## CONTENTS

* Visual Arts & Design stream students must select from these courses.

<table>
<thead>
<tr>
<th>Subject</th>
<th>Page</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>CARTOONING AND ANIMATION</td>
<td>*</td>
<td>$40</td>
</tr>
<tr>
<td>CERAMICS</td>
<td>*</td>
<td>$60</td>
</tr>
<tr>
<td>CREATE OUR SCHOOL MUSEUM</td>
<td></td>
<td>$20</td>
</tr>
<tr>
<td>DANCE</td>
<td></td>
<td>$20</td>
</tr>
<tr>
<td>DRAMA - <strong>The Art of the Thrill</strong>&lt;br&gt;Hitchcock Film Study</td>
<td>*</td>
<td>$20</td>
</tr>
<tr>
<td>DRAWING, DESIGNING &amp; MAKING</td>
<td>*</td>
<td>$60</td>
</tr>
<tr>
<td>FOOD DESIGN</td>
<td></td>
<td>$100</td>
</tr>
<tr>
<td>GAMES &amp; SPORT</td>
<td></td>
<td>$20</td>
</tr>
<tr>
<td>GRAPHIC DESIGN</td>
<td></td>
<td>$30</td>
</tr>
<tr>
<td>JEWELLERY</td>
<td>*</td>
<td>$100</td>
</tr>
<tr>
<td>MATHEMATICS IN ART &amp; DESIGN</td>
<td></td>
<td>$20</td>
</tr>
<tr>
<td>PERFORMANCE ENSEMBLE (Making Music)</td>
<td></td>
<td>$25</td>
</tr>
<tr>
<td>SUSTAINABLE ART &amp; DESIGN</td>
<td>*</td>
<td>$40</td>
</tr>
<tr>
<td>TEXTILE DESIGN</td>
<td>*</td>
<td>$40</td>
</tr>
<tr>
<td>THE BIG SCREEN</td>
<td></td>
<td>$50</td>
</tr>
<tr>
<td>THE LOCAL ENVIRONMENT &amp; SOCIAL JUSTICE ISSUES</td>
<td></td>
<td>NIL</td>
</tr>
<tr>
<td>TRAVEL THE WORLD</td>
<td></td>
<td>NIL</td>
</tr>
<tr>
<td>VIDEO GAME DESIGN</td>
<td>*</td>
<td>$30</td>
</tr>
<tr>
<td>VIDEO PRODUCTION</td>
<td>*</td>
<td>$60</td>
</tr>
<tr>
<td>WEARABLE ART</td>
<td></td>
<td>$60</td>
</tr>
</tbody>
</table>

Most NEO courses attract a fee to purchase materials and equipment required in the course. **Students are required to pay fees by the end of Term One.** If families are unable to meet the cost, please contact the Principal to discuss the issue.
COURSE TITLE: CARTOONING AND ANIMATION
FACULTY: VISUAL ARTS

This is a Board Endorsed course. If you complete one or two years of study in either Year 9 or Year 10 this course will be accredited on your Record of School Achievement (ROSA).

COURSE OUTLINE
This course has two sections: Cartooning 1st year
               Animation 2nd or 3rd year

Cartooning – the focus of this course will be hands-on creativity/experimentation. Working individually and in small groups, you will learn how to draw and create cartoon characters and backgrounds and use comic book/zine layout. You will also view and study the work of a variety of cartoonists, animators and produce a process diary of your work.

Animation – this course continues to develop ideas and skills in creating cartoon characters, however, the emphasis is now on animation concepts, storyboarding, and producing animation on Flash. Students will view a range of different animations learning about different animation styles.

Excursions are organised to The Design Centre Enmore TAFE to see their animation studios, and attending a cinema when an animation film of merit is being screened.

OUTCOMES
Students will:
- gain an overview of cartooning and animation techniques
- produce a number of cartoons, a comic book and short animation sequence
- attend excursions to watch animations from the ‘making of’ perspective.

