

# Year 8 Electives 2024 Selection Handbook



**Be a Learner. Be Respectful. Be Safe.**

## Introduction to elective subjects at Year 8

Victorian Curriculum F-10 sets out what every student should learn during their first eleven years of schooling. The curriculum is the common set of knowledge and skills required by students for life-long learning, social development and active and informed citizenship. Elective subjects at Year 8 level aim to develop skills and knowledge across multiple curriculum areas in which learning is promoted through challenging semester-length units based on student interests.

Students will rank their top **three** elective choices and be enrolled in **one** elective subject during one semester in Year 8. Each elective unit addresses its respective Victorian Curriculum Learning Area and a Capability.

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Please note that these electives will only run if there are sufficient student numbers. While we endeavour to provide students with their first preferences, **this cannot be guaranteed.**

YEAR 8   Cartooning & Animation	Checklist
<p><b>What you learn:</b>  Students are introduced to a variety of different cartooning and animation styles. Students develop original characters and develop a narrative for them. Students will use ICT to realise their comics and animations. Students will learn how to use principles of layout and design to create cover art. They will learn to draw in a variety of cartooning styles and rendering techniques. They will explore different animation techniques and the Adobe Creative suite of applications, including Animate and Premier Rush.</p> <p><b>What you produce:</b>  A comic strip, a stop motion animation and a sketchbook of your work.</p> <p><b>How you will be assessed:</b>  Sketchbook showing your design process and the final resolution.  A folio presenting your final piece.</p> <p><b>Victorian Curriculum:</b>  Intercultural Capability (Cultural Diversity)  The Arts (Visual Communication &amp; Design)</p> <p><b>Pathway:</b>  Year 8 - Cartooning and Animation  Year 9 – Visual Communication  Year 10 - Visual Communication and Design and / or  Visual Art  Years 11-12 – VCE Visual Communication &amp; Design and / or  VCE Media</p>	<p><input type="checkbox"/> I enjoy drawing and cartooning</p> <p><input type="checkbox"/> I am interested in using ICT to develop my cartoons</p> <p><input type="checkbox"/> I want to develop skills in rendering and design</p> <p><input type="checkbox"/> I want to learn about animation</p>

YEAR 8   Ceramics	Checklist
<p><b>What you learn:</b>  Students will use a variety of clay construction techniques to make sculptures and fun household items. Students will engage in the design process to explore and create designs for their ceramic creations. Students will engage in creative thinking, annotation and problem solving by exploring how their designs will be constructed. Students learn to design three-dimensional objects by improving on their ability to draw from several viewpoints. Glazing techniques will be explored and students will gain an understanding of the required techniques in application, colour schemes and different glazing effects.</p> <p><b>What you produce:</b>  Hand built and wheel-work sculptural pieces (eg. animal figurines and pots) and a sketchbook showing your design process.</p> <p><b>How you are assessed:</b>  A sculptural piece  A sketchbook</p> <p><b>Victorian Curriculum:</b>  Intercultural Capability (Cultural Diversity)  The Arts (Visual Arts)</p> <p><b>Pathway:</b>  Year 8 - Ceramics  Year 9 – Sculpture  Year 10 – Ceramics and / or Visual Art  Years 11-12 – VCE Making and Exhibiting</p>	<p><input type="checkbox"/> I enjoy designing</p> <p><input type="checkbox"/> I like building in clay</p> <p><input type="checkbox"/> I am interested in sculptural ceramics</p> <p><input type="checkbox"/> I want to develop skills in creating ceramic pieces</p> <p><input type="checkbox"/> I want to learn more about clay, mosaics and glass sculpture</p>

