Taieri College

Course Information

Year 10

2024

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INTRODUCTION

At Year 10, the year is divided into 2 semesters. Each subject in the semester will run for 4 hours per week for half the year.

Students take a full year (two semesters each of) Mathematics and English, and a minimum of one semester each of Social Studies, Science and Physical Education.

Students are required to choose **five** other semester subjects, which are studied for half a year for four periods per week.

Choosing these subjects can be difficult, but the wide choice which students have sampled in Year 9 should have given them a good basis for making decisions.

Students also need to be aware of the subjects available in the senior school and any prerequisites these may have. They must also take care that their choice of subjects does not limit future career choices.

CHOOSING YOUR SEMESTERS

Questions you could answer before choosing your courses

- How good are you at a subject?
- Which subjects do you achieve well in?
- How does your teacher rate your ability?
- What do you enjoy?
- Do you like the work?
- What do you find interesting and of value?
- What are you planning to do when you leave school?
- What subjects do you need to take?
- How do you keep your options open?

Other course booklets are available on our website: http://www.taieri.school.nz
Senior booklets can be found under “Academic/Senior Programme NCEA”
Junior booklets can be found under “Academic/Junior Programme”

COURSE EXAMPLES

Shaded subjects are core requirements.

Student 1

First semester:					
ENG1	MAT1	SOC	PED	DGTC	SCIF
Second semester					
ENG2	MAT2	SCI	FDTC	ECOF	HMTF

Student 2

First semester:					
ENG1	MAT1	SOC	PED	SCIE	MUST
Second semester					
ENG2	MAT2	SCI	DRAF	ARTG	DGTW

Student 3

First semester:					
ENG1	MAT1	SCI	SOCP	HMTC	DVTP
Second semester					
ENG2	MAT2	SOC	PED	HMTS	SPSS

Student 4

First semester:					
ENG1	MAT1	SOC	PED	HEA	SCIF
Second semester					
ENG2	MAT2	SCI	DGTW	SOCP	SPTP

Student 5

First semester:					
ENG1	MAT1	SCI	TXTS	ECOE	ARTC
Second semester					
ENG2	MAT2	SOC	PED	MAO	ECOF

Keep your option choices broad across a range of subjects to allow wider choice in Year 11.

COURSE OVERVIEW

US = Unit Standards assessment * = approved subject for University Entrance requirements

Year 9	Year 10	Level 1	Level 2	Level 3
English	English	English	English Media Studies	English * Classical Studies * Media Studies *
French Japanese Māori	Māori Tikanga Māori	French [on-line] Japanese [on-line] Māori	French [on-line] Japanese [on-line] Māori	French * [on-line] Japanese *[on-line] Māori
Mathematics	Mathematics	Mathematics	Mathematics	Calculus * Statistics & Modelling * General Mathematics*
Science	Science	Science	Physics Chemistry Biology	Physics * Chemistry * Biology *
Agriculture / Horticultural Science	Agriculture / Horticultural Science	Agriculture and Horticulture Primary Trades Academy (US)	Agribusiness Primary Trades Academy (US)	Agribusiness* Primary Trades Academy (US)
Social Studies	Social Studies	Geography History	Geography History Tourism (US)	Geography * History * Tourism (US)
Physical Education Sport and Exercise Studies	Physical Education Sport Pursuits Sports Science	Physical Education Sport and Recreation	Physical Education Sport and Recreation (US)	Physical Education* Sport and Recreation (US)
			Careers (US) Gateway (US)	Careers (US) Gateway (US)
Health in core	Health	Health	Health	Health *
Art	Art Painting Art Street Art Art Photography Art Cartooning	Art	Painting Design Photography	Painting * Design * Photography*
Music (Core) Performance Music	Music Music technology	Music Music technology	Music Music technology	Music * Music technology
Drama	Drama	Drama	Drama	Drama *
Dance	Dance	Dance	Dance	Dance *
Economics	Economics	Economics	Economics Accounting [on-line] Agribusiness	Economics * Accounting* [on-line] Agribusiness*
Food Technology	Food Technology	Hospitality (US)	Hospitality (US)	Hospitality (US)
Hard Materials Technology Jewellery and Leather Technology	Hard Materials Technology	Engineering Technology (US) Building and Construction(US)	Trades Academy (US) Building and Construction(US) Automotive (US)	Trades Academy (US) Building and Construction(US) Automotive (US)
Design and Visual Technology	Design and Visual Technology	Design and Visual Communication	Design and Visual Communication	Design and Visual Communication*
Textiles Technology	Textiles Technology	Textiles Technology	Textiles Technology	Textiles Technology*
Digital Technology	Digital Technology	Digital Technology	Digital Technology Computing & Information Technology (US)	Digital Technology* Computing & Information Technology (US)

AGRICULTURAL & HORTICULTURAL SCIENCE – Farm Systems 10AHSF

Content **YOUNG FARMERS**

This course will have an **On Farm** focus interlinked with horticultural & agricultural practical skills. Students will have the opportunity to create, design and complete a project involving growing vegetables and native plant species from seed for a specific purpose/market.
In this course students will explore the following topics:

- History of New Zealand agriculture and horticulture
- Global food and changing ideas
- Seasonality of farming practices

This course will have a strong practical focus, including developing gardening skills, such as planning, preparing, planting and maintaining a garden plot, and trips outside of the classroom, to further enhance students learning and appreciation.
Students will be encouraged to demonstrate their skills in the Junior Young Farmers competition.

