Guildford Grammar School

FOUNDED 1896

Year 10

Course Selection Handbook 2024

Discovery course selection planner for **Year 10, 2024**

Please note your course choices below so you have a record.

Student name: _____

House: _____

Compulsory courses:	English	Humanities and Social Sciences	Health and Physical Education
	Mathematics	Science	Religion, Philosophy and Ethics

	Please list your 4 Discovery course choices in order of preference.
1st Choice:	
2nd Choice:	
3rd Choice:	
4th Choice:	
Reserve Choice 1:	
Reserve Choice 2:	

Explanatory Notes

Listing your choices in rank order: Please put your top six choices in order of preference.

We will do our best to give you the choices you want. The earlier you submit your choices, the more likely it is for this to be possible.

Year 10 course index

If you're viewing the e-version PDF of this document, all of the courses below are active links to specific details for each. Use the 'back to course index button' on any of the linked pages to return here (or alternatively scroll through the document).

English • compulsory

Year 10 English course	Which Year 11 course does it lead to?
English – STRIVE	Leads to English (ATAR) or Literature (ATAR)
English – Advanced	High A Grade could lead to Literature (ATAR) A or B grades lead to English (ATAR)
English – Standard	A or B grades lead to English (ATAR) C grade leads to English (General)
English – Applying	A, B or C grades lead to English (General)

English is a compulsory subject.

Students are placed in English courses on the basis of their Year 9 performance.

Contact

Mr Ben Nilsson
Head of English
Ben.Nilsson@ggs.wa.edu.au

Mathematics • compulsory

Year 10 Mathematics course	Which Year 11 course does it lead to?
Mathematics – STRIVE	A grade could lead to Specialist Mathematics (ATAR) Minimum C grade could lead to Mathematics Methods (ATAR)
Mathematics – Advanced	High A grade could lead to Specialist Mathematics (ATAR) and/or Mathematics Methods (ATAR) High B grade could lead to Mathematics Methods (ATAR) B or C grades lead to Mathematics Applications (ATAR)
Mathematics – Standard	High C grade leads to Mathematics Applications (ATAR) Lower than a C grade leads to Mathematics Essential (General)
Mathematics – Applying	Mathematics Essential (General) A, B or C grades lead to Mathematics Essential (General)

Mathematics is a compulsory subject.

Students are placed in Mathematics courses on the basis of their Year 9 performance in 2023. Placement in the STRIVE course or the Advanced course are essential for students wishing to pursue Specialist Mathematics ATAR and/or Mathematics Methods ATAR, leading to university courses in Engineering or high level Science courses.

NB: Mathematics Foundation is only accessed by students who have not reached the OLNA numeracy threshold.

Contact

Mrs Sherie Hope
Head of Mathematics
Sherie.Hope@ggs.wa.edu.au

Humanities and Social Sciences (HASS) • compulsory

Year 10 HASS course	Which Year 11 course does it lead to?
Modern History	Modern History (ATAR) Politics and Law (ATAR)
Geography	Agribusiness (ATAR) Geography (ATAR) Business Management & Enterprise (ATAR) Economics (ATAR)
Politics and Law	Politics and Law (ATAR) Modern History (ATAR)
Commerce (Business & Economics)	Agribusiness (ATAR) Business Management & Enterprise (ATAR) Economics (ATAR) Geography (ATAR)

Humanities and Social Sciences (HASS) is a compulsory subject.

All students will study four, term-long courses which prepare them with the content and skills needed to study HASS ATAR Courses in Year 11.

Contact

Mrs Leah Truscott
Head of Humanities & Social Sciences
Leah.Truscott@ggs.wa.edu.au

Science • compulsory

Year 10 Science course	Which Year 11 course does it lead to?
Biological Sciences	Biological Science (ATAR) Human Biological Science (ATAR) Psychology (ATAR) Integrated Science (General)
Chemical Science	Chemistry (ATAR) Integrated Science (General)
Physical Sciences	Physics (ATAR) Integrated Science (General)
Earth and Space Sciences	Physics (ATAR) Chemistry (ATAR) Integrated Science (General)

Science is a compulsory subject.

