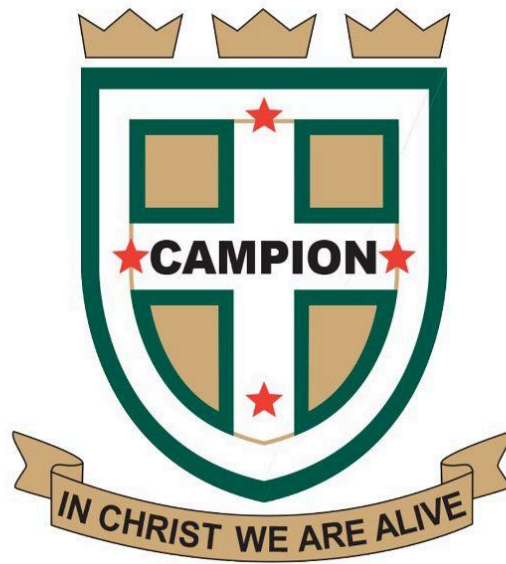




Year 7 & 8 COURSES 2026

CONTENTS

SECTION A: CURRICULUM OVERVIEW	PAGE 3
SECTION B: MANAWA Ako (Heart of Learning)	PAGE 8
SECTION C: MODULES (Wāhanga Ako)	PAGE 9
SECTION D: IMPACT PROJECTS (Hinonga Whakamua)	PAGE 11



SECTION A: CURRICULUM OVERVIEW

ALL STUDENTS IN YEARS 7 AND 8 MUST:

1. Take the compulsory module Kāinga (Home) (for both semesters)
2. Take one Religious Education (for both semesters)
3. Take one Mathematics (for both semesters)
4. Take a minimum of one Arts module per year
5. Take a minimum of one Technology module per year
6. Take a minimum of one Science module per year
7. Take three Impact Projects (One per term)

ALL STUDENTS ARE ENCOURAGED TO TAKE:

1. Leadership of one hour per week.
2. Sports or Arts extra-curricular activities.

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 duration of their time at Campion. Each vertical form is part of a House – Marcellin (V1-5), Hato Maria (V6-10), MacKillop (V11-15), 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 8 students can take Year 9 & 10 modules if they have consistently achieved highly for the Learning Areas in the modules. Year 9 & 10 students can take an NCEA Level 1 course if they have consistently achieved highly for the Learning Area for that course. 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 five phases or one of six levels:

YEAR LEVELS	CURRICULUM LEVELS
7 & 8	The modules are designed mainly at Phase 3 or Level 4 of the New Zealand Curriculum and then adapted to meet individual needs.
9 & 10	The modules are designed mainly at Phase 4 or Level 5 of the New Zealand Curriculum and then adapted to meet individual needs. Some modules may 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 7 & 8 OPTION LINES- SEMESTER ONE 2026

Choose one module per line (vertical). You must include **Kāinga** in both semesters, one **Religious Education** per semester, one **Mathematics** per semester, at least one **Arts** per year, at least one **Technology** per year and at least one **Science** per year. Descriptors are in Section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five & Six
Religious Education RELG81 Religious Education Serroco/TBC	Religious Education RELG81 Religious Education McDonald/Serroco	Religious Education RELG81 Religious Education Lean/Tiepa	Religious Education RELG81 Religious Education Simmer/TBC	Kāinga81 English Health and Physical Education Social Sciences Adams Barker Bava Heuser Hart Lean
Mathematics MATH81 Mathematics Adams/ Mr Vorster	Mathematics MATH81 Mathematics Adams/Vorster	Mathematics MATH81 Mathematics Roets	Mathematics MATH81 Mathematics Sparks/TBC	
Learning Languages Online LLOL81 Languages Li	Learning Languages Online LLOL81 Languages Li		Te Reo Manawa - Tahi TAHI81 Te Reo Māori Tiepa	
Tasting Paradise TAST81 Science Technology (Food) Mrs Vorster	Tasting Paradise TAST81 Science Technology (Food) Simmer	Tasting Paradise TAST81 Science Technology (Food) Mrs Vorster	Climate Chronicles CLIM81 Arts Science Bava	
Healthy Stage HEST81 Arts Health and Physical Education Haskell/Sparks	Harmony Through Haka HARH81 Arts Health and Physical Education Lean/Paenga	Sporting Legends SPOR81 Health and Physical Education Social Sciences Gavin/Hart	Movement Masters MOVE81 Health and Physical Education Science Tee	
	Innovations Plus INNP81 Arts Technology Aperahama/TBC	Code the Sound CODE82 Arts Technology Aperahama		

YEAR 7 & 8 OPTION LINES- SEMESTER TWO 2026

Choose one module per line (vertical). You must include Kāinga in both semesters, one Religious Education per semester, one Mathematics per semester, at least one Arts per year, at least one Technology per year and at least one Science per year. Descriptors are in Section B. Complete both semesters.

