



## JUNIOR (Y9 & Y10) SUBJECT SELECTIONS

Students in Years 9 and 10 need to select **3 options** and a **backup**. Please note that the backup option may be a subject that students do end up taking (depending on space in classes).

Please note the restriction of only 2 options per Learning Area.

### Learning area: **LANGUAGES**

- Māori
- French
- Japanese
- Media Studies

### Learning area: **TECHNOLOGY**

- Design & Visual Communication
- Digital Technology
- Food Technology
- Technology (Materials)

### Learning area: **ARTS**

- Art
- Drama
- Music

### Learning area: **COMMERCE**

- Business Studies (Year 10 only)

### Learning area: **PHYSICAL EDUCATION**

- Sports Science (Year 10 Only)

Rosmini College's timetable is student-driven and a new timetable is generated each year based on student subject selection. Unfortunately, while we do our best to avoid them, timetabling clashes may still occur and a few students may be required to choose an alternative subject option.

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## YEAR 9 SUBJECT SELECTION

### **MĀORI**

#### **Māori Course Objectives**

The main purpose of this course is for students to learn about Māori culture and language. The course will enable students to learn about Māori Culture through interactive activities and outside activities.

#### **Course Content:**

- Te reo Māori: Learn about the Structure and vocabulary of the language
- Kapa Haka: Learn how to perform a Haka with confidence and learn the history of the Haka
- Taiaha: Learn how to use a Taiaha correctly and about the history of Māori Warfare
- Whakapapa: Learn about the history of how Māori lived.

The emphasis is to learn about Māori culture procedures, and how to communicate with others in Te reo.

## **FRENCH**

### **Course Objectives:**

The aim is to stimulate interest in the French language and French everyday life and to build confidence in exchanging simple information in French. The course will enable students to hold a simple conversation in French, with good French pronunciation, to write simple letters to French speakers and to understand simple spoken and written French on familiar topics.

### **Course Content:**

- The French programme provides basic structures and vocabulary to communicate in the following contexts and on the following topics:
- Greetings and introductions
- Family
- Daily routines
- Describing people

The course includes some geographical and cultural background information featuring, especially:

- Region of France
- Greeting people / school objects
- Describing people (physically, age)
- Animals
- Family
- Housing
- Time
- One's home and town / directions
- Festivals

The emphasis is on using language to communicate, and extensive use is made of pair-work and group activities to practise speaking skills.

## **JAPANESE**

### **Course Objectives:**

The aim is to stimulate interest in the Japanese language, Japanese everyday life and to build confidence in exchanging simple information in Japanese. The course will enable students to listen to short conversations and read short texts, to interact in simple conversations in Japanese, to write short sentences using the hiragana alphabet and some kanji and to demonstrate knowledge of Japanese schools.

### **Course content**

The Japanese programme provides basic structures and vocabulary to communicate in Japanese on the following topics:

- Greetings
- Yourself
- Food
- Family and pets
- Hobbies

The emphasis is on using language to communicate, and extensive use is made of pair-work and group activities to practise speaking and listening skills. A dining experience at a local Japanese restaurant adds an authentic context for language use.

## **MEDIA STUDIES**

### **Course Objectives:**

The Year 9 Media Studies course is designed to give ākonga (students) an introduction to the world of media. Ākonga will analyse how we use, interact with and interpret various forms of media in our daily

lives. Ākonga will become critical thinkers increasing their awareness of the role that we, as media users, play in our society and the world around us.

### **Course Content:**

The course has a practical focus, encouraging students to experience different forms of media first hand, making their own judgements and reflecting on their own personal experiences. This course includes trips to media agencies and guest speakers from people in the media industry.

The media shapes our understanding of the world, reflecting and communicating aspects of our public and private lives and contributing to the creation of personal, social, cultural, and national identities. It is constantly changing. The progress of technology, mobility, connectivity, and digitisation is generating new channels and media formats. Ākonga are increasingly participating in this dynamic new environment. Through active engagement with the media, they will deepen their awareness of the nature and purpose of these changes. Media Studies challenges and empowers ākonga to analyse and interpret media content and become more informed and think critically about the media and its role in everyday life.

## **DESIGN & VISUAL COMMUNICATION (DVC)**

### **Course Objectives:**

This course introduces students to drawing and design. By the end of the course students will be able to confidently render 3D drawings and produce formal drawings of their design concepts. Students are encouraged to develop their own ideas and to modify existing designs.

### **Course Content:**

Skills include, but are not limited to:

- Freehand sketching.
- Rendering.
- Orthographic drawing.
- Isometric drawing.
- 3D Computer Modelling.
- Language of design.
- Principles of function and aesthetics.