Students study all four Science subjects, each for 1 term.

Contact

Mrs Alisha Roberts
Head of Science
Alisha.Roberts@ggs.wa.edu.au

Health and Physical Education (HPE)

• compulsory

Year 10 course	Which Year 11 course does it lead to?
Health and Physical Education	Physical Education Studies (ATAR) Physical Education Studies (General) Outdoor Education (General)

Health and Physical Education (HPE) is a compulsory subject.

Health and Physical Education Studies contribute to the development of a person as a whole. It promotes the physical, social and emotional growth of students. The Health and Physical Education course may also lead to Year 11 Physical Education Studies (ATAR) of General.

Contact

Mr Len Fernandes
Head of Health & Physical Education
Len.Fernandes@ggs.wa.edu.au

Religion, Philosophy and Ethics (RPE)

• compulsory

Year 10 course	Which Year 11 course does it lead to?
Religion, Philosophy and Ethics	Philosophy and Ethics (ATAR)

Religion, Philosophy and Ethics (RPE) is a compulsory subject.

Philosophical thought shapes what people think, what they value, what they consider to be true and how they engage with others and the world around them. It is one of the foundations of all academic disciplines. It seeks to shed light on questions such as: what is real? What and how do we understand? How should we live? What is it to be human? Who am I? It deals with issues and problems that cannot be addressed adequately by appealing to experience and experiment alone. Religion, Philosophy and Ethics aims to empower students to make independent judgements in the basis of reason.

In Term 1 a Christian Theology unit is examined with the focus on Revelation and the ways in which Christians believe God is revealed. In Term 2, students examine the concepts of good and evil, starting with the first sin and moving through history to investigate other acts of evil. They discuss different types of evil, how people cope with suffering and the concept of forgiveness. In Term 3, issues of life and death are at the centre of students learning while in Term 4 the emphasis is on human relationships.

Contact

Miss Sarah Langley
Head of Religion, Philosophy & Ethics
Sarah.Langley@ggs.wa.edu.au

Year 10 Discovery courses: overview

All students have the opportunity to study **four** optional Discovery courses from the list below, **two in Semester 1 and two in Semester 2.**

We try to give as many students their preferred subjects as possible.

Please select online, your choices and reserve subjects for Semesters 1 and 2.

The only exceptions are Languages and Music, which are year-long courses and therefore two of your Discovery courses.

Year 10 Discovery course	Which Year 11 course does it lead to?
Computer Science	Computer Science (ATAR) Design (ATAR)
Dance	Dance (ATAR or General)
Design for Architecture	Design (ATAR) Materials, Design & Technology Wood or Metal (General)
Drama	Dance (General)
Engineering Studies	Engineering Studies (ATAR) Materials, Design & Technology Wood or Metal (General)
French (All Year – both semesters)	French (ATAR)
Materials Design Technology (Metal)	Engineering Studies (ATAR) Materials, Design & Technology Metal (General)
Materials Design Technology (Wood)	Engineering Studies (ATAR) Materials, Design & Technology Wood (General)
Media	Media Production and Analysis (ATAR or General)
Music (All Year – both semesters)	Music (ATAR) or Certificate II Music
Philosophy in Popular Film	Philosophy and Ethics (ATAR)
Physical Education Studies	Physical Education Studies (ATAR) Physical Education Studies (General)
Product Design/Industrial Design	Engineering (ATAR) Design (ATAR)
Sculpture and Design Arts	Visual Arts (ATAR or General)
Visual Arts	Visual Arts (ATAR or General)

Computer Science

Year 10 Discovery course	Which Year 11 course does it lead to?
Computer Science	Computer Science (ATAR) Design (ATAR)

Course outline

Welcome to the fascinating world of Computer Science! In this course, you will embark on a journey to explore the realms of programming, computing skills, databases, and game development. Throughout the course, you will engage in tasks and projects that focus on problem-solving, idea generation, communication, and solution evaluation. You will have the opportunity to apply your knowledge and skills to real-world scenarios, fostering creativity and critical thinking.

