



SPOTSWOOD COLLEGE  
TE KURA TUARUA O NGĀMOTU

# JUNIOR COURSE SELECTION BOOKLET 2019



# New courses to engage and inspire

Our aim is that our students will be among the leaders of tomorrow and have the skills to face the challenges of a rapidly changing world.

We are committed to personalised learning and to be a leading school of modern and innovative learning preparing our young people to be well positioned in an exponentially changing world.

By enrolling at Spotswood College, students will learn in a school which is modern and future orientated. We use state of the art teaching and learning tools, and these reflect modern learning styles and expectations. Students will gain experience in a wide range of educational, sporting, artistic and cultural and community-based programmes.

Our programmes are reflected in our timetable; these programmes are:

<b>LITERACY</b>	<i>All students will work on a Literacy programme in the school. Students work on this programme with a focus on accelerating their literacy progression in all year levels (years 9-13). Students will work on Literacy in a variety of contexts in year 9-13. A Literacy Progression Framework in the Junior School will underpin teaching and learning and help measure progress for goal setting and reporting.</i>
<b>NUMERACY</b>	<i>By Numeracy, we mean the ability to see and use mathematics in everyday life. Students will work on their numeracy in a variety of contexts and approaches in the Junior and Senior school. A Numeracy Progression Framework in the Junior School will support teachers and help measure progress for goal setting and reporting.</i>
<b>STEAM</b>	<i>S.T.E.A.M projects draw on a wide range of curriculum areas applied to an authentic situation, with a focus on connecting students to their passions and interests. A Learning Skills framework will help develop and progress student's skills across the programme.</i>
<b>WELLBEING</b>	<i>Wellbeing means the opportunity of an early start to school with a range of activities from fitness, mindfulness to scholarship programmes. This is by no means compulsory but provides a way to invigorate the day and get those brain cells firing! Wellbeing will not be compulsory but will be available for students who wish to participate in the variety of programmes on offer.</i>
<b>LEARNING ADVISORY</b>	<i>All students will be a member of a small Learning Advisory group. This will be led by a Learning Coach and this person will work in partnership with the student and their family for their time at Spotswood College. Learning Coaches will: track progress and achievement, negotiate and review short and long-term goals, work with students to maintain a learning portfolio, discuss learning issues and help find solutions as well as provide pastoral care. They will help to link learning to passions and interests, provide guidance for life beyond school including career pathways and build on learners' capacities to take responsibility for their learning.</i>
<b>IMPACT INQUIRY</b>	<i>For JUNIORS ONLY. Students form and develop a learning inquiry to investigate and build new knowledge, through questioning, thinking and research. Inquiry is all about developing crucial learning skills and is an important way for student learning progression in and beyond our school environment</i>
<b>COMMUNITY CONNECT</b>	<i>For JUNIORS ONLY. Community Connect is a programme that runs for one hour on Friday afternoons. It is an opportunity for our young people to actively connect, contribute and give service to the wellbeing of our school and wider community.</i>
<b>WIDENING OF THE MIND</b>	<i>Widening of The Mind (WOTM) introduces students to a range of topics and subjects, which enable students to widen their social and cultural awareness. Supporting them to take an active interest in the future by exploring issues, cultures, viewpoints and leadership.</i>
<b>ACTIVE MOVEMENT</b>	<i>For JUNIORS ONLY these courses are all about being active. The programme supports students to take part in a range of activities, which encourage health and wellbeing.</i>

## 2019 TIMETABLE and subject selection timeframe

In 2019 our mainstream Junior Students (students in Year 9 and 10) will all follow the same timetable as outlined below.

<b>JUNIOR TIMETABLE</b>				
<b>MON</b>	<b>TUE</b>	<b>WED</b>	<b>THU</b>	<b>FRI</b>
<b>LITERACY</b>				<b>Learning Advisory</b>
<b>NUMERACY</b>				<b>Widening of the Mind</b>
<b>BREAK</b>				
<b>STEAM MONDAY</b>	<b>INQUIRY</b>	<b>STEAM WEDNESDAY</b>	<b>INQUIRY</b>	<b>STEAM FRIDAY</b>
<b>LUNCH</b>				
<b>Learning Advisory</b>	<b>Active Movement</b>	<b>Clubs</b>	<b>Active Movement</b>	<b>Community Connect</b>

### Timeframe

For 2019, students must choose **NUMERACY, LITERACY and STEAM courses** by week 3 of Term 4. Courses are dependent on student numbers and staffing, the final decision on courses will sit with the Principal.

INQUIRY, Widening of the Mind (WOTM), LEARNING ADVISORY and COMMUNITY CONNECT will be available for selection later in Term 4 or early 2019.

This curriculum booklet provides a wide range of programmes that cover the breadth of the New Zealand Curriculum and will support students to connect with their passions, develop skills and gain knowledge to succeed in a rapidly changing world.

# Pathway planning

As you begin to select your course of study for 2019 there are a number of factors you must carefully consider when making your decision.

## **Practical issues to consider when choosing subjects**

<b>PATHWAYS</b>	Consider the PATHWAYS that you are interested in and are passionate about. Senior courses have identified PATHWAYS indicators.
<b>BREADTH</b>	Keep your options as broad as possible for as long as possible. Literacy and Numeracy are compulsory, but we recommend students select a range of programmes, which support their learning in a variety of traditional curriculum areas.
<b>FUTURE FOCUSED</b>	Know how subjects develop through the Senior School, for example students wishing to do Science programmes for their pathway, will need to have Science programmes in the Junior School. Futureproof your learning by gaining skills which will help you to continue learning throughout your life. Workplaces will demand this as change in the work place is constant. You will need: <ul style="list-style-type: none"><li>• high level communication skills</li><li>• the ability to work co-operatively with others</li><li>• to use a range of information technologies</li><li>• to cope with and adapt to constant change</li><li>• to be a person of honesty and integrity</li></ul>
<b>ADVICE</b>	Get good information and advice from your parents, teachers and Whanau teachers about what programmes connect to the pathways you are passionate about.

Choosing your programme of study for 2019 is an important task. Seek assistance and advice from your parents, your class teachers, Heads of Departments, Deans, Careers Advisor and Whanau Teacher. **You will be most successful when these decisions are carefully planned and fit with your own interests and needs.**

## **PATHWAYS**

For each of the courses that we offer at the Spotswood College we have identified how each course is aligned to the SIX Vocational Pathways. It is important to link your curriculum choices (your subject choices) with pathways that you are interested in. To help you, it is expected that you will do some thinking and research around your future.

- Visit

**CAREERQUEST**

This site helps you to explore potential job ideas, your interests and discover job ideas tailored to you. You will need to start an account, or you could just use this link to complete a 15 minute careers survey which will give you some ideas of future jobs that may be suited to you.

<https://www.careers.govt.nz/tools/careerquest/question?express=1>

- Look at the **FindMyPath** website here <http://vp.org.nz/#/> this helps you search for jobs and qualifications across each of the SIX pathways.
- Speak to the Careers Advisor Whaea Wendy. She will be available through the day during school. Make an appointment by going to her office down the Deans corridor or email [wey@spotswoodcollege.school.nz](mailto:wey@spotswoodcollege.school.nz)

# Course selection 2019

For 2019 our first stage of course selection will require students to select Literacy, Numeracy and STEAM courses. Other programmes will be selected later in Term 4 2018 and 2019.

## LITERACY

Students must choose ONE Literacy course in the first AND second semester. Our Literacy programme has been designed to focus on Literacy skills, which will help accelerate students' skills, so that students are successful further in the school. The Literacy framework will underpin how we progress students' skills. We will report on students' Literacy progress and provide feedback (what's working well or areas for development) and feedforward (next steps) in our reporting to parents.

We encourage students to choose Literacy programmes that connect with their interests and passions but advise students who wish to pursue an academic English programme in the senior school, are academic or Gifted and Talented to select two of the identified programmes, this will then be a full-time course.

## NUMERACY

Students must choose ONE Numeracy course in the first AND second semester. Numeracy compliments literacy and both are required for success in modern life. By numeracy, we mean the ability to see and use mathematics in everyday life. Students will work on their numeracy in a variety of contexts and approaches. Being numerate is as much about reasoning and thinking logically as it is doing sums.

Our Numeracy progression framework will support all students to develop a core set of skills for success in the Senior School. We will report on students' Numeracy progress and provide feedback (what's working well or areas for development) and feedforward (next steps) in our reporting to parents.

We encourage students to choose Numeracy programmes that connect with their interests and passions but advise students who wish to pursue an academic Maths programme in the senior school, are academic or Gifted and Talented to select from the identified programmes.

## STEAM

STEAM stands for Science, Technology, Engineering, Arts and Maths. There are wide varieties of STEAM courses to choose from. STEAM courses range from innovative and modern courses to traditional programmes that we have offered in the past. They are SEMESTER based, so students will have to choose ONE in the first SEMESTER and one in the SECOND SEMESTER for MONDAY, WEDNESDAY and FRIDAY. The STEAM courses will be mostly integrated (a combination of subjects and teachers).

