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Year 10 Programme 2013

INTRODUCTION

This handbook outlines Year 10 electives planned for 2013. Its purpose is to provide parents and students with an overview of the course structure and a description of the various electives available.

In 2012, the timetable for Senior School was aligned for Years 10 – 12 enabling the vertical movement of students across year levels.

This has resulted in all studies at Year 10 having a 5 period time allocation per subject with a total of 6 blocks (30 periods per week).

All Year 10 students, including Year 10 SEAL class, will study two semesters of English, Mathematics, Science and General Humanities. In addition they will choose 4 electives (two per semester) from the many outlined in this handbook. (For SEAL students one unit of Health & PE is a compulsory elective, leaving 3 elective units to be chosen.)

Selected students will be offered the opportunity to undertake a VCE Unit 1 and 2 elective as part of their Year 10 program. (All SEAL students will study Unit 1 Legal Studies and Unit 1 Business Management as their General Humanities units and will not be eligible for these offers.)

After consideration of students’ performances in Semester 1, decisions will be made regarding offers. A small number of second round offers will be made prior to the commencement program for students who have performed at a consistently high standard during Semester 2.

For students who take up the offer, the VCE units will replace two Year 10 semester length electives.

If students choose to study a Language, it must be undertaken as a two-semester elective.

If students choose to study ‘ADVANCE’ (incorporating Outdoor Education) it must be undertaken as a two-semester elective.

Students who include any Outdoor Education electives in their choices will be required to meet the conditions for selection outlined in the College’s Outdoor Education Policy (see page 14).
Core Subjects 2013

English

This is compulsory for all students for both semesters.

Description:
This unit is focused on the study of language by exploring a variety of texts and forms of written and spoken expression. Students learn to appreciate, enjoy and use language. They will develop their ability to explore complex themes and issues and express their ideas.

Area of study
- Reading and the study of texts
- The craft of writing
- Speaking and listening

Students will focus on the following forms of writing:
- Personal and descriptive writing
- Creative writing
- Argumentative and issues based writing
- Speaking and listening tasks will be based around the study of the texts
- Study of a novel, play and film

Learning Outcomes
Read, view, analyse and discuss contemporary and classical texts
- Analyse and discuss informative and argumentative texts
- Compare and contrast the typical features of particular texts
- Plan, write and present several pieces of writing using various styles
- Proofread and edit work for accuracy, consistency and clarity
- Engage in discussion and provide and justify opinions
  Prepare and deliver presentations that explore complex issues or information imaginatively to interest an audience

English As An Additional Language

This study is for Non-English speaking students resident in Australia for less than seven years. Tuition in the student’s homeland must be in a language other than English to qualify for this subject.

Description
- Oral work
- Reading a variety of texts
- Text response: including novels, short stories and films
- Writing folio: range of pieces writing for different audiences
- Language skills: sentence structure, vocabulary, punctuation and paragraphing

Learning Outcomes
- Speaking and listening
- Reading, writing and viewing

Topics
- War and peace
- Growing up
- Good and evil
- Animal rights
- Relationships
- Poverty
General Humanities

This compulsory unit aims to develop the students’ skills and knowledge in the following areas:

- Government in Australia
- The legal system
- Careers/Work Education
- Work Experience (completion of work Experience is a compulsory component of the course)
- Citizenship
- History
- Geography

Topics

- Educational/Training pathways
- Career Options
- Job application/interview skills
- OHS and Work Experience
- Legal rights and responsibilities
- Introduction to our legal system
- Civil rights and responsibilities
- Government, Elections and voting
- Federation
- WW1 & WW2
- Social changes throughout the 20th century ie women’s rights
- Pollution
- Global warming
- The ozone layer
- Land degradation i.e. salinity

Learning Outcomes

- Analyse vocational pathways and education and training requirements to develop possible career paths and work opportunities.
- Demonstrate effective job application and interview skills.
- Demonstrate an understanding of the rights and responsibilities of an Australian citizen.
- Describe the structure of Australia’s system of government.
- Analyse events which contributed to Australia’s social, political and cultural development.
- Evaluate the contribution of significant Australians to Australia’s development.
- Analyse the impact of some key wars and conflicts in the twentieth century.
- Analyse the impact of human activities on natural systems.
- Describe the impact of resource development and use on a natural environment.
- Identify strategies to address the use and management of our natural environment.
- Describe the relationship between current use of the environment and future availability of resources.

