

# WHANGAREI GIRLS' HIGH SCHOOL



## *Year 10 Subjects*



# YEAR 10 SUBJECTS

All Year 10 students follow a compulsory programme in English, Mathematics, Science, Social Studies, Physical Education and Health.

They also choose four option subjects covering the other three learning areas. Each of these four subjects is studied for two terms.

Students are strongly encouraged to include a broad range of areas in their choices.

## *The subjects they can choose from are:*

Accounting .....	10ACC
Economics .....	10ECO
Enterprise .....	10ENT
Digital Art .....	10DAR
Visual Art .....	10ART
Contemporary Maori Art .....	10CMA
Dance .....	10DNC
Drama .....	10DRA
Music .....	10MUS
Design and Visual Communication .....	10DVC
Digital Technology .....	10DIT
Animation .....	10ANI
Robotics .....	10ROB
Product and Design Technology .....	10PAD
Discovering Minecraft .....	10MIN
Textile and Fashion Technology .....	10TFT
Market Place .....	10MPL

T-Shirt Design .....	10TSD
Wearable Art .....	10WEA
Food and Nutrition: Nutrition for Life .....	10FNN
Food and Nutrition: Skills for Life .....	10FNS
Nga Tikanga Maori .....	10NTM
Te Reo Maori .....	10REO
French A .....	10FRA
French B .....	10FRB
Spanish A .....	10SPA
Spanish B .....	10SPB
German .....	10GER
Health Education .....	10HED
Classical Studies .....	10CLA
Slam Poetry .....	10SLP
Smashbook .....	10SMB
Headstart - Building Skills for NCEA English .....	10HEA

## ACCOUNTING

Students will gain an understanding of accounting to individuals, businesses and community organisations. They will be taught basic accounting concepts relating to income, expenses, assets and liabilities. They will recognise source documents, develop budgets and reconcile bank accounts. Students will follow the accounting procedures to process and analyse transactions and create income statements and a Statement of Financial Position. They will learn the principles and processes used by club or association treasurers in a community organisation.

## ECONOMICS

Students will gain a greater understanding of themselves as consumers and participants in the economy as they learn about: economic decision making, economic management and economic participation. They will answer questions such as:

- Which is the best cellphone to buy?
- Why buy insurance and what happens if people cheat on their claims?
- Is agreeing to do the dinner dishes a contract?
- What do you need to know if you go flatting?



## ENTERPRISE

This is a very interactive, student directed course where the teacher acts as a facilitator and mentor and the students take responsibility for their own business, learning about planning, production and marketing. They will look at what it means to be enterprising and identify examples of enterprising New Zealanders: local and national. They will identify the common skills and qualities these people have and learn how they can develop those skills in themselves. They will also learn about adding value to products and how businesses must face and manage risks.

## DIGITAL ART

This course will introduce students to a range of art-making techniques in preparation for the more in-depth NCEA Level One Visual/Digital Art course. Students will develop skills through using Adobe Photoshop and develop knowledge about how to respond to a design brief. Students will continue to use practical art making skills to communicate design ideas, with the intention that their finished products have a digital focus.

## VISUAL ART

This course will introduce students to a range of art-making techniques in preparation for the more in-depth NCEA Level One Visual/Digital Art courses. Students will build on the knowledge and skills developed in the Yr 9 Visual Art course and learn to use these to create their own art works. A range of themes will be covered; from popular culture to nature, animals and landscape. Students select their own subject matter based on the theme given.



## CONTEMPORARY MAORI ART

This course will introduce students to a range of contemporary Maori art-making techniques.

Students will develop a range of art-making skills in preparation for NCEA Level One including indian ink, water colour and acrylic paint. Then they will look at a range of contemporary Maori artists as well as art making techniques.

Students will continue to complete personalised work that uses a range of alternative art-making techniques: stencils/screen printing/ woodblock carving/ weaving. Some out-of-school courses may be sourced using Star Funding eg: weaving/carving/tukutuku experts may be employed to extend students' knowledge of traditional practices.