## LANGUAGES

Languages will be taught across the timetable and not in STEAM, LITERACY or NUMERACY. Year 9 and 10 Languages will be taught during Inquiry, Widening of the Mind and Community Connect. This ensures that students still have full access to Literacy, Numeracy and STEAM. Please indicate on the course selection form if you intend studying a language. We will discuss more about this as the year progresses.

## LEARNING SUPPORT STUDENTS

### **Junior Learning Support Students**

If your child is in JNRE in Year 9 or 10 in 2019, their week will look slightly different from the mainstream junior timetable.

JNRE students will participate in **two** STEAM courses which will allow our students to be supported as much as possible. On Friday, instead of a STEAM course, they will participate in some of the subjects listed in the Learning Support Faculty section of the curriculum booklet.

All JNRE students will be taught their literacy and numeracy courses in the Learning Support Faculty, please see the subject outlines. All JNRE students will participate in Learning Advisory, Widening of the Mind, Active Movement, Community Connect and Clubs.

During Inquiry JNRE students will be taking a mixture of the subjects as outlined in the Learning Support Faculty subject selection document.

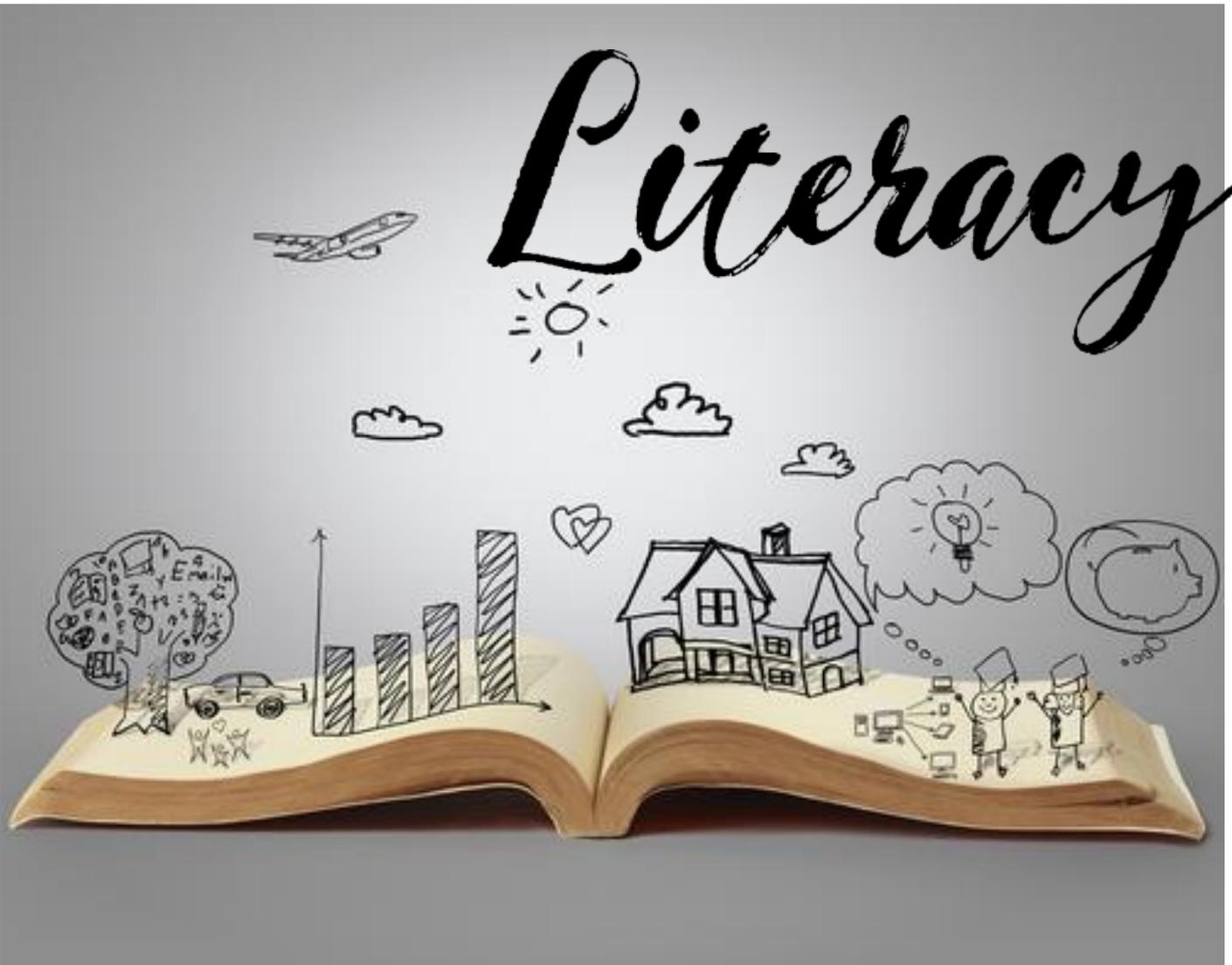
Other junior students attached to the Learning Support Faculty will follow the whole school junior timetable and choose all three STEAM options. They may be taking literacy and numeracy courses as well as the transition subjects from the Learning Support Faculty course list.

A member of the Learning Support Faculty teaching staff will meet with you and your child to confirm subject selection early in Term 4 2018.

### IMPORTANT CODES TO HELP

ENG	English	PEH	Physical Education Health
MAT	Maths	LAN	Languages
SCI	Science	LSF	Learning Support Faculty
SOC	Social Studies	DTG	Digital Technologies
PED	Physical Education	TXT	Textiles
TEC	Technology	DVC	Design and Visual Communication
MUS	Music	ACC	Accounting
DRA	Drama	ECO	Economics
FDN	Food	HOR	Horticulture

# Literacy



# Junior Literacy

## Semester One

## Semester Two

KAMAR CODE	COURSE TITLE	DEP	KAMAR CODE	COURSE TITLE	DEP
<b>SPTWLL</b>	Spotlight on Wellbeing	PED	<b>SPTWLL</b>	Spotlight on Wellbeing	PED
<b>INVGME</b>	Invent a Game	PED	<b>GMSNAT</b>	Games from Other Nations	PED
<b>GRPHIC</b>	Graphic Design	ART	<b>ARTADR</b>	The Art of Adornment	ART
<b>GOGREN</b>	Going Green	SCI	<b>GOGREN</b>	Going Green	SCI
<b>MEDSCI</b>	Medical Science	SCI	<b>ACTION</b>	Acids in Action / Science of Sport	SCI
<b>SYMBSN</b>	Symbols & Sound	MUS			
<b>CRTVTY</b>	Creativity and Innovation	ART	<b>HUNDRD</b>	100 Things to learn about your favourite interest	ART

Literacy Courses offered by the English Department are semester based. Students may pick one or two semester courses offered below. Students wishing to study English at NCEA Level 1 and beyond are strongly encouraged to select either the Gifted and Talented courses or the Academic Pathway courses within their Year Level. All other courses are available to all Junior Students.

<b>QNTLIT</b>	Year 10 - Quintessential Literary Classics (GIFTED AND TALENTED)	ENG	<b>QNTLIT</b>	Year 10 - Quintessential Literary Classics (GIFTED AND TALENTED)	ENG
<b>FNTASY</b>	Year 9 - Fantastic Fantasy (GIFTED AND TALENTED)	ENG	<b>FNTASY</b>	Year 9 - Fantastic Fantasy (GIFTED AND TALENTED)	ENG
<b>CITZNS</b>	Year 9 - Global Citizens (ACADEMIC PATHWAY COURSE)	ENG	<b>CITZNS</b>	Year 9 – Global Citizens (ACADEMIC PATHWAY COURSE)	ENG
<b>DREDFD</b>	Year 10 - Dare to be Different (ACADEMIC PATHWAY COURSE)	ENG	<b>DREDFD</b>	Year 10 - Dare to be Different (ACADEMIC PATHWAY COURSE)	ENG
<b>ENDSRV</b>	Endurance and Survival – Staying Alive	ENG	<b>ENDSRV</b>	Endurance and Survival – Staying Alive	ENG
<b>ICURID</b>	Can I see your ID? (Belonging, identity and societies)	ENG	<b>ICURID</b>	Can I see your ID? (Belonging, identity and societies)	ENG
<b>PPRTLE</b>	Paper Tales, Paper Trails	ENG	<b>PPRTLE</b>	Paper Tales, Paper Trails	ENG

