



CAMPION COLLEGE

**Year
7 & 8**

**MODULE and PROJECT
BOOKLET 2022**

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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 & 8 COMPULSORY REQUIREMENTS

ALL STUDENTS IN YEARS 7 AND 8 MUST:

1. Take the compulsory module: Te Whare Hauora (for both semesters)
2. Take one English module per semester
3. Take one Mathematics module per semester
4. Take a minimum of one Arts module per year
5. Take a minimum of one Technology module per year
6. Take two Impact Projects (one per semester)

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

VERTICAL FORM TIME

Students meet in groups of 20 – 25 students with two teachers. Each group is comprised of Year 7 to 13 students. The students and the teachers remain in the same vertical form for the durations of their time at Campion. Each vertical form is part of a House – Hato Maria, McKillop, Marcellin, or Gregory

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 offenses result 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.

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 highly for the Learning Areas in the modules. Year 9 & 10 students can take an NCEA Level 1 course if they have consistently highly 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.

YEAR 7/8 OPTION LINES

SEMESTER ONE 2022

Choose one module per line (vertical). You must include Te Whare Hauora in both semesters, one English per semester, one Mathematics per semester, at least one Arts per year, at least one Technology per year. Descriptors are in Section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five	Line Six
INNOVATIONS PLUS TECN/ARTS Venter/King INNP	TE WHARE HAUORA RELG/TREO/SOSC/HLPE/SCIE Antony/Goodwin/McCulloch Sparks/Tiepa TWHA	TE WHARE HAUORA RELG/TREO/SOSC/HLPE/SCIE Antony/Goodwin/McCulloch Sparks/Tiepa TWHA	GAME ON HLPE/TECN Gavin/McDonald GAME	REALMS AND RULERS ARTS King/Sparks RRUL	FITFOOD TECN/HLPE Helm/Williams FITF
HIGH PERFORMANCE HLPE/SCIE Williams/Rossouw HPER			EXPLORING ANTARCTICA SCIE/SOSC Smith ANTR	TECH CHALLENGE TECN/SCIE Jethwa/Aperahama TCCH	ME, WE, US ENGL Barker/Rowland
LOST IN SPACE MATH Aperahama/Spooner LOST			THE CODE ENGL Manson/McCulloch CODE	HANDS ON EARTH SOSC/TECN Hughey HAND	DESIGN DREAMS MATH Chater/Hart DESD
			I DON'T NEED MATH TO PLAY... MATH Hart/Vorster PLAY	TIMES OF CRISIS ENGL McCulloch/Willock TIME	
				INTRODUCTORY CHINESE LANG Li CHIN	
				LEARNING LANGUAGES ONLINE LANG Li LANG	

YEAR 7/8 OPTION LINES

SEMESTER TWO 2022

Choose one module per line (vertical). You must include Te Whare Hauora in both semesters, one English per semester, one Mathematics per semester, at least one Arts per year, at least one Technology per year. Descriptors are in Section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five	Line Six
SPORTING LEGENDS SOSC/HLPE Williams/Spooner SPLG	TE WHARE HAUORA RELG/TREO/SOSC/HLPE/SCIE Antony/Goodwin/McCulloch Sparks/Tiepa TWHA	TE WHARE HAUORA RELG/TREO/SOSC/HLPE/SCIE Antony/Goodwin/McCulloch Sparks/Tiepa TWHA	AROUND THE GLOBE TECN/SOSC Smith/Sparks AGLB	FRAME BY FRAME ARTS Sparks/Aperahama FRAM	FITFOOD TECN/HLPE Sparks/Helm FITF
OUR PLACE MATH Chater/Vorster PLAC			GAME ON HLPE/TECN Williams/McDonald GAME	TE REO MANAWA TAHI LANG Tiepa REOT	SEW A METRE TECN/SCIE Francis/Jethwa SEWM
IN YOUR ELEMENT ENGL Manson/McCulloch ELEM			INTRODUCTORY CHINESE LANG Li CHIN	TE REO MANAWA RUA LANG Tiepa REOR	CATCH ME IF YOU CAN ENGL Barker/Rowland CATC
			LEARNING LANGUAGES ONLINE LANG Li LANG	FILLING UP OUR KETE ENGL McCulloch/Willock KETE	SPORT, SPORT, SPORT MATH Hart/Aperahama SPOR
			OUR PEOPLE MATH Hart/Spooner PEOP		

YEAR 7/8 IMPACT PROJECT SELECTION 2022

Please choose two Impact Projects. Descriptors are in Section C (Page 16). (S) is Student directed, (T) is Teacher directed.