## DANCE

The Year 10 Dance course builds on the foundation set in Year 9 and establishes the basis for the Year 11 NCEA Level 1 course. Students will develop skills in the following areas: creativity encouraged through solving a variety of choreographic problems, an awareness of health, fitness, strength and flexibility for dance, practice of various dance techniques, as well as ensemble and performance awareness. Leadership qualities, group work skills, confidence and resilience are nurtured by students sharing their knowledge and working together to explore movement ideas and develop their individual abilities.

## DRAMA

In this half year course, students will begin by revising the basics of drama: use of space and the importance of observation and group focus through games and warm ups. This is followed with a strong focus on improvisation and the skills required to become adept at it. Improvisation, together with an understanding of narrative structure (the shape of a good story), is used for the devising of plays in groups. Students are taught the conventions of scripting a play which they use to produce a script of a ten to fifteen-minute play.

The course moves into its final stages with a rehearsal period of the plays the students have written. During this process they will be directed, either by their teacher or a Year 13 student. The course climaxes with a public performance. In conjunction with the performance, students also become familiar with basic stage technologies such as lighting, sound, set, costume and make-up.

All in all, the Year 10 Drama course is challenging but hugely satisfying and lots of fun.

## MUSIC

Students will demonstrate ensemble skills through performing a piece of music as a member of a group and will also cover music theory – history and appreciation, composition and music technology. Students may choose to enter competitions such as Chamber Music, Rock Quest, Big Sing and Northland Performing Arts.



## **DESIGN & VISUAL COMMUNICATION**

Design and Visual Communication helps to prepare students to make contributions to our modern technological society by developing their graphic communication and creative problem solving skills. DVC students are given the opportunity to generate inventive and innovative ideas in response to briefs and to communicate their ideas through drawing, modelling and other visual means.

In Year 10, students complete a half year course which is designed to prepare them for Level 1 NCEA Achievement Standards. Students learn about the design process and creative problem solving while working through a series of exciting and relevant projects. They also learn freehand drawing and digital skills which allow them to communicate and present design ideas in response to a given brief.

## **DIGITAL TECHNOLOGY**

This course will focus on students learning to write Code (computer program). There is a worldwide shortage of computer programmers, and many companies such as Microsoft, Apple and Google are trying to employ more female programmers. For the first half of the course students will learn design elements and coding using HTML to make a website. These are real-life skills that are used to create the pages you find when you surf the web.

In the second part of the course students create a fun-to-play game using the language Scratch. When students have learned the basic methods of computer programming, they will use these skills to build a phone app, using MIT App Inventor. Many top selling phone apps have been created by young people and students will learn how to write and test a program they can use on a smartphone.

## **ANIMATION**

Students will learn a range of skills, covering evaluation of videos (what makes a video communicate effectively), writing scripts, creating storyboards, designing characters, planning videos, filming videos, editing videos, evaluation and feedback on their own and other students' videos. Students will explore a variety of animation methods and programs, collaborate in groups, and solve real life problems using animation to communicate a message.

## **ROBOTICS**

In this technological age, robotics and programming are essential skills. This new subject will give students an introduction to: basic electronics and robotics, team work and problem solving, design and construction, trial and error – learning through failure and competition/challenge based.

Students will be given the chance to work in pairs to construct and program their own robot to perform various tasks. At the end of the course, students will have applied skills in mathematics, computing, engineering, design and construction. Students will be developing the essential 21st century skills of collaboration and communication, innovation and creativity, as well as problem solving and critical thinking.

## **PRODUCT & DESIGN TECHNOLOGY**

This course explores contemporary design in a creative and practical environment. It concentrates on the basics of product and design, applying research, exploring concepts, development and producing a quality final product. Students will learn about machine safety, set up and use. They will be able to use the laser cutter and 3D printer to create a marketable product. This will involve students working collaboratively to create innovative design solutions.

## DISCOVERING MINECRAFT

Working individually or in teams as students interact with Minecraft Education Edition they will discover cross-curricular knowledge, such as sustainability, physics, computer coding language, mathematics and design history.