# Year 9 and 10 Literacy Course Descriptions

Course	DESCRIPTION	Learning Areas	Course Cost
Spotlight on Wellbeing	<p>Being a teenager can be really challenging. Where can you go for good advice, knowledge and the skills to support your Hauora/Wellbeing?</p> <p>Develop your understanding of mental/emotional, social, physical and spiritual wellbeing by being the researchers, writers, presenters, editors, videographers and designers on Spotswood Colleges' own Google site "Spotlight on Wellbeing".</p> <p>This course will develop your reading, writing, researching, editing, vocabulary and communication skills, as well as supporting your own health and the health of others in the Spotswood College community.</p>	PEH	\$0
Invent a Game	<p>Ever thought about how your favourite sport might have been created? The game of basketball was created by Dr James Naismith in December 1891 in Springfield, Massachusetts. However, the 3-point shot that is such an important part of the game today wasn't introduced into the top leagues until 1967.</p> <p>In this course you will have the opportunity to plan for and play a brand-new game – invented by you! You will need to research how games have evolved in the past and then create the rules for your game. Playing your game with others in the class will allow you to reflect on your planning and use feedback and feedforward to refine your rules.</p> <p>This course will require you to research, write, edit and communicate your ideas effectively, both in writing and verbally. Perhaps your game can become part of Spotswood Colleges Hapu activities!</p>	PEH	\$0
Games from Other Nations	<p>Sepak takraw - Likely to be an Olympic sport in 2024. Handball - more than 27 million registered players worldwide. Kilikiti - New Zealand hosts the World Cup Kilikiti Tournament.</p> <p>New Zealanders love their sport and we certainly excel at some of them; rugby, cricket, netball... But there are a lot of exciting sports and games being played across the world. Here's a chance to be part of a bigger global community and increase our awareness of other cultures and sports histories.</p> <p>In this course you will investigate and learn about sports from different parts of the world, as well as giving these sports a go.</p> <p>This course will require you to use your investigative skills, edit and present information, write creatively and present a game commentary.</p>	PEH	\$0
The art of Adornment	<p>This course will look at adornment from traditional cultures from all over the world to find out why people have always adorned themselves. You will look at traditional and contemporary ways people make jewellery and tattoo. You will then put together a portfolio of your own tattoo designs and make a pendant using bone, stone, resin, plastic, wood or reclaimed materials.</p>	ART	TBC
Paper Tales, Paper Trails	<p>Ko te amorangi ki mua Ko te haapai o ki muri</p> <p>Using the best of the past to build upon for the future Everyone, everything has a story.</p> <p>Everyone, everything, leaves a trail. Whether it is a drawing taken from a cave wall, a page from a diary, or a message placed in 'the cloud,' a footprint is left.</p> <p>Following your own and others' paper tales and paper trails, we will cover the skills involved in listening, reading, writing, speaking, viewing and presenting.</p>	ENG	\$4
Y10 - Dare to be Different	<p>This is an Academic Pathway course. We're not all the same. Why should we be? We can blaze our own trail. Let's discover through reading, film and writing, just how people have affirmed their own identity and have pursued their own path. (Reading and writing will be a feature of this course and it will suit students who see English as an academic pathway)</p>	ENG	\$10

Going Green	Linking horticultural activities with plant processes. Daily activities in horticulture will be recorded in a garden diary. A range of plants found with the school will be managed and described. Vegetable, fruit and amenity gardens will be maintained.	SCI	\$5
Endurance and Survival – Staying Alive	Research and read about historic survival stories through time. We will cover the skills involved in reading, writing, speaking, listening, viewing and presenting.	ENG	\$10
Can I see your ID?' (Belonging, identity and societies)	Where do we belong? What groups do we find ourselves in? We will discover this through reading, writing, viewing and presenting. We can develop our own sense of identity and see how we fit into the world.	ENG	\$10
Medical Science	Study the components and functions of various human anatomical systems – e.g. circulatory, respiratory, muscular, sensory and reproductive systems and investigate the causes and effects of various complications/diseases relating to the above systems and the scientific methods used to treat them.	SCI	\$8
Acids in Action / Science of Sport	Investigate the world of chemicals and reactions, with particular focus on acids. We will study how acids and other chemicals are used in everyday life and how their reactions with other substances can be used to improve our way of life. Also study the physical aspects of sport and how the movement of the body or other objects is determined by forces and energy acting on them.	SCI	\$8
Year 10 - Quintessential Literary Classics	This is a Gifted and Talented Course for Year 10s. This exciting course takes you on a fantastic journey: reading, exploring, analysing and writing about some of the world's greatest fiction. We look not only at brilliant novels, short stories, films, plays and poetry from different countries but also, we will learn about the times in which these works of art were written and created. This course will suit students who enjoy reading, writing and thought-provoking discussions and who see English as a future academic pathway.	ENG	\$8
Symbols and Sound	Study written music to learn and perform on an instrument. Create your own written score for other students to perform.	MUS	\$8
Year 9 - Fantastic Fantasy	This is a Gifted and Talented Course for Year 9s. "Imagination is more important than knowledge. For knowledge is limited to all we know and understand, while imagination embraces the entire world". This quote is used in the classic fantasy novel The Warlock to capture the beauty of the imaginative, extraordinary world of fantasy. If you have a passion for fantasy and you interpret the wise words of Gandalf "All we have to decide is what to do with the time that is given us" to mean that literacy learning is best when it is based in fantasy literature and film (and you are a muggle) then this is the course for you! Fantastic Fantasy literacy will suit students who are passionate about writing, viewing and reading fantasy novels and films. Students can choose an independent pathway of fantasy reading or delve into fantasy classics from The Hobbit, Harry Potter, The Chronicles of Narnia, Lord of the Rings and A Wizard of Earthsea. There are no course costs, but you will need access to a device to download e-books and access course material online.	ENG	\$5
Graphic Design	How does an image communicate 1000 words? How can you communicate your message to the world using just your ability to create images? Learn how to use visual literacy techniques to approach graphic design problems.	ART	TBC
Creativity and Innovation	Learn to use your imagination to develop innovative products or art. Learn how innovators think and how to be more creative in your own thinking. Learn 100 ideas that changed art. Learn about the diversity, change, experimentation and the challenging of tradition in the art of today. Get to create your own imaginative collages and an art installation.		TBC
Year 9 - Global Citizens	This is an Academic Pathway course for Year 9s. Fascinating stories come from all corners of the world. In this course, we have the chance to find out about life for people in extraordinary circumstances, from growing up in a trash heap in Brazil to overcoming the odds a little closer to home. We'll look at how people around the world embark on huge adventures and the amazing stories that result.		TBC
100 Things to learn about your favourite interest	Research, draw, read and write about your own favourite interest. Keep your own journal to paste in images of any artists, art techniques, subject matter and/or art styles that relate to your selected interest. Learn how to fix creative block, make new connections, develop ideas and create mystery. You will be encouraged how to use an ideas sketchbook alongside what you choose to study.	ART	TBC



# Junior Numeracy

## Semester One

## Semester Two

KAMAR CODE	Course Title	DEP	KAMAR CODE	Course Title	DEP
<b>WHTNUM</b>	Steven Adams, Oklahoma City Thunder #12. What's your #?	<b>PED</b>	<b>BTBLBD</b>	Bats, Balls and Boundaries	<b>PED</b>
<b>ENVPRO</b>	Envelope and Protect	<b>TXT</b>	<b>ENVPRO</b>	Envelope and Protect	<b>TXT</b>
<b>MOVMAK</b>	The Money of Movie Making	<b>SOC</b>	<b>MOVMAK</b>	The Money of Movie Making	<b>SOC</b>
<b>MATMTL</b>	Math is Metal	<b>TEC</b>	<b>MATMTL</b>	Math is Metal	<b>TEC</b>
<b>SIZMAT</b>	Does Size Matter?	<b>DVC</b>	<b>SIZMAT</b>	Does Size Matter?	<b>DVC</b>
<b>ROCKET</b>	CO <sub>2</sub> Rocket Vehicles	<b>TEC</b>	<b>ROCKET</b>	CO <sub>2</sub> Rocket Vehicles	<b>TEC</b>
<b>SCLSCI</b>	The Scale of Science	<b>SCI</b>	<b>SCLSCI</b>	The Scale of Science	<b>SCI</b>
<b>YNGENT</b>	Young Enterprise	<b>SOC</b>	<b>HAKINA</b>	Hākinakina A Pāngarau	<b>MAT</b>

**Numeracy courses offered by the Maths Department are module based. There are two modules per semester. Students can pick either two modules from the courses below and one semester course from the courses above or four modules. Students are to pick within their year level except for the courses aimed at students who are at Level 6 or Level 3 of the curriculum, these courses available to both Year 9s and 10s.**

Module 1	Module 2	Module 3	Module 4
Number Express <b>NUMEXP</b> Curriculum Level 6	Algebra Army <b>ALGAMY</b> Curriculum Level 6	Location, Location, Location <b>LOCTON</b> Curriculum Level 6	Super Structures <b>SPRSTCT</b> Curriculum Level 6
Y10 - Number Know-how <b>NUMKNO</b>	Y10 - Awesome Algebra <b>AWEALG</b>	Y10 - Super Structures <b>SPRSTCT</b>	Y10 – Fake News <b>FKENWS</b>
Y10 - Measure Your World <b>MEASYW</b>	Y10 - Number Know-how <b>NUMKNO</b>	Y10 - Awesome Algebra <b>AWEALG</b>	Y10 - What are the Odds? <b>WATODD</b>
Y9 - Number Know-how <b>NUMKNO</b>	Y9 - Measure your world <b>MEASYW</b>	Y9 - Fake News <b>FKENWS</b>	Y9 - Algebra Avengers <b>ALGAVN</b>
Y9 - Fake News <b>FKENWS</b>	Y9 - Number Know-how <b>NUMKNO</b>	Y9 - Measure Your World <b>MEASYW</b>	Y9 - Engineering Empires <b>ENGEMP</b>
Nice Numbers <b>NCENUM</b> Curriculum Level 3	Measure Twice Cut Once <b>MSRTO</b> Curriculum Level 3	Defying the Odds <b>DEFODD</b> Curriculum Level 3	The Numbers Never Lie <b>NVRLIE</b> Curriculum Level 3