YEAR 8   Design it, Make it :Textiles	Checklist
<p><b>What you learn:</b> Students will investigate, design &amp; produce textile products for a client or target audience. Participants will experiment with a variety of textile techniques, some of which may include: garment construction, the printing and dyeing process, dry and wet needle felting, patchwork, and further fabric enhancement methods. A particular emphasis will be on presentation and creativity.</p> <p><b>What you produce:</b> Projects may include: a garment, screen printed T-shirts tie-dyed pillow cases and crazy patchwork door stops.</p> <p><b>How you are assessed:</b> Your final product and a self-evaluation.</p> <p><b>Victorian Curriculum:</b> Critical &amp; Creative Thinking Capability (Questions and Possibilities) Technologies (Design and Technologies)</p> <p><b>Pathway:</b> Year 8 – Design it, Make it: Textiles Year 9 – Product Design: Textiles Year 10 – Textiles and/or Fashion Design Years 11-12 – VCE Product Design &amp; Technology: Textiles</p>	<p><input type="checkbox"/> I like textiles and fabrics</p> <p><input type="checkbox"/> I enjoy creating</p> <p><input type="checkbox"/> I am interested in fabric dyeing or printing</p> <p><input type="checkbox"/> I want to develop skills that can transfer to garment construction</p> <p><input type="checkbox"/> I want to learn how to use a sewing machine</p>

YEAR 8   Digital Photography	Checklist
<p><b>What you learn ...</b>  Students are introduced to digital techniques of photography. Field trips are undertaken in order to explore photography outside of the classroom. Students learn to use a range of digital camera techniques, understanding their features and settings. Students learn the techniques of composition, lighting, and using a camera successfully. Photoshop<sup>®</sup> is used to develop and enhance photographs. Students may use their own digital cameras. Cameras may be available to be borrowed from the school library.</p> <p><b>What you produce ...</b>  Photographs enhanced by Photoshop<sup>®</sup> and a folio of your photographic work.</p> <p><b>How you are assessed:</b>  Skill and knowledge level of Photoshop<sup>®</sup>  An e-folio of photographs demonstrating photographic techniques, processes and visual conventions.</p> <p><b>Victorian Curriculum:</b>  Intercultural Capability (Cultural Diversity)  The Arts (Design and Technology)</p> <p><b>Pathway:</b>  Year 8 – Digital Photography  Year 9 – Photography  Year 10 - Photography  Years 11 -12 – VCE Art Making and Exhibition</p>	<p><input type="checkbox"/> I enjoy looking at photographic art</p> <p><input type="checkbox"/> I enjoy photography</p> <p><input type="checkbox"/> I am interested in using ICT to enhance my photos</p> <p><input type="checkbox"/> I want to develop skills in editing and saving photos</p> <p><input type="checkbox"/> I want to learn about the composition of great photographs</p> <p><input type="checkbox"/> I want to participate in excursions to take great images of interesting subjects.</p>

YEAR 8   Game Design	Checklist
<p><b>What you learn:</b> Students will use a range of ICT software to investigate, design and create their own playable video game. They will analyse how other games are made as well as investigate what constitutes good game design. Students will learn coding and programming skills to develop their ICT and game making skills.</p> <p><b>What you produce:</b> A functional and playable video game. A research report on how games and gaming affect people's lives.</p> <p><b>How you are assessed:</b> A video game made with Make Code Arcade<sup>®</sup> The Ethics of Games report.</p> <p><b>Victorian Curriculum:</b> Critical &amp; Creative Thinking Capability (Questions and Possibilities) Technologies (Digital Technologies)</p> <p><b>Pathway:</b> Year 8 – Game Design Year 9 – ICT and / or STEAM Synergy Year 10 – Game Development and /or Web Design Years 11-12 – VCE Applied Computing</p>	<p><input type="checkbox"/> I enjoy problem solving and creating working games.</p> <p><input type="checkbox"/> I like exploring a range of video games.</p> <p><input type="checkbox"/> I am interested in coding and computer programming.</p> <p><input type="checkbox"/> I want to learn more about game development and designing my own projects.</p>

