

# YEAR 10 OPTIONS BOOKLET 2025





# OPTION: YEAR 10 COURSES

Visual Arts	Dance	Business Studies	
Spanish	Woodwork	Food	
Te Reo Māori - Bilingual	Te Ao Haka	Digital Technology	
Music	Drama	Te Reo NCEA Level 2	
eSports			
<u>e</u>	dies, Science, Physical Education acts are OPTIONAL. Refer to the incurses.	•	
Knowing which subjects to take help with your decision making;	in your next year of school can be	difficult. Here are some tips to	
♦ Know your options, talk to teachers, parents, other adults.			
♦ Think about your abilities and interests at school.			
♦ Consider how your choices will affect your future. Ask the Careers Counsellor for advice.			
•	study to go into a particular care		
Complete your Careers Booklet	and have this ready.		
QUESTIONS TO CONSIDER:			
What were my favourite classes this year? Rank them from favorite to least favorite:			
What do you want to do as your	career pathway once you finish s	chool?	
I have completed my Career Path	hway Booklet from Term Three.		
YES / NO			

# VISUAL ARTS

## PURPOSE:

This Year 10 Painting and Printmaking course offers an immersive exploration of the elements and principles of Visual Arts, with a strong emphasis on composition. The course prioritizes hands-on practice, encouraging students to hone their technical skills and unleash their creativity, with a focus on producing expressive and meaningful works of art .

# **COURSE OUTLINE:**

Using both wet and dry media, students will build on their prior knowledge while learning new techniques to create a series of place-based artworks inspired by the Whanganui region.

TEACHER IN CHARGE: A Sinclair

# DANCE

## **PURPOSE:**

This course will focus on the exploration and refinement of advanced movement principles in Dance. Students will engage in exercises that enhance movement quality, dynamics, control, and expand their movement vocabulary through partner work and improvisation.

### **COURSE OUTLINE:**

This course delves into the nuanced exploration and refinement of movement principles in dance, emphasizing both technical precision and creative expression. Through the study of contemporary dance forms, students will engage in various exercises designed to enhance their movement quality, dynamics, and control. Key elements include the expansion of movement vocabulary through structured improvisation, partner work, rhythm, and musicality. Additionally, the course will cover body alignment, kinaesthetic awareness, and the interplay between breath and movement to a deeper understanding of performance techniques.

TEACHER IN CHARGE: S Riley

# FOOD TECHNOLOGY

## PURPOSE:

The course is focused on students preparing a food following a prescribed recipe, improving their skills and knowledge, as well as, their understanding of flavours and ingredients.

### **COURSE OUTLINE:**

The Year 10 course is focused on Cuisines of the World and gives a broad view of flavours, techniques and skills which students will need as they move forward into Level 1 NCEA. We focus on different Geographical areas and explore their traditional flavour profiles and a variety of ingredients such as vegetables, proteins and carbohydrates. The project also includes a traditional dish from each region. The course covers basic nutritional information and explores factors that influence eating patterns and behaviours.

TEACHER IN CHARGE: C England

# WORKSHOP

## PURPOSE:

This programme includes planning, completing and evaluating practical projects in addition to completing a written workbook covering selected technological topics.

### **COURSE OUTLINE:**

The Year 10 Woodwork Program will focus on completing a couple of small, hands-on projects designed to build foundational skills in craftsmanship. These projects will also incorporate community and environmental themes, encouraging students to think about sustainability and how their work connects to the world around them. By the end of the course, students will have developed practical skills that will provide a solid foundation if they choose to pursue Level 1 Workshop in the following year.

TEACHER IN CHARGE: D Forsyth-Oosthuizen

# TE REO MAORI - BILINGUAL

# PURPOSE:

The purpose of the Year 10 Te Reo Māori - Bilingual course is to provide students with a strong foundation in Te Reo Māori through a bilingual learning environment. It aims to support students who are at a basic level of language to gradually build their confidence and skills in speaking, listening, reading, and writing in Te Reo Māori.

# **COURSE OUTLINE:**

This full year course is delivered in a bilingual setting where students are able to learn at a slow - steady pace. This course will prepare students for Level 1 Te Reo Māori.

TEACHER IN CHARGE: Whaea Alicia

# TE AO HAKA

## PURPOSE:

This course is perfect for students eager to explore and engage with Māori Performing Arts. Whether you already enjoy performing kapa haka or are curious to learn more, this course offers an exciting opportunity to dive deeper. It aims to expand students' understanding and appreciation of Te Ao Haka through a combination of practical performance and theoretical lessons.

# **COURSE OUTLINE:**

Students will participate in various activities, including hands-on performance and theory-based learning. The course will prepare students for the Level 1 Te Ao Haka assessments.

TEACHER IN CHARGE: Whaea Alicia

# TE REO NCEA LEVEL 2

# PURPOSE:

This course is designed for students who are competent fluent in Te Reo Māori. It provides opportunities for students to demonstrate their proficiency across all aspects of the language through a variety of learning tasks and challenges.

## **COURSE OUTLINE:**

This full-year course is taught in a total immersion environment, ensuring students engage fully with the language. Assessments will cover speaking, writing, listening, and reading skills, with a total of 20 credits available.