UMBRELLA	PROJECT TITLE	Student or Teacher Directed	PAGE
Build My Own Project	Build my Own project	(S)	21
	Early Entrepreneurs	(S)	21
	Innovators	(T)	21
Stewardship of Our Earth	Stewardship of our Earth	(S)	22
	Enviro School	(T)	22
	Community Garden	(T)	22
Care for Others	Care for Others	(S)	23
	Caritas, Vinnies and More	(T)	23
	Sacramental Programme	(T)	23
Performing Arts	Performing Arts	(S)	24
	College Drama Production	(T)	24
	Film Making	(T)	24
	Making Music – Rockquest and Bandquest	(T)	25
SPORT, SPORT, SPORT	Sport, Sport, Sport	(T)	25
SCIENCES	Science Experiments	(T)	25
DESIGN, ARTS & TECHNOLOGY	Construction Zone	(S)	26
	Art Ability	(S)	26
	Master Chef	(T)	26
	Media and Magazine	(T)	26
	Murals for our Community	(T)	27
	Robots, Drones and Coding	(T)	27
	Stitched Up	(T)	27
	Whakairo – Māori Carving	(T)	27

TIMETABLE STRUCTURE

The Year 7 and 8 timetable runs on a semester system. Modules will change at the end of Term 2

Monday	Tuesday	Wednesday	Thursday	Friday
VFT 8:30 – 8:40 am	VFT 8:30 – 8:40 am	VFT 8:30 – 8:40 am	VFT 8:30 – 8:40 am	Late start 8.30-9.30am
Te Whare Hauora 8.40-10.20am	Te Whare Hauora 8.40-9.55am	Module 4 8.40-9.55am	Te Whare Hauora 8.40-9.55am	VFT 9.30-9.40am
	Interval 9.55-10.15am	Interval	Interval	Wellbeing 9.40-10.20am
	Module 1 10.15-11.30am	Te Whare Hauora 10.15-12.45pm	Module 2 10.15-11.30am	Interval 10.20-10.40am
Interval 10.20-10.40am	Module 1 10.40-11.30am		Impact Project 10.40-12.20pm	
Module 1 10.40-11.30am	Module 2 11.30-12.20pm			
Module 2 11.30-12.20pm	Module 2 11.30- 12.45pm	Lunch 12.45-1.35pm	Module 3 11.30-12.45pm	Lunch 12.20-1.10pm
Lunch 12.20-1.10pm	Lunch 12.45-1.35pm		Lunch 12.45-1.35pm	Lunch 12.45-1.35pm
Module 3 1.10-2.00pm	Module 3 1.35-2.50pm	Module 1 1.35-2.50pm	Module 4 1.35-2.50pm	Impact Project 1.10-2.50pm
Module 4 2.00-2.50pm	Module 3 1.35-2.50pm	Module 1 1.35-2.50pm	Module 4 1.35-2.50pm	Impact Project 1.10-2.50pm
WRO 2.50-3.10pm	WRO 2.50-3.10pm	WRO 2.50-3.10pm	WRO 2.50-3.10pm	WRO 2.50-3.10pm

SECTION B

YEAR 7 and 8 ENGLISH MODULES

You must choose one English module per semester

Title	Content	Semester	Strands
Me, We, Us MEWU	Ko wai au? Rules and regulations make up many parts of our lives. Who decides these, and why do we follow them? Through this module, you will develop your literacy skills as well as learn about yourself and others. Students will write and publish their own story.	One	Reading, Writing and Presenting
The Code CODE	Want to become a better reader and writer? This Literacy module is about learning how to crack the code to do just that. Word games, specific skill learning, opportunities to read and write about various genres are all parts that make up this module. Students will make their own games to help others' learning.	One	Reading, Writing and Presenting
Times of Crisis TIME	How do you cope in a time of crisis? Does your fight or flight instinct kick in? Read about how others cope when a crisis hits. In this module you will create your own crisis comic.	One	Reading, Writing and Presenting
Title	Content	Semester	Strands
Catch Me if You Can CATC	Read about spies and mysterious goings-on. Put your detective skills to the test while you develop your reading and writing skills. Students will read a variety of texts and then create and publish their own mystery story.	Two	Reading, Writing and Presenting
Filling Up Our Kete KETE	Fill your basket of knowledge with the talent of our own. Aotearoa, New Zealand has a lot to offer both on and off the literature field. Explore the many talents of the people of New Zealand. Students will complete an inquiry into the New Zealander of their choice and share what they find with others.	Two	Reading, Writing and Presenting
In Your Element ELEM	This one is for the nature lovers among you. Mother nature is a precarious beast, look after her and you will reap the rewards, but neglect her and watch her rage! Read how she has changed the face of our Earth with some of her moves and how we have learnt to adapt and survive.	Two	Reading, Writing and Presenting