YEAR 8   Hold Fast Cafe	Checklist
<p><b>What you learn...</b> Students will investigate a range of café menus. They will develop skills and knowledge about meal planning, seasonal foods and shopping. They will also investigate ways to enhance the presentation of food.</p> <p><b>What you produce...</b> Students will use a range of ingredients and processes to develop and produce recipes that follow a café menu: breakfast, light lunches and sweet treats.</p> <p><b>How you are assessed:</b> Students design, produce and evaluate a food product suitable to be served on a cafe menu.</p> <p><b>Victorian Curriculum:</b> Critical &amp; Creative Thinking Capability (Questions and Possibilities) Technologies (Design and Technologies)</p> <p><b>Pathway:</b> Year 8 – Hold Fast Cafe Year 9 – Iron Chef or Food Technology Year 10 – Make a Meal and/ or Food Styling Years 11-12 – VCE Food Studies</p> <p><b><i>This elective requires a contribution of approximately \$100-\$120 to cover food costs over the 20 weeks.</i></b></p>	<p><input type="checkbox"/> I enjoy cooking</p> <p><input type="checkbox"/> I like to present food attractively</p> <p><input type="checkbox"/> I am interested in learning more about planning menus</p> <p><input type="checkbox"/> I want to develop my knowledge about food service</p> <p><input type="checkbox"/> I want to learn more about current food trends</p>



YEAR 8   Marine Science	Checklist
<p><b>What you learn:</b>  Marine Science deals with a broad range of marine- based topics from marine adaptations to reproduction and ocean purification systems. Students will get an opportunity to meet our local marine environments first hand on snorkel trips and other field trips and through hands-on activities. We investigate marine issues, marine habitats, animal behaviour and the structure and function of marine creatures. Students develop an understanding of the internal biology of key marine species and unlock the secrets behind Southern Australia’s unique inhabitants.</p> <p><b>What you produce:</b>  Students research and present a current marine issue of their choice in the form of a poster and movie clip. Students write a report that connects the adaptations of a marine species to its success in the wild.</p> <p><b>How are you assessed:</b>  A poster and an accompanying short movie.  A Dissection Report.</p> <p><b>Victorian Curriculum:</b>  Ethical Capability (Decision Making and Actions)  Science</p> <p><b>Pathway:</b>  Year 8 – Marine Science  Year 9 – Marine Science  Year 10 – Environmental Science  Years 11-12 – VCE Environmental Science</p> <p><b><i>This elective requires a cost of approximately \$120-\$140 to cover all field trips and activities.</i></b></p>	<p><input type="checkbox"/> I enjoy exploring marine and coastal environments</p> <p><input type="checkbox"/> I want to learn about the organisms in the marine science room</p> <p><input type="checkbox"/> I would like to try snorkeling and underwater photography</p> <p><input type="checkbox"/> I want to learn about being a Marine Biologist</p> <p><input type="checkbox"/> I care about the future of the Jawbone Marine Sanctuary</p>

YEAR 8   Music: Bayview City Rollers	Checklist
<p><b>What you will learn:</b>  This music elective allows you to join a band, even if you have no experience with playing a musical instrument. Bayview City Rollers provides the opportunity for students to improve and extend their skills on any instrument, focusing mainly on rock, pop, soul and funk music. School instruments are available to use, or you can bring an instrument of your own. Members of the Bayview City Rollers will be able to practice and rehearse collaboratively during class time with the aim to perform for a live audience throughout the semester, both in the school and out in the community. You will learn about a variety of musical styles and techniques and research your instrument and a famous musician. You will learn how to set up microphones and run a PA system to help the band sound just right. All students will learn to improve their music reading abilities, understanding of music theory and aural skills. This subject will also allow you to explore arranging your own music.</p> <p><b>What you will produce:</b>  A band that gives musical performances.  A study on a great performer of your instrument.</p> <p><b>How you are assessed:</b>  Musical performances.  A study on a great performer of your instrument.</p> <p><b>Victorian Curriculum:</b>  Intercultural Capability (Cultural Diversity)  The Arts (Music)</p> <p><b>Pathway:</b>  Year 8 – Year 8 Band  Year 9 – Music Making / The Big Gig  Year 10 – Music  Years 11-12 – VET Music (Industry) or (Performance)  VCE Music  VCE Music Contemporary Performance</p>	<p><input type="checkbox"/> I play or would like to learn an instrument</p> <p><input type="checkbox"/> I enjoy music</p> <p><input type="checkbox"/> I would like to play music with others</p> <p><input type="checkbox"/> I am interested in learning more about styles of music</p> <p><input type="checkbox"/> I am interested in performing in front of an audience</p> <p><input type="checkbox"/> I would like to learn more about microphones and PA systems</p>

