

LOWER SECONDARY

CURRICULUM HANDBOOK 2022

THE ARTS

CAREERS

ENGLISH

HEALTH
EDUCATION

HUMANITIES
SOCIAL
SCIENCES

LANGUAGES

MATHEMATICS

SCIENCE

TECHNOLOGIES

LEARNING SUPPORT



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SIDE Lower Secondary Curriculum: Time Allocation

Hours per week over 40 weeks per school year

Learning Area (hours per week)	Year 7/8	Year 9	Year 10
English	4	4	4
Humanities and Social Sciences	4	4	4
Mathematics	4	4	4
Science	4	4	4
Health	2	2	2
Languages* (Choice of Language)	2	0-2*	0-2*
The Arts*	2	0-4*	0-2*
Technologies*	2	0-4*	0-2*
Careers**	n/a	n/a	0-2 (Semester length)
Specialised course/program***	n/a	n/a	0-6
Hours per week	24	24	24
Student programs must contain 24 hours			

* These Learning Areas are not mandated after Year 8.

** Year 10 students are expected to participate in a semester length Careers program called Work Studies.

*** Year 10 students have the opportunity to specialise by selecting subjects or programs that support their individual pathway goals. For example, a student may choose a VET certificate, an Endorsed program such as Workplace Learning or Chevron; or an ATAR course (subject to approval by the Deputy Principal – Students). Decisions are made after counselling with stakeholders. Such Senior Secondary programs are allocated 4 hours per week.

THE ARTS

Learning Area Description

The Arts have the capacity to engage, inspire and enrich all students, exciting their imagination and encouraging students to reach their creative and expressive potential. The Arts offers two distinct but related Arts subjects – Media Arts and Visual Arts.

Material Requirements

The Arts curriculum is delivered through Moodle and online lessons. Art making materials are provided by SIDE.

The Arts Overview			
		SEMESTER 1	SEMESTER 2
Year	Code	Content	Content
7	7VAR 7MAR	Visual Arts Drawing and painting imaginary creatures. Play Art Games and find new ways of generating creative ideas.	Media Arts Representing you in images, creating a comic book page, and planning and recording interviews.
8	8MAR 8VAR	Media Arts Creating Foley sounds. Introduction to podcasting. Create a one minute film or animation.	Visual Arts Still life painting and figurative sculpture with papier mache.
9	9VAR	Visual Arts Drawing and landscape painting.	Visual Arts Printmaking and kite making.
	9MAR	Media Arts Film techniques – analysing and creating short scenes for film.	Media Arts Making a movie trailer, design and production skills – advertising.
10	10VAR	Visual Arts Self-portrait painting and wire sculpture.	Visual Arts Calico bag printing and foam printed greeting cards
	10MAR	Media Arts Film editing challenge – developing advanced editing techniques.	Media Arts Fundamentals of film production – script, shoot, edit and market a short film.

CAREERS

Course Description

Year 10 Work Studies provides students with skills to start the lifelong process of managing learning, work and life. Students use their increased self-knowledge and deeper understanding of education and training requirements to inform these decisions and investigate pathways towards future career opportunities.

Pathway/Options

Full-time Year 10 students at SIDE are expected to complete Work Studies for one semester.

Material Requirements

The Careers curriculum is delivered through Moodle and online lessons

Careers Overview			
		SEMESTER 1	OR SEMESTER 2
Year	Code	Content	
10	10WS	Work Studies	Work Studies

ENGLISH

Learning Area Description

English is organised into three interrelated strands that support students' growing understanding and use of Standard Australian English (English). Together the three strands focus on developing students' knowledge, understanding and skills in listening, reading, viewing, speaking and writing. The three strands are:

- Language: knowing about the English language
- Literature: understanding, appreciating, responding to, analysing and creating literature
- Literacy: expanding the repertoire of English usage

Texts provide the means for communication. They can be written, spoken or multimodal, and in print or digital/online forms. The processes of listening, speaking, reading, viewing and writing, also known as language modes, are interrelated and the learning of one often supports and extends learning of the others

Students work on the Western Australian Curriculum, which encompasses ACARA's Australian Curriculum. Student achievement is reported at the end of the year using letter grades and judged against achievement descriptors set by the School Curriculum and Standards Authority (SCSA). Assessment tasks provide students with opportunities to demonstrate core content and to be given feedback and marks.

