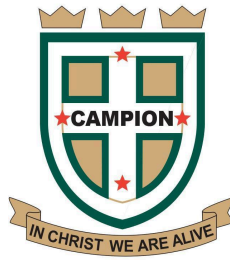


Year 9 & 10 COURSES

2026

CONTENTS

SECTION A: CURRICULUM OVERVIEW	PAGE 3
SECTION B: MODULES (Wāhanga Ako)	PAGE 8
SECTION C: IMPACT PROJECTS (Hinonga Whakamua)	PAGE 13



SECTION A: CURRICULUM OVERVIEW

ALL STUDENTS IN YEARS 9 AND 10 MUST:

1. Take Religious Education each semester.
2. Take one English module per semester.
3. Take one Mathematics module per semester.
4. Take three Impact Projects (one per term).
5. Ensure that over the year you have taken each of the following learning areas at least once through the modules: Health & Physical Education, Science, Social Sciences, Technology and The Arts.

ALL STUDENTS ARE ENCOURAGED TO TAKE:

1. Leadership of one hour per week.
2. A sports or arts extra-curricular activity.

VERTICAL FORM TIME

Students meet in groups of 20 – 25 students with two teachers. Each group is composed of Year 7 to 13 students. The students and the teachers remain in the same vertical form for the durations of their time at Campion. Each vertical form is part of a House – Marcellin (V1-5), Hato Maria (V6-10), MacKillop (V11-16), Gregory (V16-20).

PERSONALISED PROGRAMMES

The guidelines in this booklet are designed to provide a general framework for all students and staff to work within. Sometimes a module or project is not listed that forms an important part of a student's interest area. We are able to design programmes to meet specific requests and every effort is made to cater for the individual needs of each student. If there is a module or activity you would like to take as part of your programme which is not listed, please see your learning mentor.

MULTI LEVEL STUDY

Students may study at any level as long as they meet the prerequisites for the module. Year 9 & 10 students can take an NCEA Level 1 course if they have consistently achieved highly in the Learning Area for that subject. Please see your learning mentor for further details.

VIABILITY OF MODULES

Where the number of students choosing a particular module is low, we may not be able to run the module. In these instances, students will be guided into other options.

CURRICULUM LEVELS

Modules and NCEA subjects are mostly taught at one of six levels:

YEAR LEVELS	CURRICULUM LEVELS
7 & 8	The modules are designed mainly at Level 4 of the New Zealand Curriculum and then adapted to meet individual needs.
9 & 10	The modules are designed mainly at Level 5 of the New Zealand Curriculum and then adapted to meet individual needs. Some modules contain an NCEA Level 1 assessment.
NCEA Level 1	The subjects are designed at Level 6 of the New Zealand Curriculum.
NCEA Level 2	The subjects are designed at Level 7 of the New Zealand Curriculum.
NCEA Level 3	The subjects are designed at Level 8 of the New Zealand Curriculum.
Scholarship	The programme is set up individually for students with interest and ability and is designed at Level 8 of the New Zealand Curriculum.