By the end of the course, you will have developed a sound foundation in computer science, equipped with essential programming skills, an understanding of computing systems, database management techniques, game development expertise, and web-based technology knowledge. You will be prepared to pursue further studies in computer science or embark on exciting careers in areas such as software development, data analysis, web development, and more.

1. **Basic Programming**: Dive into the fundamentals of programming and learn how to write code using a variety of programming languages. Develop an understanding of variables, data types, control structures, loops, and functions. Gain hands-on experience in problem-solving through coding exercises and projects.
2. **Computing Skills**: Explore the essential computing skills that are crucial in today's digital world. Learn about computer hardware and software components, operating systems, networks, and internet protocols. Develop proficiency in using productivity tools and applications for effective data management, communication, and collaboration.
3. **Databases**: Discover the power of data management through database systems. Learn how to design, create, and query databases using structured query language (SQL). Explore concepts such as tables, relationships, normalization, and data manipulation. Gain an understanding of how databases are used to store, retrieve, and analyse information.
4. **Game Development**: Unleash your creativity and delve into the exciting realm of game development. Learn to use game development software, such as Godot or Unity, to create interactive and engaging games. Develop skills in designing game levels, implementing game mechanics, and scripting interactive elements. Gain an understanding of game design principles and the iterative development process.
5. **Web-Based Technologies**: Explore the world of web development and learn how to create dynamic and interactive websites. Acquire skills in HTML, CSS, and JavaScript to design and develop user-friendly web pages. Discover the concepts of client-server communication, responsive design, and web application development.

Pathways to Year 11 and 12 Computer Science (ATAR) and Design (ATAR)

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

Dance

Year 10 Discovery course	Which Year 11 course does it lead to?
Dance	Dance (General) Drama (ATAR or General)

Course outline

This course will appeal to those students who have previous experience in Guildford Grammar School's Dance program and enjoy performing and developing creative and imaginative choreographies and routines. The course covers theoretical and practical aspects of dance, responding, making and performance. The learning focus is the Progressive exploration of skills developed in previous years exploring the styles of contemporary, Jazz, Hip Hop, Ballet, Street-Dance.

Students practise techniques used to perform increasingly complex dances of different genres and styles, increasing skill development and refinement of stylistic technique, safe dance practices and warm up techniques. Students will also research and develop skills in analytical theory associated with dance style and techniques.

The course is appropriate for students who enjoyed dance in Year 8 or Year 9 and intend to pursue dance in later years. It will also support student development of social and physical confidence and personal expression in the artistic forms.

Pathways to Year 11 and 12 Dance (General), Drama (ATAR or General).

Contact

Mr Brad Minchin
Head of Arts
Brad.Minchin@ggs.wa.edu.au

Design for Architecture

Year 10 Discovery course	Which Year 11 course does it lead to?
Designing Urban Futures	Design (ATAR) Engineering Studies (ATAR) Materials Design & Technology Wood or Metal (General)

Course outline

Welcome to Design for Architecture, an exciting course that will take you on a journey of exploring urban design culture and architecture. In this course, you will delve into the trends and influences of different cultures on design, and develop the skills to create practical products. Design for Architecture will broaden your understanding of urban design culture and architecture while nurturing your creativity and design skills. Through a combination of theoretical exploration and practical projects, you will have the opportunity to develop your own unique design concepts and bring them to life.