Material Requirements

The English curriculum is delivered through Moodle and online lessons.

English Overview		
Year	Code	Content
7	7ENG	Western Australian Curriculum core content
8	8ENG	Western Australian Curriculum core content
9	9ENG	Western Australian Curriculum core content
10	10ENG	Western Australian Curriculum core content

HEALTH EDUCATION

Learning Area Description

In Health Education students develop the knowledge, understanding and skills to make decisions and take action to strengthen their sense of self, build resilience, manage risk and develop fulfilling and respectful relationships.

Health Education enables students to enhance their health, safety and well-being in order to contribute to building healthy, safe and active communities. Lessons will enable students to develop their health literacy skills which are essential for maintaining good health and well-being.

Students will be working towards developing their skills and knowledge in both personal, social and community health; and movement and physical activity.

Material Requirements

The Health Education curriculum is delivered through Moodle and online lessons. Some print material is available on request.

Health Education Overview		
Year	Code	Content
7	7HPE	Being healthy, safe and active Communicating and interacting for health and wellbeing Contributing to healthy and active communities Attitudes and values
8	8HPE	Being healthy, safe and active Communicating and interacting for health and wellbeing Contributing to healthy and active communities Attitudes and values
9	9HPE	Being healthy, safe and active Communicating and interacting for health and wellbeing Contributing to healthy and active communities Attitudes and values
10	10HPE	Being healthy, safe and active Communicating and interacting for health and wellbeing Contributing to healthy and active communities Attitudes and values

HUMANITIES AND SOCIAL SCIENCES

Learning Area Description

Humanities and Social Sciences consists of Civics and Citizenship, Economics and Business, Geography and History. Students develop increasing independence in critical thinking and skill application, which includes questioning, researching, analysing, evaluating, communicating and reflecting. They apply these skills to investigate events, developments, issues and phenomena, both historical and contemporary.

Students build their understanding of the concepts of justice, democracy and democratic values, rights and responsibilities through studies of Australia's legal and political systems. An understanding of the interdependence of consumers and producers, business and market behaviour and economic performance is also developed through studies of community, national and global issues. The geographical concepts of place, space and environment, interconnection, sustainability and change continue to be developed as a way of thinking and provide students with the opportunity to inquire into a wide range of places and environments at the full range of scales, from local to global. Students develop their historical understanding through key concepts, including evidence, continuity and change, cause and effect, perspectives, empathy, significance and contestability. These concepts are investigated within the historical context of how we know about past societies from ancient to the modern world.

Material Requirements

The Humanities and Social Sciences curriculum is delivered in Moodle and online lessons. A supplementary text is provided to support some areas of study.

Humanities and Social Sciences Overview		
Year	Code	Content
7	7HASS	History, Economics and Business, Geography, Civics and Citizenship
8	8HASS	History, Economics and Business, Geography, Civics and Citizenship
9	9HASS	History, Economics and Business, Geography, Civics and Citizenship
10	10HASS	History, Economics and Business, Geography, Civics and Citizenship

LANGUAGES

Learning Area Description

In the Languages learning area, students learn to communicate effectively in languages other than English. They gain an understanding of other societies, the ability to interact with people and cultures other than their own and employ practical skills which they can use in future social, cultural and vocational areas. Through Languages, students are also able to further develop their skills and understandings in English and of literacy in general.

In 2022 SIDE will offer Chinese for the first time to Year 7 students. It is anticipated that it will be offered to other year groups in subsequent years.

Pathway/Options

Students who already have some knowledge of the language in which they are enrolling will commence at the appropriate point along a continuum of learning. This is determined in consultation with Student Coordinators and the relevant language area.