PRE REQUISITES
You don’t have to be a good drawer, but you must be keen to try and do your best, problem solve and try different approaches.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cartooning</td>
</tr>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Completion of single cell comic for competition exhibition book.</td>
</tr>
<tr>
<td>Completion of cartoon technique exercises.</td>
</tr>
<tr>
<td>Completion of zines and comic books.</td>
</tr>
</tbody>
</table>

FEES: $40 (includes A4 process diary)

For more information: Mr Wootten
COURSE TITLE: CERAMICS

FACULTY: VISUAL ARTS

COURSE OUTLINE
Ceramics involves using clay in creative ways to produce art objects; vases, cups, mugs, plates as well as jewellery pieces, figurines/small sculptures. Colour maybe applied using glazes to decorate the ceramic work. In this course students will learn a range of ceramic techniques using hand-building, slip casting and throwing (using a spinning pottery wheel) to produce their art piece.

Finished pieces will be showcased in our school “CreateDesign” exhibition.

OUTCOMES
Students will:
- Gain an understanding of design that has a function (can also be used eg. a cup to drink from).
- Gain skills in constructing ceramic pieces
- Design and manufacture a variety of pieces using ceramic techniques
- Use their imagination and creativity to produce interesting artworks

PRE-REQUISITES
None

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One &amp; Two</td>
</tr>
<tr>
<td>Hand-Building Clay Project</td>
</tr>
<tr>
<td>Slip-Cast project; collection of work</td>
</tr>
<tr>
<td>Research Project</td>
</tr>
<tr>
<td>Wheel work project</td>
</tr>
</tbody>
</table>

FEE: $60

For more information: Mr Wootten
COURSE TITLE: CREATE OUR SCHOOL MUSEUM

FACULTY: HSIE

COURSE OUTLINE

Do you want to be part of History? Would you like to be remembered as one of the first students to help establish a DHSVAD Museum? Then this course has your name on it.

Our school as existed for over 123 years and yet we have no museum to store, preserve, restore, and display our rich and varied history. In the early 20th century students who came here went to World War I: suffered during the Great Depression of the ‘30s; died in World War II and demonstrated against the Vietnam War in the 1960s. In the 1970s, Dulwich students wore their hair long and discoed the nights away, whilst students in the ‘80s wore ‘big hair’ and danced to Boy George. By the late 20th century many students worried the school might close and thought that later their children might not be able to come to DHSVAD. You’re here now in the 21st century as the latest link. WILL YOU BE THE ONE TO PRESERVE YOUR SCHOOL’S HERITAGE?

OUTCOMES

Students will:

- visit museums to learn the ‘hands on’ techniques of museology; locating, cataloguing, preserving, restoring, conserving, displaying, promoting history
- search out school memorabilia within and beyond the school
- interview past students
- update the school website
- create DHSVAD’s first school museum.

PRE-REQUISITES

For those who want to create, not just read about, history.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Theoretical assessment</td>
</tr>
<tr>
<td>Practical projects</td>
</tr>
<tr>
<td>Update to school community</td>
</tr>
<tr>
<td>Web update</td>
</tr>
</tbody>
</table>

FEE: $20

For more information: Ms Demovic
COURSE TITLE: DANCE
FACULTY: PDHPE

COURSE OUTLINE
Students will learn about the elements of dance (space, time and dynamics) and how they are used in, and link, the three practices. They will learn about performing dances with an awareness of safe dance practice, dance technique and performance quality. They will learn about how dance expresses ideas, feelings and experiences as they construct dance compositions to communicate ideas. They learn about people, culture and society as they study and analyse dance performances, compositions and dance works of art.

Students will learn to structure movement as they compose dances to express their ideas, feelings and experiences. They will learn to use the language of dance and to describe movements using the elements of dance as they view, discuss, read and write about dance. Drawing from their experiences gained in performing, composing and appreciating dances, they will learn to make connections between the making and performing of the movement and the appreciation of its meaning.