1. **Exploring Urban Design Culture**: Gain insights into the diverse cultures that shape urban design and architecture. Explore how cultural influences and trends impact design decisions and aesthetics.
2. **Trends in Design**: Analyse the latest trends in architecture, fashion, graphic design, and other design disciplines. Discover how trends emerge and evolve within different cultural contexts and use this knowledge to inform your own design choices.
3. **Practical Product Development**: Apply your newfound knowledge and skills to create practical products that meet your own design brief. Whether it's designing a building, developing a clothing line, creating graphic designs, capturing urban scenes through photography, or expressing your ideas through vlogs or blogs, the possibilities are endless.
4. **Graphic Communication and Visual Literacy**: Develop your proficiency in graphic communication techniques and technologies. Learn both manual and computer-based methods of generating and manipulating images to effectively convey technical and non-technical ideas and information.
5. **Technological Relevance**: Explore the role of technology in architectural design. Gain hands-on experience with architectural design software and learn about computer-aided design (CAD), computer-aided manufacture (CAM), interactive graphic design (IGD), and multimedia applications that are widely used in the industry today.

By the end of this course, you will have expanded your understanding of urban design culture and architecture, developed your own design style, and acquired the technical and creative skills to bring your ideas to fruition. Design for Architecture prepares you for a world driven by technology and innovation, where your design expertise can contribute to shaping sustainable and vibrant urban environments.

So, get ready to immerse yourself in the world of urban design, explore different cultural influences, and unleash your creativity as you design the urban future you envision

Pathways to Design (ATAR), Engineering (ATAR) and Materials Design & Technology Wood or Metal (General)

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

Drama

Year 10 Discovery course	Which Year 11 course does it lead to?
Drama	Drama (ATAR or General)

Course outline

This course will appeal to those students who have previous experience in Drama and enjoy performing and developing creative and imaginative dramatic work. Aspects of the course include examining plays, characters and stories of contrasting performance styles. Play building and improvisation skills are further developed, with emphasis on acting skills for characterisation. Design elements for production are also introduced including costume and set design for the stage. This course will appeal to students who enjoyed Drama in Year 8 or 9 and intend to pursue Drama in later years to further develop their confidence and communication skills.

Pathways to Year 11 and 12 Drama (ATAR or General)

Contact

Mr Brad Minchin
Head of Arts
Brad.Minchin@ggs.wa.edu.au

Engineering Studies

Year 10 Discovery course	Which Year 11 course does it lead to?
Engineering Studies	Design (ATAR) Engineering Studies (ATAR)

Course outline

Welcome to the exciting world of Engineering Studies! In this course, you will have the opportunity to explore the field of engineering and its associated industries while emphasizing practical experiences. Throughout the course, you will undertake a significant project: designing and developing an automated marble sorting machine using Arduino, flowchart programming, and discrete DC components. This project represents a real-world material handling system and will provide you with the necessary skills to develop an open project in Year 12 that aligns with a real-world need or opportunity, centred around sustainability.

By the end of the course, you will have gained practical experience in various engineering disciplines, problem-solving skills, and the ability to design and create innovative solutions. You will be prepared to tackle complex engineering challenges and contribute to a sustainable future through your understanding of structures, mechanisms, control systems, electronics, and alternative energy sources.

1. **Structures and Mechanisms**: Develop a solid foundation in the principles of structures and mechanisms. Learn about different types of structures, their properties, and their applications. Explore the functionality of various mechanical systems, such as gears, levers, and linkages, and understand their roles in creating efficient and reliable machines.
2. **Control Systems**: Dive into the world of control systems, where you will learn how to design, analyse, and optimize systems for automation and regulation. Understand the concepts of feedback control and develop skills in programming microcontrollers, such as Arduino, to control and monitor the behaviour of machines and devices.
3. **Electronics**: Acquire knowledge and skills in electronic components and circuits. Learn about discrete DC components, such as resistors, capacitors, and transistors, and their applications in engineering projects. Gain hands-on experience in soldering, circuit assembly, and troubleshooting.
4. **Alternative Energy**: Explore the fascinating realm of alternative energy sources and their role in sustainable engineering. Investigate renewable energy systems, such as solar panels and wind turbines, and understand their principles of operation. Learn how to integrate alternative energy solutions into engineering projects for a sustainable future.
5. **Robotics Projects**: Engage in robotics projects that allow you to apply your knowledge of structures, mechanisms, control systems, and electronics. Develop skills in programming robotic systems and explore the exciting possibilities of automation and artificial intelligence in engineering applications.