This course leads to: Level 1 Primary Trades Academy (L1PRM)
Level 1 Agriculture and Horticulture (L1AHS)

AGRICULTURAL & HORTICULTURAL SCIENCE - Sustainability 10AHSS

Content **FUTURE FARMERS**

This course will focus on the **Farm Environment,** interlinked with practical horticultural & agricultural skills. Students will have the opportunity to create, design and complete an investigation exploring aspects of soil science.
In this course students will explore the following topics:

- Looking after farm soil
- Maintaining and improving water quality
- Sustainable farming practices

This course will have a strong practical focus, including developing gardening skills, such as planning, preparing, planting and maintaining a garden plot, and trips outside of the classroom, to further enhance students learning and appreciation.

This course leads to: Level 1 Primary Trades Academy (L1PRM)
Level 1 Agriculture and Horticulture (L1AHS)

ART – Street Art 10ARTS

Course Costs $35

Content

Students will design stencil art incorporating patterns from around the world to produce mixed media works. They will look at current trends in street art and develop a work to paint and print onto a surface or product. Students will be encouraged to develop a personal style informed by their own and other cultures. Students will develop their understanding of graphic communication, and understand the politics and messages behind urban visual communication. This course is useful for the Fine Arts, but also for further studies in the Social Sciences, Health and Psychology.

Products:
- Stencil Art
- Printed works

This course leads to: Level 1 Art Paint/Photography

ART - Landscape painting 10ARTP

Course Costs $35

Content

Through following targeted painting tutorials, students will develop their skills of traditional painting with a focus on realism. They will learn at their own pace through step by step lessons on technique in both acrylic and oil paints, to create their own paintings using either the figure or landscape, whichever they do best. This course will help the young artist improve in their paintwork skills, and provide opportunity for further success in personal and creative art pathways. Creativity and art conventions help with confidence, and for the learner to set personal goals as they develop practical life- long and wellbeing skills.

Products;
- Painted landscape
- Painted portrait

This course leads to: Level 1 Art Paint/Photography

ART - Photography and Film 10ARTF

Course Costs $35

Content

Students will learn about taking quality images using camera settings for effect and editing in Photoshop.They will create a film using moving image. Developing confidence in technology and media presentation will help them in further digital and art studies. These skills can be applied to many occupations that use visual information. School cameras can be borrowed for limited times.

The skills developed in the Visual Arts feed into a variety of careers, such as; architecture, graphic design, web-design, illustration and the magazine industry, photography, fashion and the film industry.

Products;

- Pop art photography
- Moving image; film.

This course leads to: Level 1 Art Paint/Photography

ART - Photoshop and Cartooning 10ARTC

Course Costs $35

Content

Students will learn Photoshop and Illustrator through tutorials to cover the essential skills, then develop their own cartoon style to create a satire or comic. This will be printed and presented to peers. They will be encouraged to look at social or youth issues and develop tools to communicate through visual and text imagery.They will create a moving cartoon using Premier Pro. They will then explore animation. This will help them develop their visual communication and links to further studies in Journalism, Creative writing, the Advertising and online digital industries. The Art computer suite, digital cameras and access to programs is provided in class.

Products;

- Character creation
- Moving image: Cartoon

This course leads to: Level 1 Art Paint/Photography

DANCE Steps and Styles 10DANC

Content

Sweet beats, dynamic dance moves and creative choreography - that's what this class is all about.
Explore a range of elements and styles of dance through fun and original routines, choreographed by both teacher and students.
Learning and dancing new combinations each week will enable students to develop confidence, boost their creativity and explore a range of music and movement. Routines could be inspired by a song, a feeling, an event or vision - possibilities are endless.

Bring your sneakers as this a truly "dance like no one's watching" experience!

This course leads to: Level 1 Dance

DESIGN & VISUAL TECHNOLOGY - Product Design 10DVTP

Course Costs $45

Content

Product Design process turns design ideas into products. The process flows from problem identification to brainstorm, conceptualisation of ideas and prototype creation. Design and Visual Technology covers a wide range of Freehand, Instrumental and Computer aided drawing skills in combination with individual project based design opportunities.

These skills are invaluable for those wishing to follow careers in: engineering, product and graphic design etc.

During their time in the design suite, students will be involved in various aspects of design.

The topics studied include:

- Project based design process
- Freehand sketching and rendering (Approximately 60% of the course content)
- Geometrical construction and draughting techniques
- Formal instrumental drawing
- Computer Aided Design (CAD) and 3D printing where available

This course leads to: Level 1 Design and Visual Communication

DESIGN & VISUAL TECHNOLOGY - Spatial Design (Architecture) 10DVTS

Course Costs $45

Content

Spatial design covers multiple areas of interior and exterior environment design e.g. architecture, landscape architecture, landscape design, interior design. Design and Visual Technology focuses on providing the research, drawing and prototyping skills important in preparing students to realise their ideas. Freehand, Instrumental and Computer aided drawings will be used in combination with individual project based design opportunities.