Student who complete 200 hours of the course will be eligible to receive a Record of School Achievement.

Neo Dance Assessment Schedule

<table>
<thead>
<tr>
<th>Term</th>
<th>Task</th>
<th>Title</th>
<th>Weighting</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Practical Performance</td>
<td>Contemporary Dance Technique</td>
<td>25%</td>
</tr>
<tr>
<td>2</td>
<td>Musical Theatre- Theory</td>
<td>Power point Presentation</td>
<td>25%</td>
</tr>
<tr>
<td>3</td>
<td>Practical Performance Theory</td>
<td>Carnivale Performance</td>
<td>25%</td>
</tr>
<tr>
<td>4</td>
<td>Anatomy and Nutrition- Theory</td>
<td>Yearly Examination</td>
<td>25%</td>
</tr>
</tbody>
</table>

The areas of study include:

- Dance Ensemble - for students who wish to participate in co-curricular dance classes
- Composition - the foundations of choreography
- Performance
- Contemporary dance
- Musical theatre styles
- Anatomy and Safe Dance
- Set and costume design
- On-sight dance
- Appreciation - history of dance and famous choreographers

FEE: $20

For more information: Ms Kurtulmus
NEO

COURSE TITLE: DRAMA – ‘The Art of the Thrill’ - Hitchcock Film Study
FACULTY: ENGLISH

COURSE OUTLINE

SEMESTER ONE:

Alfred Hitchcock is regarded as “the Master of Suspense”. He once said, "There’s no terror in the bang of the gun, only the anticipation of it.” His earlier work could create vivid terror in the mind of the viewer with very little splatter on the screen.

In this unit, students will learn about key cinematic techniques, with a particular focus on how to create tension and suspense on screen. Students will then be required to apply that knowledge to a close analysis of some of Hitchcock’s most successful films.

Hitchcock films to be studied:

- Rear Window  - North by Northwest
- Psycho   - Rope
- Vertigo  - The Birds
- Strangers on a Train - The Man Who Knew Too Much

SEMESTER TWO:

Students are to use the film knowledge they have learned in Semester One to craft their own short film, which will be submitted to ‘Live it! Create it!’, in Term 4. The focus of their film will be on ‘The Art of the Thrill’; they are to craft a piece that creates tension and suspense. Students will be required to devise, script, storyboard, film and edit their work for submission.

OUTCOMES

1. A student responds to and composes texts for understanding and pleasure
2. Effectively uses a widening range of processes, skills, strategies and knowledge for responding to and composing texts in different media and technologies
3. Uses and describes language form, features and structures of texts appropriate to a range of purposes, audiences and contexts
4. Makes effective language choices to creatively shape meaning with accuracy, clarity and coherence
5. Thinks imaginatively, creatively and interpretively and critically about information, ideas and arguments to respond to and compose texts
6. Identifies and explains connections between and among texts
7. Demonstrates understanding of how texts can express aspects of their broadening world and their relationship within it

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Semester One</strong></td>
</tr>
<tr>
<td>Term 1 – In-class test – viewing and analysis of excerpts from Hitchcock films</td>
</tr>
<tr>
<td>Term 2 - In-class test - Viewing and analysis of excerpts from Hitchcock films</td>
</tr>
</tbody>
</table>

FEE: $50 For more information: Mr Kell
COURSE TITLE: DRAWING, DESIGNING & MAKING
FACULTY: TAS

COURSE OUTLINE

Fancy making a model car, boat or plane or a small piece of furniture or would you like to learn how to make jewellery. Do you have an idea in your head but don’t have the skills or equipment to produce it. In DDM, each student works on a project of their own choosing, under the guidance of an experienced technology teacher.

Learn the design process from sketches through to finished product. Students will have access to a range of materials including timber, perspex, metal and recycled materials from Reverse Garbage. Construction will involve hand tools, power tools and machinery.

