Guildford Grammar School

FOUNDED 1896

Year 7

Course Selection Handbook 2024

Introduction

Welcome to Year 7 at Guildford Grammar School. This year is a key transition point for all of our students. Some will be continuing their journey from our Preparatory School, while others will be joining our school for the first time. For all students, this year marks a key moment in their personal journeys.

Adjusting to the learning environment of Year 7 is an exciting process for students making the transition with the gradual increase in personal responsibility that accompanies their growth in maturity.

In Year 7, students will be studying from a range of courses with the opportunity to personalise elements of their curriculum to meet their own interests and passions.

There are six courses that are studied by all students

- Maths
- English
- Science
- Humanities & Social Science
- Religion, Philosophy & Ethics
- Health & Physical Education

Alongside these, students are able to choose from a range of Discovery Courses. These course choices are designed to allow students to personalise their experience while still meeting the curriculum requirements of the WA Curriculum.

The choices for students come from the four disciplines that students must study up to Year 8.

Languages Other Than English

French
Chinese

Design Technologies

Engineering
Guildford Gourmet
Materials Technology

Digital Technologies

Digital Technologies

Performing Arts

Dance
Drama
Music

Visual Arts

Media
Visual Art

Students will choose one from each of these banks of subjects. Arts and Technologies subjects are studied intensively for a term in each subject.

The curriculum for Year 7 will provide our students with rich opportunities to explore their interests and passions. It is an exciting phase in their lives and we are excited to share the journey with you.

Along with the co-curricular program of Guildford Grammar School, we trust that your child will experience a diverse and fulfilling curriculum,

Bruce Derby
Deputy Principal: Learning, Leadership & Transformation

Year 7 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).

*** Digital Technologies is studied as a common course for all Year 7 students.*

English • compulsory

English provides progressive instruction in the wide range of language-based literacies required to be a confident and critical communicator. The course is constructed in accordance with the concepts of Language, Literature and Literacy from the Western Australian Curriculum.

Through the study of English, students will gain a range of functional and critical skills, developing their ability to examine texts, topics and express their ideas. Students will also expand upon their use and understanding of text types.

All students in Years 7-9 study the same core program.

However, in Years 7-9 they will be grouped by similar learning needs and given appropriate remediation or extension, both individually and as a class.

Students study English as a formal subject. The focus in **Year 7** is functional literacy and expression. However, increasing critical literacy through text analysis and forms of academic writing is also a feature.

Topics covered are:

- Digital stories
- Film analysis
- Grammar and punctuation
- Structured paragraph writing
- Narrative and text conventions
- Essay writing
- Comprehension strategies
- Persuasive and argumentative writing
- Novels and short stories

Contact

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Mathematics • compulsory

Mathematics provides progressive instruction in mathematical skills, processes and concepts. The courses are constructed in accordance with the Western Australian Curriculum.

Through the study of Mathematics, students will gain a range of process-based problem-solving skills, developing the ability to investigate, interpret, check and generalise results. Students will also expand upon their understanding of mathematical concepts and use appropriate technology to assist the mathematical process.

All students in Year 7-9 study the same core program. They will be grouped by similar learning needs, and given appropriate remediation or extension, both individually and as a class.

Students study Mathematics as a formal subject. A major focus in **Year 7** is to assist students to develop interest and enjoyment in mathematics, and the ability to think and reason logically. Numeracy skills will be developed without the aid of calculators.

Topics covered are:

- Number: mental arithmetic including fractions, and best buys
- Algebra: extend patterns, write algebraic expressions using pronumerals
- Geometry: angle properties, quadrilaterals and triangles, prisms, transformations of shapes on the Cartesian plane
- Measurement: area and volume
- Chance & data: collect and compare data using basic statistics and a range of graphical displays including stem and leaf plots.

Contact

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Humanities and Social Sciences (HASS) • compulsory

Humanities and Social Sciences (HASS) is a core subject in the Year 7 curriculum that sees students study human behaviour and interaction in social, cultural, environmental, economic and political contexts. It has a historical and contemporary focus, from personal to global contexts, and considers opportunities and challenges for the future. By studying HASS, students will develop the ability to question; think critically; make decisions based on evidence; devise proposals for actions; and communicate effectively.

Developed in line with the Western Australian Curriculum, the HASS learning area consists of four courses: Civics and Citizenship, Economics and Business, Geography, and History. Each year, students undertake two Action Projects which foster increasing independence in critical thinking and skill application.

