

Year 8 Electives Programs

The Year 8 Electives Program comprises of a range of subjects drawn from the learning areas of Performing Arts, Technologies and Visual Arts. These subjects offer a diverse range of learning experiences and enable students to continue to develop their skills across the three learning areas. Students are encouraged to both pursue their interests and passions, and use the opportunities provided to extend their learning and try new things.

Students study two subjects per semester, with a total of four subjects across the year. Students must study one subject from each of the learning areas of Performing Arts, Technologies and Visual Arts. The fourth subject is a free choice from all the electives on offer.

An overview of the learning area, the types of assessment and a description of each subject is listed below. For each learning area and the free choice elective, students must select their preferred subject and a reserve.

While every effort will be made to give students their preferred choice, this is not guaranteed.

Performing Arts Electives

Overview

Performing Arts subjects include Dance, Drama, Music Performance and Music Technology. While all four subjects have close relationships and are often used in interrelated ways, they each have a distinct body of knowledge, understanding and skill requirements. At Year 8 there is opportunity to consolidate the learning from previous year levels and to hone and develop knowledge and skills. In this way, students are better able to ascertain their desire and interest to continue their studies into Year 9 and beyond.

The subjects in the Performing Arts aim to enable students to:

- Create and perform with confidence.
- Effectively collaborate with others.
- Learn, understand and apply fundamental terminology and theoretical concepts and in this way to develop their artistic literacy.
- Interpret the world around them and communicate through their art.
- Understand, evaluate, analyse and respect the performances of others.

