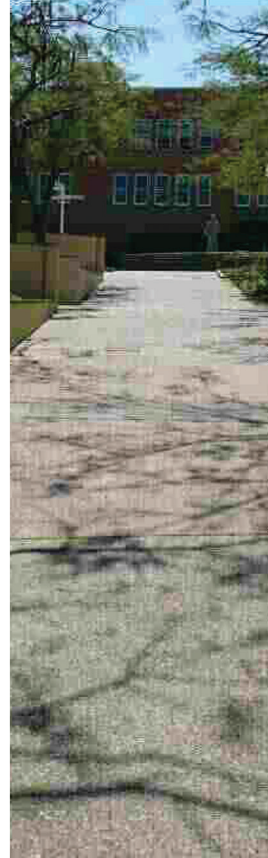
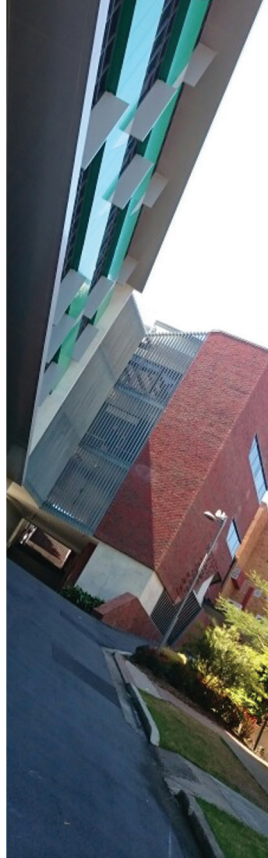
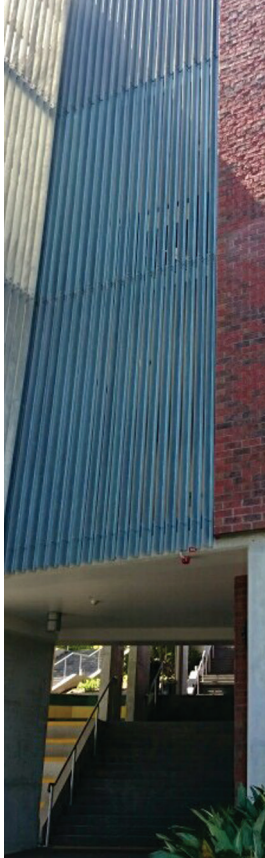




VILLANOVA COLLEGE

YEAR 8 STUDIES GUIDE



CONTENTS

INTRODUCTION	1
YEAR 8 ELECTIVE CHOICES	2
ART	2
BUSINESS	2
DRAMA	3
MUSIC	3
SCIENCE AND MATHS EXTENSION	4
SPORT SCIENCE	4
TECHNOLOGIES	5

INTRODUCTION

The following booklet provides information regarding the subject selection process for Year 8.

Core Subjects

All Year 8 students will study the following core subjects:

- Religious Education
- English
- Mathematics
- Science
- History/Geography
- Chinese/Italian
- Health and Physical Education

In Year 7, students experienced a rotation of elective subjects. In Year 8, students begin to make choices about the types of elective subjects they wish to study in greater depth.

Each elective is of a term's duration, except for the Technologies elective, which is of one (1) semester's length due to the nature of the unit. Should students choose the Technologies elective, students will only study two (2) other electives in either Semester 1 or 2.

Preference Selection Process

Students will select their elective preferences as follows:

- The elective selection process involves an online nomination process.
- Students will receive an email with a link to the online 'Web Preference' system.
- Students will nominate four (4) electives, with two (2) reserve preferences.
- The timetabling program will allocate students to electives based on the preferences entered from 1-4, so it is important to consider the order in which electives are chosen.

Once elective preferences have been entered, students are to print the subject receipt and return it to the Curriculum Office. Parents are to sign this form to indicate their agreement to electives chosen.

Choosing Suitable Subjects

Students should consider the subjects experienced in Year 7 and consider which subjects they enjoyed and wish to study further. The range of elective choices allow students to experience a broad range of subjects. This is also a time to try new subjects. Being of a longer duration, the electives allow students greater depth of coverage and the opportunity to discover new areas of study that may lead to further development in the following years.

The following pages provide greater detail of the elective subjects being offered.

YEAR 8 ELECTIVE CHOICES

ART

The Year 8 Art course involves exploring the exciting and fascinating world of Surrealism in which the illusion of reality is presented as though our imagination and dreams were real. Students will be encouraged to think creatively and develop 2D, 3D and digital artworks that communicate ideas and challenge the viewer to look more closely.

