

Tauhara College

2022 Yr 10 Options Course Overview



Student Information



Line 1 Students choose 1 course and then a back up for Semester 3 (terms 1 and 2) and 1 course and a back up for Semester 4 (terms 3 and 4.)

<p>Food-Tk</p>	<p>Course Description Food Technology is a course which combines both practical and theory components to learn basic cooking skills, food hygiene and safety practices, nutrition, hauora, product development and international cookery.</p>	<p>Learning Outcomes Students will learn basic cooking skills, demonstrate correct hygiene and safety practices, be able to understand the 4 dimensions of Hauora and put them into context, follow the steps of product development to sell Food Products at a Market Day and be able to plan, prepare and present an International Dish in a MasterChef style competition as part of a group.</p>
<p>Design Tech - Pp</p>	<p>Course Description 2022 will offer you two projects, the first is a clock that is made of multiple material types and illuminates with a remote to colour change the display. The second project is all about accuracy. You will produce a 2 dimensional design that converts itself into a 3 dimensional object! We will take you through the design process from the 'brief', design development and planning through manufacture.</p>	<p>Learning Outcomes Students will be able to create their own design solutions within the framework of a set brief. There is the opportunity to use three different materials that each offer different properties enabling the end solution to work. This course offers both creative flare and working accuracy with two very different outcomes ideally setting students up for level one standards.</p>
<p>Art - Wp</p>	<p>Course Description In art this year you will complete a range of projects which will allow you to develop your skills in a variety of mediums, these may include drawing, painting, design three dimensional work and collaborative projects. Towards the end of the semester you will be encouraged to apply your skills to develop your ideas in a self directed project.</p>	<p>Learning Outcomes You will practice and develop your practical knowledge. Your ideas will be valued and you will be encouraged to develop them in your work throughout the semester culminating in your own project. You will be introduced to how Art is viewed and its place in society. Self motivation and self direction is the ultimate goal. Organisational skills and respect for Art department materials and equipment is expected.</p>
<p>TeReo - Sm</p>	<p>Course Description Te Reo Māori in Year 10 is about learning the basic</p>	<p>Learning Outcomes Students will be able to hold a basic conversation, they will</p>

	<p>skills of the language in order to have a basic conversation, be able to introduce yourself confidently, can give and follow instructions and can write in the reo. All of this will be in preparation for senior level Māori. We will learn a range of tikanga, history and skills the Māori people use to this day.</p> <p>Note: <i>This course is recommended to take for a whole year; however, you can choose half a year</i></p>	<p>be able to explain tikanga Māori as it is today and reflect on past tikanga and how they have changed over the years. They will be able to run a pōwhiri, recite karakia and the purpose in each area. They will confidently stand and introduce themselves in te reo Māori. They will be able to show skills in Ngā mahi a Rehia also.</p>
Dance - Sh	<p>Course Description</p> <p>This course aims to enable students to participate in an innovative and progressive dance course. Students will perform dance and explore the creation of dance, focusing on how choreographic elements are used. Students will learn the choreographic device process and develop dance knowledge while completing activities and dance assessments.</p>	<p>Learning Outcomes</p> <p>Students will gain knowledge of dance terminology, analyse, and respond to dance performances and be able to express their knowledge. This course will help students to become confident in choreography and performance.</p>
Steam - Lj	<p>Course Description</p> <p>This STEAM course follows the Design Thinking Learning Process where a real world problem is delivered by a community stakeholder. Set in a highly inspiring modern learning environment students will work collaboratively on integrated subject material and will evidence their learning journey on an ePortfolio. In this class you will develop a high degree of digital literacy.</p>	<p>Learning Outcomes</p> <p>Students will be able to further develop their competency with the future focussed skills of collaboration, knowledge construction, real world applications & innovation, ICT for learning, self regulation & skilled communication.</p>
Code - Wn	<p>Course Description</p> <p>This course will be highly innovative, you will be working within a Digital, Electronic and hands on environment. You will develop your knowledge of coding and use this to solve problems and design projects. This course will take place in the Tauhara STEAM Hub which will allow any completed designs to become products using equipment such as the 3D printer or Laser Cutter.</p>	<p>Learning Outcomes</p> <p>Students will develop their knowledge and understanding of the Future Focussed Skills of Collaboration, Knowledge Construction, ICT for Learning, Self Regulation and Skilled Communication while also developing their digital skills, coding, digital design based skills and electronics.</p>

Line 4 *Students choose 1 course and then a back up for Semester 3 (terms 1 and 2) and 1 course and a back up for Semester 4 (terms 3 and 4.)*

