



CAMPION COLLEGE

**Year
7 to 10**

**MODULE and PROJECT
BOOKLET 2021**

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Campion College Graduates

We aim, by modelling, for our graduates to be:

2016 - 2020

Disciples of Christ who...

1. Are centred on the Gospel values of commitment, compassion and community.
2. Have a personal relationship with Jesus Christ.
3. Have a knowledge, understanding and a lived reality of the teachings of the Catholic Church.



Committed learners who...

1. Constantly strive for academic excellence.
2. Have the ability to set goals and work towards achieving them.
3. Are resilient and independent with a 'can-do' attitude.
4. Actively seek, use and create knowledge using faith and reason.

Compassionate individuals who..

1. Respect the dignity of all human life.
2. Promote social justice for all, especially the most poor and vulnerable in society.
3. Recognise the gifts they have been given by a loving God and the giftedness of others.

Community focussed individuals who...

1. Use their God given talents in promoting the good of society.
2. Are active participants in social, sporting, Christian spiritual and cultural activities
3. Continue to grow in leadership through service to others.
4. Actively promote stewardship of the earth for the good of all.

IN CHRIST WE ARE ALIVE

YEAR 7 TO 10 COMPULSORY REQUIREMENTS

ALL STUDENTS IN YEARS 7 AND 8 MUST:

1. Take the compulsory modules: Te Whare Hauora, numeracy and literacy.
2. Take six (6) modules from the list in Section B
3. Take two (2) projects from the list in Section C.
4. Ensure that over the year you have taken each of the following learning areas at least once through your modules: English, Health & Physical Education, Mathematics, Science, Social Science, Technology, The Arts.

ALL STUDENTS IN YEARS 9 AND 10 MUST:

1. Take a module containing Religious Education in each trimester
2. Take Numeracy and Literacy in each trimester
3. Take two (2) projects from the list in Section C
4. Take six (6) other modules from the list in Section D
5. Ensure that over the year you have taken each of the following learning areas at least once through your modules: English, Health & Physical Education, Mathematics, Science, Social Science, Technology, The Arts.

ALL STUDENTS ARE ENCOURAGED TO TAKE:

1. Leadership of one hour per week.
2. A sports or arts extra-curricular activity.

SECTION A: CURRICULUM OVERVIEW

TIMETABLE STRUCTURE

The Year 7 and 8 programme operates on a trimester basis. This means that the timetable changes three times in the year. The generalised timetable will look like:

Time	Monday	Tuesday	Wednesday	Thursday	Friday	
8.30am - 8.40am	Vertical Form Time (10 minutes)	Vertical Form Time	Vertical Form Time	Vertical Form Time	Late Start (8.30-9.30am)	
8.40am - 10.05am	Te Whare Hauora (85 minutes)	Te Whare Hauora	Te Whare Hauora	Te Whare Hauora		Vertical Form Time (10 minutes)
						Block 1: Project 1 (75 minutes)
10.05am -10.50am	Numeracy (45 minutes)	Literacy	Numeracy	Literacy		
10.50am -11.10am	Interval (20 minutes)	Interval	Interval	Interval	Interval	
11.10am -12.35pm	Block 2: Module 1 (85 minutes)	Block 2: Module 1	Block 2: Module 1	Block 2: Module 1	Block 2: Assembly (85 minutes)	
12.35pm -1.25pm	Lunch (50 minutes)	Lunch	Lunch	Lunch	Lunch	
1.25pm - 2.50pm	Block 3: Module 2 (85 minutes)	Block 3: Module 2	Block 3: Module 2	Block 3: Module 2	Block 3: Project 1 (85 minutes)	
2.50pm – 3.10pm	WRO (20 minutes)	WRO	WRO	WRO	WRO	

Vertical Form Time: Students meet in groups of 25-30 students with 2 teachers. Each group is comprised of Year 7 to 13 students. The students and the teachers remain in the same vertical form for the duration of the schooling.

Te Whare Hauora: This is a home room group comprising year 7 & 8 students. Many of the learning mentors are teachers of this group.

WRO: Warning, Report, Out. This forms part of our discipline system based on restorative practices. If a student is disrupting a class they are given a warning, repeated offending results in a report. This means that the student is required to meet with the teacher and their learning mentor to discuss the situation and resolve it. Repeated offending during a lesson may result in an out; the student is required to leave the classroom.

YEAR 9 & 10 TIMETABLE STRUCTURE

The Year 9 and 10 programme operates on a trimester basis. This means that the timetable changes three times in the year. The generalised timetable will look like:

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8.30am - 8.40am	Vertical Form Time (10 minutes)	Vertical Form Time	Vertical Form Time	Vertical Form Time	Late Start (8.30-9.30am)
8.40am - 10.05am	Block 1: Module 1 (85 minutes)	Block 1: Module 1	Block 1: Module 1	Block 1: Module 1	
10.05am - 10.50am	Numeracy (45 minutes)	Literacy	Numeracy	Literacy	Block 1: Project 1 (75 minutes)
10.50am - 11.10am	Interval (20 minutes)	Interval	Interval	Interval	Interval
11.10am - 12.35pm	Block 2: Module 2 (85 minutes)	Block 2: Module 2	Block 2: Module 2	Block 2: Module 2	Block 2: Assembly (85 minutes)
12.35pm - 1.25pm	Lunch (50 minutes)	Lunch	Lunch	Lunch	Lunch
1.25pm - 2.50pm	Block 3: Module 3 (85 minutes)	Block 3: Module 3	Block 3: Module 3	Block 3: Module 3	Block 3: Project 1 (85 minutes)
2.50pm – 3.10pm	WRO (20 minutes)	WRO	WRO	WRO	WRO

PERSONALISED PROGRAMMES

The guidelines in this booklet are designed to provide a general framework for all students and staff to work within. Sometimes a module or project is not listed that forms an important part of a student's interest area. We are able to design programmes to meet specific requests and every effort is made to cater for the individual needs of each student. If there is a module or activity you would like to take as part of your programme which is not listed, please see your learning mentor.

MULTI LEVEL STUDY

Students may study at any level as long as they meet the prerequisites for the module. Year 8 students can take Year 9 & 10 modules if they have consistently achieved an academic level of Level 4 Extended Abstract for the Learning Areas in the modules. Year 9 & 10 students can take an NCEA Level 1 course if they have consistently achieved an academic level of Level 5 Extended Abstract for the Learning Area for that subject. Please see your learning mentor for further details.

VIABILITY OF MODULES

Where the number of students choosing a particular module is low we may not be able to run the module. In these instances, students will be guided into other options.