OUTCOMES

Students will:

- learn how to turn an idea into a design
- master using hand and power tools and working with a range of materials
- manage their time and work steadily to complete each project
- demonstrate OH&S practices in the technology rooms

PRE-REQUISITES

The student should be highly self motivated and enjoy the creative design process from designing and drawing through to making.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Design Folio</td>
</tr>
<tr>
<td>Project</td>
</tr>
</tbody>
</table>

FEE: $60

Drawing, Designing and Making may be studied for more than 1 year.

For more information: Mr Felman
COURSE TITLE:  FOOD DESIGN
FACULTY:  TAS

COURSE OUTLINE

Do you imagine yourself as a famous chef? There is more to being a chef than just cutting and cooking. In Food Design you will learn the secrets of:

- Food Preparation
- Food Styling
- Designing menus
- Meal Preparation

OUTCOMES

Students will:

- demonstrate safe and hygienic food handling practices
- use equipment correctly
- demonstrate proficient food preparation techniques
- work cooperatively to prepare foods and clean up each lesson

PRE-REQUISITES

Students should have a genuine interest in learning how to cook and present foods properly.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Development of food preparation skills</td>
</tr>
<tr>
<td>Management and participation in lessons</td>
</tr>
</tbody>
</table>

FEE: $100

Food Design is a 1 year course. Preference will be given to students who do not study Food Technology as an elective in Years 9 & 10.

For more information: Mr Felman
COURSE TITLE: GAMES & SPORT
FACULTY: PDHPE

COURSE OUTLINE

Students will participate in a variety of activities designed to increase fitness, teamwork, and to help develop movement skills in a fun environment. Students will be fitness tested at the beginning and end of the year to observe changes. The activities range from the traditional team sports to various modified games designed to encourage teamwork and strategic play. Students will also be able to design their own game using a variety of equipment and teach the rest of the class to play it.

The course is designed for students who wish to take proactive steps towards a healthier lifestyle by engaging in physical activity.

OUTCOMES
Students will:

- improve their individual fitness level
- enhance teamwork skills
- develop a positive body image
- increase movement skills in a variety of settings
- develop healthy values concerning exercise

PRE-REQUISITES

Students will be required to bring full sports uniform on a weekly basis. Due to the popular demand of this course, students who fail to follow the school rules during Games & Sport lessons will be required to select an alternative NEO.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Practical participation</td>
</tr>
<tr>
<td>Fitness testing</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

FEE: $20

Games & Sport is a one year course. Preference will be given to students who do not study PASS as an elective in Years 9 & 10.

For more information: Mr Hoycard
NEO

COURSE TITLE: GRAPHIC DESIGN
FACULTY: TAS

COURSE OUTLINE

Graphic Design is everywhere you look. It is evident in packaging, advertising, brochures, signage, logotypes, brands, magazines, and of course, the internet.

It deals with colour and shapes to communicate messages in a visual world and as such, is a broad and flexible course offering amazing possibilities.

This course will introduce students to the design process from sketches through to a finished product. Graphic Design will give you an opportunity to develop great skills, techniques and useful knowledge, using a wide range of computer software such as Illustrator and Photoshop

OUTCOMES
Students will:

- Design a range of graphical products such as logos, stationary, posters and advertisements
- master using Illustrator and Photoshop software
- manage their time and work steadily to complete each project
- demonstrate OH&S practices in the technology rooms

Projects develop in this course are exhibited in the Annual Design Exhibition.

PRE-REQUISITES

Students should be highly self-motivated and enjoy the creative design process from designing and drawing through to making.
Students are required to bring a Laptop with Illustrator and Photoshop software and Internet access

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Participation in class</td>
</tr>
<tr>
<td>Design Folio</td>
</tr>
<tr>
<td>Product</td>
</tr>
<tr>
<td>Management Skills</td>
</tr>
</tbody>
</table>

FEE: $30

For more information: Mr Felman
Graphic Design is a 1 year course.