YEAR 9 & 10 OPTION LINES- SEMESTER ONE 2026

Choose one module per line (vertical). You must include one Religious Education per semester, one English per semester, one Mathematics per semester. Please ensure that over the year you have taken each of the following learning areas at least once: **Health and Physical Education, Science, Social Sciences, Technology and The Arts**. Descriptions are in section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five	Line Six
	Religious Education RELG01 Gavin/Seaton	Religious Education RELG01 Antony/Serroco		Religious Education RELG01 Seaton	Religious Education RELG01 Seaton/TBC
Conflict CONF01 English Gedye/Heuser	Just Unjust JUST01 English Gedye/Haskell	Conflict CONF01 English Barker/Willock	Close to Home HOME01 English TBC		
Mathematics MATH01 Roets/TBC			Mathematics MATH01 Gavin/Vorster	Mathematics MATH01 Roets/TBC	Mathematics MATH01 Simmer/TBC
Alchemist to Activist ALAC01 Science Arts (Visual Arts) Haggard/King	The Adventurers ADVE01 Science Social Science Scott	Ghost Whisperers GHST01 Arts (Drama & Music) Seaton	Superbugs SBUG01 Science Social Science Serroco	Survival of the Fittest SURV01 Health and PE Social Sciences Gavin/McDonald	Mars 2040 MARS01 Science Antony/Jethwa
Learning Languages Online LLOL01 Languages Li	Learning Languages Online LLOL01 Languages Li	Train to Gain GAIN01 Health and PE Tee	Character Creations CHCR01 Technology Mrs Vorster	Predator Free 2050 PRED01 Social Sciences Technology Scott/TBC	Te Reo Manawa Tahī TAHI01 Te Reo Māori Tiepa
			Call to Action CALL01 Arts (Music) Social Sciences Aperahama/Scott		Live Long and Prosper LIVE01 Health and PE Technology Mrs Vorster

YEAR 9 & 10 OPTION LINES- SEMESTER TWO 2026

Choose one module per line (vertical). You must include one Religious Education per semester, one English per semester, one Mathematics per semester. Please ensure that over the year you have taken each of the following learning areas at least once: **Health and Physical Education, Science, Social Sciences, Technology and The Arts**. Descriptions are in section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five	Line Six
	Religious Education RELG02 Gavin/Seaton	Religious Education RELG02 Antony/Serroco		Religious Education RELG02 Seaton	Religious Education RELG02 Seaton/TBC
Dystopia DYST02 English Gedye/Heuser	Happily Ever After HAPP02 English Gedye/Haskell	Dystopia DYST02 English Barker/Willock	Winners and Losers WINL02 English TBC		
Mathematics MATH02 Roets			Mathematics MATH02 Gavin/Vorster	Mathematics MATH02 Roets/TBC	Mathematics MATH02 Slimmer/TBC
OnStage ONST02 Arts Technology Haskell/Sparks	Harmony Through Haka HARH02 Arts Health and PE Lean/Paenga	Ghost Whisperers GHST02 Arts Seaton	Superbugs SBUG02 Science Social Science Serroco	Survival of the Fittest SURV02 Health and PE Social Sciences Gavin/McDonald	The Adventurers ADVE02 Science Social Science Antony/Jethwa
World of Wearable Arts WOWA02 Arts (Visual Arts) Technology Haggard/King	Learning Languages Online LLOL02 Languages Li	Train to Gain GAIN02 Health and Physical Education Tee	Character Creations CHCR02 Technology Mrs Vorster	Engineering for the Future ENFU02 Science Technology Scott/TBC	Te Reo Manawa Rua MRUA02 Te Reo Māori Tiepa
Learning Languages Online LLOL02 Languages Li			Call to Action CALL02 Arts (Music) Social Sciences Aperahama/Scott		Live Long and Prosper LIVE02 Health and PE Technology Mrs Vorster

IMPACT PROJECT SELECTION 2026

Please choose Three Impact Projects. Descriptors are in Section C (Page 13). (S) is Student directed, (T) is Teacher directed.

UMBRELLA	PROJECT TITLE	Student or Teacher Directed	PAGE
BUILD MY OWN PROJECT	Build my Own Project	(S)	14
SERVICE	Service Chef	(T)	14
	Serve our Community	(T)	14
STEWARDSHIP OF OUR EARTH	Enviro School	(T)	14
	Kaitiakitanga	(S)	15
PERFORMING ARTS	Arts Night	(T)	15
	Film Making	(T)	15
	Kapa Haka	(T)	15
	Music Performance	(T)	16
	Puppetry for Performance	(T)	16
	Shakespeare in Schools	(T)	16
SPORT & OUTDOOR EDUCATION	Eco-Adventures Unleashed	(T)	16
	Self-Defence	(T)	17
	Sport, Sport, Sport	(T)	17
SCIENCES	Young Scientists	(T)	17
DESIGN, ARTS & TECHNOLOGY	Art Ability	(T)	17
	Construction Zone	(T)	18
	Coding	(T)	18
	Impact Maker	(S)	18
	Master Chef	(T)	18
	Photography	(T)	19
	Printmaking	(T)	19
	Studio Practice	(S)	19
	Stitched Up	(T)	19