CURRICULUM LEVELS

Modules and NCEA subjects are mostly taught at one of six levels:

YEAR LEVELS	CURRICULUM LEVELS
Year 7 & 8	The modules are designed mainly at Level 4 of the New Zealand Curriculum and then adapted to Level 2, 3 or 5 to meet individual needs.
Year 9 & 10	The modules are designed mainly at Level 5 of the New Zealand Curriculum and then adapted to Level 3, 4 or 6 to meet individual needs. Some modules contain an NCEA Level 1 assessment.
NCEA Level 1	The subjects are designed at Level 6 of the New Zealand Curriculum.
NCEA Level 2	The subjects are designed at Level 7 of the New Zealand Curriculum.
NCEA Level 3	The subjects are designed at Level 8 of the New Zealand Curriculum.
Scholarship	The programme is set up individually for students with interest and ability and is designed at Level 8 of the New Zealand Curriculum.

SECTION B
YEAR 7 & 8 MODULES AND PROJECTS

Section B Modules - Choose Te Whare Hauora, Literacy, Numeracy plus 6 other modules	Learning Area 1	Learning Area 2	Page	Section C Projects – Choose 2 projects	Page
				(S) Student Facilitated. (T) Teacher Facilitated	
Te Whare Hauora	Religious Education Te Reo	Social Sciences Health & Physical Education	9	Build my Own Project (S)	14
Literacy	English	/	9	Early Entrepreneurs (S)	14
Numeracy	Mathematics	/	9	Innovators (S)	14
Amazing Adaptations	English	Science	9	Stewardship for our Earth (S)	15
Battle Fit	Health & Physical Education	Arts	9	Enviro- School (T)	15
Blast Off	Technology	Science	9	Community Garden (T)	15
Café	Technology (Food & Digital)	Arts	9	Care for Others (S)	16
Discover Our Backyard	Social Sciences	Health & Physical Education	9	Caritas, Vinnies & More (T)	16
Eureka! (Build It)	Mathematics	Technology	10	Sacramental Programme (T)	16
Fashion Through the Decades	Technology (Textiles)	Social Sciences	10	Performing Arts (S)	17
Healthy Body, Healthy Mind	Technology (Food)	Science	10	College Drama Production (T)	17
Infinity and Beyond	English	Science	10	Film Making (S)	17
Invasion Games	Mathematics	Health & Physical Education	10	Making Music (S)	18
Mathematics in Nature	Mathematics	Arts	10	Sport, Sport, Sport (T)	18
77 Million Paintings	Arts		10	Waka Hourua – Voyaging Out (T)	18
Pūrākau - Myths & Legends	Arts	Te Reo Maori	10	Science Experiments (T)	18
Learning Languages On-line	Languages		10	Construction Zone (S)	19
SINGout4JUSTICE	English	Arts	11	Art–Ability (S)	19
Tech Challenge	Technology (Digital)	Science	11	Master Chef (T)	19
The Great Outdoors	Health & Physical Education	Technology	11	Media & Magazine (T)	20
This Sacred Mountain (Mount Ruapehu)	Science	Social Sciences	11	Murals for our Community (T)	20
Voyaging Through History	Social Sciences	English	11		
Where Does It Come From	Social Sciences	English	11	Robots, Drones & Coding (T)	20
Whizz Bang Pop	Mathematics	Science	11	Stitched Up (T)	21
			11	Whakairo-Maori Carving (T)	21

SECTION B

YEAR 7 and 8 MODULES

Title	Content	Learning Areas	Strands
Te Whare Hauora	Te Whare Hauora is compulsory for all students in Year 7 and 8. The Founders of our College will be explored along with the life and times of Jesus. Looking after each other, staying safe online and knowing myself will enable the students to build healthy relationships. Students will develop their understanding of Tikanga and Te Reo with a focus on our school history and local community. Students will also practice for College wide activities such as athletics day, cross country, Weetbix Tryathlon, Kapa Haka, Turanganui a Kiwa cultural festival and other College activities. This time will also be used for camp preparation to Mount Ruapehu.	Religious Education Te Reo Social Sciences Health and Physical Education	Human Experience Scripture and Tradition Sacrament & Worship Te Reo Place and environment Healthy Relationships
Amazing Adaptations	Have you ever wanted to just fit in? Wish you could just melt into the background? Some of our amazing animals can do just this. Find out how creatures adapt to change.	English Science	Reading/writing Nature of Science Living World
Battle Fit	Focus on a physical skill of your choice from martial arts and boxing to hip hop dance. Working in small groups you will practice these skills then put them together to produce a short 2 minute "battle" scene. A high energy, action packed module where staying sharp and trusting your peers could save your life and ensure you survive the battle!	Health and Physical Education Arts	Movement Concepts and Motor Skills Drama/Dance
Blast Off	Make rockets and catapults. Investigate chemical reactions and machines and investigate how mankind has harnessed these in the past and where they will take us in the future.	Technology Science	Nature of technology Tech Practice Nature of Science Physical World
Cafe	Work towards designing your own brand for your cafe. Cook cafe style food and be prepared to be reviewed!	Technology (food and digital) Arts	Technological practice Nature of technology Technological knowledge Visual Art
Discover our backyard	Explore physical activities that are available in our Gisborne community and promote participation for a healthy lifestyle.	Social Sciences Health and Physical Education	Identity Culture and Organisation. Place and Environment Healthy Communities and Environments

Eureka! (Build it)	Investigate different inventions, ideas, shapes and structures in history, how they work and how they changed the world.	Mathematics Technology	Geometry and Measurement Technological practice Technological knowledge
Fashion Through the Decades	Students will explore fashion over different decades from the 20's to today. Students will create garments with a historical focus and a future focus, taking special consideration of the issue of sustainability.	Technology (Textiles) Social Sciences	Nature of Technology Continuity and Change
Healthy Body, Healthy Mind	What's in your food? Make it, test it, refine it using our knowledge of science and technology.	Technology (Food) Science	Nature of Technology Technological Practice Nature of Science Material World
Infinity and Beyond	How did our ancestors get here? What did they have and need for their survival? What about the future? Could you live on another planet? Where could you live and what would you need to be able to survive? Discover, investigate and write the stories of our past and future.	English Science	Reading/writing Planet earth and beyond Material world
Invasion Games	Participate in a range of invasion games. Learn about the Geometry and Measurement principles behind these games. Design your own invasion game incorporating geometry and measurement.	Mathematics Health and Physical Education	Geometry and measurement Relationships with other people Personal Health and Physical Development
Learning Languages OnLine	Learn the language of your choice - German, Italian, French, Spanish, Japanese, Chinese (Mandarin), or Latin. This is an online course using Education Perfect	Languages	Communication Cultural Knowledge
Mathematics in Nature	Investigate the geometric patterns found in nature through the process of Art (painting).	Mathematics Arts	Geometry and measurement Visual Art
77 Million Paintings	Design and create light paintings and music that interacts and works as one artwork.	Arts	Music Visual Art
Pūrākau Myths and Legends	Retell stories from the past in modern ways, design sets, staging and lighting to perform your contemporary method story.	Arts Te Reo Maori	Drama Communication cultural knowledge