Mathematics

This compulsory unit aims to give students the opportunity to:

- Demonstrate useful mathematical and numeracy skills for successful general employment and functioning in society
- Solve practical problems with mathematics, especially industry work-based problems
- Develop specialist knowledge in mathematics that provides for further study in the discipline
- See mathematical connections and be able to apply mathematical concepts, skills and processes in posing and solving mathematical problems
- Be confident in one’s personal knowledge of mathematics, to feel able to apply it, and to feel able to acquire new knowledge and skills when needed
- Be empowered through knowledge of mathematics as a numerate citizen, able to apply this knowledge critically in societal and political contexts
- Develop understanding of the role of mathematics in life, society and work, the role of mathematics in history and mathematics as a discipline – its big ideas, history, aesthetics and philosophy.

Topics (selected from)

- Surds
- Indices & Scientific Notation
- Linear Relationships and Graphing
- Expansion and Factorization
- Measurement
- Geometry
- Trigonometry
- Quadratic functions
- Probability
- Statistics
Science

Description
Science helps us to understand the substances around us, our evolutionary history and why we need to wear seat belts in motor vehicles. Science explains how we inherit characteristics from our parents, why being different is important to living organisms and where our place is in the Universe.

Year 10 science is an opportunity to develop your understanding of Biological, Chemical, Earth and Physical Sciences and how they relate to everyday life.

The year 10 science program will help you to deepen your scientific knowledge; and to decide which fields of science you find the most interesting. It will also help you to understand where science fits within career pathways and specific career choices.

Topics

Biological Sciences
- The transmission of heritable characteristics from one generation to the next involves DNA and genes
- The theory of evolution by natural selection explains the diversity of living things and is supported by a range of scientific evidence

Chemical Sciences
- The atomic structure and properties of elements are used to organise them in the Periodic Table
- Different types of chemical reactions are used to produce a range of products and can occur at different rates

Earth and Space Sciences
- The universe contains features including galaxies, stars and solar systems and the Big Bang theory can be used to explain the origin of the universe

Physical Sciences
- Global systems, including the carbon cycle, rely on interactions involving the biosphere, lithosphere, hydrosphere and atmosphere
The Creative Arts

Dance

Description
Students explore a range of dance styles including:
• Basic ballet
• Contemporary dance
• Jazz
• Hip-hop/Street dance
• Latin Dance

Learning Outcomes
Dance Performance:
• Students choreograph and perform a dance/s using a selected dance style.

Dance Appreciation:
• Students analyse selected dance presentations as seen from video and using the dance elements, learn to deconstruct the meaning behind dances.

Maintenance of Dances:
• Students learn basic physiology and biomechanics.
• Students discuss nutrition for dances, injury prevention and basic first aid related to dance injuries.

Digital Art

Description
In this subject students develop knowledge and skills in the use of digital cameras, Photoshop, photo analysis and online presentation.

Topics
• Students are required to complete 6 topics that focus on developing skills in camera use and manipulation through Photoshop.
• Students are required to complete a minimum of 10 Photoshop tasks to assist them with their photo presentation and to prepare them for their exam.
• Students are required to complete 4 analysis tasks on photographers of the 19th and 20th C.

Learning Outcomes
Students need to demonstrate an understanding of:
• Photoshop-filters, tools and elements.
• Camera-automatic and manual settings, aperture, exposure, elements and principles of photography.
• Study of Photograph-analysis and discussion of photography and photographic artists.
• Presentation-printing and framing of art work.
Drama

Description
This study introduces students to:
- Solo Performance incorporating a variety of theatrical styles and conventions
- Group performance including interpreting established texts, writing imaginative scripts using established dramatic forms and styles.
- Developing and understanding of analytical skills.