Students will be developing CAD skills, to aid them in product design, model making and the presentation of their portfolios. Students will be using pencils, markers and pastels to show shading, shadow and texture to produce realistic rendered drawings.

## **DIGITAL TECHNOLOGY**

### **Course Objectives:**

Welcome to the exciting and ever-evolving world of Information Technology! This course is meticulously designed to introduce students to a broad spectrum of elements within the realm of digital technology. By the end of this course, students will have gained hands-on experience and developed a comprehensive skill set that will serve as a strong foundation for further studies and careers in Digital Technology.

### **Course Content:**

In this course, students will engage in the research, design, planning, and development of the following digital media outcomes:

1. **Web Design:** Learn to build websites using HTML and CSS. Master code editing tools such as VS Code and Dreamweaver. Enhance your skills in photo editing, 2D design, and animation.
2. **Programming:** Develop your coding skills through various programming languages, including Python. Understand fundamental concepts and apply them to solve real-world problems.
3. **Game Development:** Dive into game design using tools like Scratch, Godot, Blender, and Unity. Bring your gaming concepts to life through comprehensive game development practices.
4. **Database Management:** Create and manage flat-file databases. Gain practical experience in organizing, storing, and retrieving data efficiently.
5. **Spreadsheet and Word Processing:** Utilize spreadsheets for data analysis and management. Perform advanced word processing tasks to support organizational needs.

6. Photo and Video Editing: Master the art of editing photos with Photoshop and create stunning videos using video editing software.

## FOOD TECHNOLOGY

### Course Content

Food Technology consists of four units of study. Each area focuses on the technological design, planning and production of a product, fit for a client or stakeholder. Students interview and work with a stakeholder to plan and produce a final range of products.

**Unit One: Breaking Bread** - Students will learn the baking techniques and skills in making a variety of different types of breads. A school visit to a bakery will be organised, to understand the techniques in bread making and to compare the many varieties of breads.

**Unit Two: Health and Nutrition** - Students will focus on healthy eating, nutrition and design energy foods to enhance sports performance. Students will get opportunity to skype with different students from around the world to discuss healthy eating habits.

**Unit Three: Food from around the world** - Students will choose a country and plan, prepare and present a three course traditional meal. In this unit, the assessment will be in the form of a restaurant, where samples of dishes from different countries will be tasted and evaluated.

**Unit Four: Celebration of Christmas: Christmas hampers** - Students are involved in a community outreach programme, where they visit a retirement village and interview a stakeholder. The students plan, prepare and produce a range of goodies to be included into a Christmas Hamper.

## MATERIALS TECHNOLOGY

### Course Objectives:

This course teaches the fundamental knowledge, and skills needed to create and complete a personal project. Encouraging the exploration of ideas and materials.

### Course Content:

Students will design and develop a project to address a need.

Students will take their design and make a functioning, fit for purpose outcome (*take home project*). They will have access to a range of materials and processes, such as wood, metal, plastic and other composite materials.

## ART

### Course Objectives:

The aim of the course is to introduce students to the disciplines of drawing, painting, mixed media/collage, printmaking and sculpture. Drawing tasks are compulsory in all activities to record, clarify ideas, and to express through the application of line and tone. This course will make students experiment and find their areas of strength and interest.

### Course Content:

The content for the class is based on a theme, in which students are encouraged to explore and find a personal connection to the common theme. This allows students the opportunity to compare and discuss ideas, skills and creativity as a further learning tool.

The students are required to:

- Research to work art technique of selected artists.
- Draw using a variety of wet and dry materials
- Complete tasks in a variety of media, e.g. paint, print, sculpture, mixed media/collage and design as they relate to the artists.

## DRAMA

### Course Objectives:

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### Course Content:

Drama provides students the opportunities to share Drama through informal presentations and respond to ways in which Drama tells stories and convey ideas in their own and others work.

The main focus of Year 9 Drama includes:

- Exploring various vocal and physical games and exercises.
- Script work.
- Improvisation.
- Understanding a genre, using slapstick in performance.
- Introduction to drama techniques and the elements and conventions of Drama.

The specific areas of student development will be teamwork, concentration and spatial awareness, voice, performance skills, confidence building and public speaking.

## MUSIC

### Course Objectives:

Students extend their understanding and use of basic musical terms and increase their knowledge and awareness of general aspects in Music.

### Course Content:

- Performance (rehearsing and performing musical items and furthering skills on guitar and keyboard)
- Musical Knowledge (study of rock music, NZ music, world music)
- Music Theory & Aural (learning rudiments of musical notation and furthering aural skills)
- Composition (composing own pieces of music including using digital audio workstations - DAW)

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## YEAR 10 SUBJECT SELECTION

## MĀORI

### Course Objectives:

The main purpose for this course is for students to learn about Māori culture and language. The Course will enable students to learn about Māori Culture through interactive activities and outside school activities. Māori history is an important part of this program.