Students with no prior knowledge of the language will start with a beginner module, regardless of year level. Students aiming to enrol in an ATAR language course in Year 11 may not have time to cover content if they do not commence study of the language in Year 7.

Lower school language students require a minimum of *two hours per week (120 minutes)* for their language study in order to progress through the program at the expected rate.

Material Requirements

All Language modules are delivered through Moodle and online lessons.

Languages Overview					
	Chinese	French	Indonesian	Italian	Japanese
Year	Code	Code	Code	Code	Code
7	7CHI	7FRE	7IND	7ITA	7JAP
8		8FRE	8IND	8ITA	8JAP
9		9FRE	9IND	9ITA	9JAP
10		10FRE	10IND	10ITA	10JAP

MATHEMATICS

Learning Area Description

In Mathematics, students learn to use ideas about number, space, measurement and chance, and mathematical ways of representing patterns and relationships to describe, interpret and reason about their social and physical world.

Mathematics plays a key role in the development of students' numeracy and assists learning across the curriculum.

Students work on the Western Australian Curriculum which is based upon the Australian Curriculum and are reported on criteria according to the Australian Curriculum and judged against Achievement Standards set by the School Curriculum and Standards Authority (SCSA). Common Assessment Tasks test core content and provide students with the opportunity to be challenged.

Material Requirements

Lower secondary courses in Mathematics are delivered through Moodle and online lessons, using a Course and Assessment Outline and Work Completion Calendar. Task submission is expected within Moodle.

Mathematics Overview		
Year	Code	Content
7	7MATH	Western Australian Curriculum core content v8.1 Students sit Common Assessment Tasks
8	8MATH	Western Australian Curriculum core content v8.1 Students sit Common Assessment Tasks
9	9MATH	Western Australian Curriculum core content v8.1 Students sit Common Assessment Tasks
10	10MATH	Western Australian Curriculum core content v8.1 Students sit Common Assessment Tasks Extension curriculum using text book by Cambridge

SCIENCE

Learning Area Description

Science helps us to better understand the world in which we live. The Science curriculum supports students to develop scientific understandings and skills to make informed decisions about local, national and global issues and prepare students for senior school pathways. Science units in Year 7-10 are based on the Western Australian Curriculum.

Material Requirements

The Science curriculum is delivered through Moodle and online lessons. Students will be provided with science kits which contain most of the materials required to conduct the practical activities. Students may need to provide additional materials.

Science Overview			
		SEMESTER 1	SEMESTER 2
Year	Code	Content	Content
7	7SCI	Chemistry Biology	Physics Earth and Space Science
8	8SCI	Chemistry Biology	Physics Geology
9	9SCI	Chemistry Biology	Physics Geology
10	10SCI	Chemistry Biology	Physics Earth and Space Science

TECHNOLOGIES

Learning Area Description

The practical nature of technologies education engages students in critical and creative thinking and enables them to learn about and work with technologies and materials that shape our world. Students apply their knowledge and practical skills and processes to create designed solutions to meet particular needs. The learning area is made up of three subjects:

- Design and Technology
- Digital Technologies
- Home Economics

Pathway/Options

- All Year 7 and 8 Technologies subjects are of one semester duration.
- All Year 9 and 10 Technologies subjects are of one year duration.
- Year 9 and 10 students may choose subjects to suit their areas of personal interest.

Material Requirements

The Technologies curriculum is delivered through Moodle and online lessons. Woodwork, Electronics and Home Economics modules have kit materials provided by SIDE.

Technologies Overview			
		SEMESTER 1	SEMESTER 2
Year	Code	Content	Content
7	7IT	Digital Technologies In this unit students are introduced to the world of online learning. Students learn some new IT skills to help while studying online at SIDE. A whole range of topics are covered – from cyber safety to file management.	
	7HEC		Home Economics An introduction to both Foods and Textiles. Learn how to make and prepare interesting and appropriate food choices, which will promote optimum healthy lifestyles. Start discovering the origins and characteristics of fibres and the skills to create your own fabric and accessories.