COURSE TITLE: JEWELLERY
FACULTY: VISUAL ARTS

This is a Board Endorsed Course. If you complete two years of study over year 9 & 10, this course will be accredited to your Record of School Achievement (ROSA).

COURSE OUTLINE

Students will learn to create jewellery pieces using design practice and constructing pieces with semi-precious metals such as silver, copper and brass. In this course you will have the opportunity to make rings, pendants, bracelets and earrings. Students are encouraged to produce jewellery that demonstrates their creativity/imagination and are personalised by their own artistic interests. Finished pieces will be showcased in our school “CreateDesign” exhibition.

OUTCOMES
Students will:
- Gain an understanding of design that has a function (can also be used eg. you wear a ring).
- Gain skills in constructing wearable art/jewellery
- Design and manufacture a variety of pieces using jewellery techniques
- Use their imagination and creativity to produce interesting artistic pieces

PRE-REQUISITES

None

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One &amp; Two</td>
</tr>
<tr>
<td>Basic ring construction</td>
</tr>
<tr>
<td>Pendant</td>
</tr>
<tr>
<td>Research Project</td>
</tr>
<tr>
<td>Collection of work; Jewellery set</td>
</tr>
</tbody>
</table>

FEE: $100

For more information: Mr Wootten
COURSE TITLE: Mathematics in Art and Design
FACULTY: MATHEMATICS

COURSE OUTLINE:

The goal of this course is to recognise and form connections between Mathematics and Art and Design. This course is a project based subject where students will see how Mathematics is not just about formulas and logic, but about patterns, symmetry, structure, shape and beauty. Mathematics expresses itself everywhere, in almost every facet of life – in nature all around us, in architectural buildings and in famous paintings such as Leonardo Da Vinci’s work. In this course, students will learn, create and model topics such as; scale drawing, perspective drawing, constructing designs using a compass and ruler, tessellation and 3D concrete models.

OUTCOMES
Students will:

- develop range and autonomy in selecting and applying Visual Arts conventions and procedures to make artworks using Mathematics
- analyse and apply a range of design concepts and processes using Mathematics
- recognise and create patterns using principles of Mathematics

ASSESSMENT SCHEDULE

Semester 1:
Project
Designing own scale drawing
Constructing patterns using compass and straightedge

Semester 2:
Project
Drawing and building 3D model
Designing own tessellation

FEE: $20

This subject is a one year course

For more information: Ms Kang
COURSE TITLE: MUSIC PERFORMANCE
FACULTY: MUSIC

COURSE OUTLINE

Discover your singing voice or your instrumental skills in this music performance course! In semester one, students will develop their singing and performance skills by having the opportunity to be involved in the school musical as soloists or as a member of the ensemble. Students will learn how to sing as well as the ability to engage an audience.

In semester 2, students will be able to develop their instrumental skills through the Music Futures framework: an informal music learning model drawing on the real-life learning practices of popular musicians. This involves students in self-directed, independent learning, in friendship groups, working on a series of musical tasks created in an environment of real musical activity in genuine musical situations and environments.

OUTCOMES
Students will:

- Develop correct vocal technique
- Develop the ability to command stage presence and engage an audience
- Engage in production processes in preparation for a stage production
- Develop ensemble skills by forming, rehearsing and performing in groups
- Learn an instrument of your choice through informal learning methods
- Develop independent learning skills, self-confidence and leadership
- Discover the enjoyment of music performance

PRE-REQUISITES

No prior musical experience necessary – only enthusiasm, commitment and a willingness to engage in new experiences.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Rehearsal attendance &amp; participation 40%</td>
</tr>
<tr>
<td>Performance in the Musical 60%</td>
</tr>
<tr>
<td>Performance in the Musical 40%</td>
</tr>
</tbody>
</table>

FEE: $50

For more information: Ms Demovic
COURSE TITLE: SUSTAINABLE ART & DESIGN
FACULTY: VISUAL ARTS