Line One	Line Two	Line Three	Line Four	Line Five & Six
Religious Education RELG82 Religious Education Serroco/TBC	Religious Education RELG82 Religious Education McDonald/Serroco	Religious Education RELG82 Religious Education Lean/Tiepa	Religious Education RELG82 Religious Education Simmer/TBC	Kāinga82 English Health and Physical Education Social Sciences Adams Barker Bava Heuser Hart Lean
Mathematics MATH82 Mathematics Adams/ Mr Vorster	Mathematics MATH82 Mathematics Adams/Vorster	Mathematics MATH82 Mathematics Roets	Mathematics MATH82 Mathematics Sparks/TBC	
Learning Languages Online LLOL82 Languages Li	Learning Languages Online LLOL82 Languages Li	Sporting Legends SPOR81 Health and Physical Education Social Sciences Gavin/Hart	Te Reo Manawa - Rua MRUA82 Te Reo Māori Tiepa	
Tasting Paradise TAST82 Science Technology (Food) Mrs Vorster	Tasting Paradise TAST82 Science Technology (Food) Simmer	Tasting Paradise TAST82 Science Technology (Food) Mrs Vorster	Movement Masters MOVE82 Health and Physical Education Science Tee	
Shaky Ground SHAK82 Science Social Sciences Bava	He Tāonga HETA82 Social Sciences Technology Aperahama/TBC	Code the Sound CODE82 Arts Technology Aperahama		

IMPACT PROJECTS SELECTION 2026

Please choose Three Impact Projects. Descriptors are in Section C (Page 11). (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)	12
SERVICE	Service Chef	(T)	12
	Serve our Community	(T)	12
STEWARDSHIP OF OUR EARTH	Enviro School	(T)	12
	Kaitiakitanga	(S)	13
PERFORMING ARTS	Arts Night	(T)	13
	Film Making	(T)	13
	Kapa Haka	(T)	13
	Music Performance	(T)	14
	Puppetry for Performance	(T)	14
	Shakespeare in Schools	(T)	14
SPORT & OUTDOOR EDUCATION	Eco-Adventures Unleashed	(T)	14
	Self-Defence	(T)	15
	Sport, Sport, Sport	(T)	15
SCIENCES	Young Scientists	(T)	15
DESIGN, ARTS & TECHNOLOGY	Art Ability	(T)	15
	Construction Zone	(T)	16
	Coding	(T)	16
	Impact Maker	(S)	16
	Master Chef	(T)	16
	Photography	(T)	17
	Printmaking	(T)	17
	Studio Practice	(S)	17
	Stitched Up	(T)	17

SECTION B: Manawa Ako (Heart of Learning)

RELIGIOUS EDUCATION

Theme: Te Atua God. The Presence of God.

Theme: Kia Noho Hahi Being Church. People of Hope.

Course Description:

Students will explore how they can live in a loving relationship with God through their relationships with others, themselves and all of creation. Students will reflect on life's journey, the dimensions of the human person and the Kingdom of God.

KĀINGA (Home)

All students in Years 7 and 8 are enrolled in Kāinga. This module is for two lines – students are in this module for 400 minutes per week. Kāinga is intended to have a strong pastoral focus, providing our younger students with a home base with consistent staffing.

Kāinga includes Campion College's Traditions, English, Social Sciences, and Health & Physical Education. Other school wide focus areas may also be taught during Kāinga, for example: cyber smart, kapa haka, Year 7 and Year 8 camps.

The teachers of Kāinga have developed integrated units of study which will be taught throughout the year. These will include off site activities. Whanau will be informed about these activities and any requirements necessary. Any queries or concerns about these activities should be directed to your child's Learning Mentor.