SINGout4JUSTICE	Write lyrics and perform your piece for the Caritas music competition or other competitions	English Arts	Writing Music
Tech Challenge	Use digital technology skills such as coding to solve a problem in our community. Think in terms of the environment and education. Create games or apps that help solve authentic problems	Technology (Digital) Science	Technological Practice Nature of technology Nature of science Living World Material world
The Great Outdoors	Investigate a variety of processes required to survive in the outdoors. Look at how design can enhance the function of survival equipment and improve safety.	Health and Physical Education Technology	Personal Health and Physical Development Movement concepts and motor skills Nature of Technology Technology Practice
This Sacred Mountain (Mount Ruapehu)	Students attending the ski trip will benefit from this module. Students will learn about Mount Ruapehu and its explosive significance for us. They will inquire into the history of this mountain and pass on and share our cultural heritage with others.	Science Social Sciences	Planet Earth and Beyond Physical World Identity, Culture and Organisation. Continuity and Change
Voyaging Through History	What has been your life journey so far? Imagine your future, and the future of Aotearoa. Do you know the journey of Aotearoa New Zealand? Understand the stories of our people and land, and pass on the culture for the benefit of others.	Social Sciences English	Continuity and Change Identity Culture and Organisation Reading/Presenting
Where Does It Come From?	Learn about the journey of the goods you buy. How does it end up on the shop shelf? How can what we buy change the world?	Social Sciences English	Economic World Identity, Culture and Organisation Reading/viewing
Whizz Bang Pop!	Learn all about chemical reactions. Mix, measure and heat as you go.	Mathematics Science	Geometry and measurement Nature of Science Material World

SECTION C

PROJECTS

UMBRELLA PROJECTS

A project is important because it explicitly aims to develop the 21st century skills you require for further study and careers. These key skills are: collaboration, communication, critical thinking, creativity and citizenship. They also include building your resilience in learning and strengthening your leadership skills.

The projects for 2021 are grouped under 7 umbrella themes. This allows you to choose an area of learning that you have an interest in. The 3 key focus umbrella projects for the College are: Care for others, Stewardship of our Earth and Build my own project. These three umbrella themes most closely align with the goals of our graduate profile.

Some of the projects are teacher facilitated (T) projects and others are student facilitated (S) projects. Teacher facilitated projects involve the teacher setting the direction and tasks of the project. Student facilitated (S) projects involve the student setting the direction and tasks of the project under the educational guidance and critical inquiry of the teacher. It is our goal for all students to advance their learning to the student facilitated level. Teacher facilitated projects will last for one trimester. Student facilitated projects can take either one trimester or last all year and are dependent upon the project outline.

UMBRELLA PROJECTS



1. Build My Own Project



2. Stewardship of our Earth



3. Care For Others



4. Performing Arts



5. Sports.



6. Sciences



7. Design, Arts & Technology

UMBRELLA 1: BUILD MY OWN PROJECT



BUILD MY OWN PROJECT

Project: Build my own project (S)

Content: Build My Own Project is a key focus area within the College. In this project students have the flexibility to develop any project that is of interest to them.

You can design something that is unique or that you have been thinking about for a while or something that has recently caught your interest. The project should be able to be assessed at the full range of the 21st century key skills matrix. These key skills are: collaboration, communication, critical thinking, creativity and citizenship.

Turn your design ideas into reality.

Stationery: Chrome book or laptop

EARLY ENTREPRENEURS

Project Early Entrepreneurs (S)

Content: Become an enterprising trader, deal maker, self-promoter and go-getter. Work with others to create a new product or service. Learn about business, product development, marketing and financial management. Sell your product or service.

Stationery: Chromebook or Laptop

INNOVATORS

Project Innovators (T)

Content: Be an innovator! This project offers a hands-on learn-by-doing experience encouraging problem solving based on solving local issues. Design the solution and present it.

Stationery: Chromebook or Laptop

UMBRELLA 2: STEWARDSHIP of our EARTH



STEWARDSHIP OF OUR EARTH

Project: Stewardship of our Earth (S)

Content: Can you help stop global warming? Are you passionate about reducing consumption of single use plastics in our community? Do you want to get rid of possums from our native bush? Focus on bringing back our native birds. Stop rubbish going into our ocean. Promote the 3 R's: reduce, reuse, recycle.

Stewardship of our Earth is a key focus area within the College. In this project you have the flexibility to develop any project that is of interest to you. The project must focus on improving our environment.

This key project should be able to be assessed at the full range of the 21st century key skills matrix. These key skills are: collaboration, communication, critical thinking, creativity and citizenship.

Turn your ideas into reality and produce a benefit for our environment.

Stationery: Chrome book or laptop

ENVIRO SCHOOL

Project: Enviro School (T)

Content: Take on a project that protects our native bush. Develop the native reserve being created between the College and the river. How can we protect our native birds and other animal species? Investigate the corridors developed for native birds. Consider other environmental projects in the wider community and add your enthusiasm and ability to learn to the mix.

Stationery: Chrome book or laptop

COMMUNITY GARDEN

Project: Community Garden (T)

Content: Do you like gardening? Is there a viable way to develop a community garden? The garden could be at school or at home. Maybe you could create a garden that provides healthy food for those who cannot access it or for your family or your wider whanau.
Do you like the idea of feeding people healthy food and developing recipes around what you are growing? Investigate horticulture with the experts and provide healthy food for your community.

Stationery: Chrome book or laptop

UMBRELLA 3: CARE FOR OTHERS



CARE FOR OTHERS

Project: Care for Others (S)

Content: There are many people in our community who need help. Care for others is a key focus area within the College. It emphasises the preferential option that we should give to the poor and vulnerable in the world.

You can take on any project that provides help for others in our community, especially our most poor and vulnerable.

Stationery: Chrome book or laptop.

CARITAS, VINNIES and MORE

Project: Caritas, Vinnies and More (T)

Content: Caritas is the Catholic aid agency focussed on international support. Vinnies is the youth arm of the St Vincent de Paul Society and is focussed on providing support within our local community.