### Course Content:

The students learn:

- **Te reo Māori:** Learn about the Structure and vocabulary of the language
- **Kapa Haka:** Learn how to perform a Haka with confidence and learn history of the Haka
- **Taiaha:** Learn how to use a Taiaha correctly and about the history of Māori Warfare
- **Whakapapa:** Learn about the history of how Māori lived.

The emphasis is to learn about Māori culture procedures, and how to communicate the language with others.

## FRENCH

### Course Objectives:

This course builds on the foundation laid in Year 9. Students extend their understanding and use of basic vocabulary and structures and increase their knowledge and awareness of aspects of French culture. The aim is to increase students' competence in reading, writing, speaking and listening to French and to build their confidence and sense of achievement in using the language.

### **Course Content:**

The course focuses on cultural understanding and language in use in everyday situations. However, a greater understanding of structures is developed and the learning of vocabulary and verbs is an essential component. A wide range of topics is covered including:

- Leisure activities
- One's home and town
- Ordering in a restaurant
- Recipes and shopping for food
- Clothing
- Places and directions
- Going on Holiday
- Birthdays and Celebrations

## **JAPANESE**

### **Course Objectives:**

This course builds on the foundation laid in Year 9. Students extend their understanding and use of basic vocabulary and structures, and increase their knowledge and awareness of aspects of Japanese culture. The aim is to increase students' competence in listening, reading, writing and speaking in Japanese and to build their confidence and sense of achievement in using the language.

### **Course content**

The course focuses on the katakana alphabet system, cultural understanding and language in use in everyday situations. However, a greater understanding of structures is developed and the learning of vocabulary. The use of the te-form grammar is an essential component. The communication topics are on:

- Family members / pets
- Leisure
- House
- Describing people / ability
- Ordering food
- Shopping

## **MEDIA STUDIES**

### **Course Objectives:**

Year 10 Media Studies will build on the Year 9 Media Studies course by creating opportunities for ākonga (students) to critique a range of media.

### **Course Content:**

Students will analyse how we use, interact with, and interpret media. They will develop a critical awareness of the role that we, as media users, play in our society and the world around us. The course has a practical focus, encouraging students to experience different forms of media first hand, making their own judgements and reflecting on their own personal experiences. Students who did not take Media Studies in Year 9 can enrol in this course.

## **FOOD TECHNOLOGY**

### **Course Objectives:**

The aim of the course is to provide students with hands on practical cookery skills, research skills into nutrition and healthy options of food choices, and prepare students for Level 1. In Food Technology, students will gain knowledge and experience in designing and producing a range of food products. Students will focus on learning new culinary skills and techniques, which will be showcased in dishes and products prepared and presented.

### **Course Content:**

•**Unit One:** Design a gourmet burger -Students will design and prepare burgers. An in-class competition will be run in conjunction with this course. A school trip to a local burger franchise will be organized.

•**Unit Two:** "Whose pies are best?" - An investigation into the development of healthy, low fat pies is undertaken.

•**Unit Three:** Prepare and present finger foods for a special occasion. Fundraise for SPCA cupcake day - Students

learn how to plan for a special occasion. They work towards catering and presenting their finger foods for the Music evening. Students get an opportunity to fundraise for SPCA by producing and selling cupcakes.

•**Unit Four:** Fast Food vs Real Food - Students investigate ways in which fast foods can be revolutionised into healthy options. A take on the Food Truck. Students develop and manage a small business and work towards producing, packaging and selling their food products at Rosmini's market day.

## DESIGN & VISUAL COMMUNICATION (DVC)

### Course Objectives:

This course builds on the foundation laid in Year 9. Students have the opportunity to learn a diverse range of design skills. Topics are mostly project based. This means that students have to find a solution to a design problem within a set context. They will follow a design process to arrive at a potential solution and then present this solution using a variety of different modes and media. Students will develop skills to become divergent and explorative thinkers.

### Course Content:

Skills include, but are not limited to:

- Freehand sketching.
- Rendering.
- Orthographic drawing.
- Isometric drawing.
- 3D computer modelling.
- Language of design.
- Principles of function and aesthetics.

## MATERIALS TECHNOLOGY

### Course Objectives:

This course builds on the foundation laid in Year 9. You will extend your understanding and use a broader range of technical skills to prepare for NCEA L1.

### Course Content:

Students will design and develop a project to address a need.