SECTION B: MODULES (Wāhanga Ako)

RELIGIOUS EDUCATION

Theme: Ā Tātou Whakapapa - Our Story. Students will gain an understanding of how Christianity became established.

Theme: Kia Noho Hāhi Being Church - Students will explore discipleship, vocation and a call to holiness.

MATHEMATICS

You must choose one Mathematics Module per Semester	
MATH01	Strands
The course begins with a focus on number and its connection to algebra. Building on these foundations, students apply their knowledge to measurement, using the skills developed in number and algebra. The programme then returns to these areas to extend understanding before progressing to geometry, where the relationships between shapes, space, number, and algebra are explored all within different contexts.	Number, Algebra Measurement and Geometry
MATH02	Strands
The course continues with a focus on number and algebra before progressing into chance and data, where students explore probability and statistics, applying their number and algebra skills in new contexts. The programme then returns to number and algebra, emphasising the use of diagrams and visual tools to support understanding and represent key ideas across different contexts.	Number, Algebra and Statistics

ENGLISH

You must choose One English module per semester- **SEMESTER ONE**

Module	Strands
Conflict - CONF01 Have you found yourself in the middle of conflict? Ever found yourself under attack? In this module, you will explore and create texts that show just how quickly conflict can arise.	Reading, Writing & Presenting
Just Unjust - JUST01 Ever thought about how truly lucky we are to live where we live? Are you interested in social justice? In this module, you will explore and create texts that shine a light on how others live.	Reading, Writing & Presenting
Close to Home - HOME01 Are you keen to learn about social issues that have shaped Aotearoa? What's important to us as New Zealanders? In this module, we will explore and create texts inspired by past events that have helped to shape our nation.	Reading, Writing & Presenting

You must choose One English module per semester - **SEMESTER TWO**

Module	Strands
Winners and Losers - WINL02 Do you often find yourself supporting the underdog? Does winning always mean coming out on top? In this module, you will explore and create texts that celebrate success in all its forms.	Reading, Writing & Presenting
Dystopia - DYST02 Imagine living in a society where you are told what you should think and do. Imagine being reliant on others in order to survive. In this challenging module, you will explore and create the complex world of dystopian texts.	Reading, Writing & Presenting
Happily Ever After - HAPP02 Are you a sucker for a happy ending? Do you believe every princess should get to wear a beautiful gown, attend the dance, and be rescued by a knight in shining armour? In this module, you will explore and create texts with heroes and villains and endings that may not always be so 'happily ever after'.	Reading, Writing & Presenting

SEMESTER ONE

Choose Three modules for Semester One.

Please ensure that over the year you have taken each of the following learning areas at least once: **Health and Physical Education, Science, Social Sciences, Technology and The Arts.**