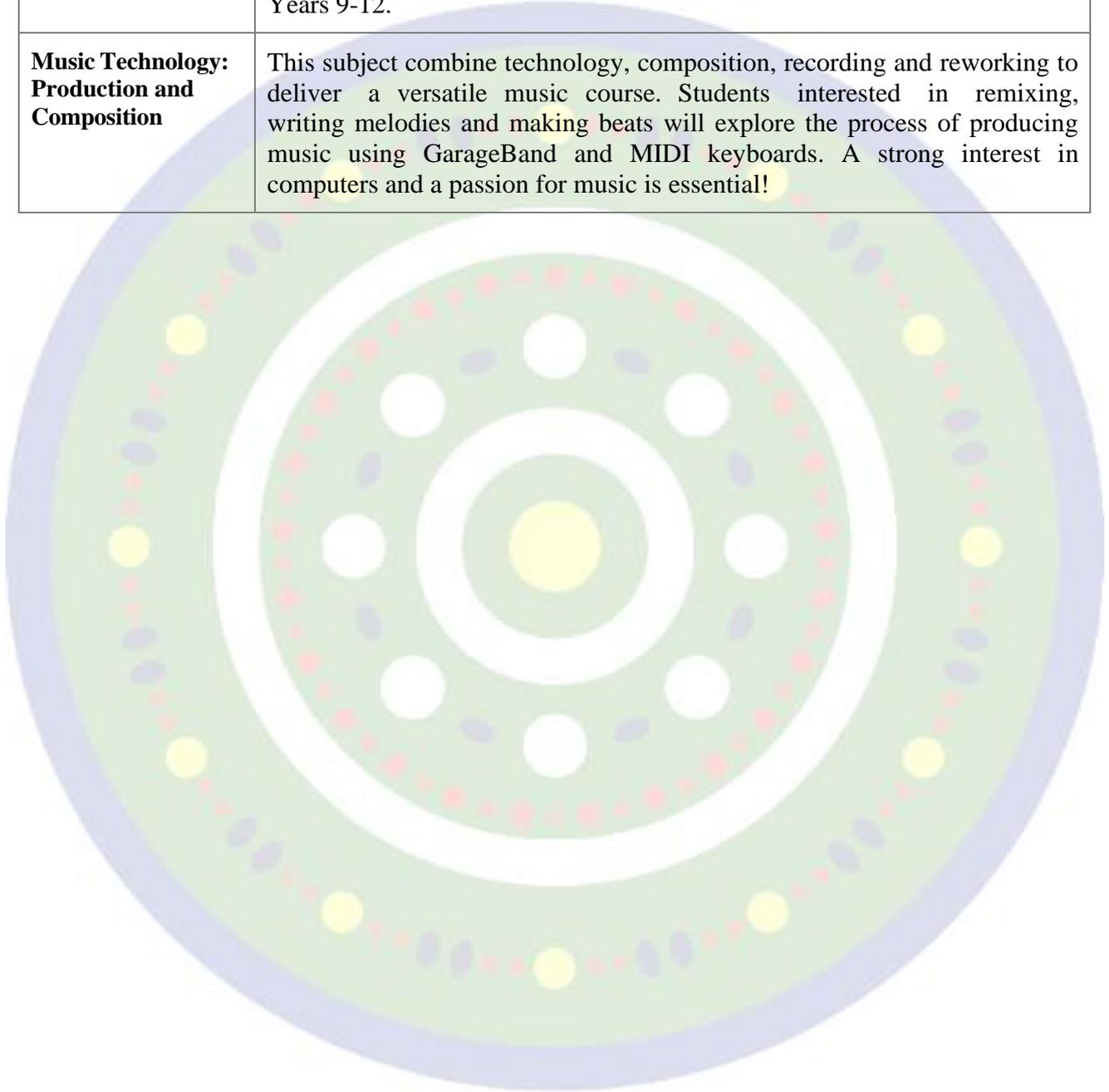
Assessment

- Formative assessment of the creative process.
- Classroom Performances, both group and individual.
- Written assessment of theoretical concepts.
- Self-evaluation of performances and compositions.

Dance	In Year 8 Dance, you can experience and learn about a diversity of dance styles. In the first term, you will perform a Learnt Dance and complete a Research Project. In the second term, you will collaborate in a group to create your own group dance, choosing your own theme, music and costumes. Whether you dance outside school or not, this subject will stretch your skills and lead you forward into Dance subjects in Years 9 to 12.
Drama Discovery	Year 8 Drama is a very practical subject which encourages energy, enthusiasm and creativity. You will discover various styles of Drama and how these styles influence your own performance skills and playmaking process with confidence. You will collaborate with others and devise your own performances while also working with existing scripts and drama masks to develop interesting and entertaining characters. There is a big emphasis on developing and refining your expressive skills of voice, movement, gesture and facial expression to communicate social interaction and meaning.
Music: Playing and Listening	Do you like listening to Music? Do you want to learn more about it? Year 8 Music Performance offers you the chance to do both as you learn the guitar and listen to music of different styles. Doing this subject will allow you to experience and understand music at a deeper level and to experience how good it is to know how music is put together. This subject compliments the other Year 8 subject, <i>Music: The Next Level</i>

Performing Arts Electives

Music: The Next Level	This subject is for students who want to raise their music learning to the next level. If you play an instrument, sing or want to explore learning how music is constructed, this is the subject for you! It is aimed at making you a better musician, giving you the chance to build your skills in performance, music theory, and the analysis of music in film, to prepare you to study Music at Years 9-12.
Music Technology: Production and Composition	This subject combine technology, composition, recording and reworking to deliver a versatile music course. Students interested in remixing, writing melodies and making beats will explore the process of producing music using GarageBand and MIDI keyboards. A strong interest in computers and a passion for music is essential!



Technologies Electives

Overview

Within the Technologies subjects, students use the design process to investigate, design, plan, create and evaluate products (both physical and digital). The subjects provide opportunities for students to develop their problem solving, research and project management skills as they generate functional solutions for end-users. Students also develop practical designing, constructing, and programming skills and learn how to apply them safely. A common theme to all activities in Technologies is designing products for a purpose, with a focus on the needs of the end user.

The subjects in the Technologies aim to:

- Develop an appreciation of the significance of technology for life, society and the environment.
- Use knowledge, skills and techniques to create products/solutions for real-life situations.
- Develop problem-solving, critical and creative-thinking skills through the application of the design process.
- Develop and safely apply practical skills in a range of Technologies fields.
- Use and apply ICT effectively as a means to access, process and communicate information, and to solve problems.

The Technologies subjects on offer build the students' skills and knowledge towards further study in this learning area in future years.

Assessment

Students will be assessed on their use of the design process to analyse a situation, generate a range of solutions, produce the best concept, and then test and evaluate the finished 'product'. Their work will demonstrate the use of design thinking, visualising, and practical skills appropriate to their Technology projects. Teachers will guide, provide feedback and assess students as they complete skills development tasks, and document their design and problem-solving process in a design folio.

<p>Crunch Numbers: Crack Codes – Digital Technologies</p>	<p>Data is everywhere! It can be used well or exploited. Infographics are used to share facts and data, to tell a story and convey a point of view. During this course, you will use digital technologies to make your communication more visual. Use flowcharts, maps, timelines, charts and graphs to capture data, then blend these forms together to make infographics that grab people's attention. Keeping our data safe is an important personal skill. Learn about information privacy and security, network and web application security and data encryption.</p>
<p>Designing Beyond the Box – Design and Technology</p>	<p>Are you interested in developing your own solutions to a design problem? Do you want to learn the skills needed to make a small product that you have developed from scratch? <i>Designing beyond the Box</i> involves applying your design skills to design and making a small product. You will use shaping and joining skills and a range of materials, such as timber and acrylic. You will also learn to use basic machines and different finishing techniques, but with a twist. During the course you develop a folio of work and make your product.</p>
<p>Digital Product Design – Design and Technology</p>	<p>In our changing world, there are many exciting ways to design and produce objects. Digital Product Design will explore the use of some simple Computer Aided Design and Manufacturing (CAD/CAM) programs and machines to develop solutions to design problems. Use CAD programs, 3D printing, laser cutting and engraving to expand your design choices. You will make your designs using these new technologies.</p>