Engineering Studies opens the door to a world of possibilities, where your creativity, technical skills, and passion for making a difference can shape the future of engineering and its associated industries.

Pathways to Design (ATAR) and Engineering Studies (ATAR)

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

French

Year 10 Discovery course	Which Year 11 course does it lead to?
French (All Year)	French Second Language (ATAR)

Course outline

This course is designed to encourage students to increase their knowledge of language and culture to communicate effectively and confidently. They will learn about the rich and diverse French culture and traditions. They will master the language necessary for interacting with French students of their age group and will be able to seek and give information about their personal interests, popular culture and other aspects of youth life in France and in Australia. They will also discover how cultural, physical, historical and environmental factors have created a connection between language and attitudes, values and beliefs.

Pathways to Year 11 and 12 French Second Language (ATAR).

Contact

Mrs Michele Monti
Learning Leader of Languages K-12
Michele.Monti@ggs.wa.edu.au

Materials, Design & Technology (Metal)

Year 10 Discovery course	Which Year 11 course does it lead to?
Materials, Design & Technology (Metal)	Design (ATAR) Engineering Studies (ATAR) Materials, Design & Technology Metal (General)

Course outline

Welcome to the dynamic world of Metalwork! This course offers you a range of exciting creative and practical experiences, allowing you to explore the art of shaping and manipulating metal. Through hands-on projects and skill-building exercises, you will develop the knowledge and capabilities needed to excel in metal design and fabrication. Throughout the course, you will undertake a series of practical projects, including the creation of a sheet metal BBQ or toolbox and a multi-material furniture piece. These projects will provide you with opportunities to apply your skills, showcase your craftsmanship, and demonstrate your ability to meet design specifications.

By the end of the course, you will have developed a strong foundation in metalwork techniques, design thinking, and multi-material integration. You will be equipped with the knowledge and skills necessary to pursue independent metalwork projects, express your creativity, and contribute to the ever-evolving world of metal design and fabrication.

1. **Materials, Tools, and Techniques**: Develop a comprehensive understanding of metal materials, their properties, and appropriate uses. Learn to work with various types of metals, including sheet metal, and explore techniques for cutting, shaping, and joining metal pieces.
2. **Design and Innovation**: Engage in design projects that challenge you to think critically and develop innovative solutions. Learn to generate design concepts, create technical drawings, and refine your ideas to meet specific requirements.
3. **Fabrication and Assembly**: Develop skills in cutting, bending, welding, and joining metal pieces together to create functional and aesthetically pleasing structures. Learn techniques for precise measurement, marking, and fitting during the assembly process.
4. **Multi-Material Integration**: Explore the integration of wood, plastic, or other materials to create unique pieces of furniture or functional objects. Learn how to combine different materials harmoniously while considering their properties and compatibility.
5. **Machining and Fitting**: Gain experience in small-scale machining and fitting projects. Develop skills in operating metalworking machinery such as lathes, mills, and drill presses. Learn precision techniques for machining metal components and fitting them together accurately.
6. **Surface Finishing**: Discover various surface finishing techniques for metal, including polishing, grinding, and painting. Explore options for corrosion protection and decorative treatments. Learn to apply appropriate surface treatments that enhance the appearance and durability of your metalwork creations.
7. **Environmental and Ethical Considerations**: Explore the relationship between technology, individual and societal needs, and the environment. Gain awareness of sustainable practices in woodworking, such as using reclaimed or responsibly sourced wood, minimizing waste, and reducing environmental impact.