Minecraft is a popular game which is played by approximately 1,000,000 people at any one time. It allows “the player to explore, interact with and modify a dynamically-generated map made of one-cubic-meter-sized blocks”. As students build structures and explore this virtual world they will answer real world questions such as “which materials are sustainable in construction”?

They will gain skills such as:

- Calculating area, volume, materials and costs in the building a house.
- Figure out how much it would cost to buy a suit of ‘diamond armour’, needed in some quests.
- Write and explain why they followed a particular strategy.

Students will also learn computer skills, digital citizenship, problem solving and collaboration with other students.

## TEXTILE & FASHION DESIGN (PRACTICAL TEXTILE DESIGN)

Developing and extending on existing skills, students will complete a skills based, non-wearable project. This will be followed by a second major project where students design an outcome to meet a need within their living environment. Potential projects could be: cushion covers, wall hanging storage, desk tidy, aprons or whatever the students recognize a need for in their bedrooms or broader lives. This course is ideal for students who want to learn basic skills and create a functional soft material object.

## MARKET PLACE

Working individually, in teams, students will design and develop a product to suit a New Zealand designer gift store. Students will have feedback from the shop owners while developing their ideas and could potentially end up with their products in the shops. Students will interact with stakeholders and suppliers to develop and refine their product(s). Students will develop a business plan and budget, although the focus of this course is on the production line. This course is ideal for students who are passionate about quality products and developing innovative ideas.

## T-SHIRT DESIGN

Extending skills and knowledge from 9TSD, students will create an all over, repeat print. This print design will be applied to a length of fabric which will then be cut and constructed into a t-shirt. This will involve drawing skills and computer literacy while learning some Photoshop and some non-conventional printing techniques. This course is ideal for students who like to learn through experimenting as well as being able to follow technical instructions. The final t-shirts could be suitable to enter in the Bernina Fashion Awards.

## WEARABLE ART

Diving deep into their imaginations, students will design and develop a costume with no limitations. Working individually or in teams, students will develop some concepts and explore how they can turn their final design into a wearable masterpiece. This course is ideal for students with good problem solving skills and who are wanting to enter any of the numerous wearable art competitions that are open to students.

## FOOD & NUTRITION: NUTRITION FOR LIFE

Students will learn about basic nutrition and food planning and be able to read and make informed decisions about packaged foods with a focus on sugar, fat and salt. Students will nutritionally analyse takeaway foods to find healthier alternatives and research common NZ diet related conditions such as obesity, diabetes and tooth decay. Students will investigate the science of baking by understanding the role that ingredients play. Students will enhance their practical skills by preparing a range of healthy meals and snacks.



## FOOD & NUTRITION: SKILLS FOR LIFE

Students will learn essential food budgeting and menu planning skills for the future and explore sustainable food practices with a focus on local and seasonal food. They will research foods and food practices from different cultures. Students will get a taste of hospitality by having the opportunity to create and experiment with different flavoured mocktails. Students will enhance their practical skills by preparing a range of healthy meals and snacks on a budget.

## NGA TIKANGA MAORI

This course could lead into Maori Performing Arts and further tikanga courses at Year 11. While the topics will be defined by student interest, students can expect to learn elements of tikanga, manaaki and kaitiakitanga with holistic marae kaupapa. Nau mai, haere mai, ki Te Whare Rau Aroha.

## TE REO MAORI

This course will cover Nga Manu Korero, tuhituhi, panui, whakarongo, korero, tuhi auaha and will prepare students for the NCEA Te Reo Maori course offered in Year 11.

## FRENCH A - WALK THE TALK (Foundation)

Learn to communicate in a variety of situations using games, cultural studies, group tasks and role plays.

Example: Eating out in France, visiting a French city, booking a hotel room, welcoming French speaking visitors to your home city in New Zealand.

Result: Students will have basic French speaking skills to help with their job prospects in New Zealand or overseas. They will pronounce French correctly and be able to take their learning further if they want to, either at school or later in life.

## FRENCH B - EXPRESS YOURSELF (moving towards NCEA)

(Prerequisite: must have completed French A in Semester 1)

Students have mastered the basics. Now they will continue learning about the French-speaking world and its cultures. They will develop the spoken and written language needed to express their own thoughts, feelings and opinions. They will compare and contrast their own culture with various aspects of French culture eg schooling, family celebrations, music, TV and film.