Through these engaging and innovative projects students develop:

- A deep knowledge and sense of wonder, curiosity and respect for places, people, cultures, events, ideas and environments throughout the world
- An appreciation of the past and the forces that shape society
- Enterprising behaviours and capabilities that enable them to be active participants and decision-makers in matters affecting them, which can be transferred into life, work and business opportunities
- An understanding of, and commitment to, the concepts of sustainability to bring about equity and social justice
- A knowledge and understanding of the connections among the people of Asia, Australia and the rest of the world.

In **Year 7,** students study:

- The Ancient World (Egypt, Greece, Rome, India, China)
- The Australian Constitution
- Place and liveability
- Water scarcity
- Introductory economic concepts

Contact

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Science • compulsory

The Science curriculum has three interrelated strands: Science Understanding, Science as a Human Endeavour and Science Inquiry Skills. Together, the three strands of the Science curriculum provide students with understanding, knowledge and skills through which they can develop a scientific view of the world.

Through a range of learning activities including experimental testing, field work, conducting surveys, scientific research and using modelling and simulations, students will grow their interest in Science, as well as an ability to think critically and apply their scientific understandings to real world scenarios and issues.

The Science curriculum comprises of Biological Sciences, Chemical Sciences, Physical Sciences and Earth and Space Sciences.

Students study Science as a formal subject. Our courses are designed to develop a student's scientific thinking skills and understanding of the sciences and grow their interest for the subject.

In **Year 7**, the topics covered are:

- Diversity of life on Earth; the role of classification in ordering and organising information
- Flow of energy and matter through ecosystems; food chains, food webs and the water cycle
- Interaction between multiple forces when explaining changes in an object's motion
- Renewable and non-renewable resources
- Investigating the relationships between the Earth, sun and moon
- Mixtures and separation techniques.

Contact

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Health and Physical Education (HPE)

• compulsory

The Year 7 HPE curriculum expands students' knowledge, understanding, and skills that help them achieve successful outcomes in classroom, leisure, social, movement, and online situations. Students learn how to take positive action to enhance their own and others' health, safety and wellbeing. They do this as they examine the nature of their relationships, and the factors that influence people's beliefs, attitudes, opportunities, decisions, behaviours, and actions. The curriculum for Year 7, 8 and 9 supports students to refine a range of specialised knowledge, understanding and skills in relation to their health, safety, wellbeing and movement competence and confidence.

The course supplements the co-curricular sporting program in which all students participate.

The topics and sports covered are:

Year 7 Health

- Transition: Self-Awareness, Self-Regulation, Teamwork
- Puberty and adolescence
- Wellness, sleep and nutrition
- Relationships and bullying
- Benefits of physical activity

Year 7 Physical Education

- Aquatics develeopment
- Movement screening
- Invasion games
- Striking and fielding
- Improving my fitness
- Life saving

Contact

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Religion, Philosophy and Ethics (RPE)

• compulsory

The teaching of Religion, Philosophy and Ethics within Guildford Grammar School supports the purpose and religious foundation of the School through an academically rigorous syllabus concerned with the production of critical thinkers, the promotion of intellectual curiosity, and the analysis and appreciation of Christian and other religious values and practice. The subject is taught in an academically rigorous fashion and with the inclusiveness expected of liberal but orthodox Anglican schooling. Compassion, empathy and service beyond self are integral elements of such education.

From Year 7 to Year 10 all students study a foundational program of Religion, Philosophy & Ethics which concentrates on four interrelated areas of study, ensuring the students have a broad and firm understanding of religious, philosophical and ethical issues and as such are also well prepared for the Western Australian Certificate of Education subjects, Philosophy & Ethics.

The four streams are Christian Theology; Philosophy of Religion; Ethics, and World Religions.

In **Year 7** students are introduced to the significance and development of symbols and stories while in Term 2 they learn about Judaism, the religion into which Jesus was born and out of which Christianity grew. Its origins, history, practices and teachings are discussed. In Term 3, the life and significance of Jesus Christ is investigated while in Term 4 in Ethical Frameworks, students consider the ethical dimensions of what it means to be a good leader and what is understood by servant leadership.

Contact

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Action Projects

Action Projects are purposeful, problem- based activities designed to engage students in a rich learning experience. These learning projects offer students the opportunity to explore broader applications of their learning and apply new found skills and understanding to relevant, real-life problems and issues. Collaboratively, students will discuss, research, analyse, create and debate problems and issues specific to their project. Rather than being an extension of the curriculum, an Action Project is a medium by which students come to experience and engage with it.