In this project you will join either the College Caritas group or the College Vinnies group and provide help for others in our local community or in our international community and help make a difference for others.

Stationery: Chrome book or laptop.

SACRAMENTAL PROGRAMME

Project: Sacramental Programme (T)

Content: Would you like to know more about the Catholic faith at a deep level. Find out why we are called to be a people of hope. How can we help make God's kingdom a reality on earth? Before we can help others, we must know ourselves. This project takes place in Trimester 1 and covers the Sacraments of Baptism, Reconciliation, Eucharist and Confirmation. Students may go on to receive the Sacraments in a celebration with the Bishop in the middle of the year. (NB: This project can be taken on other days if the student wishes to take 2 other projects on Friday)

UMBRELLA 4: PERFORMING ARTS



PERFORMING ARTS

Project: Performing Arts (S)

Content: The performing arts are an important expression of our humanity. We can make a significant impact on others through music, drama and dance. You may want to work behind the scenes in directing, developing film & editing skills, lighting, electronics and publicity. This umbrella project encourages your artistic talent to shine. In this project you take on any performing arts activity that is of interest to you.

The project should be able to be assessed at the full range of the 21st century key skills matrix. These key skills are: collaboration, communication, critical thinking, creativity and citizenship. The project does need to be approved by the teacher responsible for the project.

Stationery: Chrome book or laptop

COLLEGE DRAMA PRODUCTION

Project: College Drama Production (T)

Content: Do you enjoy being on stage? Join other potential cast members to put on a College drama production. If you aren't into acting, then help form part of the production team creating the set, lighting and make up.

Stationery: Chrome book or laptop

FILM MAKING

Project: Film Making (T)

Content: Make the best film for Fair Go. Enter the 48-hour film making festival. Share your environmental message using film.

Possible topics to develop could include: freedom of speech in different countries, social justice, SADD, the use of 1080 poison, aliens, fluoride in water, sugary foods, renewable energies, stress, smoking, the use of alcohol in society. The possibilities are only limited by your imagination.

This is an opportunity to learn from experts the techniques necessary to make a high-quality film and allows you to use equipment you may not have at home. Perhaps your career thoughts lean towards animation or special effects – this may help.

Stationery: Chrome book or laptop

MAKING MUSIC

Project: Making Music (T)

Content: Do you enjoy performing music, writing music or would you like to learn a musical instrument? This may be the project for you. Take your music to the world. Write your own song and perform it. Enter Rockquest and the Sing out For Justice competition and bring your message to the world.

Stationery: Chrome book or laptop



UMBRELLA 5: SPORT, SPORT, SPORT

Project: Sport, Sport, Sport (T)

Content: Are you passionate about a sport! Develop your potential to the fullest. In this project you will develop your strength and conditioning, develop your skill level in your chosen sport, learn about the mental skills required for elite sports (the top 2%), understand nutritional needs of athletes and use your passion to run a sports programme for others.

Stationery: Chrome book or laptop

WAKA HOURUA – VOYAGING OUT

Project Waka Hourua – Voyaging Out (T)

Content: Develop your sailing and navigational skills on the waka hourua that is in the harbour. Learn about our local history and about our community.

Stationery: Chromebook or Laptop



UMBRELLA 6: SCIENCES

Project: Science Experiments (T)

Content: Experiment in the laboratory to help understand why things happen and then use your skills to show and explain to primary school students a range of experiments. Take your learning to the next level and test out your own ideas and enter the regional science fair.

Stationery: Chrome book or laptop

UMBRELLA 7: DESIGN, ARTS & TECHNOLOGY



CONSTRUCTION ZONE

Umbrella: Construction Zone (S)

Content: Do you have something that you would like to build using wood, plastic, cloth, leather or metal? Then this project may be for you. Create your own design or get help from your teachers on an idea that you have. Create a 3-D model of your design. Think about other people who may benefit from your creation?

Stationery: Chromebook or Laptop

ART - ABILITY

Project: Art – Ability (S)

Content: Do you have a passion for creating a piece of art? Use your skills to design an art work that can be displayed in the College or other community area. Leave your mark by creating a talking point for the College community. Think sculpture, photography, painting or design.

Stationery: Chrome book or laptop

MASTER CHEF

Project: Master Chef (T)

Content: Do you enjoy cooking and eating food? Do you want to develop you cooking skills, design healthy meals and test your skill against others? Cook for others and run a fundraising cooking event.

Stationery: Chrome book or laptop

MEDIA and MAGAZINE

Project: Magazine Production (T)

Content: Do you enjoy communicating, writing articles for publishing, finding out and letting others know what is happening in our College? This could be the project for you. Add to your skills by creating the College magazine, publishing a College newspaper (online) or maybe you wish to produce a children's book.

You may wish to develop your English skills or share your ideas. Introduce your fellow students to the big issues facing the world today and produce well researched interesting articles. It may be that journalism is your career path or you may just like writing.

You may want to consider raising awareness about issues happening in the world such as human trafficking, vegan lifestyles, HPV vaccinations, astronomy, mental health, drinking age, driving age, minimum wage, recycling, the use of poisons on animal control or wind farms as a future energy source.

Cost: Nil

MURALS FOR OUR COMMUNITY

Project: Murals for our Community (T)

Content: We have rebuilt a large part of our College and now we need to think about beautifying it. Create murals for around the College. Or you may want to take your artistic ability into the wider community. The bus shelter in Gladstone Road would look good with a mural on the side. Leave your mark on the College or wider community with a well-designed and high-quality mural.

Stationery: Chromebook or Laptop

ROBOTS , DRONES AND CODING

Project: Robots, Drones and Coding (T)

Content: Someone has to code the driverless vehicles. Coding has become a common part of most people's lives whether they want to know that or not. Gaming is also here to stay – it is even on SKY television. Learn to code, develop the app you've always wanted, make the perfect game or develop a model for the spread of the zombie apocalypse (or bird flu). Be prepared to learn in depth and realise all those skills you've learnt in class do matter.

Stationery: Chromebook or Laptop

STITCHED UP

Project **Stitched Up (T)**

Content: Learn to make fabric products to suit your own interests and style. Display your completed garments to highlight your passion for fashion. Maybe you could model a wearable art creation.

Stationery: Chromebook or Laptop

WHAKAIRO – MAORI CARVING

Project **Whakairo – Maori Carving (T)**

Content: Join with Simon Lardelli, who is our resident artist in 2021, and learn the art of whakairo. Help create our waharoa at the entrance to the College.