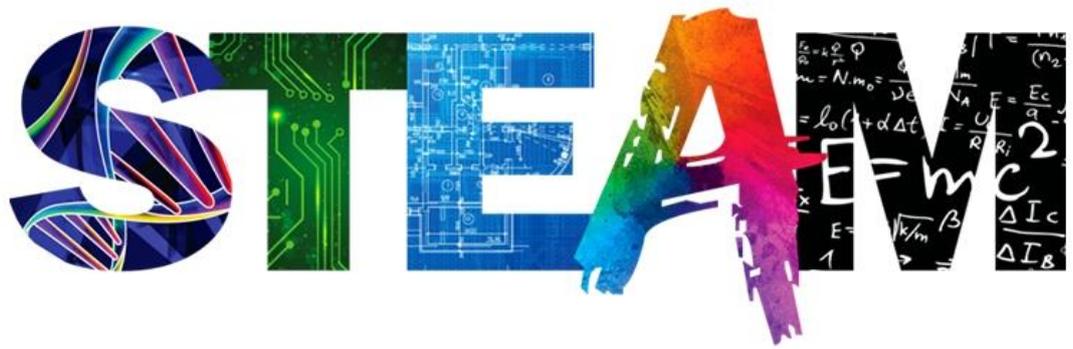
## Year 9 and 10 NUMERACY Course Descriptions

Course	DESCRIPTION	Learning Areas	COURSE COST
<b>Steven Adams, Oklahoma City Thunder #12. What's your #?</b>	How can we use numbers in sport to measure and improve our performance? How can we use statistics to plan team tactics and strategies to gain that win or competition title? How do we rate when compared with others our age? What do the graphs and charts show us about our performance? How good are the professionals? Develop basic numeracy skills as well as an introduction into statistics and the statistical inquiry process, percentages, fractions and decimals. This course will require some active participation. Be ready to work up a sweat, challenge your fitness, as well as stretching your brain...	PED	TBC
<b>Bats, Balls and Boundaries</b>	How can we use numbers to develop our skills and performance in both team and individual sports? Developing our basic biomechanics knowledge (the mathematics of movement) can help us reach our sporting goals. Using both individual and team sports as a context, the course will cover basic numeracy skills, whole numbers, rounding, decimals, measurement and angles. This course will require active participation; giving students the opportunity to develop skills in a range of sports. Our goal is to give learners the tools to be lifelong participants in physical activity and the numeracy skills to lead them in to a range of career pathways.	PED	TBC
<b>Nice Numbers</b>	This course is aimed at students who are at Level 3 of the National Curriculum. Numeracy skills are not just for scientists, accountants and the tax man, many professions require a good level of understanding when it comes to numeracy and mathematics. Join this course as an understanding of basic numeracy and mathematics will make a huge difference in all aspects of your life: it will make you more employable, help you achieve a greater understanding of the world around you as well as save you time and money	MAT	TBC
<b>Y10 - Number Know-How</b>	This is a compulsory course for any student wishing to study Mathematics at NCEA Level 1. In this course you will learn all you need to know about number. In our ever-increasing technological world of work and play it is vital that you know how to solve problems involving numbers and properties of numbers.	MAT	TBC
<b>Measure Twice, Cut Once</b>	This course is aimed at students who are at Level 3 of the National Curriculum. This course is designed to give you a practical hands-on approach to solving measurement problems in a real-life situation. You will learn how to use the metric system for measuring and be able to use methods for finding areas and volumes.	MAT	TBC
<b>Y10 - Measure Your World</b>	Interested in becoming an Architect, Engineer, Builder, Designer, Chef...the list is endless. This course will help you to understand the world around you and even beyond. You will learn about the metric system and other key measurements such as perimeter, area and volume of the shapes that surround you. You may be designing your own dream home or designing a product and its packaging or a piece of furniture to meet a particular need.	MAT	TBC
<b>Location, Location, Location</b>	In this course you will learn about how we can find the exact location of things. You will learn how to read maps, use a compass and be able to explain where things are. You will also learn about shape and space; angles, Pythagoras' theorem and Trigonometry. You might be designing a zip line from the Chimney to Paritutu or navigating a route around the world – this course will teach you to think and to solve problems in 2 and 3 dimensions.	MAT	TBC
<b>Super Structures</b>	This Engineering inspired course will take you through the metric system of measurement. You will learn how to deduce and use formulae to solve measurement problems whilst working towards solving a real-life Engineering problem. There may be opportunities for some learners to work towards NCEA Level 1 credits in Measurement.	MAT	TBC
<b>Y10 - Awesome Algebra</b>	This is a compulsory course for students wishing to study Mathematics at NCEA Level 1. This course covers the fundamental algebraic skills required. You will learn to write and solve equations as well as understand the relationships between equations, tables and graphs. You will be able to solve spatial and number patterns using algebra.	MAT	TBC

<b>Y10 - Alge-brah</b>	This is a compulsory course for students wishing to study Mathematics at NCEA Level 1. This course covers the algebraic skills required. You will learn to write and solve equations as well as understand the relationships between equations, tables and graphs. You will be able to solve spatial and number patterns using algebra.	MAT	TBC
<b>Algebra Army</b>	Taking your Algebra Skills to the next level. This course is designed for students who really want to improve their knowledge and ability to use algebra in solving problems. You will learn to solve polynomials equations, exponential equations and simultaneous equations. You will take your understanding of generalisation to the next level! This course follows on from Alge-brah.	MAT	TBC
<b>Y10 - Fake News</b>	"Lies, damned lies and statistics" Statistics are everywhere you look – elections have been won and lost based on the persuasive power of numbers, particularly statistics. Learn how to win arguments and be able to evaluate other statistical reports – is it fake news?	MAT	TBC
<b>Y10 - What are the Odds?</b>	Is it more likely that you will win the lottery or become a space traveller? Join this course to learn how we use probabilities all the time when we make decisions. You will conduct experiments, calculate probabilities and try and discover the best way to always win!	MAT	TBC
<b>Defying the Odds</b>	This course is aimed at students who are at Level 3 of the National Curriculum. This course will be an introductory Probability course. You will conduct experiments and understand how we use probabilities all the time when we are faced with choices. Join this course to find out if the odds are ever in your favour!	MAT	TBC
<b>Y9 - Number Know-how</b>	This is a compulsory course for any student wishing to study Mathematics at NCEA Level 1. In this course you will learn all you need to know about number. In our ever-increasing technological world of work and play it is vital that you know how to solve problems involving numbers and properties of numbers.	MAT	TBC
<b>Number Express</b>	This course is an advanced Number course. There will be opportunities for learners in this course to work towards NCEA Level 1 credits in Numeric Reasoning. This course follows on from Number Know-how.	MAT	TBC
<b>Y9 - Measure Your World</b>	Interested in becoming an Architect, Engineer, Builder, Designer, Chef...the list is endless. This course will help you to understand the world around you and even beyond. You will learn about the metric system and other key measurements such as perimeter, area and volume of the shapes that surround you. You may be designing your own dream home or designing a product and its packaging or a piece of furniture to meet a particular need.	MAT	TBC
<b>Y9 - Engineering Empires</b>	This Engineering inspired course will take you through the metric system of measurement. You will learn how to deduce and use formulae to solve measurement problems whilst working towards solving a real life Engineering problem.	MAT	TBC
<b>Y9 - Algebra Avengers</b>	This is a compulsory course for students wishing to study Mathematics at NCEA Level 1. This course covers the fundamental algebraic skills required. You will learn to write and solve equations as well as understand the relationships between equations, tables and graphs. You will be able to solve spatial and number patterns using algebra.	MAT	TBC
<b>Y9 - What are the Odds?</b>	Is it more likely that you will win the lottery or travel through space? Join this course to learn how we use probabilities all the time when we make decisions. You will conduct experiments, calculate probabilities and try and discover the best way to always win!	MAT	TBC
<b>The Numbers Never Lie</b>	This course is aimed at students who are at Level 3 of the National Curriculum. This course will take you through the Statistical Inquiry Cycle using a hands-on approach to collecting, displaying and analysing your own data.	MAT	TBC
<b>What's Your Number?</b>	Planet Earth is full of beauty and wonder. It is through asking the big questions and making sense our ever-changing planet that we will experiment with science and numbers. In this course students will be able to learn essential number skills through experimenting in Science.	SCI	TBC
<b>Envelope and Protect</b>	We all have important things in our lives that need care and protection. Devices rule our everyday lives from social networking and communication to our own e-learning journeys. The need to protect these expensive devices throughout the day is essential. Many people have covers of some description, however these are often generic, and mass produced and lack any sense of originality, personality or humour. You will design and make an original screen-printed case for your laptop. This will involve developing your own pattern by measuring dimensions, adding seam allowances and testing and adjusting your designs to ensure your case fits and protects one of the most important tools for your educational success.	TXT	TBC