These skills are invaluable for those wishing to follow careers in: architecture, interior design and town planning etc.

During their time in the design suite, students will be involved in various aspects of design.

The topics studied include:

- Researching architecture and using project based design ideas
- Freehand sketching and rendering (Approximately 60% of the course content)
- Geometrical and draughting construction methods
- Formal instrumental drawing
- Computer Aided Design (CAD) and Modelling

This course leads to: Level 1 Design and Visual Communication

DIGITAL TECHNOLOGY – Web design 10DGTW

Content

The focus of this course is on developing technological literacy through technological practice. Students will develop the skills, knowledge and ability to adapt themselves to an ever-changing global environment.

Information and communication systems are fundamental to human activity. Communication involves the accessing, processing and transferring of information and ideas through a range of media including written, oral, graphical and digital.

The programme of learning will include:

- **Program Application concepts**
  - Word Processing Skills
  - Desktop Publishing Skills
- **Web Design concepts**
  - HTML/CSS
- **Image manipulation using GIMP**

The subject supports other curriculum areas as the skills developed are transferable.

This course leads to: Level 1 Digital Technology

DIGITAL TECHNOLOGY – Coding 10DGTC

Content

The focus of this course is on developing technological literacy through technological practice. Students will develop the skills, knowledge and ability to adapt themselves to an ever-changing global environment.

Information and communication systems are fundamental to human activity. Communication involves the accessing, processing and transferring of information and ideas through a range of media including written, oral, graphical and digital.

The programme of learning will include:

- **Program Application concepts**
  - Managing digital information using Spreadsheets - Excel
  - Creating an interactive presentation - PowerPoint
- **Introductory coding skills**
  - Scratch
  - JavaScript
  - Python

This course leads to: Level 1 Digital Technology

DRAMA Filming 10DRAF

Pre Requisite: Students need the ability to work collaboratively in groups. An interest in theatre and film is important.

Content

This exciting course will show you how to effectively film and maximise your screen presence. You will learn the tricks of the trade that will enhance your performance on camera and learn how to analyse the manipulative tactics behind what you see. This course is for both people who are interested in performing and for people who are interested in the technical elements like costume and lighting design and how to use a green screen. Drama builds confidence, creativity, and co-operation. Filming involves leadership, organisation and technical skill. These are essential employable skills that will set you up for whatever you want to do with your life.

The topics studied include:
· Stage Combat
· Filming and editing
· Green screening
· Performance techniques
· Costume and lighting design
· Budgeting
· Entering national short film competitions

This course leads to: Level 1 Drama and entrance into film competitions

DRAMA Play 10DRAP

Pre Requisite: Students need to be able to work collaboratively in groups. An interest in creating live theatre and history is important.

Content

This fantastic course will give you the opportunity to be part of a full scale performance. You will explore many intriguing scripts from interesting times and places all over the world. This course is for people who are interested in performing exciting live theatre while learning things like sword fighting and the language of the fans as part of your tour through history. Drama will increase your confidence, memory, empathy and public speaking skills as well as your ability to collaborate, innovate and create. These are all essential employable skills for any job that requires people skills.

Topics studied include:
· Sword fighting, Language of the Fans
· Historical costume work
· Ancient Greek, Elizabethan, Restoration, Modern Theatre and Melodrama
· Production and performance requirements for a full scale play
· Memory techniques

This course leads to: Level 1 Drama

ECONOMICS - Enterprise Studies 10ECOE

Content Got a problem? More often than not it will be an entrepreneur who solves it for you. Whether that's a business entrepreneur meeting product demand with an innovative idea or a social entrepreneur finding solutions to a societal problem. Students will gain knowledge and understanding of good business practice and of business as a productive activity. This is important because in a rapidly changing world students will see that self-employment may be an option in the future. Learning initiative, resilience, and resourcefulness will help build competences in problem solving, co-operation, decision making, negotiation, and communication.

Topics include:

- Accounting
- Innovation
- Marketing
- Operations
- Finance
- Market day

This course leads to: By taking this course students will gain an insight into and help prepare them for Economics at NCEA Level 1. Although this subject is open entry at Year 11, a sound level of literacy and numeracy is required.

ECONOMICS - Financial Literacy 10ECOF

Content

Research shows that 85% of students have their own money to spend independently, and while almost all agreed that saving was important, few regularly plan their spending. This course is designed to help students to develop the skills and knowledge to develop that plan. This will enable students to be informed and active citizens as adults. Their study will look at how choices have consequences. The students will start to develop a future-focus by thinking about the lifestyle they envisage for themselves and how they can work towards achieving this.
Financial Literacy is a requirement of the New Zealand Curriculum. This course is designed to equip students with a range of skills for making informed and responsible financial decisions, allowing them to become financially capable in the future.

Topics include:

- Money
- Income/Taxation
- Budgeting
- Saving/KiwiSaver
- Borrowing, Credit and Interest
- Impulse Buying
- Decision Making

This course leads to: By taking this course students will gain an insight into and help prepare them for Economics at NCEA Level 1. Although this subject is open entry at Year 11, a sound level of literacy and numeracy is required.

ENGLISH – CORE 1 10ENG1

English is a compulsory subject at Year 10. These courses prepare students for NCEA Level 1 and the NCEA Literacy Co-requisite assessments in Reading and Writing.