YEAR 8   Outdoor Adventure	Checklist
<p><b>What you learn...</b>  Students will recognise the importance of outdoor experiences. They will develop their problem solving and decision-making skills by:</p> <ul style="list-style-type: none"> <li>- orientating maps and reading a compass</li> <li>- describing and discussing climate change and possible solutions</li> <li>- researching and selecting information relevant to sustainability</li> <li>- apply existing skills to new and more challenging activities such as snorkeling, surfing and mountain bike riding</li> </ul> <p>Students will also attend a camp at the Rubicon Outdoor School to develop strategies to cope with difficult situations and to work with others to solve problems.</p> <p><b>What you produce:</b>  Research assignments about outdoor activities and the environment.</p> <p><b>How you are assessed:</b>  Camp Booklet.  Portfolio of assignments.</p> <p><b>Victorian Curriculum:</b>  Personal &amp; Social Capability (Self-awareness &amp; management)  Health and Physical Education</p> <p><b>Pathway:</b>  Year 8 – Outdoor Adventure  Year 9 –Water Adventure  Year 10 – Adventure and Community  Years 11-12 – VCE Outdoor and Environmental Studies</p> <p><i><b>This elective requires a cost of approximately \$600-\$630 to cover excursions, camps and activities.</b></i></p>	<p><input type="checkbox"/> I enjoy being outdoors</p> <p><input type="checkbox"/> I like camping</p> <p><input type="checkbox"/> I am interested in trying new outdoor activities</p> <p><input type="checkbox"/> I want to develop skills in outdoor survival</p> <p><input type="checkbox"/> I want to learn how to organise a camping trip</p>

YEAR 8   Science Fair (STEAM)	Checklist
<p><b>What you learn...</b>  This program is designed for students with an interest in electronics and engineering. During the first few weeks, participants will receive an introduction to the fundamentals of electronics and engineering, including topics such as circuit design, component selection, and prototyping. After the initial training period, students will be divided into groups and given a problem related to a specific prompt. These prompts could be based on real-world challenges or fictional scenarios, and may involve designing and building a prototype or creating a plan to solve the problem. The program aims to foster teamwork, creativity, and problem-solving skills, and will provide students with a hands-on learning experience.</p> <p><b>What you produce:</b>  The design and building of a prototype to solve a real-world challenge or fictional scenario.  Possible topics: circuit design, component selection, and prototyping.  Presentation with a team.</p> <p><b>How you are assessed:</b>  A design and prototype.  Teamwork, communication and presentation.</p> <p><b>Victorian Curriculum:</b>  Ethics Capability (Decision Making and Actions)  Science (Inquiry Skills only)</p> <p><b>Pathway:</b>  Year 8 – Science Fair (STEAM)  Year 9 – ICT Software Development &amp; Robotics, STEAM Synergy, System Design with Electronics  Year 10 – Game Development  Years 11-12 – Applied Computing, Physics, Product Design and Technology</p>	<p><input type="checkbox"/> I am interested in game concepts</p> <p><input type="checkbox"/> I am interested in problem solving with technology</p> <p><input type="checkbox"/> I am interested in collaborating with others to design solutions</p> <p><input type="checkbox"/> I want to work with my hands and mind to make technology work for the world's challenges</p>