Module	Learning Areas
The Adventurers - ADVE01 The stories of the people and the scientific discoveries that made it all possible. Uncover stories of past great adventurers and the adventures still to come.	Science Social Sciences
Alchemist to Activist - ALAC01 Unveil the magic at the intersection of Science and Art with 'Alchemist to Activist.' The journey ignites creativity and critical thinking, turning young minds into alchemists of knowledge and activists of change.	Science The Arts- Visual Arts
Call to Action - CALL01 Harmonizing History and Humanity in 'Call to Action.' This fusion of Social Studies and Music transcends the textbooks, as students respond to social issues through musical compositions. Explore the resonant stories of the past while creating a chorus for a more just future.	Social Sciences The Arts - Music
Character Creations - CHCR01 Create Characters using materials and DVC to tell a cultural story. Once your characters have been brought to life, use Digital Technology to let them help you tell a story through Animation (stop motion).	Technology
Ghost Whisperers - GHST01 Study ghost stories and perform a scene incorporating dramatic conventions and “Ghostly” music and sound effects designed and created within the module. You will create soundscapes and music to represent your world.	The Arts- Drama & Music
Learning Languages Online - LOLL01 Learn the language of your choice - Chinese (Mandarin), French, German, Italian, Japanese, Spanish... This is an online course.	Languages
Live Long & Prosper - LIVE01 Why do some communities around the world live longer than others? What can we learn from them to help us be happier and healthier as we age? In this module we will look at the diets, movement habits and lifestyles that seem to improve a person's quality of life and delay aging.	Health & PE Technology
Mars 2040 - MARS01 Study astronomical cycles, the science behind space travel and the challenges future astronauts will face on Mars. Use design thinking to solve the challenges of space travel and life on Mars.	Science
Predator Free 2050 - PRED01 Investigate, design, draw plans on SketchUp and make predator traps to catch pests in their own backyard.	Social Sciences Technology
Superbugs - SBUG01 Learn about deadly microbes, famous pandemics throughout history - the black plague, Spanish flu, Smallpox, Ebola, and Covid. Look at modern medicine and what the future could hold. What have these incidents done to our country and what will they mean for mankind in the future?	Science Social Sciences

Survival of the Fittest - SURV01 Inquire into the geography of specific sites in our local environment. Identify the social, economic and cultural histories of Te Tairāwhiti. Examine how different attitudes and values affect how our whenua is being managed, and consider the future implications. Demonstrate the outdoor education skills to not only survive, but thrive in site visits and overnight experiences.	Health & PE Social Sciences
Train to Gain - GAIN01 Complete a training programme in order to complete a significant race or event. How is goal setting involved? What are the main features of an effective training programme? What changes occur within our bodies as we get fitter? How can we use science and technology to help us improve faster?	Health & PE
Te Reo Manawa Tahī - TAHI01 Integrate Kaupapa Māori into your learning and make it an everyday part of your life.	Te Reo Māori

YEAR 9 & 10 MODULES - SEMESTER TWO

Choose Three modules for Semester Two.

Please ensure that over the year you have taken each of the following learning areas at least once: Health and Physical Education, Science, Social Sciences, Technology and The Arts.	
Module	Learning Areas
The Adventurers - ADVE02 The stories of the people and the scientific discoveries that made it all possible. Uncover stories of past great adventurers and the adventures still to come.	Science Social Sciences
Call to Action - CALL02 Harmonizing History and Humanity in 'Call to Action.' This fusion of Social Studies and Music transcends the textbooks, as students respond to social issues through musical compositions. Explore the resonant stories of the past while creating a chorus for a more just future.	Social Sciences The Arts - Music
Engineering for the Future - ENFO02 Investigate how buildings are designed to withstand a range of forces and events, then learn how to build a working prototype that involves energy and electricity.	Science Technology
Ghost Whisperers - GHST02 Study ghost stories and perform a scene incorporating dramatic conventions and "Ghostly" music and sound effects designed and created within the module. You will create soundscapes and music to represent your world.	The Arts- Drama & Music
Harmony through Haka - HARH02 Investigate and experience how this fusion of Kapa Haka and Health and Physical Education can foster confidence, resilience, respect and an improved awareness of personal hauora.	Health & PE The Arts
Learning Languages Online - LOLL02 Learn the language of your choice - Chinese (Mandarin), French, German, Italian, Japanese, Spanish... This is an online course.	Languages
Live Long & Prosper - LIVE02 Why do some communities around the world live longer than others? What can we learn from them to help us be happier and healthier as we age? In this module we will look at the diets, movement habits and lifestyles that seem to improve a person's quality of life and delay aging.	Health & PE Technology