An enrichment course for students who have excelled with Year 9 English will be offered to some students based on their results in Year 9.

The Year 10 course leads onto NCEA Level 1 English.
Students are offered four different English courses dependant on their results in Year 10 English. Pre-requisites exist and are as follows:

- L1ENE – students are teacher-selected and will need to have achieved excellent results in their class room work, CAT results, Year 10 examinations.
- L1ENG – Open entry
- L1ENL – students are teacher-selected if they require additional literacy support in order to achieve at Level 1 NCEA. This selection is based on class room work, CAT results, NCEA Co-Requisite achievement.

Content

In this course students will explore English through a range of fiction. Fiction genres that may be explored include: science-fiction, horror, dystopia, fantasy, crime, comedy, and romance.

Success in English is fundamental to success across the curriculum. Students study, use and enjoy the English language and its literature, learning to communicate orally, visually and in writing for a range of purposes and audiences. Encouraging students to engage with texts allows them to become increasingly skilled speakers and listeners, writers and readers, presenters and viewers.

Students will participate in the following activities:

- Creative Writing
  - Poetry
  - Drama script
  - Narrative writing
- Reading and viewing novels, short stories, poems, drama scripts and films
- Responding to what they have read or viewed
- Presenting oral language activities
- Creating visual images, such as posters and book trailers

ENGLISH – CORE 2 10ENG2

Content

In this course students will explore English through a range of non-fiction texts. Non-fiction genres that may be explored include: documentary, bio-pic, editorials, opinion pieces, newspaper and magazine articles, blogging, and speeches.

Success in English is fundamental to success across the curriculum. Students study, use and enjoy the English language and its literature, learning to communicate orally, visually and in writing for a range of purposes and audiences. Encouraging students to engage with texts allows them to become increasingly skilled speakers and listeners, writers and readers, presenters and viewers.

Students will participate in the following activities:

- Formal writing
  - Persuasive writing
  - Informative writing
- Reading and viewing non-fiction texts, essays, articles, and films
- Responding to what they have read or viewed
- Presenting oral language activities
- Creating visual images, such as documentary, vlogs

FOOD TECHNOLOGY - Café Culture 10FDTC

Course Costs **$120** for food resources required for weekly practical lessons and assessments.

Content

If you could create your own café, what would it be like? Who would your customers be? What kind of food would you serve? These are the questions that will be asked in our Café Culture course. Students will then be guided by the use of design thinking principles and food preparation techniques to produce a wide variety of unique dishes. The course culminates with a presentation of their most successful designs from their very own carefully crafted café menu.

Café Culture provides useful background knowledge and skills for students intending to pursue careers in the Hospitality industry such as a chef, artisan food producer, food writer, or entrepreneur! Students use the Senior Hospitality room which provides a commercial kitchen environment approved by Service IQ.

The topics studied include:

- Café slices
- Mini Brownies
- Hearty meat pie
- Pizza design
- Café noodle dishes
- Own breakfast item
- Explore and develop a selection of salads
- Café cabinet food

This course leads to: Levels 1, 2 and 3 Hospitality Industry Based Standards.

FOOD TECHNOLOGY - International Culinary Design 10FDTI

Pre-Requisite None but it is preferable to have studied this subject in Year 9

Course Costs $120 for food resources required for weekly practical lessons and assessments.

Content

This course is inspired by popular international dishes which will stimulate the most jaded palates and bring the exciting flavours of cuisines from all over the world into the classroom. It will take students on a culinary tour and invites them to prepare and sample recipes from many different countries using often unfamiliar ingredients and techniques. The choice is enormous!
This subject provides useful background knowledge and skills for students intending to pursue careers in Hospitality, catering, tourism and food production. Students use the Senior Hospitality room which provides a commercial kitchen environment approved by Service IQ.

The topics studied include:

- Safe food preparation
- Individual shopping lists and costings
- Meal planning order of work
- Presentation ideas
- Serving suggestions
- Traditional accompaniments
- Food photography
- Cultural Food Festival tasting event

This course leads to: Levels 1, 2 and 3 Hospitality Industry Based Standards.

HARD MATERIALS TECHNOLOGY - Metal Machining 10HMTM

Course Costs $75 to cover the cost of material used in the take home projects

Content

Hard Materials Technology involves students developing projects which build their understanding of various materials, hand tool and machine skills. This subject provides students with useful skills for life, which build confidence and self-esteem through the successful construction of their own designs.

During their time in the workshops, students will be involved in various aspects of technology.

The topics studied include:

- Research and investigation
- Project design
- Extended hand tools use
- Machine use and safety
- Jointing / welding techniques

This course leads to: Knowledge and skills gained at this level are a foundation for students who wish to pursue hard materials technology based learning areas in Engineering and associated trades. All areas use ITO (Industry Training Organisation) Unit Standards and have pathways up to Level 3.

HARD MATERIALS TECHNOLOGY - Metal Fabrication 10HMTF

Course Costs $75 to cover the cost of material used in the take home projects

Content

Hard Materials Technology involves students developing projects which build their understanding of various materials and fabrication skills. This subject provides students with useful skills for life, which build confidence and self-esteem through the successful construction of their own designs.

During their time in the workshops, students will be involved in various aspects of technology.