TECHNOLOGIES

Technologies Overview			
		SEMESTER 1	SEMESTER 2
Year	Code	Content	Content
8	8IT		Digital Technologies This subject builds on 7IT. Introduction to computational thinking. Use cloud-based applications to examine online and offline gaming. Review games, look at gaming history and social issues and build web-based games.
	8DT	Design & Technology Develop skills in using CAD software to design and draw project parts that will be laser cut or 3D printed. Learn the basics of a design brief. Develop basic wood project construction skills.	
9	9IT	Digital Technologies Delve into the world of images, video and audio, then evaluate web design and create interfaces. Students explore database design and learn all about video compression and transcoding.	Digital Technologies Continuing with a focus on programming. Study privacy and security in cloud computing and social media. Study computational thinking by using graphical and text programming tools to implement digital solutions.
	9TEXT	Textiles Recycle, Repurpose, Reuse: Examine sustainability of fibres, fabrics and textiles, recycling possibilities and basic sewing skills and techniques, such as dyeing, to create your own upcycled garments.	Textiles Safe in the Sun: Investigate sun-smart fabrics and clothing to design and create your own line of summer fashion for the Australian climate using basic sewing skills and techniques.
	9FOOD	Food The Teenager's Guide to Cooking: Journey through all aspects of food preparation and cooking. Investigate current information on nutrition and healthy lifestyle. Research, prepare and cook a range of dishes creating your own recipe book.	Food International Food: Take a world trip enjoying the taste sensations in Asia and Europe. Learn how culture and food are connected and create some exotic dishes of your own for you and your family.
	9DP	Photography Introduction to using a digital camera and basic photography skills. Students use a range of simple composition rules, exposure settings and the design process to produced engaging presentation images.	Photography Follows on from Semester 1. Extend skills with digital cameras and basic image editing software.
	9TG	Technical Graphics Develop sketching techniques and progress into the world of computer aided design. 2D and 3D drawings.	Technical Graphics Use software to create solutions to design tasks. Produce detailed images of designs.
	9ELECT	Electronics Introductory course. Students will create interesting and practical projects and gain the basic knowledge and principles of electronics.	Electronics Students will create exciting projects using integrated circuits and other common components. The concepts learned in Semester 1 are further developed (not a prerequisite).

TECHNOLOGIES

Technologies Overview			
		SEMESTER 1	SEMESTER 2
Year	Code	Content	Content
10	10IT	<p>Digital Technologies</p> <p>This subject builds on knowledge and skills from previous units. Students delve into the world of images, video and audio, then evaluate web design and create interfaces. Students explore database design and learn all about video compression and transcoding.</p>	<p>Digital Technologies</p> <p>This subject is a forerunner to further study in computer sciences and is focused on programming. Students investigate privacy and security in the world of cloud computing and social media, and extend their skills in computational thinking by using graphical and text programming tools to implement digital solutions.</p>
	10CHD	<p>Child Development</p> <p>Business of Baby Sitting: Design your own babysitting business. Investigate stages of child development, safety and nutrition. Design a business plan, advertising flyers and business cards. Create a Babysitter Survival Kit full of useful information and activities for your business.</p>	<p>Child Development</p> <p>Parties in Packages: Create the ultimate birthday party for a five year old. Discover the development of young children, playing and eating for health and enjoyment, and all the important aspects of celebrating birthdays.</p>
	10TEXT	<p>Textiles</p> <p>My Brand: Examine the notion of fashion brands to create your own collection focussing on the sustainability of fibres, fabrics and textiles, recycling possibilities and basic sewing skills.</p>	<p>Textiles</p> <p>Textiles ... it's not just clothing: Consider the use of textiles for purposes other than clothing. Examine e-textiles and 21st century options. Create household soft furnishings and technological inspired textile items.</p>
	10FOOD	<p>Food</p> <p>Stepping back in time: Inspired by ABC TV production 'Back in time for dinner', take a journey back to foods of previous generations of Australia, the 50s, 60s and 70s, and how it compares to current Australian food practices.</p>	<p>Food</p> <p>My Food Story: Investigate current popular TV cooking shows, cooking websites and cookbooks and the phenomenon of the 'celebrity chef'. Students will create their own media to reflect these trends.</p>
	10DP	<p>Photography</p> <p>Extends skills in the use of a camera, composition techniques, lighting and use of photo editing software. Explore design theory and processes in developing photographic tasks.</p>	<p>Photography</p> <p>Extends skills in the use of a camera, composition techniques, lighting and use of photo editing software, in preparation for future studies in Year 11 and Year 12 Design Photography.</p>
	10TG	<p>Technical Graphics</p> <p>This module extends the CAD skills developed by students in Year 9, and further explores the use of CAD to solve design problems through the production of pictorial images. Students learn how to produce sectional drawings using CAD.</p>	<p>Technical Graphics</p> <p>This module extends the CAD skills developed by students in Semester 1 and further explores the use of CAD to solve design problems, in preparation for future studies in Year 11 and 12.</p>
	10ELECT	<p>Electronics</p> <p>Students will learn how to build electronic circuits using a range of electronic components. The focus of this course is to understand and use integrated circuits with other common components in their designs.</p>	<p>Electronics</p> <p>Students design and build intelligent devices that operate with microcontrollers. Students will program their own microcontroller to make an automated smart device.</p>