Stationery: Chromebook or Laptop

YEAR 9 & 10 MODULES AND PROJECTS

Choose one module for each trimester from this table.								
Trimester 1			Trimester 2			Trimester 3		
Making a Difference	Religious Education	Social Sciences	Lifetime of Change	Religious Education	English	Right Relationships	Religious Education	Health and Physical Education
We're all in this together	Religious Education	Social Sciences	Seeking a Victory	Religious Education	Arts			

Section B Modules - Choose six (6) modules	Learning Area 1	Learning Area 2	Page	Section C Projects - Choose 2 projects	Page
				(S) Student Facilitated (T) Teacher Facilitated	
Adrenaline	Science	Health & Physical Education	25	Build My Own Project (S)	14
Age of Empires	Science	Technology (Hard materials)	25	Early Entrepreneurs (S)	14
Amazing Spaces	Arts	Technology (Design & Visual Communication & Hard Materials)	25	Innovators (T)	14
Back to the Future	Social Sciences	Health & Physical Education	25	Stewardship of Our Earth (S)	15
Into the Unknown	Arts		25	Enviro School (T)	15
Fibres to Fabrics to Fashion	Technology	Social Sciences	26	Community Garden (T)	15
Forensic Investigations	Mathematics	Science	26	Care For Others (S)	16
He Taonga Our/Your Treasures	Technology (Hard materials)	Social Sciences	26	Caritas, Vinnies and More (T)	16
Incredible Inventions	Social Sciences	English	26	Sacramental Programme (T)	16
Mathematical Art	Mathematics	Arts	26	Performing Arts (S)	17
Game Maker	Mathematics	Health & Physical Education	26	College Drama Production (T)	17
Passion, Poetry & Paint	Art	English	26	Film Making (T)	17
Rocket Design	Mathematics	Technology	27	Making Music (T)	18
Learning Languages Online	Languages		27	Sport, Sport, Sport (T)	18
Sex Sells	Health & Physical Education	English	27	Waka Hourua-Voyaging Out (T)	18
Shake it Up with Shakespeare	English	Arts	27	Science Experiments (T)	18
Stretch your Wallet	Technology (Food)	Social Sciences	27	Construction Zone (S)	19
Tech Challenge	Technology (Digital)	Science	27	Art Ability (S)	19
Te Reo Manawa Tahī	Te Reo Māori		27	Master Chef (T)	19
Te Reo Manawa Rua	Te Reo Māori		27	Media and Magazine (T)	20
Te Reo Puoro – The Voice of Music	Te Reo	Arts	28	Murials for our Community (T)	20
Warriors of the Galaxy	English	Science	28	Robots, Drones and Coding (T)	20
What's in the News?	Science	English	28	Stitched Up (T)	21
				Whakairo Māori Carving (T)	21

SECTION D

YEAR 9 and 10 RELIGIOUS EDUCATION MODULES

RELIGIOUS EDUCATION MODULES

Students choose one module for each trimester.

Title Trimester One	Context	Learning Areas	Strands
Making a difference	Enquire into contemporary examples of social injustice in our community, country and/or world and through a study of Catholic Social teachings develop an understanding of the actions people take to address human rights and social justice issues. Students will have the opportunity to have a personal involvement in a social justice and human rights action. Academic Service Learning will be a component of this course. AS91042 - Report on personal involvement in a social justice and human rights action	Religious Education Social Sciences	Scripture and Tradition Social Justice Identify, Cultural and Organisation
We're all in this Together	What messages was Jesus trying to convey through his parables and teachings? How can we use these messages to deepen our understanding of social justice and how the Treaty of Waitangi is responded to differently by people in different times and places? Students will explore the importance of healing brokenness in our lives and how we can apply the teachings of Jesus to historical and contemporary situations. AS91043 – Describe a social justice and human rights action	Religious Education Social Sciences	Scripture and Tradition Social Justice Continuity and Change
Trimester Two	Context	Learning Areas	Strands
Lifetime of Change	Students will explore aspects of Catholicism, and how Catholicism shows itself in people's lives. Students will gain an understanding of how we can be more Christ-like. Caritas will be used as a focus of concrete expression of Catholicism. Themes may include refugees, immigration and other areas of Social Justice. Students may explore these themes through speech, static images, written literature and film.	Religious Education English	Theology Prayer and Liturgy Reading/viewing

Seeking a Victory	Students will explore aspects of Catholicism, and how Catholicism shows itself in people's lives. Students will gain an understanding of how we can be more Christ-like. A focus around Scripture (including the parables), prayer and liturgy will provide the vehicle for dramatic conventions and performances. Students may work towards devising their own performance around how Catholicism can be expressed in our College in preparation for future college cultural events like Chanel Shield, Rockquest, Masses, Liturgies and Open Days.	Religious Education Arts	Theology Prayer and Liturgy Drama
Trimester Three	Context	Learning Area	Strands
Right Relationships	Students will explore the ways in which Jesus conveyed messages of faith, hope and love; <i>whakapono</i> , <i>tumanako</i> and <i>aroha</i> . Students will identify how we can develop and sustain healthy and flourishing relationships with ourselves and others according to the teaching of Jesus by demonstrating a range of interpersonal skills and processes. This will help them to make safe choices for themselves and others in a variety of settings including camp at Lake Waikaremoana.	Religious Education Health and Physical Education	Scripture and Tradition Sacrament and Worship Relationships with Other People

SECTION D

YEAR 9 AND 10 MODULES

Students choose six (6) modules from this section.

Title	Content	Learning Areas	Strands (from 2 year plan)
Adrenaline	Investigate the role of adrenaline in high-intensity situations. Fight or flight? Which is best? Push yourself to the limits mentally and physically.	Science Health and Physical Education	Nature of Science Living world Healthy Communities Personal Health and Physical Development
Age of Empires	Investigate trebuchets and ancient warfare. Discover the physics behind the machines. Learn the relationship between materials and forces. Compete against other construction teams to be the most accurate and powerful.	Science Technology (hard materials)	Nature of Technology Nature of Science Physical World
Amazing Spaces	Learn about amazing spaces and design your own amazing space. Make a mock-up or model of your design based on modern architecture (for example, Bauhaus)	Arts Technology (Design and Visual Communication and Hard Materials)	Visual Art Nature of technology Technological practice
Back to the Future	Investigate the history of different sports and how this has evolved over time. Look at the impact that technology has had on performance and the fitness industry. Develop and modify sport for the future.	Social Sciences Health and Physical Education	Continuity and Change Movement Concepts and Motor Skills
Into the Unknown	Explore uncertain futures, create amazing cultures and present stories of peoples from the past. These stories will involve designing worlds and cities and the adventures of the people who inhabit them. Through drama you will learn the importance of stories and the different ways stories have been passed on through time. You will create soundscapes and music to represent your world.	Arts	Drama Music