The topics studied include:

- Research and investigation
- Project design
- Extended hand tools use
- Machine use and safety
- Jointing / welding techniques

This course leads to: Knowledge and skills gained at this level are a foundation for students who wish to pursue hard materials technology based learning areas in Engineering and associated trades. All areas use ITO (Industry Training Organisation) Unit Standards and have pathways up to Level 3.

HARD MATERIALS TECHNOLOGY – Product Design & Manufacturing - P 10HMTP

Media Resistant multi-materials

Course Costs $100 to cover the cost of material used in the take home projects

Content

Product Design & Manufacturing in resistant multi- materials involves students exploring design concepts to complete their own projects. The course is offered in our Senior Wood Workshop and students will also have access to 2D & 3D modelling to make use of our 3D printer and laser cutter. Students are encouraged to be innovative by exploring a variety of materials and will also learn design strategies to problem-solve through sketching and modelling to develop graphical and physical solutions.

This subject provides students with useful skills for life, which build confidence and self-esteem through the successful construction of their own designs.

Topics include:

- Research and investigation
- Designing through sketching and modelling (hands on and digital)
- Problem solving and product development
- Hand tools and machine use
- Evaluating stages of their design process

This course leads to: Design, engineering, robotics, building and other future based technology employment.

HARD MATERIALS TECHNOLOGY – Product Design & Manufacturing - S 10HMTS

Media Sustainable materials
Course Costs $100 to cover the cost of material used in the take home projects

Content

Product Design & Manufacturing in sustainable materials involves students exploring design concepts to complete their own projects. The course is offered in our Senior Wood Workshop and students will also have access to 2D & 3D modelling to make use of our 3D printer and laser cutter. Students are encouraged to be innovative by exploring a variety of materials and will also learn design strategies to problem-solve through sketching and modelling to develop graphical and physical solutions.

This subject provides students with useful skills for life, which build confidence and self-esteem through the successful construction of their own designs.

Topics include:

- Research and investigation
- Designing through sketching and modelling (hands on and digital)
- Problem solving and product development
- Hand tools and machine use
- Evaluating stages of their design process

This course leads to: Design, engineering, robotics, building and other future based technology employment.

HEALTH 10HEA

Pre-Requisite A reasonable level of literacy would be advantageous to be successful at this and higher levels of study in Health.

Content:

Health teaches about physical, mental, emotional and social health. It motivates students to improve and maintain their health, prevent disease, and reduce risky behaviours.

This course will provide you with skills to increase your personal wellbeing (hauora). It will support you with your own identity, and work through strategies for managing stress and worry.
This is a very interactive, and inspiring course that will encourage a range of social skills to strengthen your friendships, give you key information on how to maximise your brain function and to recognise your strongest learning styles.

There is a strengths-focus and positive learning environment.

The topics studied include

- Identity
- Wellbeing
- Interpersonal Skills
- Mental Health and Resilience
- Health Promotion

This course leads to: L1 HEA and L1 PED.
It also provides you with skills to use now and in your future life.

NGĀ TAONGA MĀORI ME NGĀ TIKANGA 10NTM

Aims

- To consolidate the work completed in Year 9 and to compliment studies of te reo me ona tikanga Māori.
- To develop understanding of Te Ao Māori, Taonga Māori and Tikanga Māori.
- To experience Māori Art, Māori Games and Māori Food.
- To further develop students' knowledge of Māori Culture.

Costs $50 (approximately) for resource booklets and day trips.

Content

The focus of this course caters specifically to traditional Māori knowledge, pedagogy, and skills, and enables students to have a deeper understanding of Te Ao Māori me ona tikanga. In this course you will learn about Māori Art, Taonga Puoro, Hākinakina /Taonga Tākaro, Whakairo, Mahikainga, Pūrākau, Waiata, Karakia, Haka, Poi, Harakeke, Mau Rākau, Rongoa.

Leads on to Further study in Tikanga Maori and Te Reo Māori.

MĀORI 10MAO1

Pre-Requisite Year 9 Māori or Teacher in Charge approval
Course Costs: $20 for Marae Noho/Manu Kōrero

Content The focus of this course is to extend your ability to communicate in Te Reo Māori. By the end of Year 10 you will be able to interact confidently in Te Reo Māori. You will deepen your understanding of Māori Tikanga and Te Ao Māori.
As you participate in activities such as dialogues, games, songs and drama you will learn how to describe, compare and order everyday items and activities such as family, items in the classroom, Manu Kōrero Speeches; understand the dynamics of Te Ao Māori; and interact in Māori customs such as pōwhiri and karakia.
The topics studied include:

- Te Reo Māori
- Marae Tikanga
- Tāku Whānau, Tāku Rōpu Ako
- Karakia, Waiata, Haka

This course leads to: Having completed Level 4-5 by the end of the year, the students are then ready to start NCEA Level 1 in Year 11.