As a result, students will be able to communicate about themselves and their interests using a variety of language. They will begin writing and speaking about future or past events as well as the present. They will also begin to understand short written and spoken texts and be ready to tackle NCEA level 1 in Year 11.

NOTE: Completion of both "A" and "B" courses will be essential for entry into NCEA Level 1 in Year 11.



## SPANISH A - WALK THE TALK (Foundation)

Students will learn to communicate in a variety of situations using games, cultural studies, group tasks and role plays eg: eating out in Spain, visiting a Spanish city, booking a hotel room and welcoming Spanish speaking visitors to your home city in New Zealand.

Students will gain basic Spanish speaking skills to help with their job prospects in New Zealand or overseas. They will pronounce Spanish correctly and be able to take their learning further if they want to, either at school or later in life.

## SPANISH B - EXPRESS YOURSELF (moving towards NCEA)

(Prerequisite: must have completed Spanish A in Semester 1)

Students have mastered the basics. Now they will continue learning about the Spanish-speaking world and its cultures. They will develop the spoken and written language needed to express their own thoughts, feelings and opinions. They will compare and contrast their own culture with various aspects of Spanish or Latin American culture eg: schooling, family celebrations, music, TV and film.

At the end of this course students will be able to communicate about themselves and their interests using a variety of language. They will begin writing and speaking about future or past events as well as the present. They will begin to understand short written and spoken texts and be ready to tackle NCEA Level 1 in Year 11.

## GERMAN

This half-year option will teach students to speak, read and write German using familiar topics such as introductions, school, home and family, pets, weather, food shopping, and getting around. It will also develop Students' knowledge of the geography and culture of Germany.

## HEALTH EDUCATION

Within this course, students will use the underlying concepts (Hauora, socio-ecological perspective, attitudes and values, health promotion) of Health Education to explore personal identity, nutrition, body image, drug use, mental health issues and sexuality. Students will develop an understanding of how these health issues impact on their own, others' and society's well-being. There is a strong focus on developing and expressing their personal opinion, challenging assumptions and views as well as improving communication and interpersonal skills. Students will gain an insight on a range of current and relevant health topics.

## CLASSICAL STUDIES

In this course students will be introduced to the societies of Ancient Greece and Ancient Rome. While exact topics of study will depend on student interest, some general areas they can expect to learn about include: mythology, philosophy, history, theatre and culture. Students will be encouraged to develop their research skills and be creative with their learning. Travel back in time to the wonderful world of gods and goddesses, heroes, emperors, togas and more.

## SLAM POETRY

This course is designed to cater for students who are interested in this style of performance-type poetry. Together with their teacher, they will co-construct the thematic direction the course will follow; students will be encouraged to pursue their own areas of interest in developing their poetry. There will be a mix of individual and group Slam Poetry composition. It is envisaged that students will work with Whangarei Girls' High Radio, in order to be able to perform their completed poetry to a wider audience. There will also be opportunities to participate in competitions run throughout the wider Auckland region. We will invite local artists in as guest speakers. Students will work towards two portfolios in this course and students will compile a digital portfolio of their favourite Slam Poets' works. This process will help students to gauge the future directions of their own work. The course will culminate in a compilation of a portfolio of a student's own works.

There is the possibility of a day out of school, depending on the timing of the course. We would like to give students the opportunity to work with poets from the South Auckland Poetry Collective.

## SMASHBOOK

This course will capitalise on the popular activity of smashbooking. Smashbooking is a vibrant and less structured form of scrapbooking. Students will be taken through the 'art' of smashbooking, a way of compiling and archiving their life. Sites such as Pinterest will be useful in providing inspiration for smashbooking techniques. Students will be provided with a visual diary that they will develop, over the course of this option, into their own personal smashbook. The focus will be on journaling their life, and developing pieces of creative writing along various themes. All of this writing will form the basis for their smashbook entries. It is envisaged that the course will also involve challenges- whole class writing challenges that students will be given a set period of time to develop, with the intention of being included in their smashbook. Basically, over the course of this option, their smashbook will evolve into their own personal style. This option would suit students who love writing, and/ or the art of scrapbooking.