Technologies Electives	
Games Lab and Animation – Digital Technologies	Would you like to design games instead of just playing them? Do you think you could invent a new and different sort of game? This course will teach you how to use your creative and computing skills to code your own games. You will also learn how to create animations using a range of animation and design software to enhance your game or tell a story. How tricky and creative can you be? Can you manipulate multimedia to develop a game and animations that challenge and entertain?
Make it Move – Systems	How do we make things move? Learn electronic and mechanical methods that create motion. Go from making a simple model car to programming robots that sense and react to things around them. You will also design and make a model of your transport of the future – dream of how we will be moving in 50 years from now.
Smart Threads – Systems	What if our clothes could talk? Can we use them to sense and communicate? Designers are creating innovative and exciting products by combining fashion and textiles with electronics. Learn the fabric skills and use simple circuits to design and make your own ‘smart’ textiles products.

Visual Arts

Overview

The Visual Arts are powerful media for the exploration of the human condition, our society and our world. The subjects in the Visual Arts Program provide unique, expressive and creative opportunities to engage students in critical and creative thinking, as well as helping them to understand themselves and the world around them. The Visual Arts subjects encourage the development of skills and exploration of technologies, forms and processes through integrated learning using cognitive, emotional, sensory, aesthetic and kinesthetic fields. Students work cooperatively and individually to research and identify issues; to provide insights, opinions, solutions and resolutions; and to reflect on, appreciate and evaluate art works.

The subjects in Visual Arts Elective Program aim to enable students to:

- Experience and develop their curiosity, interest and enjoyment in their own creativity and that of others.
- Explore their world through the processes of Visual Arts.
- Acquire and develop skills needed for the creation of works.
- Use the language, concepts and principles of Visual Arts.
- Communicate their thoughts and ideas through Visual Arts.
- Create works.
- Reflect on, appreciate and evaluate their work and the work of others.

The Visual Arts subjects on offer build the students’ skills and knowledge towards further study in this learning area in future years.

Assessment

Each subject will have two major assessed pieces of work. These pieces will demonstrate the specific skills and processes developed during class time. They will illustrate the student’s ability to work through the Art/Design processes and their ability to reflect critically on their work and the work of others. Throughout the semester smaller hurdle tasks will be used to build skills and knowledge and allow for teachers to respond to the needs of each individual student.

Art Studio: Creativity and communication - 2D Art	In this subject you will explore different ways of expressing your creativity using a range of making materials. You will learn about how artists can convey thoughts, feelings and understandings using different mediums and techniques. There will be opportunities to develop ideas relating to personal interests while learning new skills and techniques in painting, drawing and printmaking.
Architectural Design: Designing the world of tomorrow using environmental design – VCD	In this subject you will experience mini projects in the field of Environmental Design which could include Architecture, Public Space/Landscape and Interior Design. The mini projects will provide a taste of the types of drawing methods and media applications designers use when working in this area to create their concepts. Students who select this elective will immerse themselves in an interactive design process that is supported through ‘real life’ connections in the field of Environmental Design.
Media Montage and Music Videos: Film Unit – Media	In this subject you will explore the evolution of film editing through the development of montage theory. During the course you will plan, shoot and edit short films using methods of montage to enhance the way you tell stories through images. You will investigate the ways in which film making styles, conventions and techniques can reflect and enhance musical themes and apply this understanding when producing your own video for a piece of music.

Visual Arts

Photography: Identity and Dreams – Media	In this subject you will explore visual concepts and ideas through the medium of photography. The course will be structured around building photographic knowledge and technical skills, the development of visual literacy, storyboarding, refinement and final presentation. Tasks may include producing photographic essays which investigate themes such as identity, self-portraiture, cultural identification, dream worlds, or our future. Research and evaluation will include an aspect of photographic history to enrich your understanding of medium and the changes over time in photographic technology.
Sustainability in Design: Designing a lighter footprint – VCD	In this subject you will explore the concept of sustainability and the implications of this on, and to, the design world. The projects will focus on sustainable practices in fashion, packaging and building design. 2D and 3D models of potential solutions will be presented. The course is structured around a design process which involves research, audience/user profile analysis, materials testing, generation of ideas, the creation of concepts, and the evaluation of final presentations.
The World of 3D Art: Spatial awareness and finding structure in the world around you – 3D Art	In this subject you will work both independently and collaboratively to create a range of sculptural forms, including kinetic sculptures. You will explore traditional representations where recognisable images are created and more abstract representations where form, colour and shape are used. A variety of materials will be utilised such as clay, cane, paper and textiles to create your artworks. You will also take part in a collaborative process to create installations that add to the creative diversity of the internal and external spaces within the College environment. The course is structured around designing art works that reflect the interests of the students and their developing understanding of sculpture in its many forms.