

YEAR 10	Unit 1		Unit 2
Economics and Business	<b>Unit Name</b>	<b><u>Live Long and Prosper</u></b>	<b><u>Business Innovations</u></b>
	<b>Description</b>	Why and how Governments make economic decisions to ensure growth and improvements of standards of living	Students explore what how businesses respond to changing economic conditions and improve productivity.
	<b>Technique</b>	Exam	Investigation
Dance	<b>Unit Name</b>	<b><u>Move Like Fosse</u></b>	<b><u>Make Your Move</u></b>
	<b>Description</b>	Communicating style, role and storyline to the audience in the Jazz style of Bob Fosse.	The art of choreography: dance elements, choreographic devices, manipulation and choreographic process. Communicating an intent to the audience in the contemporary style.
	<b>Technique</b>	Performance and Examination	Practical
Digital Technologies	<b>Unit Name</b>	<b><u>Data Management and Programming Skills</u></b>	<b><u>User Interfaces and Experiences</u></b>
	<b>Description</b>	Collect and manage data with spreadsheets and databases. Investigating and creating code-based solutions for a range of scenarios and problem situations.	Investigating and creating code-based solutions for a range of scenarios and problem situations.
	<b>Technique</b>	Written: Precise descriptions of function syntax and application-based procedures	Descriptive- Multimodal
Drama	<b>Unit Name</b>	<b><u>Realism - Scripted</u></b>	<b><u>Realism – Devised</u></b>
	<b>Description</b>	Students will explore the form and subsequent styles of Realism theatre and its conventions using scripted texts. Exam: 'Advanced Screening' Performance: 'X-Stacy'	Students will explore the form and subsequent styles of Realism theatre and its conventions using non-scripted texts. They will devise their own work and experiment with storytelling and play structures. No texts.
	<b>Technique</b>	Responding – Examination Making - Performance	Making – Devising Project (Directing Storyboard
Early Childhood Practices	<b>Unit Name</b>	<b><u>Healthy lunch boxes</u></b>	<b><u>Story time</u></b>
	<b>Description</b>	Good nutrition is necessary for the active growth and development that takes place in early childhood. Healthy eating habits begin in early childhood.	Reading, writing and relaxing.
	<b>Technique</b>	Design Project: Written Practical product	Design Project: Written Practical product

<b>Engineering Technology and Design</b>	<b>Unit Name</b>	<b><u>Engineering Hydraulics</u></b>	
	<b>Description</b>	1. Understand engineering pathways and applied engineering. 2. Understand principles of hydraulics and recognise the application of hydraulics in machine and mechanical engineering. 3. Communicate engineering designs and simulations using CAD. 4. Produce the core hydraulic solution with manufacturing technology. 5. Respond to an engineering problem and develop a solution modelled and produced, tested and evaluated. 6. Understand mechanical and structural analysis.	
	<b>Technique</b>	Design Project- Core	Design Project- Extension
<b>Excellence in Surfing</b>	<b>Application process required: Kurt Barrow</b>		
	<b>Description</b>	ESU in becomes a Time tabled subject with Practical and theory components. All students will trial and update “Surf Survival Certs”.	
		Surfers sign a code of conduct in order to enter the program.	
		Term 1 = Performance Plans, Competition strategies and Judging	Term 2 = Technical analysis
<b>Food Studies</b>	<b>Unit Name</b>	<b><u>Thinking Green Mystery Box</u></b>	<b><u>Thinking Green What’s in the Can?</u></b>
	<b>Description</b>	Ethical farming, fair trade, palm oil etc Seasonal foods. Produce a meal using locally grown and in season food. Investigate: looking at design brief, developing success criteria from design brief based on Oz Harvest	Take a fruit or vegetable currently in season, discuss how it can be preserved, used in other ways (investigate uses of tomato in cooking and how can be preserved).
	<b>Technique</b>	Design and produce a meal: based Mystery Box ingredients	Multi – modal Practical product
<b>Geography</b>	<b>Unit Name</b>	<b><u>Geographies of Human Wellbeing</u></b>	<b><u>Environmental Change and management</u></b>
	<b>Description</b>	With a focus on disease, students learn about the connections between health, wealth, vulnerability and wellbeing. Students investigate international responses to outbreaks all over the world and propose strategies to manage the impact of diseases.	Students examine the management of our coasts, with a focus on the Sunshine Coast and K’Gari. Students learn about coastal environments, climate change and geographical processes as well as the many ways our coasts are managed
<b>Graphics &amp; Design</b>	<b>Unit Name</b>	<b><u>Design Project</u></b>	<b><u>Design Project</u></b>
	<b>Technique</b>	Design Project Practical sketching	Design Project Practical sketching CAD design