Pathways to Design (ATAR), Engineering Studies (ATAR) and Materials Design & Technology Metal (General).

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

Materials, Design & Technology (Wood)

Year 10 Discovery course	Which Year 11 course does it lead to?
Materials, Design & Technology (Wood)	Design (ATAR) Engineering Studies (ATAR) Materials, Design & Technology Wood (General)

Course outline

Welcome to the exciting world of Woodwork! This course offers a diverse range of creative and practical experiences, empowering you to explore the realms of design and manufacturing using wood as your medium. Throughout the course, you will undertake a series of practical projects that allow you to apply and showcase your skills. These projects will range from functional items like lamps and jewellery boxes to creative and innovative pieces that reflect your individuality and craftsmanship.

By the end of the course, you will have developed a strong foundation in woodworking techniques, design thinking, and digital manufacturing. You will be equipped with the knowledge and skills necessary to pursue independent projects, express your creativity, and make a positive impact in the world of woodwork.

1. **Materials, Tools, and Techniques:** Gain a comprehensive understanding of different types of wood, their properties, and appropriate uses. Learn how to select and handle materials safely and effectively. Explore a variety of tools and equipment commonly found in both industrial and domestic settings, and master essential woodworking techniques.
2. **Design and Innovation**: Develop your design thinking and creativity by engaging in design projects that challenge your problem-solving skills. Learn to generate and refine design concepts, considering both functionality and aesthetics. Embrace innovation as you push the boundaries of traditional woodworking.
3. **CAD Software and Digital Manufacturing**: Acquire foundational skills in computer-aided design (CAD) software, which will enable you to translate your design ideas into precise digital models. Explore the integration of digital technologies with woodworking, such as CNC routers and laser cutters, to enhance your manufacturing capabilities.
4. **Construction and Assembly**: Learn the art of constructing and assembling wooden structures. Develop techniques for joinery, such as mortise and tenon, dovetail, and lap joints, to create sturdy and visually appealing pieces. Understand the importance of accurate measuring, marking, and fitting during the construction process.
5. **Finishing**: Discover various finishing techniques that enhance the natural beauty of wood. Learn how to apply stains, varnishes, and protective coatings to achieve desired outcomes. Develop an understanding of surface treatment options, including carving, engraving, and inlay work.
6. **Environmental and Ethical Considerations**: Explore the relationship between technology, individual and societal needs, and the environment. Gain awareness of sustainable practices in woodworking, such as using reclaimed or responsibly sourced wood, minimizing waste, and reducing environmental impact.

Pathways to Design (ATAR), Engineering Studies (ATAR) and Materials Design & Technology Wood (General).

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

Media

Year 10 Discovery course	Which Year 11 course does it lead to?
Media	Media Production and Analysis (ATAR or General)

Course outline

This course is designed to refine and manipulate concepts and skills developed in Years 7, 8 and 9 media studies. It is primarily preparation for the Year 11 and 12 ATAR and General Media Production and Analysis courses of study. Students are provided with opportunities to view media work within the context of the selected focus of Horror/Thriller film history. Students build on media concepts from previous years, through expansion of the basic communication model to include new and emerging media technologies. They apply their understanding of intended audience, purpose and context in their productions and in their response to their own and others' media work. They explore current trends in how audiences use media. Students begin to solve problems, work as a team, follow timelines and use processes and strategies to ensure safe and responsible use of media equipment. This course will appeal to students who have studied Media in Years 7, 8 or 9 and would like to further develop their skills and experience.

Pathways to Year 11 and 12 Media Production and Analysis (ATAR or General),

Contact

Mr Brad Minchin
Head of Arts
Brad.Minchin@ggs.wa.edu.au

Music

Year 10 Discovery course	Which Year 11 course does it lead to?
Music (All Year)	Music (ATAR) Certificate II in Music Industry

Course outline

The Music course in Year 10 is designed to facilitate the further study and appreciation of music. This course looks at music from the 1200's to the present day and will incorporate the study of Western Arts music, Jazz music and Contemporary trends. Students will be exposed to a wide variety of music from across the ages and around the world. The students will be assessed in the areas of performance (voice and chosen instrument), composition, literature and perception. There will be technology used within this subject and students will be able to access programs both at school and at home via Cloud technology. The ability to play a musical instrument to Grade 3 AMEB equivalency, while not essential, is desirable for those choosing to study this subject.