YEAR 7 and 8 MATHEMATICS MODULES

You must choose one Mathematics module per semester

Title	Content	Semester	Strands
Design Dreams DESD	Use the design process to enhance your understanding of geometry and measurement and number skills. Look at designing a small space (e.g home, playground, food truck).	One	Number Geometry and Measurement
I Don't Need Math to Play PLAY	How is mathematics used in the sporting arena. Can an understanding of geometry, measurement and number allow you to improve your sporting skills?	One	Number Geometry and Measurement
Lost in Space LOST	Investigate our planet and look at its place in the universe through a mathematical lens, strengthening your understanding of geometry and measurement and number	One	Number Geometry and Measurement
Title	Content	Semester	Strands
Our People PEOP	Who are we, who are you, and where are we going? How does knowing all this 'stuff' help us?	Two	Statistics and Probability Algebra
Our Place PLAC	Let's look at our environment, at school, at home and in the wider community, using statistics. How can our investigations be used for good?	Two	Statistics and Probability Algebra
Sport, Sport, Sport SPOR	Can understanding the statistics of the sports we play help our understanding of the game? Let's collect and investigate a variety of data so we can find out.	Two	Statistics and Probability Algebra

YEAR 7 and 8 MODULES SEMESTER ONE

Choose 4 modules: 1 must have Arts and 1 must have Technology

Title	Content	Learning Areas	Strands
<p>Te Whare Hauora TWHA</p>	<p>The founders of our College will be explored along with the history of our College. We will also look at the history of our local community. The Sacraments of the Catholic Church will be investigated along with the signs of God in our world today. Students will develop an understanding of Tikanga and Te Reo where we will be preparing for a marae experience. There will be a component of Health Education which will include establishing friendships, healthy relationships, assertiveness, resilience, growing and changing and staying safe. Aspects of the Science curriculum will also be investigated which will include The Rocky Shore and The Thinking Science Programme. Students will have the opportunity to practice for College wide events such as athletics day, cross country, kapa haka and other College activities.</p>	<p>Religious Education</p> <p>Te reo Māori</p> <p>Health and Physical Education</p> <p>Social Sciences</p> <p>Science</p>	<p>Human Experience Sacrament and Worship Theology</p> <p>Cultural Knowledge Communication</p> <p>Personal Health and Physical Development</p> <p>Identity, Culture and Organisation</p> <p>Nature of Science Living World</p>
<p>Exploring Antarctica ANTR</p>	<p>Investigate the climate, flora and fauna of Antarctica and complete research to discover its contribution to global weather. How is climate change influencing the continent?</p>	<p>Science</p> <p>Social Science</p>	<p>Living World Planet Earth</p> <p>Continuity & Change Place and Environment</p>
<p>FitFood FITF</p>	<p>Focus on how your food choices affect your body and mind. Students will learn about the human body and build relationships by exploring and understanding the design process. Learn how to cook tasty and nutritious meals and treats for an area of “need”.</p>	<p>Technology (Food)</p> <p>Health and Physical Education</p>	<p>Nature of Technology</p> <p>Healthy Communities and Environments</p>
<p>Game On GAME</p>	<p>What does it mean to be part of a team? Teamwork is essential to success in a team. Design a game that your class can play</p>	<p>Health and Physical Education</p> <p>Technology</p>	<p>Healthy communities and environments Personal Health and Physical development</p> <p>Technological Practice Nature of Technology</p>

Hands on Earth HAND	Design and make a product to help cultivate the garden. Create a sustainable solution to safeguard the garden against birds and other pests.	Social Science Technology (Hard Materials and Design and Visual Communication)	Place & Environment Continuity & Change Technological Practice
High Performance HPER	How do you achieve high performance? Who determines what makes someone great? Look at movement and how we can achieve maximum success from our performance. You will be looking at the physics of movement and how we can use this knowledge to improve	Health and Physical Education Science	Movement concepts and motor skills The Physical World
Innovations Plus INNP	Design an environment, product or object related to your interest using drawing skills, 3D modelling in wet and dry mediums. Use the laser printer, pottery, sculpture, 3D printing to create!	Technology Arts	Technological Practice Visual Arts
Introductory Chinese CHIN	An introduction to Chinese (Mandarin) - develop your skills in one of the most widely spoken languages	Languages	Communication Cultural Knowledge
Learning Languages OnLine LOLL	Learn the language of your choice - e.g German, Italian, French, Spanish. This is an online course using Education Perfect	Languages	Communication Cultural Knowledge
Realms and Rulers RRUL	World crafting- Students will design new realms and characters; to create artworks and performances.	The Arts	Drama Visual Art
Tech Challenge TCCH	Create a game or app to help solve a problem in our community. Think in terms of environment and education. Use and develop your coding skills to solve authentic problems.	Digital Technology Science	Digital Tech Nature of Science