Topics
- Character building/acting skills
- Improvisation
- Use of dramatic elements, forms, styles and conventions to convey meaning
- Interpretations of texts, characters and scripts from a range of cultural sources.
- Practical demonstration of one stagecraft element

Learning Outcomes
- Make and present drama that explores a range of themes, issues and ideas.
- Structure and present dramatic works to chosen theatrical styles and forms.
- Analyse and interpret the structure, content and aesthetic qualities of drama and the role of drama within different cultural contexts.

Music

Description
This study introduces students to:
- Solo/group performance incorporating a wide variety of musical styles.
- Musical analysis and development of aural skills and identification of the musical elements and characteristics of various works.
- The use of music technology including software to compose and arrange music.
- Compositional techniques.
- Investigate and study the development of contemporary rock/pop music.

Topics
- Blues Music
- 70’s Rock and Punk
- Heavy Metal
- Composition, arrangement and remixing
- Grunge Music
- Punk
- Funk, Rap and Techno

Learning Outcomes
- To enable students to develop their performance and compositional skills.
- To develop aural analysis skills and develop a greater depth of understanding of various music styles and works.
- To acquire skills in the use of music technology for recording, composing and arranging.
Media

Description
Studying Media will provide students with the opportunity to develop critical and creative knowledge and skills.

Media texts (film, photograph, newspapers, etc.), technologies (cameras, editing software) and processes (planning, creation and publishing) will be considered from different angles including their structure and features, methods of production and distribution, audience reactions and the impact on society.

The Media study is relevant to students with a wide range of expectations, including those who wish to pursue further study at VCE, tertiary level or in vocational education and training settings, as well as providing valuable knowledge and skills for participation in contemporary society.

Areas of study
Media forms including:
- audio visual media (film, television, radio, video, photography)
- print-based media (newspapers, magazines and related publications)
- Digital media technologies (the Internet, computer games and interactive multimedia.
- Media and cross media processes and developments such as advertising, news and current affairs production, popular music, popular culture, cyber-culture and virtual worlds, convergence and hybridisation, information dissemination and retrieval technologies
- The media and its relationship with society and culture

Topics
- Investigation of several aspects of the media industry and determine what makes successful products.
- Using movie making, digital photography and audio software to create specific designs and resources. (advertisements, film, photo storyboards, magazine layouts)
- Create and publish a pod-cast.
- Promotion and release of a movie or digital resource into the wider school community (undertaken after some research and consultation with the potential clients).
- Develop teamwork and communication skills between the group members.
- Encourage leadership and/or supervisory roles within teams.

Learning Outcomes
- Analyse and develop solutions to information problems ie: creation of a short film, both individually and as a team member, using a range of skills, processes and equipment.
Studio Arts

Description
This study introduces student to:
- Drawing/painting
- Printmaking
- Pottery/sculpture
- Art history

Topics
Overall Focus: Modernist Art of the 20th Century.
- Drawing: Still life, landscape, portrait, figure studies
- Painting: extension from one of the above, beginning with experimenting with acrylics, water-colours and oils completing one major artwork
- Printmaking: research ideas
- Preparation and demonstration, production of print work and producing an edition of prints
- Pottery/sculpture: analyzing and examining past and contemporary works

Learning Outcomes
- To enable students to compile a folio of art work which addresses all the above disciplines and illustrates evidence of a development of student's individual style and an appreciation of art aesthetics.
- The acquisition of skills enabling an individual or group presentation of an written, oral or power point assignment; which addresses the historical content of the course.
- To enable students to complete a major art piece in one of the listed disciplines and topics as listed.

Visual Communication and Design

Description
This study introduces students to
- Architectural Drawing Plans
- Poster, Packaging & Designs
- A range of both computer and technical drawing
- Rendering techniques using different media

Topics
- Conceptualizing ideas through brainstorming
- Analysis of graphic materials
- Developing designing and finishing new products and building plans
- Final presentation of folio work

Learning Outcomes
- To enable students to develop skills in presentation of design work.
- To develop skills in graphic design and folio presentation.
- To enable students to complete a major graphics piece from initial idea to folio presentation.
Technology
ICT and Business

Assessment tasks will be focused on introducing students to some of the main uses of ICT in business. Students will be expected to create ICT solutions to specific tasks and projects that relate to an imaginary business that they own. The software to be used would be primarily Office products such as: Word, Excel, Access and Power Point; Adobe CS5 applications such as: Dreamweaver, PhotoShop, Flash and Premier; and other Image and Audio Editing applications such as: VISIO, Google Sketchup and Audacity.