Fibres to Fabrics to Fashion	Look at how fibres are made into fabrics, and explore the issue of sustainability in the fashion industry. You will recycle fabrics to create a product.	Technology Social Sciences	Nature of Technology Economic world
Forensic Investigations	Be the best forensic scientist you can be. Investigate and solve a range of crimes using chemistry to trace the chemicals found in a crime scene. What are the clues? Can you identify the plant matter left behind? Investigate the DNA of suspects! Can you do the math that allows you to be the Sherlock Holmes of your generation?	Mathematics Science	Geometry and Measurement Nature of Science Material World
He Taonga Our/your treasures	Create your taonga (bone or wood) representing your personal history and future. Develop your knowledge of Tikanga Māori and Te Reo Māori as you develop your creative side.	Technology (Hard Materials) Social Sciences	Nature of technology Technological practice Identity, Culture and Organisation
Incredible Inventions	Explore famous inventors and entrepreneurs through non-fiction texts and develop your own innovative product ideas to present in a Dragon's Den style competition	Social Sciences English	Reading/presenting Economic World Identity, Culture, & Organisation
Mathematical Art	Investigate the mathematical patterns present in a range of artworks from around the world and at home and create your own.	Mathematics Arts	Geometry and Measurement Visual Art
Game Maker	Be the game maker. Design the arena for your battle, using a range of shapes. Take on the other districts in multiple contests and participate in the Battle Royale.	Mathematics Health and Physical Education	Geometry and Measurement Personal Health and Physical Development Movement Concepts and Motor Skills
Passion, Poetry and Paint	Be inspired by some of New Zealand's most famous poets and painters to create your own works of art.	Arts English	Visual Art Reading/writing

Rocket Design	Design and create your own rocket that incorporates 3 – D solids. Whose rocket can travel the furthest?	Mathematics Technology	Geometry and Measurement Nature of Technology Technology Practice
Learning Languages OnLine	Learn the language of your choice - German, Italian, French, Spanish, Chinese (Mandarin), Japanese or Latin. This is an online course using Education Perfect.	Languages	Communication Cultural Knowledge
Sex Sells	Explore how we view ourselves and how we allow others to view us in today's world. We can be bombarded with potentially unsafe images 24/7. How can we navigate these possible pitfalls of life online, keep ourselves safe and maintain the dignity of all involved?	Health English	Personal Health and Physical Development Relationships with other people Reading/Presenting
Shake it Up With Shakespeare	Study excerpts from a variety of Shakespearean plays. Put together a piece for the Shakespeare in Schools Festival. There is something here for everyone both on the stage and behind the scenes.	English Arts	Reading/presenting Drama
Stretch your wallet	Develop delicious and nutritious food while on a budget. Learn how to be financially savvy at the same time by developing a personal budget and growing your financial literacy skills	Technology (Food) Social Sciences	Technology Practice Economic World
Tech Challenge	Use digital technology skills such as coding to solve a problem in our community. Think in terms of the environment and education. Create games or apps that help solve real problems	Technology (Digital) Science	Technological Practice Nature of technology Nature of science Physical World
Te Reo Manawa Tahī	Integrate Kaupapa Māori into your learning and make it an everyday part of your life.	Te Reo Māori	Cultural Knowledge Communication
Te Reo Manawa Rua	Develop previous knowledge of Kaupapa Māori and foster an understanding of cultural identity for all learners and promote positive learning relationships	Te Reo Māori	Cultural Knowledge Communication

Te Reo Puoro - the Voice of Music	Who I am? Where is my direction? How am I going to get there? In this module you will frame your Whakapapa/ Pepeha within music.	Te Reo Arts	Te Reo Music
Warriors of the Galaxy	Learn about the history of machines, chemical warfare and exploration through Science fact, fiction texts and films. Travel incredible journeys from the ocean to the stars. The sky is not always the limit.	English Science	Reading/Writing Nature of Science Living World
What's in the News?	Investigate the science behind the headlines. Can we believe everything we read or hear? How do we identify 'fake news'? This course will look at what's headlining, the science behind it and if there is any truth to it?	Science English	Nature of Science Living World Reading/writing

SECTION E

NCEA LEVEL 1 SUBJECTS

A student in Year 9 or 10 is able to take an NCEA Level 1 subject in place of a module if the student has consistently achieved Level 5 Extended Abstract for that Learning Area. The following NCEA subjects are available for Year 9 & 10 students

NCEA LEVEL 1 SUBJECTS FOR YEAR 9 – 10 STUDENTS	
Subject	Page
Religious Education	30
Accounting	30
Business Studies	30
Design and Visual Communication	31
Digital Technology	32
Drama	32
Economics	32
English	32
Food Technology	33
Geography	33
Hard Materials Technology	34
History	34
Mathematics	34
Mathematics with Statistics	35
Music	35
New Zealand Wars	35
Physical Education	35
Science	36
Sport Science	36
Te Reo Māori	36
Textiles	37
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NCEA OVERVIEW

The National Certificate in Educational Achievement (NCEA) is the main qualification studied in the senior school. There are three levels of NCEA Certificate. At each level students must attain a certain number of credits to gain an NCEA certificate. Credits can be gained over more than one year.

NCEA LEVEL 1

To achieve a Level 1 certificate, students must attain at least 80 Level 1 (or higher) credits, with at least 10 credits in literacy and 10 credits in numeracy.

NCEA LEVEL 2

To achieve a Level 2 certificate, students must attain at least 60 Level 2 (or higher) credits. (20 credits from Level 1 achievement will make up the 80 credits overall that are needed for NCEA Level 2) NB: The Level 1 literacy and numeracy requirements must also be met.

NCEA LEVEL 3

To achieve a Level 3 certificate, students must attain at least 60 Level 3 (or higher) credits. (20 credits from Level 2 achievement will make up the 80 credits overall that are needed for NCEA Level 3) NB: The Level 1 literacy and numeracy requirements must also be met.

NCEA CERTIFICATE ENDORSEMENT

If a student gains 50 credits at Excellence, their NCEA will be endorsed with Excellence. Likewise, if a student gains 50 credits at Merit (or Merit and Excellence), their NCEA will be endorsed with Merit. The Record of Achievement shows endorsement awards.