## HEADSTART – BUILDING SKILLS FOR NCEA ENGLISH

This course is designed to cater for students in Year 10 who wish to focus on the mechanical aspects of the subject. The course is designed to build written skills, in preparation for NCEA in Year 11. There will be a focus on navigating unfamiliar texts, and developing strategies to unpack writers' techniques. There will also be a focus on vocabulary extension. A resource book will be provided which will contain various types of written texts. Students will undertake various activities designed to help their understanding of how writers create effects in their writing. This could include scavenger hunts through texts, engaging in copycat writing and answering questions targeting language features and their intended effects. There will also be a weekly slot in the programme for writing games, language activities and "Reading Club". The course will feed directly into Year 11 01 and 02 courses, where there is a significant focus on navigating and responding to unfamiliar texts.



	Year 9	Year 10	Year 11 – NCEA Level 1	Year 12 – NCEA Level 2	Year 13 – NCEA Level 3
Academy				School of Agriculture School of Hospitality	
Art	Contemporary Māori Art Visual Art	Visual Art Digital Art Contemporary Maori Art	Art Art Design & Photography	Art - History Art - Design Art - Photography Visual Art & Painting	Art - History Art - Design Art - Photography Art - Painting
Commerce	Money Smart	Accounting Economics Enterprise	Accounting Economics	Accounting Economics Enterprise	Accounting Economics Enterprise Management
Dance	Dance	Dance	Dance 01 Dance 02	Dance 01 Dance 02	Dance 01 Dance 02
Drama	Drama	Drama	Drama	Drama	Drama
English	English	English Slam Poetry Smash Book Head Start	English 01 English 02 English 03	English 01 English 02	English 01 English 02
ESL	ESL	ESL	ESL	ESL	ESL
European Languages	European Passport	French German Spanish	French German Spanish	French German Spanish	French German Spanish
Food & Nutrition	Food & Nutrition	Skills for Life (FNT) Nutrition for Life	Food & Nutrition Hospitality Hospitality Master Class	Food & Nutrition Hospitality Early Childhood Studies	Food & Nutrition Hospitality Early Childhood Studies
Health Education	Health	Health Health Education	Health Education	Health Education	Health Education
Kaupapa Māori	Te Reo Māori	Te Reo Māori Nga Tikanga Ma-ori	Te Reo Māori	Te Reo Māori	Te Reo Māori
Mathematics	Mathematics	Mathematics	Mathematics 01 Mathematics 02 Mathematics 03	Mathematics 01 Mathematics 02 Mathematics 03	Mathematics (Calculus) Mathematics (Statistics and Modelling) Mathematics 02
Music	Music	Music	Music Music Performance	Music	Music
Outdoor Education			Outdoor & Environmental Education	Outdoor Education	Outdoor Education
Performing Arts	Performing Arts				
Physical Education	Physical Education	Physical Education	Physical Education	Physical Education	Physical Education
Science	Science	Science	Science 01 Science 02 Science 03 Agriculture & Horticulture Chemistry	Agriculture Biology 01 Biology 02 Chemistry 01 Chemistry 02 Environmental Science Physics	Biology 01 Environmental Biology Chemistry 01 Chemistry 02 Physics
Social Sciences	Social Studies	Social Studies Classics	Geography History Media Studies	Geography History Classical Studies Media Studies Tourism	Geography History Classical Studies Media Studies Tourism
Technology	Character Design Coding & Raspberry Pi Product & Design Textile & Fashion Technology Marketplace The World of Animation Trash to Treasure T-Shirt Design	Design & Visual Communication Digital Technology Product & Design Textile & Fashion (Practical Textile Design) Discovering Minecraft Market Place Animation Robotics T-Shirt Design Wearable Art	Design & Visual Communication Digital Technology Product & Design Textile & Fashion	Design & Visual Communication Computer Science Computer Media Design Product & Design Textile & Fashion	Design & Visual Communication Computer Media Design Product & Design Textile & Fashion