Topics
Students will be involved in the following areas of study and skill development:

- Producing a printed display folder of completed tasks, theory notes, and homework.
- Creating an electronic folio which will be used to highlight other work such as their images and animations.
- Completing a short promotional movie using Adobe Premier.
- Constructing a website using Dreamweaver.

Learning Outcomes
Analyse and develop solutions to information problems, both individually and as a team member, using a range of skills, processes and equipment.

Programming and Computer Games

Description
The computer games industry is undoubtedly the fastest growing section of the IT industry and employs creative people with many different IT skills.

In this elective the main focus is on the programming involved in creating a game and introduces students to two main programming environments: TADS and Game Maker.

Students will also be looking at ideas related to computer games, the technology that allows computer games to work, and some of the social implications of computer gaming.

It is expected that students already know how to use basic software tools such as MS Word and graphic/drawing program.

Topics
Students will be involved in the following areas of study and skill development:

- Creating text adventures using TADS
- Creating action games using Game Maker
- Program design and development, as an individual and as part of a team
- Computer games: types, evaluation, technology, careers, social implications

Learning Outcomes

- Demonstrate an ability to plan and carry out the development of a programming project, both individually and as a team member
- Demonstrate an ability to evaluate a computer game and communicate that evaluation to a wider audience
- Demonstrate knowledge of: the kinds of careers available in the computer games industry; some of the social implications of computer gaming; the technology that supports computer games
Design Technology: Textiles

Description
Students are introduced to design elements, fashion illustration, garment construction, screen printing, tie-dye, fabric painting, appliquéd or other means of fabric adornment.

Topics
- Roles within the fashion industry
- Design elements and principles.
- Design concepts and application.
- Garment construction.

Learning Outcomes
- Analyse the appropriateness of using particular materials, including materials for specific purposes.
- Prepare detailed design briefs, make products using relevant equipment and analyse the effectiveness of the products with reference to specified criteria (eg. Cost-benefit analysis).
- Develop innovative solutions to design and garment construction problems

Food Technology: Food & Nutrition

Description
This course focuses upon helping students to make better informed food choices in the future. Students will follow a course of study based on the nutrients and associated dietary-related diseases. Students make real life applications through analysing their own diet and evaluate its possible impact upon their future lives. Production classes focus on exploring a wide range of different cooking methods, and cook foods which are specifically linked to a particular nutrient.

Topics
- The Nutrients
- Dietary-related diseases
- Dietary analysis

Learning Outcomes
- Show a clear understanding of major vitamins and minerals, and relevant dietary-related diseases.
- Demonstrate an understanding of vegetarianism and create a menu based upon optimising their nutrient intake.
- Prepare nutritious dishes that reflect healthy eating habits.

Design Technology: Wood

Description
Students construct a coffee table and/or other wooden projects using hand tools and some machine tools to develop skills in measuring, marking out, sawing, planing, chiselling and sanding.

Topics
- Health and safety
- Working from plans
- Joining and clamping techniques

Learning Outcomes
- Analyse the appropriateness of using particular materials
- Prepare detailed design proposals, make products using some complex equipment
- Develop innovative solutions to problems using qualitative and quantitative methods.
Health & Physical Education

Physical Education – Sport Analysis

Description

Practical Content
Students will have the opportunity to participate in a range of physical activities including: football, soccer, basketball, netball, tennis, hockey, softball/baseball, gymnastics, aerobics and golf.

Theoretical Content

Biomechanics
- Students will receive an introduction to biomechanics. An emphasis will be placed on projectile motion, summation of forces and leverage.

Skill Acquisition
- Students will begin by learning what a physical skill is and how physical skills can be developed. It will focus on open and closed skills along with the implication of teaching, learning and practice. The stages of learning and memory are also covered.