<b>The Numbers of Movie Making</b>	Enter the world of the Hollywood movie industry. Learn how to produce a movie from an individual perspective or from a movie studio perspective. From budgets, special effect and movie stars' salaries.	SOC	TBC
<b>Math Is Metal</b>	Math and metal go together hand in hand. If you're a budding metal worker, knowing how to measure, use numbers and angles is essential. This is a practical based course with natural occurring evidence that you will be documenting.	TEC	TBC
<b>Does Size Matter?</b>	This course has been designed with you in mind! This course is about the development of skills, concepts and approaches for developing new ideas in spatial design (Architecture both indoors and outdoors) as well as Product design (Engineering and everyday objects that we use) for the "real world". Our concepts and ideas are ever evolving as new and better technology is discovered and applied to our lives.	DVC	TBC
<b>CO<sub>2</sub> Rocket Vehicles</b>	Students will be building, testing and trialling various CO <sub>2</sub> powered rocket vehicles. Concepts from math and physics will be employed during the dragster unit. They include measurement, multiplication and division, use of formulas, graphing and estimation. This activity allows students to use academic concepts in a "real world" situation.	TEC	TBC
<b>Scale of Science</b>	Investigate the world of Science, from completing practical investigations to collecting and processing data, to studying the scale of the universe and where we fit in. We will also look at how numbers play important roles in many aspects of Science, both natural and physical.	SCI	TBC
<b>Business (Young Enterprise)</b>	Through Young Enterprise you will learn about starting and running a business by getting to know the business planning process. You will learn to create and pitch your own business plans and develop life and employability skills.	SOC	TBC
<b>Hākinakina A Pāngarau</b>	A course designed to cover numeracy skills, combined with Te Reo Me Ona Tikanga and delivered with a sports flavour.	MAT	TBC

STEAM



The word "STEAM" is displayed in a large, bold, sans-serif font. Each letter is filled with a different scientific or technical illustration:

- S:** A colorful DNA double helix structure.
- T:** A green circuit board with glowing nodes.
- E:** A blue technical drawing or blueprint.
- A:** A vibrant rainbow spectrum.
- M:** A blackboard filled with white mathematical formulas, including  $E=mc^2$ ,  $F=ma$ ,  $v = \lambda f$ ,  $\Delta I_C$ ,  $\Delta I_B$ ,  $\beta$ ,  $\frac{1}{\sqrt{1-\beta^2}}$ ,  $\frac{1}{R_i}$ ,  $\frac{1}{R_j}$ ,  $\frac{1}{R_k}$ ,  $\frac{1}{R_l}$ ,  $\frac{1}{R_m}$ ,  $\frac{1}{R_n}$ ,  $\frac{1}{R_o}$ ,  $\frac{1}{R_p}$ ,  $\frac{1}{R_q}$ ,  $\frac{1}{R_r}$ ,  $\frac{1}{R_s}$ ,  $\frac{1}{R_t}$ ,  $\frac{1}{R_u}$ ,  $\frac{1}{R_v}$ ,  $\frac{1}{R_w}$ ,  $\frac{1}{R_x}$ ,  $\frac{1}{R_y}$ ,  $\frac{1}{R_z}$ ,  $\frac{1}{R_{aa}}$ ,  $\frac{1}{R_{ab}}$ ,  $\frac{1}{R_{ac}}$ ,  $\frac{1}{R_{ad}}$ ,  $\frac{1}{R_{ae}}$ ,  $\frac{1}{R_{af}}$ ,  $\frac{1}{R_{ag}}$ ,  $\frac{1}{R_{ah}}$ ,  $\frac{1}{R_{ai}}$ ,  $\frac{1}{R_{aj}}$ ,  $\frac{1}{R_{ak}}$ ,  $\frac{1}{R_{al}}$ ,  $\frac{1}{R_{am}}$ ,  $\frac{1}{R_{an}}$ ,  $\frac{1}{R_{ao}}$ ,  $\frac{1}{R_{ap}}$ ,  $\frac{1}{R_{aq}}$ ,  $\frac{1}{R_{ar}}$ ,  $\frac{1}{R_{as}}$ ,  $\frac{1}{R_{at}}$ ,  $\frac{1}{R_{au}}$ ,  $\frac{1}{R_{av}}$ ,  $\frac{1}{R_{aw}}$ ,  $\frac{1}{R_{ax}}$ ,  $\frac{1}{R_{ay}}$ ,  $\frac{1}{R_{az}}$ .

# Year 9 and 10 STEAM Courses – SEMESTER 1

Monday				Wednesday				Friday			
COURSE NAME	Learning Areas	Cost	KAMAR Code	COURSE NAME	Learning Areas	Cost	KAMAR Code	COURSE NAME	Learning Areas	Cost	KAMAR Code
<b>Creative Design</b>	DVC TEC	TBC	CRTDES	<b>Invest In Your Future</b>	ACC ECO	TBC	INVFUT	<b>Innovative Music</b>	MUS	TBC	INN MUS
<b>Fashion Activists</b>	TXT ENG	TBC	FSHACT	<b>Lyrics and Beats</b>	MUS ENG	TBC	LYRBTS	<b>Maori Art and Design - 2 Stones, 3 Kete, 1 Journey</b>	ART MOI	TBC	MOIART
<b>Medical Science</b>	SCI	TBC	MEDSCI	<b>Meet a Need</b>	DTG	TBC	METNED	<b>Maker Space</b>	TEC	TBC	MKRSPC
<b>Ngāmotu: more than just a beach</b>	ART SOC	TBC	NGAMOT	<b>Metal Meets Wood</b>	TEW TEM	TBC	MTLWOD	<b>Mana Maori Manu Korero</b>	ENG	TBC	MNAMEOI
<b>Reel Life</b>	ENG	TBC	REELLF	<b>Matariki</b>	ELE SOC	TBC	MTRIKI	<b>Our Cultural Village (ELL - English Language Learning)</b>	ESL	TBC	CLTVIL
<b>Sports Excellence - Are you fit enough?</b>	HPE	TBC	SPTFIT	<b>Wild About Animals!</b>	ART SCI	TBC	WLDANI	<b>Taradise</b>	HPE SCI	TBC	TARADIS
<b>Spotswood Crime Investigation Unit</b>	DRA SCI	TBC	SPTCSI	<b>Streetstyle</b>	ART TXT	TBC	STRART	<b>El Mundo de las Matemáticas</b>	SPA MAT	TBC	ELMUND
<b>The Violence in Nature - Extreme Natural Events</b>	SOC	TBC	VIONAT	<b>Grow and Eat</b>	HOR	TBC	GRWEAT	<b>The Scale of the Universe</b>	SCI MAT	TBC	SCLUNI
<b>Winner and Losers - Issues in Sport</b>	SOC PED	TBC	WINLOS	<b>Inside the Human Body</b>	SCI	TBC	HMNBODY	<b>Oppression and Change</b>	SOC	TBC	OPPCHN
<b>Digital Skills Passport</b>	DTG	TBC	DIGSKL	<b>Kai from Other Cultures</b>	FDN	TBC	KAICUL	<b>Kai for Health</b>	MAT FDN	TBC	KAIHLT
				<b>Maker Space</b>	TEC	TBC	MKRSPC				

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 1

## Monday

Course	DESCRIPTION	Learning Areas
<b>Creative Design</b>	This course has design elements that will be 'drawn up' in the form of graphical communication, to which the projects will be built. Learn how to draw, measure, cut and use power tools and 3D printing in a practical situation to produce several projects.	DVC TEC
<b>Fashion Activists</b>	"Be the change you want to see in the world." As an individual you can directly impact your environment on a regular basis. Use your personal ideas as inspiration with the distinct purpose of affecting the world in a creative or thought-provoking way. You will use fashion as a means of social change to up-cycle and recreate a garment which promotes your message to the world. You will experiment with embroidery, screen printing, bleaching and dyeing.	TXT ENG
<b>Medical Science</b>	Study the components and functions of a selection of various human anatomical systems – eg. circulatory, respiratory, muscular, sensory and reproductive systems. Investigate the causes and effects of various complications/diseases relating to the above systems and the scientific methods used to treat them.	SCI
<b>Ngāmotu: more than just a beach</b>	If the black grains of sand on New Plymouth's Ngāmotu Beach could talk they would tell tales of tragedy and triumph, of pounding warriors' feet, the crack of cannon fire, the creaking of oars from boats and the steady development of a village turned town, turned city. Once a large sprawling beach, Ngāmotu has played an important part in both Māori and European history. This course will investigate the history of Ngāmotu and retell the stories through art.	ART SOC
<b>Reel Life</b>	In this course you will view films and look at visual and sound techniques a director uses. The films may show real life situations from which we can learn about life. You will make a poster advertising the film of choice and make your own short film of your real life. You may look for commonalities between the films viewed and your own life.	ENG
<b>Sports Excellence - Are you fit enough?</b>	Test your fitness across a wide range of fitness components. Challenge yourself against others your age; Beep test, 12-minute run, Sit and Reach test, Illinois Agility test, Grip test. This course will enable you to build both your level of fitness and your understanding of exercise prescription, preparing you for maximum performance in your chosen sport/s. Part of the performance equation is understanding and implementing a nutrition plan. By following basic nutritional guidelines and recommendations you can get the best out of your body. Preparing for an event; warm-up, food intake and goal setting can mean the difference between 1st and 2nd on the day. You will need to be prepared for high levels of participation, to challenge yourself and to be your best.	HPE
<b>Spotswood Crime Investigation Unit</b>	Students combine the knowledge of forensic science with the skills of creating magic on the stage. Students will learn the science behind forensics and apply this to a dramatic context - solving the mystery of a criminal mastermind. Students will be collaborating to develop characters, narrative, script writing, costuming and set all within the realm of an accurate scientific context. If students wish this could be potentially show cased at the end of the course.	DRA SCI
<b>The Violence in Nature - Extreme Natural Events</b>	Learn about the natural violence and fury of volcanoes, hurricanes and tsunamis by studying the Volcanoes of New Zealand, the Hurricanes of the Pacific and The Boxing Day Tsunami. Along the way you can gain Level One credits by completing our new geography internal assessment " Silence, Violence and Tsunamis".	SOC
<b>Winner and Losers - Issues in Sport</b>	What happens in our communities when the All Blacks win? What happens when they lose? Sport has always had a role in influencing society and in turn, society has an influence on sport. In this course we will look at the history of sport, from the early Romans and their sport for entertainment, to New Zealand's role in international sport. By analysing a diverse range of sports issues, students will gain an understanding of both the positive and negative role sports can play in our society. Drugs in sport, violence and hooliganism, fair play, sponsorship, politics, role models, gambling and the commodification of athletes: students will have the opportunity to investigate an issue that interests them.	SOC PED
<b>Digital Skills Passport</b>	Students gain knowledge, skills and understanding of the design thinking process and computer aided design. They learn the steps to follow to develop digital media outcomes and to use appropriate tools, techniques and design elements using a variety of applications.	DTG