MĀORI 10MAO2

Pre-Requisite 10MAO1
Course Costs $20 for Marae trip/Polyfest/Māori Performing Arts

Content The focus of this course is to extend your ability to communicate in Te Reo Māori. By the end of Year 10 you will be able to interact confidently in Te Reo Māori. You will deepen your understanding of Māori Tikanga and Te Ao Māori.
As you participate in activities such as dialogues, games, songs and drama you will learn how to describe, compare and order everyday items and activities such as sports, food, entertainment, and home life; understand the dynamics of Te Ao Māori; and interact in Māori customs such as powhiri and karakia.
The topics studied include:

- Te Reo Māori
- Marae Tikanga
- Famous Māori People, Māori Myths and Legends
- Karakia, Waiata, Haka

This course leads to: Having completed Level 4-5 by the end of the year, the students are then ready to start NCEA Level 1 in Year 11.

MATHEMATICS – CORE 1 10MAT1

Pre-Requisite

Mathematics is a compulsory full-year subject at Year 10. This course prepares students for NCEA Level 1 Mathematics and the NCEA numeracy co-requisite.

An enrichment class will be offered to students who excelled in Year 9 Mathematics. The enrichment class will work at a faster pace covering a broader range of applications and students will focus on developing their mathematical reasoning and communication.

Students who have struggled in Year 9 (typically gaining less than 30% in the exam) may be offered a place in our Numeracy course. The Numeracy class work on a modified Year 10 programme – see 10NUM.

Content

Mathematics involves the study of patterns in number and space. Many career choices require Mathematics as it is a precise way of communicating information.

The topics studied include:

- Numeric Reasoning
  Many real-world problems use proportional reasoning to solve. In this topic students will select and use a range of number strategies to solve problems in a variety of contexts.

- Measurement
  Measurement tools and skills have a variety of uses in everyday life. Measurement also provides links between mathematics and other school subjects. In this topic students will solve a range of measurement problems which include calculating perimeter, area, volumes, and converting between units.

- Probability
  Students will investigate situations that involve elements of chance. They will use systematic methods including tables and tree diagrams to calculate theoretical probabilities of multi-event situations. They will learn to recognise the connections between experimental estimates, theoretical model probabilities and true probabilities.

- Tables, Equations and Graphs
  In this topic students will recognise features and make links between tables, equations and graphs and to the context to which it relates. They will start to explore quadratic equations which represent a non-linear relationship between two variables.

MATHEMATICS – CORE 2 10MAT2

Content

Mathematics involves the study of patterns in number and space. Many career choices require Mathematics as it is a precise way of communicating information.

The topics studied include:

- Right-Angled Triangles
  The processes explored in this topic are practically useful in many trades. In this topic students will use Pythagoras' Theorem and trigonometric ratios to solve problems in two dimensions.

- Algebraic Methods
  Students will generalise number properties and use algebra skills to solve problems. Skills include simplifying algebraic expressions, solving equations, expanding, factorising, substitution.

- Statistical Literacy
  In a data driven world, a good understanding of Statistics is essential. In this topic students will learn statistics concepts and terms to describe and interpret data, and to make reasonable and justified conclusions. They will also evaluate statistical investigations undertaken by others.

- Statistical Enquiry Cycle
  The statistical enquiry cycle is the basis for many assessments in senior mathematics. In this topic students will use the statistical enquiry cycle to investigate given datasets and make comparisons.

This course leads to: The Year 10 course leads onto NCEA Level 1 Mathematics.
Students are offered three different Mathematics courses dependent on their results in Year 10 Mathematics.
Pre-requisites exist and are as follows:

- L1MAE – students are teacher-selected and will need to have achieved excellent results in their class room work, topic test results, Year 10 examinations.
- L1MAT – Open entry
- L1MAN – students are teacher-selected if they require additional numeracy support in order to achieve at Level 1 NCEA. This selection is based on classroom work, topic test results, NCEA co-requisite achievement.

MATHEMATICS NUMERACY – CORE 1 & 2 10NUM

Entry

Mathematics is a compulsory full-year subject at Year 10. This course is designed for students who have struggled to achieve in Year 9 (typically gaining less than 30% in the exam) and would benefit from working at a slower pace, focusing on the skills required for success in the NCEA Numeracy co-requisite. Teachers will recommend students based on their classroom work, topic test and exam results.

Content

Numeracy is a foundational skill that enables access to further learning, develops important life skills, and allows people to fully engage in work and in their communities. The purpose of this course is to develop knowledge and skills needed to apply mathematics to everyday life.

The course content includes:

- Number knowledge, operations and applications
  Students will use number to solve problems and apply their knowledge of fractions, decimals, percentages and place value.
- Recognise and explore mathematical relationships.
  Students will work with linear relationships that are represented as graphs or word rules.
- Spatial properties and representations of objects
  Students will describe transformations and symmetry of objects, transform objects and make connections between 2D and 3D representations.
- Location and navigation
  Students will understand and use systems for location and navigation like compass directions, bearings, scale diagrams, co-ordinates, and grid references.
- Measurement units, tools and applications
  Students will solve measurement problems in practical contexts using length, perimeter, volume, mass and temperature.
- Interpreting statistical information
  Students will calculate and interpret statistical information including measures of centre and spread. They will identify features of datasets and graphs and draw reasonable conclusions.
- Elements of chance
  Students will use probability to investigate elements of chance.

Contexts include personal finances, gardening, sport, recipes, trip planning, statistics in the news, transport.