Technology in sport
- Students will investigate changing equipment design and technique and consider the various ways that technological advancements have aided sporting performances.

Assessment
Both the practical and theoretical components of this subject must be passed. Assessment includes the following:
- Practical participation, teamwork and game play, class-work, tests, laboratory reports, written and oral reports and an end of unit exam.

Sports Physiology & Performance

Description

Practical Content
Students will have the opportunity to participate in a range of physical activities that may include football, soccer, basketball, netball, hockey, softball/baseball, aerobics and circuits and weight training.

Theoretical Content:

Body Systems
- Students will study the skeletal, muscular, respiratory and circulatory systems in relation to physical activity. Students will also be required to consider the changes that occur within these systems as a result of physical activity.

Energy Systems
- Students will begin by looking at the aerobic and anaerobic energy systems and will relate these systems to various physical activities. They will also consider the different fuels that are required for exercise and the best way to obtain carbohydrates, protein and fats.

Exercise Physiology
- Students will familiarise themselves with various fitness components, such as, muscular endurance, strength and flexibility and identify their presence in physical activities. They will study a number of training methods, such as interval, circuit, etc. Fitness principles such as FITT and overload will also be studied.

Assessment
Both the practical and theoretical components of this subject must be passed. Assessment includes:
- Practical participation, teamwork and game play, class-work, tests, laboratory reports, written and oral reports and an end of unit exam.
Students who include any Outdoor Education electives in their choices will be required to meet the conditions for selection outlined in the College’s Outdoor Education Policy (see Page 14)

Outdoor Education
One Semester Subject

Description
Outdoor education aims to introduce students to sustainable relationships between people and natural environment. Students would be involved in a range of outdoor activities and will be introduced to skills and techniques required for safe participation in the outdoors and general community, while developing an appreciation and understanding of the natural environment.

Practical Content
Students will have the opportunity to participate in a wide range of practical based activities. These may include:
- Bush walking and camping
- Water based activities including swimming, surfing, and snorkelling.
- Bike riding.
- Rock climbing.

Theoretical Content
- Students will investigate the theory component for certain outdoor activities as well as a number of learning modules will be undertaken, based on community, communication and project management.
- Students will complete an assessment task each term, demonstrating subject specific content knowledge.

Assessment
Students need to pass both the Practical and theoretical component of this subject and successfully achieve standards in the recognised training course above.

‘ADVANCE’
(Incorporating Outdoor Education)

Two Semester Subject
Students choosing this subject must complete ‘Advance’ (Incorporating Outdoor Education) for the whole year

Description
‘ADVANCE’ (incorporating Outdoor Education) is a year-long subject which has as its main focus the encouragement of students to participate in community life. This is achieved by having an ‘outdoor education’ emphasis where students are given the opportunity to be involved in a wide range of activities and experiences.

The main aspects of the course are: Service, Teamwork, Adventurous Journey, Skills and Physical Recreation. To satisfy these requirements students will participate in a variety of practical activities. These include swimming, surfing, overnight camps, indoor rock climbing, bike riding and other activities. Please note that in this subject students are required to maintain a high level of fitness and participation is compulsory in all activities.

The ‘ADVANCE’ (incorporating Outdoor Education) course is conducted under the banner of ‘Advance – A Victorian Program for Youth Development’. It is delivered through a partnership between the Office for Youth, the school and community organisations.
Brighton Secondary College Outdoor Education Studies Student Selection Policy

DRAFT VERSION ONLY

Rationale

Outdoor education studies involve students participating in a variety of activities in a range of environments, of which both are inherently more dangerous that studies conducted at school. College staff are often in remote locations in which physical support is less able to be provided to them and the students in their charge if it is needed. Furthermore, the potential consequences of students not correctly following instructions, or behaving in a thoughtless or inconsiderate manner are in the most serious risk category. Because risk analysis is required before many components of these studies can be completed, and because student conduct and attitude themselves constitute a significant factor in this analysis, this policy is designed to outline a process by which students are selected to complete outdoor education studies.