**TEACHER IN CHARGE: TBC** 

# DRAMA

## PURPOSE:

This Drama course offers students a comprehensive introduction to the world of theatre and performance. Through a blend of theoretical analysis and practical application, students will explore the significance of drama in various historical and cultural contexts, examine different dramatic forms and styles, and develop fundamental acting techniques.

# **COURSE OUTLINE:**

By focusing on voice, movement, and characterization, students will refine their performance skills and prepare for a final presentation that showcases their growth as actors.

TEACHER IN CHARGE: S Riley

# BUSINESS

## **PURPOSE:**

To develop knowledge and skills of realising how the economic world operates. What is important to people/organisation is determined by their whakapapa, values, and cultural heritage; any decision made impacts the stakeholders.

## **COURSE OUTLINE:**

This course introduces students to the various sectors of the New Zealand economy and the basics of financial decision-making for individuals or small organisations. Students will explore how individuals and organisations make financial and non-financial decisions, considering diverse values, beliefs, and stakeholder perspectives. The course will also develop essential financial capability skills to help students navigate economic challenges. This subject provides a foundation for further studies in Level 1 Commerce.

TEACHER IN CHARGE: L Dayal

# SPANISH

# PURPOSE:

The purpose of this course is to equip students linguistically and culturally to communicate with basic Spanish in a world of increasing global interdependence.

The Spanish course is designed for students who have successfully completed Year 9 Spanish. The basic objectives of Year 10 Spanish are to continue developing and reinforcing your languages skills, to promote more cultural understanding and to prepare you for your Spanish studies at NCEA Level 1 next year.

# **COURSE OUTLINE:**

The Year 10 course outline consists of two terms of intensive study, with classes scheduled for 3 hours per week. The course covers Levels 3 and 4 of the NZ Spanish Curriculum for Year 10. Assessment will include a combination of formative and summative assessments.

These may involve quizzes, assignments, projects, and exams, designed to evaluate students' understanding and progress throughout the two terms. Specific assessment criteria and deadlines will be communicated at the start of each term. Next year we will start a portfolio of student work. This portfolio will be assessments, plus an oral presentation, written presentation, comprehension and listening assessment.

TEACHER IN CHARGE: A Ceron

# DIGITAL TECHNOLOGY

## PURPOSE:

To develop the knowledge and skills to plan, design, model, develop and evaluate innovative digital solutions to real-world problems while reflecting on the design of new models, products, software, systems and tools to benefit people while taking account of their impact upon cultural, ethical, environmental and economic conditions.

# **COURSE OUTLINE:**

Students will be planning, designing, creating, testing and evaluating a variety of digital outcomes, including, games, images, videos, animations, and programming webpages and text-based coding languages.

Depending on students' work ethic, interests, prior knowledge and time available extension to creating a full-stack website including database is a possibility.

Project management will be introduced to help guide students through the development of their projects.

ASSESSEMENT: Portfolio and written and/or Video/Podcast/Screencast

TEACHER IN CHARGE: D Peterson

# MUSIC

## PURPOSE:

Throughout the course, students will focus on mastering a chosen instrument, with priority for entry into the Year 11 programme. They will also study music theory, both in class and through the 24/7 accessible Music Academy website. Additionally, students will learn to read music notation and develop ensemble performance skills, preparing them for further musical achievements.

### COURSE OUTLINE:

This course spans two terms, lasting 20 to 21 weeks, and is designed for students who wish to continue developing their musical knowledge and instrumental skills. It serves as preparation for NCEA.

TEACHER IN CHARGE: T Helberg

# ESPORTS

# **PURPOSE:**

To develop knowledge and skills to plan, design, model, develop and evaluate innovative eSports games while reflecting on their own health and career possibilities taking account of their impact upon cultural, ethical, environmental and economic conditions.

# **COURSE OUTLINE:**

Open entry. This course is ideal for students who want to explore Game Development and Play. Students will be planning, exploring, designing, creating, testing and evaluating eSports Games, Careers and their own individual health as a player.

Depending on students' work ethic, interests, prior knowledge and time available extension to classroom competition to seek representatives to compete NZ wide, is a possibility.

ASSESSMENT: Portfolio and written and/or Video/Podcast/Screencast

TEACHER IN CHARGE: D Peterson

# OPTION: YEAR 10 COURSES

NAME:
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This year you have had a taste of all the options available. Next year you will have the opportunity to select up to 4 options to do over the course of the year. You will do 2 in the first half of the year and two in the second half of the year. This is not the final selection as we will use your choices here to split the options into two lines. Please think carefully about your selections. (\*Te Reo and Spanish can be whole year options. Please put \* with the number if you would like

to do this for the whole year. Te Reo NCEA Level 2 is only available as a whole year course.)

OPTION	RANK (1 - 12) 1 - is the option you MOST want to do. You can leave the four you dislike most blank.
Visual Arts	
Business Studies	
Dance	
Digital	
Drama	
Food	
Music	
Te Reo Māori -Bilingual	
Te Reo NCEA - Level 2	
Workshop	
Te Ao Haka	
eSports	



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