ELECTIVE

OFFERS

200-HOUR COURSES

YEAR 9 AND YEAR 10

COURSE

FOOD TECHNOLOGY

COURSE DESCRIPTION

The aim of the Food Technology course is to actively engage students in learning about food in a variety of settings, enabling you to evaluate the relationships between food, technology, nutritional status and the quality of life. You will develop confidence and proficiency in your practical interactions with and decisions regarding food.

The course consists of two core topics and a choice of eight focus areas. Four to eight units are used to integrate the core content with the focus areas.

The core topics covered include:

- Food preparation and processing
- Nutrition and consumption

The focus areas covered include:

- Food in Australia
- Food equity
- Food product development
- Food selection and health
- Food service and catering
- Food for special needs
- Food for special occasions
- Food trends

This course is a combination of both practical and theory and will require you to have the correct footwear to participate in practicals according to WHS standards.

ASSESSMENT

A variety of assessment instruments will be used including:

- Individual and/or group projects
- Class presentations
- Research tasks
- Practical Exercises
- Semester examinations (both theory and practical)
- Peer assessment
- Self-assessment

COST

The cost is $80 per year

Public Schools NSW, Ultimo Registered Training Organisation 90072

STAGE 5 INFORMATION AND DIGITAL LITERACY COURSE DESCRIPTION 2017

This may change due to Training Package and Board of Studies, Teaching and Educational Standards (BOSTES) updates.
Notification of variations will be made in due time.

Course: Information and Digital Literacy (100 indicative hours) Stage 5 VET Board Endorsed Course

This course is accredited for the Record of Achievement (RoSA) and provides students with the opportunity to obtain nationally recognised vocational qualifications.

ICT10115 Certificate I in Information, Digital Media and Technology

Units of Competency

Core

ICTICT101 Operate a personal computer

ICTICT102 Operate word processing applications

ICTICT103 Use, communicate and search securely on the Internet

ICTICT104 Use digital devices

Electives

ICTICT105 Operate spreadsheet applications
ICTICT108 Use digital literacy skills to access the internet

Students may apply for Recognition of Prior Learning and /or credit transfer provided suitable evidence is submitted.

Pathways to Industry

Skills gained in this industry transfer to other occupations. Working in the information technology industry involves:

- installing software and hardware
- finding solutions to software problems
- supporting computer users
- networking computers communicating with clients

Examples of occupations in the Information Technology industry:

- Service technician
- Technical or support officer
- help desk office
- internet specialist

Pathways to Further Study

As part of the HSC, students may pursue a full or partial completion of a Certificate III in Information, Digital Media and Technology. School-based traineeships are also available in this field.

Project and work-based learning

It is strongly recommended that project and work-based learning opportunities be used as a teaching and learning strategy throughout the course. These could include group project work, individual research or other activities that meet the learning needs of students. There is a range of career, enterprise and work education programs currently operating in schools that may be linked to the Information and Digital Technology course.

Competency- Based Assessment

Students in this course work to develop the competencies, skills and knowledge described by each unit of competency listed above. To be assessed as competent a student must demonstrate to a qualified assessor that they can effectively carry out tasks to industry standard. Students will be progressively assessed as 'competent' or 'not yet competent' in individual units of competency. When a student achieves a unit of competency it is signed off by the assessor.

Appeals Students may lodge an appeal about assessment decisions through their VET teacher.

Course Costs: Resources $30 **Consumables $0** **Other $0**

Refund Arrangements on a pro-rata basis **Please see your VET teacher to enquire about financial assistance**

COURSE

INDUSTRIAL TECHNOLOGY: ENGINEERING

COURSE DESCRIPTION

This course builds on the skills and knowledge gained in Year 7 and 8 Technology.

Engineering offers students the opportunity to solve real world problems. The students, through completion of practical projects, will explore structures, mechanisms, robotics and alternate energy.

The units of work involve eight key areas that are: Work Health and Safety and Risk Management, Materials, Equipment and Tools, Engineering Principles, Links to Industry, Design Workplace Communication and Societal/Environmental Impact.

With its fun engaging lessons about the skills and knowledge of engineers, this course is essential for those thinking about taking Engineering Studies in Years 11 and 12.

Career opportunities that use these skills would include: Engineers, Designers, Mechanics, Electrical or Plumbing trades, Managers and Scientists.