A variety of feedback and assessment methods are used. Self-assessment, reflective writing, online networking and checklists are used to provide practical advice during the course of the project. The challenge- based nature of each project provides tangible evidence of final performance. Students are encouraged to present their learning in a variety of ways, encouraging their creativity and control over their learning as well as allowing for their different learning styles.

Students will participate in one Action Project each term in either their Science or Humanities and Social Science Core subjects. Across Year 7-9 students will complete 12 Action Projects.

Ancient Mysteries (HASS)

Who were the bog bodies? What killed Ötzi the Iceman? How old is the Sphinx and who built it? What was the purpose of the Stonehenge monument?

These are just some of the questions about Ancient History that have fascinated people through the years. Historians are 'time detectives'. They follow the process of historical enquiry in order to better understand the past. In this Action Project, students will investigate how historians have tried to solve some of the most puzzling and intriguing historical mysteries of the ancient world by consulting specialists and using all the resources of modern technology: historical databases, online discussions, CAT scans, radio carbon dating, digital reconstructions and chemical analysis.

To Bottle, or Not to Bottle? (HASS)

So the saying goes, *"Water, water everywhere nor any drop to drink."*

This is hard to imagine given the global availability of fresh drinking water. We all know that we need to drink water to survive, and yet in our society it has evolved into a want. Driven by consumerism we now spend $500 million on bottled water every year in Australia. For each bottle consumed the water has to be pumped out of the ground, packaged, transported and chilled.

Students will use their 'toolkit' of inquiry skills to try and piece together an accurate picture of how historians build hypotheses concerning the complex ancient civilisations and pre-historic communities. Students will need to draw

together evidence from artefacts, oral accounts, documents and secondary sources in order to form their conclusions.

Discover the experts, evaluate the evidence and methods they used, see how they constructed their hypotheses and tried to solve the mysteries throughout history

Medieval Machines (Physical Science)

"Give me a place to stand and with a lever I will move the whole world."

Follow in the footsteps of Archimedes (circa 287 BC-212 BC) Greek mathematician, astronomer, philosopher, physicist and engineer.

This project explores the basic principles of simple machines and how they are used every day to make life easier. Students will discover that many elaborate machines and inventions are really derived from simple machines including levers, inclined planes, screws, pulleys, wheel and axles and wedges.

Using their knowledge of these simple machines and how they can modify forces, students will work in small groups to design a catapult that incorporates at least two simple machines. Students will be required to produce a labelled, scale drawing of their catapult as well as a written explanation of the physics behind how it works, they will then build their catapult and compete against each other to prove that their catapult reigns supreme.

How Vital is Water? (Chemical Science)

This course specifically explores the importance and universal uses of water.

Students learn about a variety of separation techniques including filtration, decantation, evaporation, crystallisation, precipitation, electrolysis and distillation that can be used to separate mixtures and solutions and how these processes are vital in many industries and even in the home.

Working collaboratively, students will explore issues related to the use of hard water and methods used to improve water quality. Armed with a deeper understanding of the properties and importance of water, students will explore the principles behind recycling of greywater or blackwater and the process of desalination, from a scientific standpoint, create a multimedia campaign designed to help the public understand the processes involved in desalination and water conservation.

Year 7 Discovery courses: overview

In Years 7 and 8, student choices of Discovery courses must fit the parameters of the Western Australian Curriculum. This means that all students must study at least one each of Language, Design Technologies, Digital Technologies, Performing Arts and Visual Arts.

All students will study five Discovery courses during the year. Their **languages** choice will be studied for the whole year, the remaining courses will be studied for a term each.

All students will study a common Digital Technologies course and will choose from options in Design Technologies, Visual Arts and Performaing Arts. Each of these courses will be studied intensively for a whole term

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

Please select online, your choices in order of preference.

Year 7 Learning Area	Discovery Course Pathways
Languages	Chinese French
Design Technologies	Engineering Guildford Gourmet Materials Technologies
Digital Technologies	Digital Technologies *In Year 7, all students study a common Digital Technologies program.*
Performing Arts	Dance Drama Music
Visual Arts	Media Visual Art

Languages

Languages provide a substantial learning experience for one year in either Chinese or French. Students may or may not have a background in the language they select. Each language course caters for students with prior learning and those with no previous knowledge. The course equips students with generic language-learning skills useful for the study of any language in the future.