COURSE OUTLINE

Are you concerned about the environment or the cost and waste associated with making art? If so, come and learn how to make funky art and designer objects out of everyday found materials. Help reduce landfill by creatively reappropriating the plethora of available consumer materials used in our everyday lives such as plastic bags, milk bottles, cartons, takeaway cups, cereal boxes, tins, bottle tops and other consumer products. This NEO will cater to students’ personal interests in and obsessions for specific materials and technologies of making. Following is a guide to some of the activities that this NEO may include:

- An excursion to Reverse Garbage and MADE Gallery
- Techniques for generating ideas and concepts relating to specific issues and materials
- Practical play with different materials
- Investigation into the work of international artists and designers who base their practice on the use of recycled and found materials
- Techniques for melding and manipulating materials eg. gluing, knitting etc...
- Construction and resolution of utilitarian and sculptural objects

OUTCOMES
Students will:

- develop an understanding of the importance of recycling for the environment
- use resources responsibly
- Realise creative concepts through the production of utilitarian objects and sculptures

PRE-REQUISITES
None

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assessment is competency based</td>
</tr>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Material research</td>
</tr>
<tr>
<td>Research relevant artists and designers</td>
</tr>
<tr>
<td>Material play and techniques</td>
</tr>
</tbody>
</table>

FEE: $40

For more information: Mr Wootten
COURSE TITLE: TEXTILE DESIGN
FACULTY: TAS

COURSE OUTLINE

This course explores the use of different textiles, fabrics, tools and techniques to design and produce a range of textiles items. Textile Design allows students to explore their creativity to design textile items and gain confidence in manipulating textiles to produce quality projects. Students will experiment with applying colour and other decorative techniques to textile items. This includes tie dyeing, felting, appliqué, stencil printing and hand and machine embroidery. Students will produce one textile item that will be donated to a charity such as Wrap with Love or the Red Cross.

OUTCOMES
Students will:

- select and use appropriate techniques and use equipment safely in the production of textile items
- use correct construction techniques to produce quality textile items
- use commercial patterns to construct textile items
- use a range of fabric decoration techniques

PRE-REQUISITES
Students should have a genuine interest in textiles including clothing, fashion, accessories, furnishings, costume, and textile arts. They should have enthusiasm and an interest in learning different creative textile skills.

COURSE REQUIREMENTS
There is a course fee that covers basic materials however students may be required to purchase fabrics, patterns and materials for specific projects.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Design and construction of textile projects</td>
</tr>
</tbody>
</table>

FEE: $40.00
Textile Design is a 1 year course. Preference will be given to students who do not study Textiles Technology as an elective in Years 9 & 10

For more information: Mr Felman
COURSE TITLE: THE BIG SCREEN

FACULTY: ENGLISH

COURSE OUTLINE

SEMESTER ONE:
Students will learn about the language of film and how meaning is made on screen. They will then apply that knowledge to two in-class tests in which they will view and analyse excerpts from some of the most ground-breaking films in cinematic history.

Film List:
- Birth of a Nation  
- Citizen Kane  
- The Bicycle Thief  
- Battleship Potemkin  
- Harvey Crumpet  
- The Cars That Ate Paris

SEMESTER TWO:
Students are to use the film knowledge they have learned in Semester One to craft their own short film, which will be submitted to the school’s film festival in Term 4: ‘Live it! Create it!’ They are to craft an original piece from scratch, devising, scripting, storyboarding, filming and editing their work for submission.