This course leads to: L1MAN

MUSIC – Perform and Create 10MUSP

Pre-Requisite It is recommended that students can play an instrument and have been learning since the beginning of Year 9. Any instrument is accepted, and voice is considered an instrument. Students will be given the option to particpate Smokefree Rockquest and the Play It Strange Youthtown Song Writing Competition.

Content

Music involves learning how to perform and compose music through practical performance. An introduction to music theory is also covered. The variety of skills and knowledge acquired encourage self-motivation and confidence, lateral thinking and an ability to work both individually and within a group.

Year 10 Music covers the skills ncessary for performance, composition and appreciation of music and leads on to the NCEA Level 1 Music course.

The topics studied include:

- Solo and Group Performance of covers and/or original music.
- Performance in Smokefree Rockquest either as a soloist or in a group, or other musical events.
- Song writing or instrumental music within a group and/or as a soloist leading to entering your composition into national song writing competitions.
- Introduction to music theory.

This course leads to: NCEA Level 1 Music and participation in Smokefree Rockquest and Play It Strange Youthtown Song Writing Competition.

MUSIC – Music Technology 10MUST

Pre-Requisite Students do not need to play an instrument but it is advantageous. An interest in music and music production is also recommended.

Content

Students will be introduced to the Logic Pro X and MuseScore applications. Students will learn the skills to enable them to create their own electronic beats or original compositions using a range of methods including MIDI programming, live recording and sampling. They will be introduced to music production skills such as recording and mixing using computer programme presets, and the basics of song structure.

Students will be shown how microphones work and how to set up up equipment to record a live band.

Students will learn how to use music notation software and record and construct podcasts. They will also learn how to utilise Microsoft PowerPoint for music projects.

This course leads to: NCEA Level 1 Music and Level 1 Music Technology standards.

PHYSICAL EDUCATION AND HEALTH – CORE 10PED

Course Content:

Physical Education and Health is compulsory for all Year 10 students and is taken for four periods a week (a mixture of practical and classroom lessons each week). The course can be taken in either Semester 1 or 2.

The focus of this course is on the wellbeing of the students themselves through learning and connecting health concepts in conjunction with movement contexts.

Concepts such as relationships and interpersonal skills, healthy body, diversity, cultural games, mental health and well-being, goal setting, sexuality and drug education will be taught using a variety of engaging contexts.

Contexts may include; student run tournaments, AFL, ki-o-rahi and other cultural games as well as yoga and other relaxation techniques.

This course leads to: This will equip students with skills to make healthy choices and improve physical and mental wellbeing throughout their lives.
Students who perform well in this course could consider NCEA Level 1 Health, Physical Education or Sport and Recreation.

PHYSICAL EDUCATION AND HEALTH – Sports Science 10SPSS

Pre-Requisite A good level of engagement in Year 9 HPE and a real passion for the subject is required. A good level of literacy would be helpful.

Course Content:

This course contains elements of advanced Physical Education standards in Training Programs, Skill Analysis, Anatomy, Biomechanics, Exercise Physiology and Interpersonal Skills.

Students will have the opportunity to use an exciting range of technology which is specific to the Sports Science course in order to analyse performance and develop training programmes. Throughout the semester we will develop a greater depth of understanding and critical analysis of key concepts using a range of innovative sporting contexts.

This course will be of interest to students who wish to follow a career in anything related to the body and how it functions (e.g. personal trainer, performance analyst, biomechanist, doctor, physiotherapist, physical education teacher).

The practical contexts will be determined by the interests and ability of the class but may include; kayaking, basketball, athletics, weight training, mountain biking, touch rugby, tennis etc.

This course leads to: This course will equip you for NCEA Level 1 Physical Education and beyond.
It is a course most suited for those interested in tertiary study in Sport or Health Sciences.

PHYSICAL EDUCATION AND HEALTH - Sport Pursuits 10SPTP

Pre-Requisite A high level of engagement in Year 9 HPE and an interest in a variety of outdoor recreational activities.

Content:

This course contains a toolbox of skills to improve your self-management and interpersonal skills across a range of contexts.
You will need to have a growth mindset and a real desire to push outside your comfort zone and challenge yourself in new environments.

Possible contexts may include; Adventure Based Learning, student run tournaments, trip planning and risk. Students may have the opportunity to select contexts based on interest and ability.

This course leads to:

This course leads to Level 1 Sport and Recreation
Elements of this course will be beneficial to the study of Physical Education in the senior school.

SCIENCE - CORE 10SCI

Content

In this Science course, students will develop an understanding of the inner workings of the human body and how different medicines are used to treat medical conditions. For those interested in sport, we then investigate the science behind a range of sporting contexts. Lastly, students investigate acids and bases and how an understanding of their properties can be used in their everyday lives. Throughout the course, students will develop further the science capabilities skills students they have explored in previous years. In particular, this involves planning and carrying out valid scientific investigations, communicating information through a range of appropriate methods and using and evaluating scientific information to build scientific content knowledge.

In this course, students will explore the following topics:

- Medical Science – circulatory, musculoskeletal and urinary systems, medicines used to treat medical conditions.
- Science in Sport – forces and motion in a range of sporting contexts, sports nutrition.
- Sour and Slippery – exploring the properties of acids and bases and relating these to how students can use them in their everyday lives.