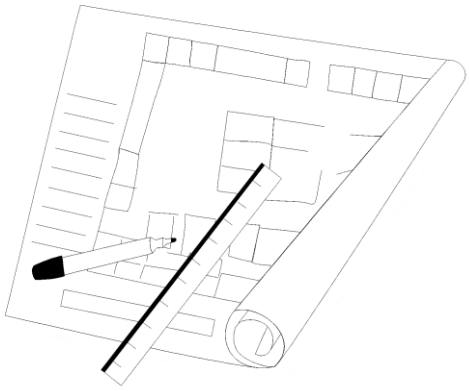
ASSESSMENT

A variety of assessment instruments will be used including:

- Individual and/or group projects
- Practical tasks
- Negotiated and differentiated tasks
- Research tasks
- Careers skills log sheet
- Self-assessment
- Learning Journal

COST

The cost is $40 per year



COURSE # *INDUSTRIAL TECHNOLOGY: TIMBER PRODUCTS*

COURSE DESCRIPTION

This course builds on the skills and knowledge gained in Year 7 and 8 Technology.

It is designed to teach students a variety of good wood working skills using tools and machines. In addition to the practical component, students learn the theory of woodworking tools, timber, Occupational Health and Safety, timber industries and environmental concerns.

Industrial Technology offers students the opportunity to design and make practical projects and to gain experience in wood turning, cabinet-working and the use of a variety of' hand tools, including planes, chisel, saws and a variety of power tools, including the wood lathe, router, jigsaw and sanders.

Skills gained in this course can be used in Industrial Technology (Timber Products and Furniture Industry) in Years 11 and 12.

Career opportunities that use these skills would include: Industrial Designers, Builders, Carpenters, Furniture Makers and Cabinet Makers.

Career opportunities are enhanced if Graphical Technology is also taken.

ASSESSMENT

A variety of assessment instruments will be used including:

- Individual and/or group projects
- Practical tasks
- Negotiated and differentiated tasks
- Research tasks
- Careers skills log sheet
- Self-assessment
- Learning Journal

COST

The cost is $40 per year

COURSE

INFORMATION AND SOFTWARE TECHNOLOGY

COURSE DESCRIPTION

The study of IST assists students to develop knowledge, understanding and skills to solve problems in real life contexts. As a result of studying this course, students will be equipped to make appropriate use of and informed choices about information and software technology both at a personal level and in the workplace.

The course consists of seven core topics and a choice of eight option topics. Four to six projects are used to integrate the core content with the options.

The projects will be developed from these areas:

- Digital media
- Database design
- Internet and web development
- Authoring and multimedia
- Robotics and automated systems
- Artificial intelligence, simulation and modelling
- Software development and programming

ASSESSMENT

A variety of assessment instruments will be used including:

- Individual and/or group projects
- Class presentations
- Research tasks
- Careers skills log sheet
- Semester examinations
- Peer assessment
- Self assessment

COST

The cost is $30 per year

NEW ELECTIVE OFFERS

100-HOUR COURSES

YEAR 9 OR YEAR 10

GRAPHICS TECHNOLOGY (100 hours)

Graphics Technology enables students to practise logical thought and decision-making while developing skills applicable to a range of domestic, commercial and leisure activities. They engage in both manual and computer-based forms of image generation and manipulation and develop knowledge of the wide application of graphics in a variety of contexts and an ever-increasing range of vocations. Graphics Technology also develops students' technical and visual literacy, equipping them for participation in a technological world.

Examples of optional modules include:
The Architectural Drawing
Cabinet and Furniture Drawing
Computer Aided Design and Drafting (CAD)
Cartography and Surveying
Computer Animation
Engineering Drawing
Graphic Design and Communication
Landscape Drawing

COST: $20

INDUSTRIAL TECHNOLOGY – ELECTRONICS (100 hours)

The Electronics focus area provides opportunities for students to develop knowledge, understanding and skills in relation to the electronics industries and associated professions.

Core modules develop knowledge and skills in the use of materials, tools and techniques related to electronics which are enhanced and further developed through the study of specialist modules in:

- Circuits and Components
- Computer Repair and Construction.

Practical projects provide opportunities for students to develop specific knowledge, understanding and skills related to electronics-related technologies. These may include:

- electronic circuits and kits
- electronic controlled devices
- robotic projects
- computer systems
- work undertaken on isolated computer components.

COST: $20

MODERN GREEK (100 hours)

Our students all had their first taste of language in Year 8. Modern Greek provides an opportunity to pursue their love of languages, and explore a new culture.

In studying Greek, students will:

- develop the listening, reading, speaking and writing skills necessary for effective communication in Greek.
- engage with aspects of Greek culture and communities in Australia and around the world.

Assessment strategies will include speaking activities, performances and presentations, and research tasks.

COST: NIL