Credits earned can count towards an endorsement over more than one year and more than one level. However, they must be gained at the level of the certificate or above. For example, Level 2 credits will count towards endorsement of a Level 1 NCEA, but Level 1 credits will not count towards endorsement of a Level 2 NCEA. For further information contact your Learning Mentor or refer to the NZQA website.

RELIGIOUS EDUCATION - LEVEL 1

Content:	This course covers the following topics: <ul style="list-style-type: none">• Understanding the New Testament – The Gospel Story• The Trinity and the Resurrection• Conscience, Morality & Values The course provides students with the opportunity to confront and cope with the challenge of accepting responsibility for their personal lives. Students will explore the nature and purpose of the Gospels and will develop an understanding of the key beliefs around the Trinity and the Resurrection.
Stationery:	Chrome book or laptop
Student Bible:	\$25.00 for the purchase of Good News Bible (if not previously purchased through the College). This bible becomes the property of the student.

ACCOUNTING – LEVEL 1

Content: Students will develop their understanding of the conceptual basis of accounting, including the accounting equation. Students will prepare cash journals, ledger accounts, the trial balance and understand how GST is dealt with in this respect. Students will learn how to prepare and interpret financial statements for a sole proprietor, so that effective financial decisions can be made. There is an emphasis on good accounting practice.

Optional Workbooks: There will be the option to purchase a Student Workbook in preparation for external exams \$20.00

BUSINESS STUDIES - LEVEL 1

Content: This course will offer a deeper understanding of how small businesses operate. Internal features of a small business are examined. This includes employee/employer relationships, the role of an entrepreneur and learning about business success. Factors outside a firm's control are also studied. This can include legal influences, economic conditions, competition and stakeholder influence.

One of the most popular aspects of this course involves students working in teams to plan, create and sell a product at a school market day. The emphasis is on the process of planning (not making a profit) as this is regarded as a cornerstone of successful businesses. This is a great introduction to the reality of running a business and is the gateway for students to enter the Young Enterprise Scheme. Students should select a programme consisting of between 14-18 credits and from the table below. **Please note** that expected dates for internal assessments can be negotiated depending on the selected programme of study.

Optional Workbooks: Business Studies workbook \$25.00, optional

Stationary: Chrome book or laptop

DESIGN AND VISUAL COMMUNICATION – LEVEL 1

Content: This course allows students to develop a portfolio of skill-based achievements, using research and design tools and methods. In this course you will design a product, for example, a study desk and/or a sleep out.

Optional Graphics kit: \$20.00 for a Graphics Kit which includes drawing materials and A3 drawing pads.

Stationery: Chrome book or laptop

DIGITAL TECHNOLOGY LEVEL 1

Content: Almost every aspect of daily life – food, health care, transport, communications – uses technology. This technology is constantly evolving. Today’s ‘new technology’ may be superseded tomorrow or in a year’s time.
Students will have to brainstorm and develop their own ideas for a project, and then use this proposal to go on and develop a digital outcome for a defined purpose as well as to manage data.

Stationery: Chrome book or laptop

DRAMA - LEVEL 1

Content: Students will create plays from a given stimulus using elements and conventions to structure, devise and then perform their self-devised performance. They will learn about acting technique to create and sustain a role and apply these in a dramatic context. Students will study melodrama and then create and perform a play in this style. Students will have an opportunity to apply their theoretical knowledge through an external examination.

Stationery: Chrome book or laptop

ECONOMICS – LEVEL 1

Content: Students will study the economic problem of scarcity and how this problem impacts on consumer and producer decisions. Students will develop an understanding of how changes in the market affect supply and demand, and carry out an economic investigation into government choice.
Please note that expected dates for assessments can be negotiated depending on selected standards for programmes of study. Students studying a full year’s course of Economics should select a programme consisting of between 14 - 18 credits from the table below in consultation with their Mentor and HOC Social Sciences.

Optional Workbooks: There will be the option to purchase a Student Workbook in preparation for external exams \$20.00.

ENGLISH - LEVEL 1

Content: So many issues in the world today deserve to have the spotlight put on them. Find your voice, offer your opinion and have your say through writing, reading and speaking about them. Explore the inhumanity of the past and the strength of character that the survival of extreme events creates through our non-fiction text *'Night' written by Nobel Peace Award for Literature recipient, Elie Wiesel*. Reflect on how our actions impact others through the medium of film. There’s something here for everyone.

Stationery: Chrome book or laptop

Assessment: Students will choose 15 -20 credits from the following range of Standards.

FOOD TECHNOLOGY – LEVEL 1

- Content:** This course involves
- Developing practical cooking skills
 - Making products to meet specifications
 - Preserving
 - Understanding food safety and hygiene.

Stationery: Chrome book or laptop.

GEOGRAPHY - LEVEL 1

Content: Students will develop core geography skills including practical mapping, interpretation and visual skills. This course will begin to develop students ability to view and interpret the world according to key geographic concepts such as patterns, environments, interaction, processes, change and sustainability.

Geography skills are then applied in the context of a research topic. Here students collect, present and evaluate their findings. Students will research weather and climate information using local weather forecasting information. This information is collected over a two week period using a homemade weather station at Campion. The findings are compared with data from the Metservice and differences in data is explained and conclusions about the reasons for the variations are drawn.

Students are also encouraged to think of the global impacts of their purchasing decisions. They will investigate the various global patterns associated with the production and consumption of coffee. Students studying a full year's course of Geography should select a programme consisting of between 14-18 credits from the table below. Please note that expected dates for internal assessments can be negotiated depending on the selected programme of study.

Optional Workbooks: Geography workbook \$25.00, optional.

Stationery: Chrome book or laptop

HARD MATERIALS - LEVEL 1

Content:	Learn design techniques and planning methods to produce a hard materials product and construct a prototype. The combination of standards is matched to the student's interest and skills. In this course you will make a personal product of your own choice. You may want to make a bedside table, or a cupboard to store gear in or a box to place items in. The choice is yours.
Materials:	Students are to provide their own timber for their project.
Stationery:	Chrome book or laptop

HISTORY - LEVEL 1

Content:	During this course you will be looking at key aspects of the 20 th Century. Time will also be spent on developing key history concepts.
Topics:	<p>Joseph Stalin Totalitarian Dictator: An in depth look at the rise and development of the first Communist state and how one man took total control and used that power to suppress all opposition leading to the deaths of 20,000,000 people. Aspects of this topic lend themselves to the AS 91005 external standard. (Describe the causes and consequences of an historical event).</p> <p>The 1981 Springbok Tour: An examination of how a rugby tour divided a nation and focused global attention on New Zealand. Rioting in the streets, pitch invasions, mass arrests and families split. Find out more about this controversial event. This topic is used for two internal standards. (AS 91001 - Carry out an investigation of an historical event, or place, of significance to New Zealanders. AS 91002 - Demonstrate understanding of an historical event, or place, of significance to New Zealanders). It can also be used for the 1.5 external standard. (Describe the causes and consequences of an historical event).</p> <p>Race relations in the 1970's: Develop your understanding of significant events and people including Bastion Point. The Land March, The Dawn Raids, Nga Tama Toa Polynesian Panthers and the establishment of the Waitangi Tribunal.</p>
Stationery:	Chrome book or laptop