<b>Industrial Technology &amp; Design</b>	<b>Unit Name</b>	<b><u>Beach/event Chair</u></b>	<b><u>Eco lamp</u></b>
	<b>Description</b>	This unit incorporates the technology design process requiring students to investigate, ideate, produce and evaluate a beach/event chair to meet a design brief.	Students are to design and produce a small working desk lamp using LED technology. It is to be freestanding and stable.
	<b>Technique</b>	Design Project Written Practical	Design Project Written responses including graphical representations 300–400 words
<b>Italian</b>	<b>Unit Name</b>	<b><u>Personal &amp; Community Lifestyle</u></b>	<b><u>Travel Bug 2 (Italian itinerary)</u></b>
	<b>Description</b>	In this unit students will compare and contrast the Italian and Australian societies with a focus on the youth. In particular, they will take into consideration their daily routines and how life is on the Sunshine Coast compared to life of Italian teenagers living for instance in the city of Bologna, which is our destination for the Italian Exchange. The summative assessment is a multimodal presentation all in Italian language.	Students will investigate a variety of aspects that make Italy a unique travel destination. They will ultimately choose one of them and create a ‘fantastic itinerary... a uniquely personalised itinerary for tourists to be included on the Internet - YouTube! In the process, students will be analysing various written and audio texts related to any Italian cultural aspects such as regional foods, regional wines, famous cities, famous castles, luxurious car factories, fashion houses, leather shops, etc.
	<b>Technique</b>	Oral presentation with Slideshow	Listening Comprehension – Tourist Advertisement
<b>Media Arts</b>	<b>Unit Name</b>	<b><u>Allegorical Film</u></b>	<b><u>Music Video</u></b>
	<b>Description</b>	Students will be introduced to the allegorical nature of film with a focus on Science Fiction and Fantasy Films. They will develop an understanding of how fictional film can represent real aspects of the human condition, society and politics. They will explore how film design, plot, character and symbols are used to represent attitudes, themes and ideas. Production skills will focus on visual narrative storytelling to represent themes and ideas, as well as detailed film design around colour, sets and costumes.	Students will be introduced to the power of the media and how it can be used to persuade audiences to change society. They will explore a variety of propaganda films and documentaries. They will understand how elements of filmmaking can be manipulated to provide a perspective of people, places and ideas that can be easily disguised as the truth. They will also explore ways of telling true stories through documentary making providing their own perspective on people, events and issues. Production skills will focus on filming interviews, collecting footage known as B-roll and multi-layering of visual and audio footage in the editing process.
	<b>Techniques</b>	Analysing a Science Fiction or Fantasy Film Designing a short Science Fiction or Fantasy Film Filming and editing a short Science Fiction or Fantasy Film	Analysing a propaganda film Researching a topic and designing a short documentary Filming and editing a short documentary.
<b>Music</b>	<b>Unit Name</b>	<b><u>The Piano</u></b>	<b><u>Jazz</u></b>
	<b>Description</b>	Students encounter a range of keyboard music and styles from a variety of historical contexts. They develop skills in keyboard performance and compose in the style of theme and variations.	Students encounter a range of jazz styles from a variety of historical, social and cultural contexts.

<b>Textiles Design Technology</b>	<b>Techniques</b>	Performance: Making – Performing Practical: Making - Composing	Extended response: Responding
	<b>Unit Name</b>	<b><u>The ‘Slow’ Fashion Project</u></b>	<b><u>Wool for School</u></b>
	<b>Description</b>	This unit allows students to become aware of ethical textiles /socially/economically and environmentally. Students will explore the sustainability of textiles and recycling denim jeans.	Students will investigate the design process and design a solution to a design brief incorporating the technologies of wool.
	<b>Techniques</b>	Practical product Written design folio	Wool4School Design Competition
	<b>Visual Arts</b>	<b><u>My World Art as personal</u></b>	<b><u>Their World Art as culture</u></b>
	<b>Description</b>	Series of images that represent object of obsession Experimenting with different medias Stimulus – Room-My World-Analyse Contemporary artists World events-social media. Personal Perspectives.	Research a culture – Indigenous / Asian Tonal experimentation / development Printmaking –Lino cut Ceramic totems Contemporary artists. Asian, Aboriginal and Torres Strait Islander. Personal perspectives, cultural identity.
	<b>Technique</b>	Practical Extended Response	Practical Extended Response