Pathways to Year 11 and 12 study in Music (ATAR) and Certificate II in Music Industry,

Contact

Mr Kieran Hurley
Director of Music
Kieran.Hurley@ggs.wa.edu.au

Philosophy in Popular Film

Year 10 Discovery course	Which Year 11 course does it lead to?
Philosophy in Popular Film	Philosophy and Ethics (ATAR)

Course outline

What if all of this is just a dream? What if computers could think and feel emotions? With what sort of attitude should we face the hardships of life? Do we have a responsibility to look after the environment? If we have the money and power to do so, should we take the law into our own hands?

Working to answer these questions, and many others besides, through clear and careful thinking, is what Philosophy is all about. These are also examples of questions that are raised by popular films such as *The Matrix*, *Ex Machina*, *Gladiator*, *Avatar* and *Batman: The Dark Knight*.

In this course, popular film is used as a stimulus for philosophical discussions and study. Students will grapple with the big questions of existence, knowledge and morality. They will be guided through this process by the writing of the great thinkers of the past such as Rene Descartes, John Locke and Marcus Aurelius. As well as contemporary philosophers including Peter Singer, John Rawls and Noam Chomsky. Students will develop the ability to create and evaluate reasoned arguments. They will learn to be tolerant of uncertainty and they will develop a willingness to listen to and understand the views of others.

Pathways to Year 11 and 12 study in Philosophy and Ethics (ATAR)

Contact

Miss Sarah Langley
Head of Religion, Philosophy & Ethics
Sarah.Langley@ggs.wa.edu.au

Physical Education Studies

Year 10 Discovery course	Which Year 11 course does it lead to?
Physical Education Studies	Physical Education Studies (ATAR or General)

Course outline

Physical Education Studies contributes to the development of the whole person. It promotes the physical, social and emotional growth of students. Throughout the course, emphasis is placed on understanding and improving performance in physical activities. The integration of theory and practice is central to studies in this course. Physical Education Studies focuses on the complex interrelationships between motor learning and psychological, biomechanical and physiological factors that influence individual and team performance. Students engage as performers, leaders, coaches, analysts and planners of physical activity. Physical activity serves both as a source of content and data and as a medium for learning. Learning in Physical Education Studies cannot be separated from active participation in physical activities and involves students in closely integrated written, oral and physical learning experiences based upon the study of selected physical activities.

The course appeals to a broad spectrum of students, with varying backgrounds, physical activity knowledge and dispositions. Students analyse their own and others' performance, apply theoretical principles and plan programs to enhance performance. Physical activity and sport are used to develop skills and performance along with an understanding of physiological, anatomical, psychological, biomechanical and skill learning applications. The course prepares students for a variety of post–school pathways, including immediate employment or tertiary studies. It provides students with an increasingly diverse range of employment opportunities in the sport, leisure and recreation industries, education, sport development, youth work and health and medical fields linked to physical activity and sport. The course also equips students to take on volunteer and leadership roles in community activities.

Pathway to Year 11 and 12 study in Physical Education Studies (ATAR or General).

Contact

Mr Len Fernandes
Head of Health & Physical Education
Len.Fernandes@ggs.wa.edu.au

Product Design/Industrial Design

Year 10 Discovery course	Which Year 11 course does it lead to?
Product Design/Industrial Design	Design (ATAR) Engineering Studies (ATAR)

Course outline

Welcome to the captivating world of Industrial Design! This course will empower you with the skills and knowledge to transform your creative ideas into real-world products that meet specific design briefs. Through the use of the iterative design process and industry-standard CAD software like SolidWorks, you will embark on a journey of innovation and problem-solving.