Definition

Outdoor education studies currently at Brighton Secondary College comprises, Outdoor Education and Advance (incorporating Outdoor Education) at Year 10, and VCE units 3/4 Outdoor and Environmental Studies.

Policy

• Students will apply to be enrolled into Outdoor Education studies and will only be accepted into the subject if they meet the criteria outlined in the policy
• Unsuccessful applicants may appeal the decision by writing to the Assistant Principal, Senior School
• Applicants for VCE units 3/4 Outdoor and Environmental Studies are deemed to have met the requirements for selection if they have been previously accepted into either of the Year 10 Outdoor Education studies and demonstrated appropriate work habits for that study
• Parents/Guardians of applicants for VCE Units 3/4 Outdoor and Environmental Studies will attend a compulsory meeting

Applicants will be deemed suitable if they meet the following criteria
• Their work habits, that is, behaviour, effort and meeting deadlines, are assessed as “very good” or “excellent” on their Physical and Health Education end of semester report
• They receive a favourable assessment of their behaviour from their year level co-ordinator

If more applicants that meet the criteria above exist than there are spaces available, students will be selected according to the following criteria:

• Submission of application on time
• Previous completion of Outdoor Education studies including their level of performance
• External references (eg from Scouts/Guides groups)
Your Body, Sex and Society

Description
This Course is a semester study of teen behaviours including
- sexuality, sexual anatomy and practices, and harm minimisation;
- pregnancy: stages of, contraception, and child development;
- parenting responsibilities including care of newborns and toddlers;
- issues affecting teens: partying, drugs, sexuality, eating disorders, and more;
- driver safety: road accidents, your decisions and becoming a safe driver.

Practical Content
Students will be involved in simulated parenting experiences with newborn mannequins. Excursions to complement the course will be undertaken throughout the semester. Possible excursions include TAC, accident trauma ward at a hospital, and Family Planning Victoria. Students must complete the required theoretical work in order to participate in the practical sessions.

Theoretical Content
Students will explore the content of each learning module, based on text content, research and first hand experiences with relevant organisations.

Assessment
Students will be required to complete assessment tasks and an exam to demonstrate content knowledge. They need to pass set assessment tasks, attend all practical and theory sessions with a mature attitude, and behave within the school’s ‘Code of Conduct’ to successfully complete this course.
Languages

French

Students should have completed Units 1-6 of Tapis Volant 2 or approximately 200 hours of instruction in French.

Description
This unit builds upon skills developed in Semester 2 at Year 9 level. Basic structures of French will be reinforced using graded reading materials and appropriate written tasks. It equips students to study French at VCE level.

Topics
French language and culture is taught through examination of the following topics:

- The Past
- French Art
- Food
- Expressing Feelings
- French Fables
- Story Telling
- Giving Instructions
- Historical Perspectives
- Travel and Getting Around

Learning Outcomes
- Listening – Use context and resources to decipher meaning
- Speaking – Sustain a conversation of six to eight turns using suitable pronunciation and intonation.
- Reading – Identify socially and culturally important features of text.
- Writing – Structure a text appropriate to its text type. Demonstrate understanding of frequently used language patterns
Japanese

Students should have completed Units 1-6 of Obento Supreme or equivalent.

Description
The course is intensive and equips students to cope with VCE Japanese. The emphasis throughout is on communication competence and practical language skills, as well as proficiency in reading and writing Japanese scripts in a variety of contexts. Students will develop skills in understanding modified materials and communicating in a variety of situations.

Topics
Japanese language and culture is taught through the following topics:

- Politeness levels (formal and informal)
- Communication strategies (interviewing, exchanging ideas of school life, note taking and summarising)
- Developing longer and more complex spoken phrases, expressing opinions and hopes in different text types
- Developing an understanding of Japanese culture
- Travel and getting around
- Job seeking

Learning Outcomes
- Listening – Use context and resources to decipher meaning
- Speaking – Sustain a conversation of six to eight turns using suitable pronunciation and intonation.
- Reading – Identify socially and culturally important features of text.
- Writing – Structure a text appropriate to its text type. Demonstrate understanding of frequently used language patterns