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 1

## Wednesday

Course	DESCRIPTION	Learning Areas
<b>Invest In Your Future</b>	This course is an introduction into the how (accounting) and why (economics) businesses make money. Learn how to prepare a basic set of statements for a business and investigate the choices we make due to scarcity. Also, you will be part of a Dragons Den type module where we explore the design process and marketing concepts for an innovative product you will develop and devise a marketing plan for.	ACC ECO
<b>Lyrics and Beats</b>	Music class with a focus on hip-hop and modern pop. Create your own songs, learn and perform on instruments. Study the development of different lyrical and vocal styles.	MUS ENG
<b>Meet a Need</b>	3D Printing is a method of creation that requires only some basic computer skills and a few rules of thumb. This course will allow students to discover for themselves the potential and limitations of 3D Printing through a build intensive design project. This course is an excellent option for anyone who ever wanted to prototype an invention, create a work of art, customize a product or just make something cool.	DTG
<b>Metal Meets Wood</b>	Design and construction of functional BBQ tools. This is a hand on course. You will be learning the basics of working with aluminium and wood to create BBQ tools that you can use. This course involves: small design aspects, measuring, cutting, bending/folding, riveting, drilling, forming, polishing.	TEW TEM
<b>Matariki</b>	This is a beginner Electronics course in which we will research the cultural significance around the world of the star cluster known as The Pleiades, then we will design and print a 3D plaque for our Electronics star display.	ELE SOC
<b>Wild About Animals!</b>	Choose to study your own endangered animals (e.g. a wolf and a NZ bird) and get creative doing your own drawing and painting. Then develop your project using ideas about the Science of threats and conservation, adaptations and habitats, and diversity. A class fieldtrip to Rotokare Scenic Reserve will be one of the highlights.	ART SCI
<b>Streetstyle</b>	You will research popular street and counter culture movements from hip hop to punk, goth to hipster and choose street fashion trends to influence your own work. You will design your own label and brand either individually or in collaboration with others to design and make a head to toe look. One garment and an accessory from your collection will be made in textiles using construction techniques and applied design including graffiti stencil printing, dyeing, bleaching, riveting and upcycling. To make your accessories you will experiment with resin casting, carving, plaiting and weaving.	ART TXT
<b>Grow and Eat</b>	Linking horticultural activities with plant processes. Daily activities in horticulture will be recorded in a garden diary. A range of plants found with the school will be managed and described. Vegetable, fruit and amenity gardens will be maintained.	HOR
<b>Inside the Human Body</b>	Take a journey through the most complex biological mechanism on earth - the human body. Dive deep under our skin to view the smallest cells, explore vast networks of blood vessels, nerves and muscle. Find out how things we might take for granted - eating, breathing, hearing, seeing are actually, a highly organised chain of chemical and biological events perfectly orchestrated to keep us alive and making us the most sophisticated biological organism on the planet.	SCI
<b>Kai from Other Cultures</b>	What is culture and how does it influence the food choices and well-being of teenagers and families in New Zealand? We will investigate the eating habits and foods commonly eaten in different countries and cultures. We will investigate the kai hunted, gathered and prepared by early Maori in pre-European times.	FDN
<b>Maker Space</b>	Explore the world of digital design and learn more about how these 2D and 3D Design Technologies are shaping our future. Each fortnight will feature an awesome new design challenge to stretch your creative skills and push you to create amazing new projects you always get to keep.	TEC

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 1

## Friday

Course	DESCRIPTION	Learning Areas
<b>Innovative Music</b>	Write your own lyrics and beats, record your own songs, perform your songs with a group, develop music for a video or game.	MUS
<b>Maori Art and Design - 2 Stones, 3 Kete, 1 Journey</b>	Explore your imagination using ancient knowledge and legendary heroes as a vehicle to express yourself. You will gain an understanding of kowhaiwhai design, tukutuku, whakairo and ta moko pattern. This will then be transformed into artworks using contemporary materials such as stencil, paint, dyed harakeke and resin using leading artists practice as inspiration.	ART MOI
<b>Makerspace</b>	Explore the world of digital design and learn more about how these 2D and 3D Design Technologies are shaping our future. Each fortnight will feature an awesome new design challenge to stretch your creative skills and push you to create amazing new projects you always get to keep.	TEC
<b>Mana Maori Manu Korero</b>	Be loud and proud. Get out there and have your say. Work together to learn and to practise the skills needed to give you the confidence to represent yourself, your whanau and your school at the Nga Manu Korero Speech Competition in the Sir Turi Carroll (Junior ENGLISH) contest. Work alongside seniors, and get ready to represent.	ENG
<b>Our Cultural Village (ELL - English Language Learning)</b>	The content of each student's course will depend on their level of English language proficiency - reading, writing, listening and speaking with an emphasis on communication skills.	ENG
<b>Taradise</b>	According to Lonely Planet, we live in New Zealand's secret paradise. Where else in the world can you immerse yourself in stunning alpine native forest and enjoy black sand beaches whipped by Tasman sea surf - all in the same location? All this is at our doorstep but while it is often admired it is not always experienced. Be part of a group learning why our surf beaches rate on the international stage and how to use and enjoy them safely. Explore our urban and natural environment using map reading, compasses and navigation skills. Develop your bush and water survival skills. Learn about native plants and animals found in those environments and the interactions between them. Perhaps you could be the next Bear Grylls! (P.S. Be prepared to get wet).	HPE SCI
<b>El Mundo de las Matemáticas</b>	An introductory Spanish language course focussing on learning the basics of Spanish by using numbers and Mathematics. The course is a complement for students taking Junior Spanish or students wishing to learn more aspects of Spanish.	SPA MAT
<b>The Scale of the Universe</b>	If we rely solely on what we can see, we miss an infinite world of wonder. Explore the microscopic world - invisible in our everyday experience find out what wonders lie below the limit of our sight. Then take a tour to some of the largest features of our universe and zero in on the giants in our cosmic neighbourhood, in our very own corner of the galaxy the Solar System. By doing that you'll really get an appreciation of the scale of our universe.	MAT
<b>Oppression and Change</b>	This will be a historical journey where we discover how human rights were violated and how those rights were corrected.	SOC
<b>Kai for Health</b>	In this course students will learn how to select healthy food choices by participating in a weekly food practical where they plan, prepare and consume their meals. Students will also learn about the function of nutrients in food and how they impact on their physical, mental/emotional, social and spiritual wellbeing, as well as the health of society and our nation. You will learn how to read nutritional information, understand how advertisers try and sway your opinions and be able to measure, budget and increase recipes using mathematical tools.	MAT FDN