LEARNING SUPPORT

In Learning Support, students access educational programs across learning areas that address the student's learning needs. Teachers accommodate individual differences in student's ability levels and learning styles and develop individualised, documented plans.

In addition, ASDAN Award Programs are offered which blend activity-based enrichment with a framework of key skills.

ASDAN COURSES AND PROGRAMS

ASDAN (Award Scheme Development and Accreditation Network) is a curriculum development and award organisation.

It offers a flexible approach to learning and an imaginative way of accrediting young people's achievements.

Learning Support offers a range of ASDAN modules based on a student's interests and needs. Students enrolling in these courses are generally those who have been:

- diagnosed with a learning difficulty
- disengaged from schooling for a significant period of time
- diagnosed with an intellectual disability.

It works because it:

- is interesting and engaging for students
- provides flexibility for each student's physical location, ability and interests
- provides opportunity for success.

Student progress is recorded in a portfolio which is developed over a semester or year with teacher assistance.

Students receive an ASDAN Certificate for all completed courses.

LEARNING SUPPORT

COURSE	YEAR	MODULES	CONTENT
New Horizons	7-8	<p><i>Activities within a framework of five modules:</i></p> <ul style="list-style-type: none"> • Personal • Citizenship • Social • Health • Relationships 	<ul style="list-style-type: none"> • Focus on citizenship and careers education. • Activities relate to communication and numeracy skills in a life skills setting. • Learner-centred and is supported by teacher.
Transition Challenge	8-10	<p><i>Activities chosen from five modules:</i></p> <ul style="list-style-type: none"> • Knowing how • Making choices • Feeling good • Moving forward • Taking the lead 	<ul style="list-style-type: none"> • Focus on developing personal, social and independence skills. • Activities within each module cover all the learning areas.
Towards Independence	9-10	<p><i>Modules</i></p> <ul style="list-style-type: none"> • E-safety • The environment • Geography • History • Horticulture • Independent living • Meal preparation and cooking • Personal safety • Recognising and using everyday signs • Using computer technology • Using ICT • Using leisure time • Work awareness • World of Work <ul style="list-style-type: none"> • Retail • Catering assistant • Salon assistant • Office assistant 	<ul style="list-style-type: none"> • Focus on developing personal, social and independence skills. • Modules can be completed separately and accumulated to build a record of personal achievement.
Workright	10	<p><i>Four units</i></p> <ul style="list-style-type: none"> • Health and safety in the workplace • Being responsible in the workplace • Working with others in the workplace • You at work <p>• Each unit has three sections.</p> <p>• Units can be undertaken in any order.</p>	<ul style="list-style-type: none"> • Develops basic transferable employability skills: punctuality, reliability, work with other people, and can complete tasks safely to the required standard. • Follows a work-based/work experience program of study. • Caters for a wide range of abilities.