1. **Design Thinking and Problem-Solving**: Explore the iterative design process and learn how to identify design problems, generate creative solutions, and refine your concepts to meet the needs of users. Develop critical thinking and problem-solving skills that are essential for successful product design.
2. **CAD Software and Digital Design**: Master the art of digital design using industry-standard CAD software like SolidWorks. Gain proficiency in creating precise 3D models, assembling components, and visualizing your designs. Learn to use advanced features that bring your creations to life on the screen.
3. **Materials and Manufacturing Processes**: Dive into the fascinating world of manufacturing materials and processes. Discover sustainable materials and explore the impact of material choices on product design. Gain insight into small-scale production lines and learn about traditional and contemporary prototyping techniques, including clay modelling and 3D printing.
4. **Communication and Presentation Skills**: Develop your communication skills to effectively convey your design ideas. Learn freehand perspective drawing techniques to communicate your concepts visually. Additionally, explore rendering techniques using SolidWorks to create visually stunning presentations.
5. **User-Centred Design**: Design products that are not only visually appealing but also user-friendly and ergonomic. Consider function, aesthetics, and sustainability while creating innovative and attractive designs that improve the user experience.
6. **Manufacturing Technology**: Explore the world of computer-aided manufacturing (CAM) and gain an understanding of 3D printing and CNC laser technologies. Discover how these cutting-edge manufacturing methods bring designs from the digital realm into physical reality.

Throughout the course, you will undertake hands-on projects and engage in collaborative activities that will challenge your creativity and problem-solving abilities. Get ready to unleash your imagination, acquire valuable design skills, and take your first steps towards becoming a skilled industrial designer.

Pathways to Design (ATAR), Engineering Studies (ATAR).

Contact

Mr Adam Preston
Head of Design & Technology
Adam.Preston@ggs.wa.edu.au

Sculpture and Design Arts

Year 10 Discovery course	Which Year 11 course does it lead to?
Sculpture and Design Arts	Visual Arts (ATAR or General)

Course outline

This course is designed for those students who have an interest in the arts and are looking to develop practical specific skills in three-dimensional and design-based Visual Arts projects. The course aims to focus on developing students' practical skills in a range of practical art areas, including sculpture, ceramics, printmaking, set pieces, prop design and video art installations. Students will work on projects from the design phase through to practical construction and are encouraged to draw on their own identity and developing artistic works that reflect their own personal story and ideas. Students also have the opportunity to develop projects that require group work or have a public artwork outcome.

This course will appeal to students who have studied Visual Art in Years 7, 8 and 9 and would like to further develop their skills and experience.

Contact

Mr Brad Minchin
Head of Arts
Brad.Minchin@ggs.wa.edu.au

Visual Arts

Year 10 Discovery course	Which Year 11 course does it lead to?
Visual Arts	Visual Arts (ATAR or General)

Course outline

This course is designed for those students who have a sincere interest in the Arts and are considering selecting Visual Arts in Years 11 and 12. The course aims to develop students' analytical skills and to further develop their practical skills in drawing, painting, sculpture, ceramics, printmaking and other practical craft areas. Students are encouraged to develop their own identity in terms of subject matter and style. Students also have the opportunity to develop projects which require group work or have a public artwork outcome.

Pathways to Year 11 and 12 Visual Art (ATAR or General)

Contact

Ms Grace McKell
Visual Arts Teacher
Grace.McKell@ggs.wa.edu.au

Further information

If you would like assistance or further information about the subject selection process or any of the courses in this handbook, please get in touch.

Contact details are listed below.

Enquiries	Contact name	Email and office telephone
Subject selection process	**Mr Bruce Derby** Deputy Principal – Learning Leadership and Transformation	Bruce.Derby@ggs.wa.edu.au (08) 9377 8586
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