privacy