This course studied for the whole year.

Chinese

The Year 7 Chinese program provides students with a good basic grounding in Chinese language and culture. In Year 7, the topics covered are:

- Discovering China, past and present: country, people and sights
- essence of the Chinese language - tones and character
- Chinese writing, ancient and modern: characters and Pinyin by hand and by computer. Pinyin system and the simplified Chinese characters
- Creative descriptions: presenting/ introducing oneself
- Sports: let's play ping pong and Jian Zi
- Culture understanding: Major Festivals: New Year, Lantern, Dragon Boat and Mid-Autumn Festivals

French

The Year 7 French program provides students with a good basic grounding in French language and culture. In Year 7, the topics covered are:

- Me, myself and I: describe yourself and discuss your likes and dislikes
- Fascinating France: famous people, famous places, famous food
- My families: learn how to describe your family members
- Cute pets: describing your real and ideal pet
- My school experience: compare the life of Australian students to a French student
- French sports and leisure
- French cuisine: sampling traditional food and recognising French ingredients and dishes.

Contact

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Digital Technologies

Digital Technologies

In this Technologies learning area students will be provided with practical opportunities to use design thinking and to be innovative developers of digital solutions and knowledge. The Year 7 and 8 curriculum builds on what students have covered in previous years and focuses on the ever-increasing need to understand how digital technology works and enables students to become effective users of digital systems including hardware and software.

Students will be exposed to a wide range of digital information and digital systems designed to meet criteria for specific purposes and/or audiences.

Key topics covered:

- Digital skills in business technology
- Collecting and analysing relevant data to develop reports on findings
- Digital solutions that exhibit creative and enterprising use of ICT
- Programming concepts including sequence, selection and iteration
- How networks and hardware components work together
- Programming concepts including sequence, selection and iteration

Introduction to Digital Technology introduces you to the exciting world of digital systems, providing you with the foundational knowledge and skills needed to thrive in today's digital age. Through engaging activities and projects, you will discover the power of digital solutions and gain insights into their creative and practical applications. By the end of this course, you will have gained valuable insights into the digital world around you. Whether you're interested in understanding the magic behind digital systems, developing essential digital skills, or exploring the potential of programming, Introduction to Digital Technology equips you with the tools you need to confidently navigate the digital landscape.

Digital Skills for the Modern World: Develop essential digital skills that are relevant across various fields. From business technology to creative endeavors, you will gain hands-on experience in using digital tools and techniques that drive today's technological landscape.

Data Exploration and Analysis: Learn the art of collecting and analyzing data to draw meaningful conclusions. Discover how data insights fuel decision-making and contribute to the development of reports that convey your findings effectively.

Creative Digital Solutions: Dive into the world of digital creativity and innovation. Explore how digital solutions can be harnessed in creative and enterprising ways, enhancing your ability to think critically and problem-solve.

Introduction to Programming: Uncover the basics of programming and coding. Understand programming concepts such as sequence, selection, and iteration, which form the building blocks of creating software and applications.

The Power of Networks and Hardware: Explore the dynamic interplay between networks and hardware components. Learn how these essential elements work together to enable communication and functionality in today's interconnected world.

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Design Technologies

Each Design Technologies course will see students manage projects independently and collaboratively, from conception to realisation. They will apply systems thinking and design processes to investigate ideas, devise concepts, plan, produce and evaluate designed solutions. They will develop their ability to generate innovative designed products, services and environments. Students will study one of three Design Technologies courses available in Year 7 and 8 to experience this learning area.

Engineering

Mechatronic Engineering Explorations invites you to dive deep into the heart of engineering, where creativity and technology merge to shape the future. Through hands-on projects and dynamic experiences, you'll gain a profound understanding of motion, force, and energy manipulation, while mastering the art of mechatronic engineering. By the end of this course, you'll have become a proficient mechatronic engineer, capable of conceptualizing, designing, and creating systems that seamlessly blend mechanics and electronics. Mechatronic Engineering Explorations empowers you to bring your creative visions to life while mastering the intricacies of motion, force, energy, and automation.

Engineering Fundamentals: Lay the foundation with core engineering concepts. Understand the principles of motion, force, and energy and their pivotal role in shaping mechanical and electromechanical systems.