On Stage! - ONST02 Design and create a performance. Perform a scene using a costume or mask designed and created within the module.	Technology The Arts (Drama)
Superbugs - SBOG02 Learn about deadly microbes, famous pandemics throughout history - the black plague, Spanish flu, Smallpox, Ebola, and Covid. Look at modern medicine and what the future could hold. What have these incidents done to our country and what will they mean for mankind in the future?	Science Social Sciences
Survival of the Fittest - SURV02 Inquire into the geography of specific sites in our local environment. Identify the social, economic and cultural histories of Te Tairāwhiti. Examine how different attitudes and values affect how our whenua is being managed, and consider the future implications. Demonstrate the outdoor education skills to not only survive, but thrive in site visits and overnight experiences.	Health & PE Social Sciences
Train to Gain - GAIN02 Complete a training programme in order to complete a significant race or event. How is goal setting involved? What are the main features of an effective training programme? What changes occur within our bodies as we get fitter? How can we use science and technology to help us improve faster?	Health & PE
Te Reo Manawa Rua - MRUA02 Develop previous knowledge of Kaupapa Māori and foster an understanding of cultural identity for all learners and promote positive learning relationships.	Te Reo Māori
World of Wearable Arts 2026 - WOWA02 Aotearoa, Avant-Garde, Open, Metallic, Kinetic and Bizarre Bra are the sections for entry in the WOW 2026 competition. You will select one section to create your design, let's make it.	Technology The Arts- Visual Arts

SECTION C - IMPACT PROJECTS (Hinonga Whakamua)

UMBRELLA PROJECTS

A project is important because it explicitly aims to develop the 21st century skills you require for further study and careers. These key skills are: collaboration, communication, critical thinking, creativity and citizenship. They also include building your resilience in learning and strengthening your leadership skills.

The projects for 2026 are grouped under 7 umbrella themes. This allows you to choose an area of learning that you have an interest in.

Some of the projects are teacher facilitated (T) projects and others are student facilitated (S) projects. Teacher facilitated projects involve the teacher setting the direction and tasks of the project. Student facilitated (S) projects involve the student setting the direction and tasks of the project under the educational guidance and critical inquiry of the teacher. It is our goal for all students to advance their learning to the student facilitated level. Teacher facilitated projects will last for one or two terms. Student facilitated projects can take either one or up till three terms and are dependent upon the project outline.



1. Build My Own Project 2. Service 3. Stewardship



3. Performing Arts 4. Sports. 5. Sciences 6. Design, Arts & Technology

UMBRELLA 1: BUILD MY OWN PROJECT



BUILD MY OWN PROJECT - BUILD

Project: Build my own project (S)

Terms 1, 2 & 3

Content: Build My Own Project is a key focus area within the College. In this project, students have the flexibility to develop any project that is of interest to them. You can design something that is unique or that you have been thinking about for a while or something that has recently caught your interest. The project should be able to be assessed at the full range of the 21st century key skills matrix. These key skills are: collaboration, communication, critical thinking, creativity and citizenship. Turn your design ideas into reality.

Stationery: Chromebook or laptop

UMBRELLA 2: SERVICE



SERVICE CHEF- SCHEF

Project: Service Chef (T)

Term 2

Content: Do you enjoy cooking and helping others? Do you want to develop your cooking skills, design healthy meals and help our community? Cook for others and create real impact.

Stationery: Chromebook or laptop

SERVE OUR COMMUNITY- SERVE

Project: Serve our Community (T)

Term 3

Content: Use your God given gifts and talents to give back to our community; whether through cooking, helping others, or spending time with the elderly

Stationery: Chromebook or laptop

UMBRELLA 3: STEWARDSHIP OF OUR EARTH



ENVIRO SCHOOL - ENVRO

Project: Enviro School (T)

Terms 1, 2 & 3

Content: Take on a project that protects our native bush. Develop the native reserve being created between the College and the river. How can we protect our native birds and other animal species? Investigate the corridors developed for native birds. Consider other environmental projects in the wider community and add your enthusiasm and ability to learn to the mix.