This course leads to: Level 1 NCEA Science

SCIENCE - Forensic Science 10SCIF

Content

This is an optional Science course in which students will have the opportunity to uncover their inner detective by piecing together clues from a range of crime scene scenarios. Students will learn about how different forensic techniques can be used to gather evidence and piece together the scene of a crime. With a large focus on practical work, students will develop their ability to identify patterns, problem solve, and use evidence to support their conclusions. Students will also make use of digital technologies to carry out research, collate and process their results and present their findings from their own crime-scene investigation.

In this course, students will explore the following topics within a Forensics context:

- Ballistics - exploring the science of propulsion, flight and the impact of projectiles.
- Blood Analysis – analyse the pattern of blood spatter at crime scene and match blood types to suspects.
- DNA profiling - interpreting the genetic code and analysing DNA samples.
- Forensic techniques - how gel electrophoresis and chromatography work.

This course leads to: Level 1 NCEA Science

SCIENCE – Environmental Science 10SCIE

Content

Humans rely on energy for everyday activities and survival. How do human energy requirements and production impact the world around us? Starting with the formation of fossil fuels, students will investigate different methods of energy generation, the impacts of generation on the environment (specifically the issue of climate change and ocean acidification) and then explore options for cleaner, greener energy production and consumption in the future. Students will complete an inquiry project, which could be based around how different types of engines and mechanical systems make use of fuels, or around how communities can become carbon neutral while still generating sufficient energy.

This course will focus on energy generation – past and present - with an eye to what changes can be made to increase efficiency and limit the impacts that energy generation and use have on the environment. Content covered will include:

- Climate change and the impact on ecosystems (with a focus on marine life)
- Fuels and combustion reactions
- Electricity generation
- Participate in local stream monitoring

This course leads to: Level 1 NCEA Science

SOCIAL STUDIES – CORE- Searching for a Fairer Society 10SOC

Content

Social Studies is the study of people in society and how interactions occur between cultures, societies and environments. Students develop an understanding of the people and cultures around them. The programme emphasises the development of literacy skills and the development of transferable skills as students investigate human society, explore issues, look at different perspectives, make decisions and work co-operatively with others – all skills essential for their future working lives. The theme for the Year 10 Social Studies core is Searching for a Fairer Society.

Topics include:

- Human Rights
- Te Tiriti o Waitangi
- Map Skills

This course leads to: By taking this course students will gain an insight into and help prepare them for, History and/or Geography at NCEA Level 1. Although these subjects are open entry at Year 11, a sound level of literacy is required.

SOCIAL STUDIES - Protest, Perspective and People 10SOCP

Social Studies

Social Studies is the study of people in society and how interactions occur between cultures, societies and environments. As with the core module in Social Studies the programme emphasises the development of literacy skills and the development of transferable skills as students investigate human society, explore global issues, look at different perspectives, make decisions and work co-operatively with others – all skills essential for their future working lives. Learning will be enhanced with the use of Geographic Information Systems. The theme for the Year 10 Social Studies option module is Protest, Perspective and People.

Topics include:

- Protest - including a look at the Springbok Tour of 1981
- Global Issues – including inequality, resource use and sustainability

This course leads to: By taking this course students will gain an insight into, and help prepare them for, History and/or Geography at NCEA Level 1. Although these subjects are open entry at Year 11, a sound level of literacy is required.

TEXTILES TECHNOLOGY - Leisurewear 10TXTL

Course Costs $150 to cover the cost of take-home materials for the two-term semester

Content During this course students will explore athleisure inspired streetwear, which breaks the boundaries between sports/athletic fashion and streetwear. Students will have the opportunity to design, develop and construct an athleisure streetwear garment which is reflective of their own style and encourages individualism in aesthetic. Students will work with a range of modern fabrications and techniques which are commonly seen and used in the industry.

Throughout this project students will develop skills and background knowledge should they wish to pursue a Product, Textile, Design, Material Sciences, Interior or Technology career.

This option subject enables students to:

- Experiment with commonly used athleisure fabrics and techniques
- Problem solve and undertake technological modelling
- Design and construct their own athleisure garment.
- Develop and apply their own logo to their product
- Learn how design impacts both the environment and the people around us.

Knowledge and skills gained at this level are a foundation for students who wish to pursue Textiles in NCEA Achievement Standards at Levels One, Two and Three.

This course leads to: Level 1 Textiles Technology (Achievement Standards)

TEXTILES TECHNOLOGY - Accessories 10TXTA

Course Costs $150 to cover the cost of take-home materials for the two-term semester.

Content This course provides a platform for students to push the limits of their imagination and creativity in order to design innovative and original accessories such as hats, gloves, bags, pouches, scarves and belts. Students will research current trends and accessories brands to inform and inspire their own designs.

- Technological Modelling (trialing design ideas to create a prototype.)
- Designing with a focus on originality
- Design and construct their own accessory
- Learn how accessories can provide function as well as aesthetics, and are often used to enhance individuality

Throughout this project students will develop skills and background knowledge should they wish to pursue a Product, Textile, Design, Material Sciences, Interior or Technology career.

Knowledge and skills gained at this level are a foundation for students who wish to pursue Textiles in NCEA Achievement Standards at Levels One, Two and Three.

This course leads to: Level 1 Textiles Technology (Achievement Standards).