<p>Food - Tk</p>	<p>Course Description Food Technology is a course which combines both practical and theory components to learn basic cooking skills, food hygiene and safety practices, nutrition, hauora, product development and international cookery.</p>	<p>Learning Outcomes Students will learn basic cooking skills, demonstrate correct hygiene and safety practices, be able to understand the 4 dimensions of Hauora and put them into context, follow the steps of product development to sell Food Products at a Market Day and be able to plan, prepare and present an International Dish in a MasterChef style competition as part of a group.</p>
<p>Design Tech - Wn</p>	<p>Course Description Students will follow the Design Thinking Process - gaining empathy and understanding of stakeholders needs alongside a countrywide issue leading to students innovating a manufactured solution to the problem with the aim to raise community awareness towards the issue.. This course will be unique in that it will have access to both the Tauhara Bp Workshop and The Tauhara STEAM Hub.</p>	<p>Learning Outcomes Students will develop their knowledge and understanding of the Future Focussed Skills of Collaboration, Knowledge Construction, ICT for Learning, Self Regulation and Skilled Communication while also developing their practical and design skills in a workshop environment. Students will also gain knowledge and understanding of the Design Thinking Process which is readily used by leading companies throughout the world.</p>
<p>Music - Rb</p>	<p>Course Description Music this year has a large practical component. You will choose which instrument (or voice) you would like to focus on and develop through lessons at school and individual and group practical activities in class. We will explore modern technological advances, through your hands-on use of a variety of pieces of software, microphones, speakers, and recording systems. We will develop musical literacy. This will link into parts of our class study of a well-known modern musical. All aspects of this course can seamlessly feed into NCEA study.</p>	<p>Learning Outcomes Students will develop practical skills on their choice of instrument through lessons inside or outside of school and performance in class. Students will become musically literate using Grade-1 as a starting point, and their instrument as a context. Students will create original music in a variety of pieces of industry-standard software including Garageband, Serato Studio, and Sibelius. Students will set up and operate a PA system suitable for a live performance, while developing knowledge of sound reinforcement, speakers, and microphones. Students will recognise the significance of the context, story, songs, and style of a well-known modern musical.</p>

Media Studies Hr	<p>Course Description</p> <p>Look at the misinformation and fake news prevalent in social media. Use fact checkers and research skills to highlight misinformation.</p> <p>Go on a Superhero movie journey, look at the conventions of movies - what makes a good Superhero movie and how technical aspects and narrative add to successful movies.</p> <p>Learn about the different styles of music videos - plan, design and create your own music video - recording footage, learning about royalties and copyright and editing using video editing tools.</p>	<p>Learning Outcomes</p> <p>Students will be able to identify and highlight misinformation in the news media and also use and analyze fact checking.</p> <p>Students will identify conventions of the superhero genre of the movie industry along with the 12 steps of a hero's journey.</p> <p>Students will plan, design and create a music video specifying and being true to music video conventions.</p>
Japanese - Sd	<p>Course Description</p> <p>This course provides opportunities for students to develop the ability to communicate in Japanese and discover the rich history, customs, and cultures of Japanese. Students will also understand that each language has its own ways of expressing meaning. Addition to these, students will have opportunities to master the Japanese script “hiragana” and “katakana” will be introduced.</p> <p>Note: <i>This course is recommended to take for a whole year; however, you can choose half a year</i></p>	<p>Learning Outcomes</p> <p>Students will be able to understand and construct simple texts in Japanese describing aspects of their own background and immediate environment, such as daily life, school life, interests, holidays, around town etc.</p> <p>Students will be able to recognise and describe ways in which Japanese culture is organised and make connections with their own culture.</p>
Land - Js	<p>Course Description</p> <p>Land Based Studies has a mixture of both practical and theory components. Students will get their hands dirty working in their garden. This includes weeding, sowing, planting, watering, harvesting, general garden maintenance and using some of the crops to eat.</p>	<p>Learning Outcomes</p> <p>Students will increase their garden skills and knowledge about gardening.</p> <p>They will grow plants from seed and nurture them. They will learn about other areas of gardening - eg lawn mowing, weed eating, caring for tools and more.</p>
Physical Education and Sport studies- Hj 10PESPORT	<p>Course Description</p> <p>This course is focused on fitness studies, sport education, games, summer sports, winter sports, personal goal setting and the opportunity to enter team challenges in Adventure Racing and Rogaines (orienteering). This course is a mix of practical and</p>	<p>Learning Outcomes</p> <p>Students will learn about personal fitness goals, team cooperation through sports education. Students will also develop skills in various sporting contexts and also have the opportunity to participate in new and novel sporting arenas.</p>

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