Stationery: Chromebook or laptop

KAITIAKITANGA - KAITI

Project: KAITIAKITANGA (S)

Terms 1, 2 & 3

Content: Aotearoa New Zealand is currently facing a waste epidemic. Our demand for single use consumables and plastic is causing harm to our environment and planet. This also means a lot of land in the country is being unnecessarily used to bury our waste in landfills. We all have the power to make a difference through the choices we make. Be an agent for change by being part of a team who will continue to educate and embed a culture of recycling at Campion College. This action also has the bonus of reducing climate change. To minimise our waste going to landfill, we will compost food waste and cardboard. This produces rich soil which will be put back into our College garden. From our garden we will grow plants which will make a difference to our community.

Stationery: Chromebook or laptop

UMBRELLA 3: PERFORMING ARTS



ARTS NIGHT - DANCE, DRAMA, MUSIC - ARTSN

Project: Production (T)

Two Terms, 2 - 3

Content: Be part of Campion's BIGGEST Arts extravaganza. Inspire and awe audiences with your talent and brilliance.

The Arts nights will run during the second half of Term 3, dates TBC.

Stationery: Chromebook or laptop

FILM MAKING - FILMM

Project: Film Making(T)

Term 1

Content: Learn how to create epic short films. If you're up for it we will help you enter the 48hour film competition where you can put your skills to the ultimate test.

Stationery: Chromebook or laptop

KAPA HAKA- KAPAS

Project: Kapa Haka (T)

Terms 1 & 2

Content: An engaging journey into Māori performance, where students grow their skills in haka and waiata while celebrating culture and community.

Stationery: Chromebook or laptop

MUSIC PERFORMANCE - MUSPE

Project: MUSIC PERFORMANCE (T)

Term 1

Content: Explore musical skills as a solo, duo, or band, working towards a class performance, school performance or competitive performance such as Rockquest and Bandquest.

Stationery: Chromebook or laptop

PUPPETRY FOR PERFORMANCE- PUPPE

Project: Puppetry for Performance (T)

Term 2

Content: This project introduces students to the art of puppetry, from movement and character to voice and storytelling. Students will produce short video performances. Creations may be shared on YouTube.

Stationery: Chromebook or laptop

21st CENTURY SHAKESPEARE - SHAKE

Project: 21st Century Shakespeare (T)

Term 1

Content: Who was Shakespeare and how is he relevant today? In this impact project, you will explore Shakespeare's masterpieces and perform a modern interpretation of his work. All students will have the opportunity to perform at a local Shakespeare festival at the end of term one.

Stationery: Chrome book or laptop

UMBRELLA 4: SPORT & OUTDOOR EDUCATION



ECO-ADVENTURES UNLEASHED - ECOAD

Project: Eco-Adventures (T)

Terms 1 & 3

Content: Embark on a transformative Outdoor Education Impact Project, where adventure meets learning. Be a tramping eco warrior, and discover the essence of kaitiakitanga, and leadership. Work on our awa native bush project and discover our local tramping sites. This 'place-based' experience fosters cooperation, trust, and environmental stewardship. Join us for fun, skill-building, and a deeper connection with Aotearoa's outdoors. Let's make a positive impact together!

Stationery: Chromebook or laptop

SELF-DEFENSE - SELFD

Project: Self-Defense (T)

Term 2

Content: Build confidence, awareness, and personal safety skills in a fun and empowering environment. Learn practical techniques, smart strategies, and a positive mindset to help you stand tall, stay safe, and take charge of your own space. Develop skills that last beyond the course and leave you feeling strong and capable!

Stationery: Chromebook or laptop

SPORT, SPORT, SPORT - SPORT

Project: Sport, Sport, Sport (T)

Terms 1, 2 & 3

Content: Are you passionate about a sport? Develop your potential to the fullest. In this project you will develop your strength and conditioning, develop your skill level in your chosen sport, learn about the mental skills required for elite sports (the top 2%), understand nutritional needs of athletes and use your passion to run a sports programme for others.