OUTCOMES
1. A student responds to and composes texts for understanding and pleasure
2. Effectively uses a widening range of processes, skills, strategies and knowledge for responding to and composing texts in different media and technologies
3. Uses and describes language form, features and structures of texts appropriate to a range of purposes, audiences and contexts
4. Makes effective language choices to creatively shape meaning with accuracy, clarity and coherence
5. Thinks imaginatively, creatively and interpretively and critically about information, ideas and arguments to respond to and compose texts
6. Identifies and explains connections between and among texts
7. Demonstrates understanding of how texts can express aspects of their broadening world and their relationship within it

| ASSESSMENT SCHEDULE |
|---------------------|---------------------|
| **Semester One**    | **Semester Two**    |
| Term 1 – In-class test – viewing and analysis of excerpts from seminal films | Group Short Film Project to be submitted to ‘Live it! Create it!’ |
| Term 2 - In-class test - Viewing and analysis of excerpts from seminal films | 25% | 50% |

FEE: $50
For more information: Mr. Kell
COURSE TITLE: THE LOCAL ENVIRONMENT AND SOCIAL JUSTICE ISSUES
FACULTY: HSIE

COURSE OUTLINE

Students will study the history and development of the local environment and local issues using contemporary sources.

Students will learn about the Cooks River; development and changes in the Marrickville area; challenges provided by Sydney Airport; local traffic management; Marrickville Hospital; urban wildlife and local service provision.

OUTCOMES
Students will:

- prepare a press file of local contemporary issues
- demonstrate an understanding of the development of the Marrickville local environment.
- identify and demonstrate an understanding of the challenges in the local community
- demonstrate an understanding of the processes involved in participating in active citizenship

PRE-REQUISITES
None

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Prepare a local issues file</td>
</tr>
<tr>
<td>Report on local council visit, Marrickville Council Meeting</td>
</tr>
</tbody>
</table>

FEE: None

For more information: Ms Demovic
COURSE TITLE: TRAVEL THE WORLD
FACULTY: PDHPE

COURSE OUTLINE

The course is designed for students who wish to learn more about travelling and other cultures. Students will develop an understanding of their own society and culture as well as the societies and cultures of others. This will include travel tips, cuisine, language, traditional customs and famous tourist and heritage sites.

OUTCOMES

Students will:

- increase their self-esteem and promote an awareness of other cultures
- develop an understanding of travelling safely
- acquire knowledge about overseas destinations
- develop an understanding of various cultures
- build a bank of tourist based conversational language

PRE-REQUISITES

Students should have an interest in travelling and learning about other cultures. All students will be required to bring an electronic device that can connect to the internet each week.

<table>
<thead>
<tr>
<th>ASSESSMENT SCHEDULE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td>Semester One</td>
</tr>
<tr>
<td>Plan a travel itinerary</td>
</tr>
</tbody>
</table>

FEE: None

For more information: Mr Hoycard
COURSE TITLE: VIDEO GAME DESIGN
FACULTY: TECHNOLOGICAL AND APPLIED STUDIES

Video game design is a growth industry one that has been acknowledged by the federal government with recent investment to build the skills and knowledge base of this fledgling industry within Australia. Gaming design requires the development of skills in the use of range computer technologies and creative thinking. The course aligns with the ethos of DHSVAD in that it provides opportunities for students to develop critical thinking and problem solving skills within a creative framework.

COURSE OUTLINE:
Students will be introduced to the world of video game design and production, learning and applying a range of creative and technical skills through the development of their own video game. Students will be able to access a suite of open-source game making programs and move towards developing coding skills as skill levels progress.

- Gamestar Mechanic
- Gamemaker: Studio
- Kodu
- MIT Scratch
- Unity (Advanced Category)

OUTCOMES:
Students will develop and understand the terminology and functional aspects of computer game Software Design and plan a creative computer game using the appropriate software to create a completed functional game, that has considered the elements of design including, movement, functionality, aesthetics characters and storyline.

PRE-REQUISITES:
Students applying for this course should have an interest in computer game design and be motivated to further develop their creative thinking skills through this medium.