In this course of study, students will:

- Learn how to control and manipulate a range of art materials such as graphite pencil, clay and Photoshop.
- Develop an understanding of the visual language of Art (Art Elements and Design Principles) as they discuss and appraise their own and related artists' works.
- Research, develop and reflect on the processes of their art making in their visual diary.

The Year 8 Art course is designed to be fun and encourage students to be articulate about their world and produce artworks to express their individuality.

BUSINESS

The Year 8 Business course provides a snapshot of business operations. Through the development of a business idea, students assume the role of entrepreneurs and address the following in the context of their developing business idea - business plans, financing, research and development and marketing within real-world settings. The course also provides an overview of the sharemarket, targeted saving plans and junior workers' rights.

To complete the course, students investigate operations through 'duck production', a business simulation wherein students design, produce and sell origami ducks. This provides an opportunity to tap into their creativity and entrepreneurial expertise, as well as address business issues such as financing, sales and quality assurance in a teamwork environment.

DRAMA

Drama enables students to imagine and participate in the exploration of their worlds, individually and collaboratively. Students actively use body, gesture, movement, voice and language, taking on roles to explore and depict real and imagined worlds. They create, rehearse, perform and respond using the elements and conventions of drama and emerging and existing technologies available to them.

Throughout the course, students will explore the dramatic techniques of Melodrama. Key dramatic concepts of the style such as stock characters (particularly Heroes and Villains), the dramatic conventions and narrative structure will be explored through practical workshops. Students will devise their own villain characters and explore the heightened acting techniques associated with melodrama style. All of these elements will be combined where students will present a melodrama style performance for their assessment.

MUSIC

Music has the capacity to engage, inspire and enrich all students by exciting the imagination and encouraging students to reach their creative and expressive potential. Skills and techniques developed through participation in music learning allow students to manipulate, express and share sound as listeners, composers and performers.

Throughout the course, students will learn the characteristics of a number of rock music genres. They will have the opportunity to learn how to play basic rock instruments including voice, piano, drums and guitar. Through their performing experiences, they will have a chance to form class rock bands and learn songs of their choice for assessment. Students will also develop their skills in responding to music by identifying key musical moments within a piece, characterise rock music and have a chance to explore the world of composing/creating music using music software programs such as Garage Band and Noteflight.

SCIENCE AND MATHS EXTENSION

This course is designed to extend and challenge passionate and able students who wish to improve their mathematics and scientific skills.

A range of directed practical activities are envisaged as a mechanism for students to enhance their abilities to design and conduct experimental work and analyse data.

Topics covered in the course include:

- Using Algebra in formula
- Graphing
- Scientific method
- Energy transformations

Assessment in this subject consists of a formal test and an experimental report.

SPORT SCIENCE

Sport Science in Year 8 is an elective subject offered by the Health and Physical Education faculty. Offering a balanced approach between practical (outdoor) and theoretical (classroom) lessons, students will be introduced to the topics of Exercise Physiology and Biomechanics.

In the Exercise Physiology unit, students will explore some basic anatomy, the components of fitness and some basic fitness testing. They will present a report identifying the key physical activities that they would be best suited to, supported by the data they have collected.

In the Biomechanics unit students will be introduced to the concepts of force production, acceleration, summation of forces and projectile motion. The main emphasis of the unit is on video analysis; students will learn how to use technology and useful applications to record, evaluate and present video footage of their own performance in a selected sport. They will present an evaluation of their technique linked to the biomechanical principles and make recommendations for their improvement.

TECHNOLOGIES

Technologies enrich and influence the lives of everyone. Our students must learn to make discerning decisions about the development and use of technologies and work collaboratively to develop solutions to challenges. This project-based semester long course integrates the Digital Technologies and the Design and Technologies syllabuses of the Australian Curriculum.

Students will use workshop technologies to develop skills, knowledge and techniques in the use of hand tools and woodworking materials. They will apply design principles and drawing skills to create 3D printed components, laser cut elements and create simple plans. Computational thinking skills will be developed in the digital technologies components of the project when students use physical computing to design and develop digital solutions to problems.

Students will create a foosball table with an electronic scoring device within a designed and printed/cut casing and stand. This will enable students to develop skills in design and production, including software design, graphics and workshop.

The project provides opportunities to learn about and develop understanding of computer systems, data storage and transfer, algorithm development, computational thinking, design processes, graphical representations, materials and sustainability, production and project management. In addition, elements of Science and Mathematics are reinforced when students design circuits, calculate voltages, create algorithms and draw, measure and cut with precision.

This publication was produced by the Curriculum Office. The details about the various courses on offer contained in this guide were correct at the time of publication but may change from time to time as necessary to respond appropriately to student needs and the College's response to the Australian Curriculum.

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