Stationery: Chromebook or laptop

UMBRELLA 5: SCIENCES



YOUNG SCIENTISTS - SCIEN

Project: Young Scientists (T)

Terms 1, 2 & 3

Content: Become a young scientist and solve real-world problems through hands-on experiments, teamwork, and creativity. Each term, you'll investigate a big question, like how to reduce waste or improve everyday materials and design your own experiments to test your ideas. You'll share your discoveries through a showcase, presentation, or science demonstration for others. This project is perfect for curious minds who like to get messy, ask questions, and think like real scientists.

Stationery: Chromebook or laptop

UMBRELLA 6: DESIGN, ARTS & TECHNOLOGY



ART ABILITY- ARTAB

Project: Art Ability (T)

Term 1

Content: Do you have a passion for creating a piece of art? Use your skills to design an artwork that can be displayed in the College or other community area. Leave your mark by creating a talking point for the College community. Think sculpture, photography, painting or design.

Stationery: Chromebook or laptop

CONSTRUCTION ZONE - CONST

Project: Construction Zone (T)

Terms 1, 2 & 3

Content: Are you ready to learn hands-on skills from woodworking traditions applied in a modern way? This project gives you the chance to develop practical skills while working to produce a product. Work with your teacher to adapt designs.

Stationery: Chromebook or Laptop

CODING - CODI

Project: Coding (T)

Terms 1, 2 & 3

Content: Someone has to code the driverless vehicles. Coding has become a common part of most people's lives whether they want to know that or not. Gaming is also here to stay – it is even on SKY television. Learn to code, develop the app you've always wanted, make the perfect game or develop a model for the spread of the zombie apocalypse (or bird flu). Be prepared to learn in depth and realise all those skills you've learnt in class do matter.

Stationery: Chromebook or Laptop

IMPACT MAKER - MAKER

Project: (S)

Terms 1, 2 & 3

Content: Have an idea for something you'd like to build using wood, plastic, cloth, leather, or metal? This project is your opportunity to turn that idea into reality! Design your project independently or collaborate with your teacher to develop an idea. Bring your vision to life by creating a 3-D model, and consider how your creation could benefit others.

Stationery: Chromebook or Laptop

MASTER CHEF- MCHEF

Project: Master Chef (T)

Term 1

Content: Join us to explore the art of cooking, discover new flavours, and challenge yourself to create culinary masterpieces! End the journey by putting your skills to the test in an exciting cooking competition, where you can showcase your talent and impress others with your culinary flair!

Stationery: Chromebook or laptop

PHOTOGRAPHY - PHOTO

Project: Photography for people and place (T)

Term 3

Content: Develop your photography skills. Become a visual storyteller, capturing the essence of moments and unleashing the power of images. Join us on this creative journey, where every click tells a unique tale.

Stationery: Chromebook or Laptop

PRINTMAKING - PRINT

Project: Printmaking (T)

Term 2

Content: Relief & Intaglio Printmaking - Explore the world of printmaking by carving, inking and pressing your own original designs. Learn hands-on techniques, experiment with texture and line, and create a series of unique art prints to showcase your creativity.

Stationery: Chromebook or Laptop

STUDIO PRACTICE- STUDI

Project: Studio Practice (S)

Term 1, 2 & 3

Content: Unleash your creativity in this student-led visual arts project! Develop your unique artistic vision as you explore techniques, materials, and themes to create a body of work that reflects your personal style and ideas.

Stationery: Chromebook or Laptop

STITCHED UP - STCHU

Project: Stitched Up (T)

Terms 1, 2 & 3

Content: Learn to make fabric products to suit your own interests and style. Display your completed garments to highlight your passion for fashion. Maybe you could model a wearable art creation.

Stationery: Chromebook or Laptop