# Year 9 and 10 STEAM Courses – SEMESTER 2

Monday				Wednesday				Friday			
COURSE NAME	Learning Areas	Cost	KAMAR Code	COURSE NAME	Learning Areas	Cost	KAMAR Code	COURSE NAME	Learning Areas	Cost	KAMAR Code
<b>Sports Excellence - Lead the Team</b>	HPE	TBC	SPTLTT	<b>Playtime</b>	ELE SOC	TBC	PLYTME	<b>Louisiana Brass Band</b>	MUS SPA	TBC	LOUBB
<b>Life on Earth</b>	SCI	TBC	LIFERT	<b>Mission to Mars</b>	SCI ENG	TBC	MISMRS	<b>Navigating Adolescence – Tips for Teenagers</b>	PED HEA	TBC	NAVADO
<b>Roll Up, Roll Up</b>	DRA PEH	TBC	ROLROL	<b>Te Mana o Tu</b>	PED MOI	TBC	MANATU	<b>Maori Voices</b>	ENG MED	TBC	MOIVOI
<b>Creative Design</b>	DVC TEC	TBC	CRTDES	<b>Hands on Creative Art</b>	ART	TBC	CRTVRT	<b>American Sports</b>	SOC MAT	TBC	AMSPOR
<b>Fashion Activists</b>	TXT ENG	TBC	FSHACT	<b>Inside the Human Body</b>	SCI	TBC	HMNBDY	<b>I'm Hungry!</b>	FDN SCI	TBC	IMHUNG
<b>Drawing and Printmaking</b>	ART	TBC	DRWPRT	<b>Invest in your Future</b>	ACC ECO	TBC	INVFUT	<b>Living a Maximum Lifestyle on Minimum Wage</b>	MAT FDN	TBC	LIFWAG
<b>Reel Life</b>	ENG	TBC	REELLF	<b>Lyrics and Beats</b>	MUS ENG	TBC	LYRBTS	<b>The Scale of the Universe</b>	SCI MAT	TBC	SCLUNI
<b>The Violence in Nature - Extreme Natural Events</b>	SOC	TBC	VIONAT	<b>Meet A Need</b>	DTG	TBC	METNED	<b>Maori Art and Design - 2 Stones, 3 Kete, 1 Journey</b>	ART MOI	TBC	MOIART
<b>Digital Skills Passport</b>	DTG	TBC	DIGSKL	<b>Metal Meets Wood</b>	TEW TEM	TBC	MTLWOD	<b>Maker Space</b>	TEC	TBC	MKRSPC
<b>Maker Space</b>	TEC	TBC	MKRSPC	<b>Experimental Painting</b>	ART	TBC	XPAINT	<b>Our Cultural Village (ELL - English Language Learning)</b>	ENG	TBC	CLTVILL
<b>Crime and Punishment</b>	SOC	TBC	CRMPUN	<b>Grow and Eat</b>	HOR	TBC	GRWEAT				
<b>Forensic Files</b>	SCI	TBC	FRNSIC	<b>Kai from Other Cultures</b>	FDN	TBC	KAICUL				
				<b>Streetstyle</b>	TXT	TBC	STRSTL				

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 2

## Monday

Course	DESCRIPTION	Learning Areas
<b>Sports Excellence - Lead the Team</b>	Are you part of a sports code? Maybe you play netball for school on a Saturday. Maybe you want to be an All Black or Tall Fern. Being a player is just part of the game. There are many different roles and responsibilities behind every performance on the court/field. Strong leadership, organisation and planning is required for a successful sporting experience. Develop your own leadership skills by being part of the Sports Excellence Club. Coach a training session, learn how to referee/umpire, develop management skills or contribute to an organising committee. This Sports Education based course will require you and your teammates to run an entire sports season from start to finish. You will need to be an active participant in the class' selected sport/s, as well as taking on one of the required leadership roles.	HPE
<b>Life on Earth</b>	Investigate what it takes for an organism to survive in the wild. We will study how animals and other organisms develop adaptations that help them to obtain food, reproduce and survive in their habitats, and how changes to these habitats have limited their chances of survival. We will also look at how these adaptations may be passed onto further generations to help ensure their future survival.	SCI
<b>Roll Up, Roll Up</b>	Students will learn skills in acrobatics, cheer stunts, trust work and stage combat within the context of a narrative. They will explore the world of circus and discuss themes such as prejudice, social acceptance and compassion. This will be combined, collaboratively rehearsed and presented at the end of the semester.	DRA PEH
<b>Creative Design</b>	This course has design elements that will be 'drawn up' in the form of graphical communication, to which the projects will be built. Learn how to draw, measure, cut and use power tools and 3D printing in a practical situation to produce several projects.	DVC TEC
<b>Fashion Activists</b>	"Be the change you want to see in the world." As an individual you can directly impact your environment on a regular basis. Use your personal ideas as inspiration with the distinct purpose of affecting the world in a creative or thought-provoking way. You will use fashion as a means of social change to up-cycle and recreate a garment which promotes your message to the world. You will experiment with embroidery, screen printing, bleaching, dyeing and research this all through your literacy slot.	TXT ENG
<b>Drawing and Printmaking</b>	Become a dreamer and an explorer of your own made up world. Imagine and write fantasy poems or short stories. Explore the magical and the mysterious with the freedom to express yourself. Fantasy dreams, dragons, the night, space, imaginary landscapes, magical people and mythical creatures.	ART SOC
<b>Reel Life</b>	In this course you will view films and look at visual and sound techniques a director uses. The films may show real life situations from which we can learn about life. You will make a poster advertising the film of choice and make your own short film of your real life. You may look for commonalities between the films viewed and your own life.	ENG
<b>The Violence in Nature - Extreme Natural Events</b>	Learn about the natural violence and fury of volcanoes, hurricanes and tsunamis by studying the Volcanoes of New Zealand, the Hurricanes of the Pacific and The Boxing Day Tsunami. Along the way you can gain Level One credits by completing our new geography internal assessment "Silence, Violence and Tsunamis".	SOC
<b>Digital Skills Passport</b>	Students gain knowledge, skills and understanding of the design thinking process and computer aided design. They learn the steps to follow to develop digital media outcomes and to use appropriate tools, techniques and design elements using a variety of applications.	DTG
<b>Maker Space</b>	Explore the world of digital design and learn more about how these 2D and 3D Design Technologies are shaping our future. Each fortnight will feature an awesome new design challenge to stretch your creative skills and push you to create amazing new projects you always get to keep.	TEC
<b>Crime and Punishment</b>	This course will begin by looking at historical and medieval forms of punishment, including different torture methods and the historical crimes that led to this kind of punishment. The course will move through time to the present day, where we will also look at the social factors involved in crime, such as gender, age, race, wealth and upbringing. We'll take a look at current statistics of the prison population and crime in both New Zealand and around the world, as well as having the chance to learn about or research a specific murder or crime case. The aim of this course is to understand the different factors that can contribute to a life of crime in New Zealand and possible solutions to reduce crime.	SOC
<b>Forensic Files</b>	Students will take a deep dive into the fascinating world of forensic science. You will be researching and learning about different forensic techniques and applying your knowledge in a practical and enjoyable way.	

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 2

## Wednesday

Course	DESCRIPTION	Learning Areas
<b>Playtime</b>	This is an advanced Electronics course in which we will research games and make some microprocessor-based products. The course includes but is not limited to: 3D printing, microprocessor programming and practical electronics skills.	ELE SOC
<b>Mission to Mars</b>	Imagine if you had the choice to travel to Mars! This course will give you the opportunity to study aspects and difficulties of space travel and living on another planet. You will use resources from both English and Science to explore the history and potential for this to happen in the future.	SCI ENG
<b>Te Mana o Tu</b>	The game of Kī o Rahi stems from the legend of Rahitutakahina and Tiarakurapakewai. When learning about traditional Māori games it is important that the pūrākau or legend is also learnt. The legend demonstrates that the sport is much more than a game. It is a tribute to our ancestors, our reo and our Māori culture. In this course, students will have the opportunity to learn Te Reo language through participating in both indoor and outdoor Māori games. From Kōpere (darts) and Mū tōrere (Chess/Draughts) to Kī o Rahi, Mau rākau and Parekura (Jailbreak), students will be active participants in their learning; developing basic language skills, knowledge of Māori culture and identity, as well as leadership and collaboration skills.	PED MOI
<b>Hands on Creative Art</b>	Draw, paint and make cool stuff! Learn sculpture, drawing and painting techniques. First make your own monster head, then give it your own mysterious, nature, sunset or mountain background. Then go on a class trip to explore a local landscape. Next, create your own project where you learn to think new connections, strange combinations, and experiment.	ART
<b>Inside the Human Body</b>	Take a journey through the most complex biological mechanism on earth - the human body. Dive deep under our skin to view the smallest cells, explore vast networks of blood vessels, nerves and muscle. Find out how things we might take for granted - eating, breathing, hearing, seeing - are actually a highly organised chain of chemical and biological events perfectly orchestrated to keep us alive and making us the most sophisticated biological organism on the planet.	SCI
<b>Invest in Your Future</b>	This course is an introduction into the how (accounting) and why (economics) businesses make money. Learn how to prepare a basic set of statements for a business and investigate the choices we make due to scarcity. Also, you will be part of a Dragons Den type module where we explore the design process and marketing concepts for an innovative product you will develop and devise a marketing plan for.	ACC ECO
<b>Lyrics and Beats</b>	Music class with a focus on hip-hop and modern pop. Create your own songs, learn and perform on instruments. Study the development of different lyrical and vocal styles.	MUS ENG
<b>Meet A Need</b>	3D Printing is a method of creation that requires only some basic computer skills and a few rules of thumb. This course will allow students to discover for themselves the potential and limitations of 3D Printing through a build intensive design project. This course is an excellent option for anyone who ever wanted to prototype an invention, create a work of art, customize a product or just make something cool.	DTG
<b>Metal Meets Wood</b>	Design and make a stainless-steel ring and a small welding project. This course is a hands-on course, where you will learn the basics of large workshop tools, measuring, joining, taps and dies and finishing touches.	TEW TEM
<b>Experimental Painting</b>	Have fun with paint. Try it. Twist it. Throw it. Spray it. Scrape it or squash it. How do you create something different? Distort, adapt, exaggerate and transform! Experiment with paint, create your own patterns and textures and discover some new techniques for creating paintings.	ART TXT
<b>Grow and Eat</b>	Linking horticultural activities with plant processes. Daily activities in horticulture will be recorded in a garden diary. A range of plants found with the school will be managed and described. Vegetable, fruit and amenity gardens will be maintained.	HOR
<b>Kai from Other Cultures</b>	What is culture and how does it influence the food choices and well-being of teenagers and families in New Zealand. We will investigate the eating habits and foods commonly eaten in different countries and cultures. We will investigate the kai hunted, gathered and prepared by early Maori in pre-European times.	FDN
<b>Streetstyle</b>	You will research popular street and counter culture movements from hip hop to punk, goth to hipster and choose street fashion trends to influence your own work. You will design your own label and brand either individually or in collaboration with others to design and make a head to toe look. One garment and an accessory from your collection will be made in textiles using construction techniques and applied design including graffiti stencil printing, dyeing, bleaching, riveting and upcycling. To make your accessories you will experiment with resin casting, carving, plaiting and weaving.	TXT