YEAR 7 and 8 MODULES SEMESTER TWO

Choose 4 modules: 1 must have Arts and 1 must have Technology

Title	Content	Learning Areas	Strands
<p>Te Whare Hauora TWHA</p>	<p>The founders of our College will be explored along with the history of our College. We will also look at the history of our local community. The Sacraments of the Catholic Church will be investigated along with the signs of God in our world today.</p> <p>Students will develop an understanding of Tikanga and Te Reo where we will be preparing for a marae experience.</p> <p>There will be a component of Health Education which will include establishing friendships, healthy relationships, assertiveness, resilience, growing and changing and staying safe.</p> <p>Aspects of the Science curriculum will also be investigated which will include The Rocky Shore and The Thinking Science Programme.</p> <p>Students will have the opportunity to practice for College wide events such as athletics day, cross country, kapa haka and other College activities.</p>	<p>Religious Education</p> <p>Te reo Māori</p> <p>Health and Physical Education</p> <p>Social Sciences</p> <p>Science</p>	<p>Human Experience Sacrament and Worship Theology</p> <p>Cultural Knowledge Communication</p> <p>Personal Health and Physical Development</p> <p>Identity, Culture and Organisation</p> <p>Nature of Science Living World</p>
<p>Around the Globe AGLB</p>	<p>Celebrate cultures with food. How does food reflect our culture? Create a food bag specific to a culture.</p>	<p>Technology (Food)</p> <p>Social Science</p>	<p>Nature of Technology</p> <p>Identity, Culture & Organisation</p>
<p>FitFood FITF</p>	<p>Focus on how your food choices affect your body and mind. Students will learn about the human body and build relationships by exploring and understanding the design process. Learn how to cook tasty and nutritious meals and treats for an area of “need”.</p>	<p>Technology (Food)</p> <p>Health and Physical Education</p>	<p>Nature of Technology</p> <p>Healthy Communities and Environments</p>
<p>Frame by Frame FRAM</p>	<p>Recreating famous scenes/ music videos. Use videos and movies to help you discover your inner director and actor.</p>	<p>The Arts</p>	<p>Drama</p> <p>Music</p>

<p>Game On GAME</p>	<p>What does it mean to be part of a team? Teamwork is essential to success in a team. Design a game that your class can play</p>	<p>Health and Physical Education Technology</p>	<p>Healthy communities and environments Personal Health and Physical development Technological Practice Nature of Technology</p>
<p>Introductory Chinese CHIN</p>	<p>An introduction to Chinese (Mandarin) - develop your skills in one of the most widely spoken languages</p>	<p>Languages</p>	<p>Communication Cultural Knowledge</p>
<p>Learning Languages OnLine LOLL</p>	<p>Learn the language of your choice - e.g German, Italian, French, Spanish. This is an online course using Education Perfect</p>	<p>Languages</p>	<p>Communication Cultural Knowledge</p>
<p>Sew a Metre SEWM</p>	<p>Design and make something for home or outdoors using 1m² of fabric and 1m² of timber. Let your creative interior designs come to life through technology and science.</p>	<p>Technology (Soft Materials) Science</p>	<p>Technological Practice Nature of Technology Living World Material World</p>
<p>Sporting Legends SPLG</p>	<p>Learn about a sporting legend, what you can learn about resilience. Develop resilience and leadership in yourself, and encourage it in others through sport.</p>	<p>Social Science Health and Physical Education</p>	<p>Continuity & Change Identity, Culture & Organisation Personal Health and Physical Development Healthy Communities and Environments</p>
<p>Te Reo Manawa Tahī REOT</p>	<p>Learn the official language of Aotearoa. Develop an understanding of Kaupapa Māori.</p>	<p>Te Reo Māori</p>	<p>Communication Cultural Knowledge</p>
<p>Te Reo Manawa Rua REOR</p>	<p>Develop your previous knowledge of Kaupapa Māori and foster an understanding of cultural identity for all learners and promote positive relationships</p>	<p>Te Reo Māori</p>	<p>Communication Cultural Knowledge</p>

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 2022 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 semester. Student facilitated projects can take either one semester 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.

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 – ROCKQUEST, BANDQUEST

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 or Bandquest 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



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 2022, and learn the art of whakairo.

Stationery: Chromebook or Laptop