ASSESSMENT SCHEDULE:

<table>
<thead>
<tr>
<th>Semester One</th>
<th>Semester Two</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Introduction to gaming:</strong></td>
<td>Students work on formatting and developing their game</td>
</tr>
<tr>
<td>Research existing computer games.</td>
<td><strong>Extension:</strong> students who have excelled in learning the technical skills can begin learn coding to apply to their games.</td>
</tr>
<tr>
<td>Explore through testing and experimentation to</td>
<td>Games to be completed and uploaded to STEM competition by</td>
</tr>
<tr>
<td>produce a short game sequence that includes</td>
<td>September 30.</td>
</tr>
<tr>
<td>movement, action, characters and sound effects.</td>
<td></td>
</tr>
<tr>
<td><strong>Game Design, planning:</strong></td>
<td><strong>Introduction to coding:</strong> Students will build on existing</td>
</tr>
<tr>
<td>students work individually or in pairs to design</td>
<td>skills to learn basic coding skills to add flexibility and</td>
</tr>
<tr>
<td>and plan a video game to be entered into the</td>
<td>innovation into their game designs.</td>
</tr>
<tr>
<td>national STEM video game competition.</td>
<td></td>
</tr>
<tr>
<td>Students to present to teacher storyboard,</td>
<td></td>
</tr>
<tr>
<td>character analysis, sound design and a plan of</td>
<td></td>
</tr>
<tr>
<td>how it will be achieved.</td>
<td></td>
</tr>
</tbody>
</table>

FEE: $30

For more information: Mr Felman
COURSE TITLE: VIDEO PRODUCTION
FACULTY: VISUAL ARTS

COURSE OUTLINE

This NEO is open to students who have a strong interest in video production and who would like to work as a member of our school video production team. Students would be required to produce videos of a suitable quality/standard to enter them in film/video competitions (junior Tropfest, V-Fest etc, and to be exhibited in the school annual “CreateDesign” exhibition as well as the soon to be operating the SEAVIEW GALLERY NIGHTTIME PROJECTION WALL.

OUTCOMES

Students will:
• develop imaginative concepts/themes suitable for short videos.
• acquire skills and expertise in pre-production, production and post-production
  With a focus on ;
  ✓ writing for video production
  ✓ Camera
  ✓ Lighting
  ✓ Sound recording
  ✓ Video editing, titles, special effects (spx)

PRE-REQUISITES

Students applying for this course should be highly motivated, enjoy working as part of a team and value creative approaches.

ASSESSMENT SCHEDULE

<table>
<thead>
<tr>
<th>Semester one</th>
<th>Semester two</th>
</tr>
</thead>
<tbody>
<tr>
<td>Workshops in using the camera, lighting, sound recording</td>
<td>Production and Editing Promotion</td>
</tr>
<tr>
<td>Pre-production-writing and production schedule</td>
<td>Screening/exhibition</td>
</tr>
</tbody>
</table>

FEE: $60

For more information: Mr Wootten
COURSE TITLE: WEARABLE ART
FACULTY: VISUAL ARTS

COURSE OUTLINE

Students will be introduced to the world of wearable art in its many possibilities including art and fashion and the high end of international wearable art. Students will approach the concept and making of their wearable art with creative, expressive and imaginative solutions.

OUTCOMES:

Students will:
• develop skills in using unusual materials for making fashion or wearable objects.
• explore design concepts for fashion and wearable
• acquire methods and skills in constructing and making fashion or wearable objects.

PRE-REQUISITES

Students applying for this course should be highly motivated, enjoy working as part of a team and value creative approaches.

ASSESSMENT SCHEDULE

<table>
<thead>
<tr>
<th>Semester one</th>
<th>Semester two</th>
</tr>
</thead>
<tbody>
<tr>
<td>The first unit of work: jewellery works using range of materials including leather, ceramic and paper.</td>
<td>Third unit students learn to print on fabric including silk screen and transfers. Students design and print their own range of t-shirts.</td>
</tr>
<tr>
<td>Second unit students work collaboratively to create an imaginative headpiece using recycled materials.</td>
<td>In the final unit of work: independent project on their own wearable art task or design for fashion and art.</td>
</tr>
</tbody>
</table>

FEE: $60

For more information: Mr Wootten