# Year 9 and 10 STEAM Course Descriptions – SEMESTER 2

## Friday

Course	DESCRIPTION	Learning Areas
<b>Louisiana Brass Band</b>	Perform the funky and innovative music from Louisiana. Study the multiple languages and cultures that make up the ever-expanding Creole language and culture.	MUS SPA
<b>Navigating Adolescence - Tips for Teenagers</b>	Being a teenager is a time of tremendous change and for an adolescent, the world can be a confusing place. Having the skills and knowledge to navigate adolescence with confidence and resilience is vital. This course will cover a wide range of topics in order for students to build and maintain well-being/Hauora. Topics may include: Mental Health, Mindfulness, Fitness, Healthy Eating, Food Labels, Screen Time and Online Safety, Healthy Relationships, Sexuality, Sleep, Conflict Resolution, Goal Setting, Peer Pressure, and Self Esteem, Managing Risk.	PED HEA
<b>Maori Voices</b>	It's great when you get to have your say. Maori authors and directors - what's been on their minds over the years? Find out what they have wanted to present to the rest of the world about te ao Maori.	ENG MED
<b>American Sports</b>	This course is designed to study the management of the four major sports leagues in North America (NFL, NBA, MLB, NHL). The course will study salary caps, free agency, sports economics, analytics and sports management.	SOC MAT
<b>I'm Hungry!</b>	Obesity is among the most common and costly disorders worldwide. It is increasingly affecting children and young adults. Teaching kids to develop healthy food options is something we can all do to ensure healthy futures. Did you know you need protein (such as meat, cheese and beans) to build muscles, calcium for strong teeth and bones, fruit and veggies to make you smart, as well as carbohydrates for energy? In this course you will learn why we need food, the main food groups and how to test for them. We will also look at the workings of the human digestive system. We will plan and make delicious healthy meals and snacks, which we can eat and share with our friends. (This course is ideally suited for Year 9 students).	FDN SCI
<b>The Scale of the Universe</b>	If we rely solely on what we can see we miss an infinite world of wonder. Explore the microscopic world - invisible in our everyday experience find out what wonders lie below the limit of our sight. Then take a tour to some of the largest features of our universe and zero in on the giants in our cosmic neighbourhood, in our very own corner of the galaxy the Solar System. By doing that you'll really get an appreciation of the scale of our universe.	SCI
<b>Maori Art and Design - 2 Stones, 3 kete, 1 journey</b>	Explore your imagination using ancient knowledge and legendary heroes as a vehicle to express yourself. You will gain an understanding of kowhaiwhai design, tukutuku, whakairo and moko pattern. This will be then transformed into artworks using contemporary materials such as stencil, paint, dyed harakeke and resin using leading artists practice as inspiration.	ART MOI
<b>Maker Space</b>	Explore the world of digital design and learn more about how these 2D and 3D Design Technologies are shaping our future. Each fortnight will feature an awesome new design challenge to stretch your creative skills and push you to create amazing new projects you always get to keep.	TEC
<b>Our Cultural Village (ELL - English Language Learning)</b>	The content of each student's course will depend on their level of English language proficiency. Reading, writing, listening and speaking with an emphasis on communication skills.	ENG
<b>Living a Maximum Lifestyle on Minimum Wage</b>	For many of us, our very first job consists of some entry level, minimum wage. This type of job is a great way to earn spending money, but could we support ourselves making a minimum wage? What does it actually cost to live by ourselves, pay all of our own bills, and buy all of our own food? In this course, you will compute yearly expenses for a person who lives a modest lifestyle. Then you will prepare your own budget.	MAT



Students in JNRE in 2019 will follow this timetable. For more information on how this programme will run please refer back to the Learning Support information at the beginning of this booklet.

<b>JNRE TIMETABLE</b>				
<b>MON</b>	<b>TUE</b>	<b>WED</b>	<b>THU</b>	<b>FRI</b>
<b>LITERACY</b>				<b>Learning Advisory</b>
<b>NUMERACY</b>				<b>Widening of the Mind</b>
<b>BREAK</b>				
<b>STEAM MONDAY</b>	<b>Learning Support Programmes</b>	<b>STEAM WEDNESDAY</b>	<b>Learning Support Programmes</b>	<b>Learning Support Programmes</b>
<b>LUNCH</b>				
<b>Learning Advisory</b>	<b>Active Movement</b>	<b>Clubs</b>	<b>Active Movement</b>	<b>Community Connect</b>

# Year 9 and 10 JNRE Course Descriptions

Course	DESCRIPTION	Learning Areas
<b>Literacy</b>		
<b>Literacy Boost</b>	Supported course focussing on literacy strategies to improve comprehension in both reading and writing.	LSF
<b>Use Your Words</b>	<p>This course is for students working within the Learning Support Faculty. It is designed for students working from pre-level 1 up to level 4 of the NZ Curriculum and often with high learning needs. It is part of the students' transition programme to adulthood.</p> <p>The course is skill-based, providing relevant, practical and achievable tasks that lead students to JCEA unit standards. Students will learn to develop the skills necessary for functional literacy while also building on Literacy skills necessary for successfully navigating NCEA Level 1 Literacy or Supported Learning credits in future years.</p>	LSF
<b>Numeracy</b>		
<b>Seeing as Understanding Visual Mathematics</b>	Supported course for students which engages students in visual representations of mathematics to deepen their understanding.	LSF
<b>Masters of Numbers</b>	<p>This course is for students working within the Learning Support Faculty. It is designed for students working from pre-level 1 up to level 4 of the NZ Curriculum and often with high learning needs. It is part of the students' transition programme to adulthood.</p> <p>The course is skill-based, providing relevant, practical and achievable tasks that lead students to JCEA unit standards. Students will learn to develop the skills necessary for functional numeracy while also building on numeracy skills necessary for successfully navigating NCEA Level 1 numeracy credits.</p>	LSF
<b>Learning Support Programmes</b>		
<b>Speech Weavers</b>	<p>This course is for students working within the Learning Support Faculty. It is designed for students working from pre level 1 up to level 4 of the NZ Curriculum and often with high learning needs. It is part of the students' transition programme to adulthood.</p> <p>The course is skill-based, providing relevant, practical and achievable tasks that lead students to JCEA unit standards. Students will learn to develop the skills necessary for effective communication, developing confidence and self-management.</p>	LSF
<b>I'm Important Too</b>	<p>This course is for students working within the Learning Support Faculty. It is designed for students working from pre-level 1 up to level 4 of the NZ Curriculum and often with high learning needs. It is part of the students' transition programme to adulthood.</p> <p>The course is skill-based, providing relevant, practical and achievable tasks that lead students to NCEA Level 1 Supported Learning unit standards focusing on developing functional, healthy and safe lifestyle choices and positive mind-sets.</p>	LSF
<b>Learning Support STEAM Monday</b>		
<b>Shape Shifters</b>	This course will enable students to use modern design and manufacturing techniques to create a project of their own choice.	TEC LSF

## Course Selection

Before you go online and choose your subjects you need to have all this information ready to go. It will be very helpful if you complete this form with your 1<sup>st</sup> and 2<sup>nd</sup> choices.

If you are picking MODULES for your Numeracy Programme, then you will need to pick either **2** or **4** modules (if you are picking 2 modules they must be from the same semester)

KAMAR ID - your whanau teacher has this				
SPOTSWOOD GOOGLE username			SPOTSWOOD GOOGLE password (Don't write it down here! Just tick the box when you have it)	
	1 <sup>st</sup> Choice		2 <sup>nd</sup> Choice	
	Semester 1	Semester 2	Semester 1	Semester 2
<b>JUNIOR LITERACY</b>				
<b>JUNIOR NUMERACY</b>	(M1)	(M3)	(M1)	(M3)
	(M2)	(M4)	(M2)	(M4)
<b>STEAM MONDAY</b>				
<b>STEAM WEDNESDAY</b>				
<b>STEAM FRIDAY</b>				
<b>LANGUAGES</b>	Te Reo Maori	Spanish	French	Japanese