The Power of Mechatronics: Discover the dynamic fusion of mechanical engineering, electronics, and computing in the field of mechatronics. Explore how these disciplines converge to create innovative solutions.

Arduino Mastery: Dive into the world of Arduino, a versatile microcontroller that opens doors to endless engineering possibilities. Learn programming techniques, sensor integration, and real-time data manipulation.

Project-Based Learning: Engage in hands-on projects that mirror real-world challenges. Design, build, and program mechatronic systems that exhibit the seamless integration of mechanics and electronics.

System Control and Manipulation: Explore the magic of controlling systems through programming and automation. Develop the skills to manipulate motion, force, and energy using sensors, actuators, and feedback loops.

Creative Problem-Solving: Embrace the engineering mindset by tackling complex problems and developing innovative solutions. Learn to iterate, refine, and adapt your designs based on experimentation and analysis.

Ethical and Societal Considerations: Reflect on the ethical implications and societal impact of mechatronic engineering. Explore how your creations contribute to the world and consider responsible design practices.

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Design Technologies

Guildford Gourmet

Food brings people together and plays a large part in all of our lives. There is increasing community discussion and debate about food issues, including hygiene, dietary requirements and food security. In this course students will explore a range of these issues and be introduced to basic food preparation skills and techniques with the aim of planning and preparing a number of delicious healthy meal options.

Key topics covered:

- Safety in relation to working in a kitchen with cooking utensils
- Issues of food hygiene including food poisoning, cross-contamination, temperature and storage methods
- Genetically modified foods and the environmental impact of food production
- The creation of healthy food items for breakfast, lunch and dinner
- What constitutes a healthy and balanced diet?

Guildford Gourmet invites you to dive into the fascinating world of food. In this course, you will uncover the secrets of food preparation, hygiene, and nutrition while crafting delicious and healthy meal options. By the end of this course, you will have acquired a range of essential skills, from basic food preparation techniques to understanding food hygiene and nutrition. Food Technology will empower you to navigate the world of food confidently and make informed decisions about your own health and the environment.

Exploring the World of Food: Embark on a journey to understand the significance of food in our lives. Discover how food brings people together, addresses community concerns, and plays a vital role in our well-being.

Food Safety First: Learn the essentials of working in a kitchen environment. Understand the importance of safety protocols, proper handling of cooking utensils, and preventing cross-contamination to ensure a safe and hygienic culinary experience.

Unveiling Food Hygiene: Delve into the world of food hygiene and its implications. Explore topics such as food poisoning, cross-contamination, temperature control, and effective storage methods to ensure food safety.

Navigating Food Issues: Examine crucial topics like genetically modified foods and their environmental impact on food production. Engage in discussions that help you understand the complexities of our food choices in a global context.

Crafting Healthy Creations: Learn the art of creating wholesome and nutritious meals. Discover the secrets of crafting breakfast, lunch, and dinner options that are not only delicious but also contribute to a balanced diet.

The Science of Nutrition: Explore the components of a healthy and balanced diet. Understand the importance of nutrients, portion control, and making informed dietary choices to support your well-being.

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Design Technologies

Materials Technology

Exploring Materials Technology is your gateway to understanding the power of materials and their role in shaping our everyday lives. Through engaging projects and practical experiences, you will develop essential skills in design, manufacturing, and problem-solving, all while discovering the potential of different materials. By the end of this course, you will have gained valuable insights into the world of materials and design. Whether you're interested in creating functional objects or expressing your creativity through hands-on manufacturing, Exploring Materials Technology equips you with the skills to bring your ideas to life.

Material Marvels: Dive into the diverse world of materials. Learn about the properties and characteristics of materials such as plastic, wood, aluminium, and plaster. Understand how each material has unique qualities that influence design and functionality.

Designing with Purpose: Explore the principles of design and develop your creative thinking skills. Learn how to generate ideas, sketch concepts, and translate your visions into practical design solutions.

Hands-On Manufacturing: Get your hands busy with manufacturing techniques. Learn how to shape, cut, join, and assemble materials to create functional and aesthetically pleasing products.

Material Exploration Projects: Engage in exciting projects that allow you to apply your material knowledge and manufacturing skills. Design and manufacture products that address real-world needs, demonstrating your innovation and craftsmanship.

Problem-Solving and Prototyping: Embrace the iterative design process. Develop problem-solving skills by creating prototypes, testing them, and refining your designs based on feedback and observations.