MATHEMATICS

Mathematics at Campion College builds students' confidence with number, pattern, space and data through hands-on problem solving and real-life contexts. Across Years 7 and 8, students develop core skills in number operations, fractions, decimals, percentages, algebra, measurement, geometry, statistics and probability. They explore patterns and relationships, apply measurement formulae, analyse data, and solve increasingly complex problems. Throughout the programme, students are encouraged to think logically, communicate clearly, and use mathematical reasoning to understand and navigate the world around them.

SECTION C: MODULES (Wāhanga Ako)

Choose 2 Modules- Remember you must do at least one **Arts**, one **Technology** and one **Science** per year.

SEMESTER ONE MODULES	Learnings Areas
Climate Chronicles Step onto the stage of scientific storytelling with 'Climate Chronicles.' In this captivating series of Science Drama productions, we bring the past, present, and future of our Earth's climate and environment to life. Join us on a thrilling journey through time, where science meets art to explore the most pressing issues of our planet's past, present, and the hope for a sustainable future.	Science The Arts- Drama
Code the Sound Unleash your inner maestro and tech wizard with 'Code the Sound.' In this dynamic fusion of Music and Digital Technologies, students embark on a creative journey. Write captivating game soundtracks, craft musical adventures like Mario, or become a digital music producer, complete with music videos for Bandquest submissions. It's the symphony of music and technology.	Technology The Arts
Harmony through Haka 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- Te Ao Haka
Healthy Stage Empowering Wellness through Drama. In this innovative module, students delve into the world of Drama as a dynamic tool for promoting well-being. Through creative expression and storytelling, they explore essential health topics, develop vital life skills and deepen their understanding of hauora.	Health & PE The Arts- Drama
Innovations Plus Design a product or object related to your interest using drawing skills, 3D modelling in wet and dry mediums influenced stylistically by an Art movement.	Technology The Arts- Visual Arts
Learning Languages Online Learn the language of your choice - Chinese (Mandarin), French, German, Italian, Japanese, Spanish... This is an online course.	Languages
Movement Masters How do you achieve high performance? What is the link between how you move and how successful you are? And, what can you learn from this to move better? You will be looking at the physics of movement and how we can use this knowledge to improve your skill performances.	Health & PE Science
Sporting Legends Learn about a sporting legend. What can you learn from them, their experiences and their mindset? Develop habits, resilience and leadership in yourself, and encourage these things in others through sport.	Health & PE Social Sciences

Tasting Paradise Get ready to embark on a yummy tasting journey through Gisborne! In this module you will explore local industry and the incredible tastes of our region. Investigate the fermentation process. Since ancient times, humans have taken advantage of the natural fermentation process to develop many products, including foods, medicines, and fuels. It's a fun food	Science Technology- Food
Te Reo Manawa Tahī Integrate Kaupapa Māori into your learning and make it an everyday part of your life.	Te Reo Māori

SEMESTER TWO MODULES	Learnings Areas
Code the Sound Unleash your inner maestro and tech wizard with 'Code the Sound.' In this dynamic fusion of Music and Digital Technologies, students embark on a creative journey. Write captivating game soundtracks, craft musical adventures like Mario, or become a digital music producer, complete with music videos for Bandquest submissions. It's the symphony of music and technology.	Technology The Arts
He Taonga Create your own taonga (bone or wood) representing your personal history and future. Develop your knowledge of Aotearoa, local stories, Tikanga Maori and Te Reo Maori as you develop your creative side.	Social Sciences Technology
Learning Languages Online Learn the language of your choice - Chinese (Mandarin), French, German, Italian, Japanese, Spanish... This is an online course.	Languages
Movement Masters How do you achieve high performance? What is the link between how you move and how successful you are? And, what can you learn from this to move better? You will be looking at the physics of movement and how we can use this knowledge to improve your skill performances.	Health & PE Science
Shaky Ground Embark on an exhilarating journey through 'Shaky Ground.' Dive into the heart of New Zealand's geological wonders, exploring earthquakes and volcanoes in this Earth Science and Geography module. Unearth the forces that shape our world and awaken the curious geographer within.	Science Social Sciences
Tasting Paradise Get ready to embark on a yummy tasting journey through Gisborne! In this module you will explore local industry and the incredible tastes of our region. Investigate the fermentation process. Since ancient times, humans have taken advantage of the natural fermentation process to develop many products, including foods, medicines, and fuels. It's a fun food	Science Technology- Food
Te Reo Manawa Rua Develop previous knowledge of Kaupapa Māori and foster an understanding of cultural identity for all learners and promote positive learning relationships.	Te Reo Māori

SECTION D - 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