Having trouble choosing? Make some notes to help you decide:

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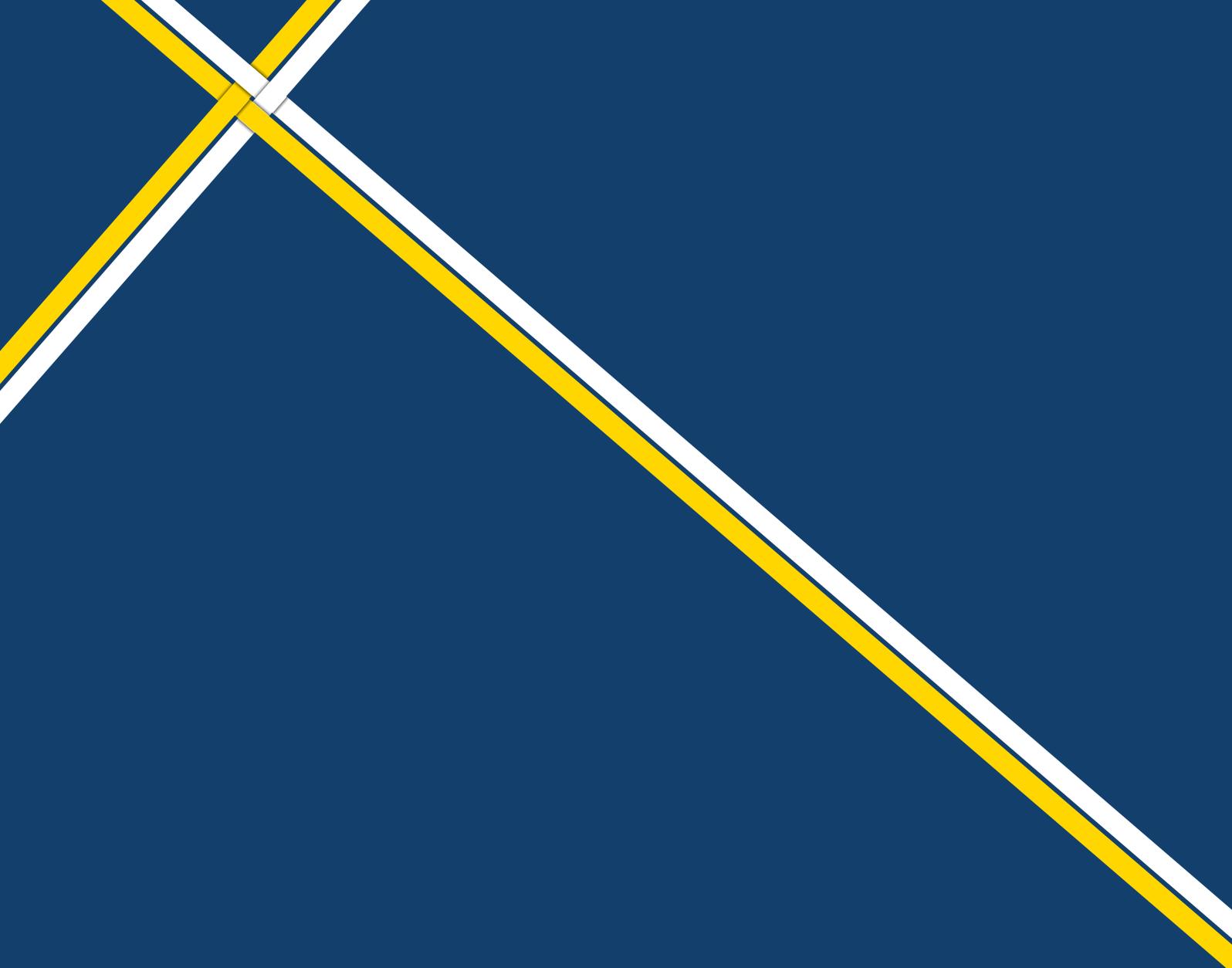
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*Definites*

*Maybes*



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