Environmental Considerations: Explore the environmental impact of materials and their life cycles. Understand the importance of responsible material selection and sustainable design practices.

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Performing Arts

Dance

Dance in Year 7 is an introduction to contemporary movement and dance skills which builds on the understanding of improvising, and experimenting with the elements of dance (BEST- body, energy, space and time) and choreographic devices, to create dance that communicates an idea.

Students develop their dance skills, focusing on developing technical competence in relation to body control, accuracy, posture/alignment, strength, flexibility, balance and coordination. They are provided with opportunities to present dance to others, developing their performance skills of expression, projection and focus. As they make dance and respond to it, students reflect on the meaning, interpretations and purposes of dance. Reflective writing tasks are an inherent aspect of this learning program. Safe dance practices underlie all experiences, as students perform within their own body capabilities and work safely in groups.

The focus of this course is:

- To acquire fundamental skills in balance, co-ordination, body control, accuracy, posture/alignment, strength and flexibility.
- Promote teambuilding and group problem-solving skills
- Basic improvisation and composition skills
- Producing and performing dance and movement sequences.
- Learning safe dance practices.

Contact

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Drama

Drama is the expression and exploration of personal, emotional, social and cultural worlds, through role and situation, that engages, entertains and challenges.

Students create meaning as drama makers, performers and audiences as they engage with and analyse their own and others' stories and points of view. The course component introduces students to drama through exploration of communication skills, scripted text and improvisation. It provides students with an introduction to drama and further performance skills, which will enable them to pursue this subject at greater depth in the future.

The focus of this course is:

- Improvisation, role-play, storytelling, play building and introductory script excerpts
- The development of fundamental skills in voice and movement
- Drama techniques that are developed through the exploration of movement, neutral mask, music, script excerpts and devised tasks
- In-class performances
- Reflective written responses

Peforming Arts

Music

Music has the capacity to engage, entertain, challenge, inspire and empower students. Studying music stimulates imaginative and innovative responses, critical thinking and aesthetic understanding, and encourages students to reach their creative and expressive potential.

Music exists distinctively in every culture and is a basic expression of human experience. Students' active participation in music, individually and collectively, draws on their own traditions and life experiences. These experiences help them to appreciate and meaningfully engage with music practices and traditions of other times, places, cultures and contexts. Students do not need to have any prior experience in Music to achieve well in, and enjoy, this subject.

The focus of this course is:

- The study of the world of music composition through experimentation with the elements of music (sound, rhythm, melody, harmony and form)
- The teaching of a variety of music software packages to compose pieces for diverse groupings of instruments across many different genres and contexts
- The analysis of examples of music across many genres
- An introduction to basis aural perception and performance skills

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Visual Arts

Media

Media in Year 7 is an introductory course available for Year 7 students who have a keen interest in films and the production process and want to develop the practical skills needed to create their own work. It is a hands-on course with a focus on experimentation and narrative development.

Media Film Production explores media concepts, and challenges students to implement them into their own body of work. Students will view, listen, read, analyse and discuss media, considering how people, events and issues are represented.

Students will create, produce and present their own works in Media. Working independently and in collaboration with others, students will become confident and competent in using media technologies to express their ideas. In this course, students will explore different practical media forms, focusing on visual narrative of short films.

Students will learn skills associated with storyboarding, brainstorming ideas, pre-planning, producing and editing multiple short films in post-production.

The focus of this course is:

- Codes and conventions
- Narrative structure and characterisation
- Audience, context and content
- The production of narrative
- Video production skills in cinematography and editing
- Leadership and group work skills

Visual Art

Visual Art incorporates the three fields of art, craft and design. Students create visual representations that communicate, challenge and express their own and others' ideas, both as artists and audience members. They develop perceptual and conceptual understanding, critical reasoning and practical skills through exploring and expanding their understanding of their world and other worlds.

The course component is designed to expose students to the elements and principles of art and design, as well as a range of skills and processes. The students undertake a series of projects in which the elements and principles are constantly explored and reinforced through practical projects to enable them to be conscious users and viewers of the building blocks (elements and principles) of art and design.

The focus of the Year 7 Visual Art component is:

- Discovery, experimentation and problem-solving relevant to visual perception and visual language
- Utilising visual techniques, technologies, practices and processes
- The ability to recognise and develop cultural appreciation of visual arts in the past and contemporary contexts through exploring and responding to artists and their artworks

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