Students will take their design and make a functioning, fit for purpose outcome (*take home project*). They will have access to a range of materials and processes, such as wood, metal, plastic and other composite materials.

## DIGITAL TECHNOLOGY

### Course Objectives:

Welcome to the exciting and ever-evolving world of Information Technology! This course is meticulously designed to introduce students to a broad spectrum of elements within the realm of digital technology. By the end of this course, students will have gained hands-on experience and developed a comprehensive skill set that will serve as a strong foundation for further studies and careers in Digital Technology.

### Course Content:

In this course, students will engage in the research, design, planning, and development of the following digital media outcomes:

1. **Web Design:** Learn to build websites using HTML and CSS. Master code editing tools such as VS Code and Dreamweaver. Enhance your skills in photo editing, 2D design, and animation.
2. **Programming:** Develop your coding skills through various programming languages, including Python. Understand fundamental concepts and apply them to solve real-world problems.
3. **Game Development:** Dive into game design using tools like Scratch, Blender, and Unity. Bring your gaming concepts to life through comprehensive game development practices.
4. **Database Management:** Create and manage flat-file databases. Gain practical experience in organizing, storing, and retrieving data efficiently.
5. **Spreadsheet and Word Processing:** Utilize spreadsheets for data analysis and management. Perform advanced word processing tasks to support organizational needs.
6. **Photo and Video Editing:** Master the art of editing photos with Photoshop and create stunning videos using video editing software.

## ART

### **Course Objectives:**

The Year 10 option course is an introduction and preparation for the Level 1 NCEA. The aim is to introduce students to the disciplines of drawing, painting, mixed media/collage, printmaking and sculpture. Drawing tasks are compulsory in all activities to record, clarify ideas and to express through the application of line and tone.

### **Course Content:**

The students are required to:

- Research the work and techniques of selected artists.
- Draw using a variety of wet and dry materials.
- Complete tasks in a variety of media, e.g. Paint, print, sculpture and/or design as they relate to the artists.

Students will also explore Level One achievement standards in the second half of the year. At present, tasks requiring specific skills that students will need at Level 1, are practiced in Year 10. These are a starting point for the body of work completed at Level 1 and will prepare students for the Year 11 Achievement Standards.

## DRAMA

### **Course Objectives:**

In Year 10 Drama students will be expected to build on the foundations laid in Year 9. Students will continue to expand their drama techniques and will develop further understanding of theatre forms and their conventions. The aim is to explore and extend the individual strengths of the students, at the same time furthering their confidence, understanding and enjoyment of Drama.

### **Course Content:**

The course focuses on specific theatre forms, script work and devising. A greater understanding of exploring character and specific text is emphasised. A wide range of topics are covered including:

- Rehearsal process - Theatre/stage understanding.
- Theatre forms - Naturalism and Issue Based Drama.
- Reflection - students evaluate their own performance work and that of other.
- Character studies - in depth look at how an actor develops a character.

## MUSIC

### **Course Objectives:**

This course is ideal for those students with skills and an interest in Music. It should be regarded as an opportunity to extend their musical ability and interest, as part of an all-round balanced education. Many of the students in the Year 10 Music class progress into NCEA Level 1.

### **Course Content:**

This is a full year course designed around the skills of performance, composition, aural, Music theory and materials of music.

Musical Appreciation and Listening: Rock and Pop, Classical, Contemporary Music, New Zealand Music.

- Music Theory: Grade 2 Workbook and Aural skills - basic chords and rhythms.
- Composition: your own music (song writing or instrumental composition)
- Performance: Solo (your main instrument)
- Group performances – bands, percussion ensembles etc.

## BUSINESS STUDIES

### **Course Objectives:**

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### **Course Content:**

There are four major topics in this course. Economics and Accounting, which are available as separate NCEA subjects in subsequent years, are studied during Terms One and Term Two. Enterprise Studies (Market Day) and Financial Literacy are studied during Terms Three and Four.



Students are expected to think creatively and work collaboratively. A highlight of the course for many students is developing and selling products for market day.

Familiarity with information technology is an advantage, as it is used extensively at school and at home.

## **SPORTS**

### **Course Objectives:**

Sport Studies is a course that examines the physical and theoretical understanding of sports and physical activity. The units of work are designed to give students a more critical awareness of physical activity, the importance it has in our lives, and societal factors which influence participation.

### **Course Content:**

Students will examine the history of sport, and the impact of sports in an NZ culture, as well as having the opportunity to participate in a variety of sports they may not have been exposed to.

There are both practical and written aspects to this course.

Key areas of learning include Societal influences on Sport, Te Ao Māori and sport, Biomechanics, Functional Anatomy, Sports Psychology, Sociology, Skill Acquisition, Training Theory, and Coaching.