MATHEMATICS - LEVEL 1

Content:	This course includes Geometric Reasoning, Number, Algebra and Algebraic Relationships. It leads to Level 2 Mathematics with Calculus or Level 2 Mathematics with Statistics. Students should be working at New Zealand Curriculum Level 5 Multistructural or above when entering this course.
Optional Workbooks:	Walker Maths book - Number - \$7 Nulake book - Algebra (MCAT), Algebra (Tables, Equations and Graphs) and Geometric Reasoning - \$16, D & D Revision book - Preparation for MCAT - \$6, D & D Revision book - Tables, Equations and Graphs - \$6, D & D Revision book - Geometric Reasoning - \$6
Stationery:	2 x 1E5 Exercise Books Graphics Calculator (Casio 9750G Plus II or equivalent) Chrome book or laptop

MATHEMATICS WITH STATISTICS - LEVEL 1

Content:	This subject includes Statistics, Trigonometry, Number and Algebra. It leads to Level 2 Mathematics with Statistics.
Cost:	Walker Maths book - Number - \$7, ESA book - Physics - \$10.70, Walker Maths book - Linear Algebra - \$7, Walker Maths book - Right Angled Triangles - \$7, Walker Maths book - Chance and Data - \$7, D & D Revision book - Chance and Data - \$6
Stationery:	2 x 1E5 Exercise Books Graphics Calculator (Casio 9750G Plus II or equivalent) Chrome book or laptop

MUSIC LEVEL 1

Content:	In this course students will compose and record original music as a solo performer and in a group. Students will have the opportunity to develop appropriate imagery and format to produce the artwork to complement the promotion of their compositions. Students can also extend this course and complete it as an impact project if they wish to.
Stationery:	Chrome book or laptop Strongly recommended to have access to an instrument at home.
Assessment:	Students will choose 15 – 20 credits from the following range of Standards.

NEW ZEALAND WARS - LEVEL 1

Content:	During this course you will be looking at the causes and consequences of New Zealand's own civil war in the 19 th Century, the armed conflict after the Treaty, dodgy land deals, the invasion of the Waikato, the Taranaki conflict and guerrilla leaders such as Te Kooti.
Stationery:	Chrome book or laptop

PHYSICAL EDUCATION - LEVEL 1

Content:	My Sporting Self: Students will examine factors that affect their participation in physical activity through a wide range of sporting contexts. They will gain an understanding of how the body functions during physical activity in relation to their chosen sport. Students will also develop interpersonal skills through working as a team, training for a class tournament. They will act responsibly to manage risks and perform and develop their motor skills necessary to mountain bike in the Redwood Forest, Rotorua.
Stationery:	Chrome book or laptop
Overnight Camps:	A \$600.00 donation will be requested for Mountain Biking in the Redwoods, Rotorua. (Optional participation. NB: Confirmation of the trip is dependent on student numbers participating and will not be finalised until 2021)

SCIENCE - LEVEL 1

Content:	This course covers an understanding of plant and human genetics and the mechanisms of genetics and variation. It investigates modern mechanisms in biotechnology and plant breeding. Students will investigate the global environment and the relation of carbon and its influence in the world both climatically and industrially. Part of the course also focuses on a practical investigation in chemistry and electricity and magnetism within the physics discipline. The chemistry topic develops students understanding of chemical reactions and the Periodic Table. The physics topic concentrates on forces, motion and energy.
Optional Workbooks:	SciPad Mini Workbook, Genetics/ Science 1.9, SciPad Mini Workbook, Mechanics/Science1.1 - \$10.00 each.
Stationery:	Chrome book or laptop

SPORTS SCIENCE - LEVEL 1

Content:	Focussing questions: How does an athlete's body work? How does an athlete keep a healthy body? In this course you will examine the human circulatory system, skeletomuscular system and digestive system. You will look at participating and improving in sport and investigating the biological effects of exercise. NB: alternative assessments can be negotiated on an individual basis.
Optional Workbooks:	ESA Biology AS 90925, ESA Science AS 90949 - \$10.00 each.
Over night camp:	A \$600.00 donation will be requested for Mountain Biking in the Redwoods, Rotorua. (Optional participation. NB: Confirmation of the trip is dependent on student numbers participating and will not be finalised until 2021)
Stationery:	Chrome book or laptop

TE REO MĀORI LEVEL 1

Content:	This course is for broadening the student's language structures, vocabulary and competency. It involves the development of language and fluency in the context of environments that are personal to the student. i.e. their world. The programme integrates all four strands, Whakarongo (listening), Kōrero (speaking), Pānui (reading) and Tuhituhi (writing) and is undertaken with the assistance of Te Aho o Te Kura Pounamu.
Stationery:	Chrome book or laptop

TEXTILES - LEVEL 1

Content:	Students will consolidate their skills and knowledge to make a garment of their choice from a commercial pattern. They will develop an understanding of materials and techniques used for garment construction. Pattern adaptation and planning will be used to construct a second garment which may incorporate applied design according to the student's personal style and interest. Students may complete three or four of the internal standards available.
Materials:	Students to provide their own material for the garment that they will make.
Stationery:	Chrome book or laptop.

VISUAL ART - LEVEL 1

Content:	<p>What is this subject about? You will develop a series of artworks in a range of wet and dry media based on a theme. The artworks will be influenced by at least four different art practices.</p> <p>What will I learn? You will learn a number of painting techniques, drawing skills, composition and idea development, gain an understanding of different genres and how your work fits within art practice. You will also gain a number of transferable skills, time & self-management and problem-solving skills.</p>
Stationery:	Art stationary \$110.00 (Purchased from the College Art Department) – Artist Zip A3 Bag, A3 Clearfile, A3 Workbook Spiral, Brushes Flat No 4, Flat No. 14, Taklon Point No. 0, Taklon Point No. 4, Small Cutting Knife, Drawing Pen x 2, Charcoal Pencil, Pencil Set, Watercolour Pencils and Paints Set of 5 Chrome book or laptop

