



ST JAMES'  
ANGLICAN SCHOOL

**Year 10 Options  
Course Information  
2025**

## **DESCRIPTION OF OPTIONS FOR YEAR 10 2025**

### **Year 10 Children and Family**

The course allows students to explore various family structures, understand their impact on child growth and development and gain practical experience by caring for virtual babies and interacting with young children. By doing so, students will develop real-life skills and insights into early childhood development, particularly from birth to age five. This course aims to develop skills that they can use in the wider community and for future employment or training. There are both written and practical assessments in this course. This course is linked to the Children, Family and the Community (General) pathway in Senior School.

### **Year 10 Film Studies**

Do you have the desire to communicate your ideas and creativity to a large audience? Do you have a passion for film, television, podcasts, and print media? Then the **Year 10 Film Studies** course is for you. In this course students will create their own media productions and respond to professional media works within a popular genre; think comedy, science fiction, horror, romance and more. Students will refine their media production skills and process. They will develop their abilities in problem solving and teamwork and get a taste of operating in the industry, using cutting edge equipment and following a realistic production brief. As part of the course, students will engage with story focussed video games, Hollywood films and examples of non-fiction media texts. This course is a great opportunity for students to explore and create films, and forms of digital entertainment. This practical course is a great option for students that are interested in the film making or the television industry, or for those who have a passion for digital media, opening both General and ATAR pathways for Media Arts in Year 11 and 12.

### **Year 10 Dance**

In Year 10 Dance you will continue to apply the elements of dance (body, energy, space and time) to showcase your dance skills while applying safe dance practice. Students will have the opportunity to choreograph their own work using choreographic devices and structures. Dance genres and styles will be studied, particularly examining the influence of social, cultural and historical contexts in which they exist. Reflective writing, using dance terminology, will be completed throughout the course. We will delve into various styles and genres of dance, such as contemporary, jazz, hip hop, ballroom and cultural dances. No prior dance skills are required.

### **Year 10 Digital Technologies**

This course focuses on learning more about computer networking and cyber security to maintain safe practices working online. Students complete a series of online cyber security learning modules through Grok Learning to achieve certificates of competence and applying their knowledge and understanding of cyber security. Further development of Python coding skills as students continue their skills development in programming and applying their coding knowledge in a practical way by coding and control devices such as Arduino. Students receive an introduction into databases and create a relational database with SQLite.

### **Year 10 Drama**

The Year 10 Drama course is designed to prepare students at Year 11 level by enabling them to extend their acting skills. Students will create scripted and self-devised work, culminating in a public performance. Students will explore different realistic and non-realistic forms and styles of theatre (Theatre of the Absurd). Students will be assessed on their performance skills including voice, movement and characterisation. They will also be assessed on their ability to devise new theatre and interpret published scripts.

### **Year 10 Fashion and Print**

An enjoyable introductory course to the world of Fashion, Textiles and Product Design. Students will explore the essential processes of fashion design and sustainable art practice. They will experiment with the expressive properties of new and traditional materials such as fabrics, plastic and ceramics. Students will explore and experiment with techniques such as sewing, stitching, sculpture, assemblage and printing. Students will create wearable garments and

accessories displaying their knowledge of fabric using a variety of transferrable skills. Students will work in the art room with a focus on expressive design ideas, creative thinking and research of fashion designers. Knowledge and experiences gained in this course can prepare students for creative and critical thinking in future pathways.

### Year 10 Food Technology

Year 10 Food Technology will build on skills learnt in previous years and encourage the student's confidence and creativity in the kitchen. Year 10 Food Technology students will run *Club Coffee* - an exciting learning opportunity to encourage students to set up and run a small business with the aim to achieve a Barista certificate, which could be useful for future employment. Another component of the course is completing a Mystery Box challenge using food commodities that are commonly found in Australian kitchens. The students will investigate current global Food trends and the Food Truck Phenomenon. Students will create their own Food Truck complete with logo, slogan, menu and packaging, which will be showcased at a Food Truck Rumble. This is an excellent course to undertake as it leads to Food Science and Technology (General) and/or the Certificate II in Hospitality in upper school.

### Year 10 Forensic Science

In Forensic Science, you will apply new skills that you learn to investigate replica crime scenes and process evidence. You will learn about how Forensic Science has changed the face of criminal investigations in the past century, analysing real crimes throughout history and conducting case studies and mock trials. You will learn how to dust for fingerprints, explore patterns of blood spatter, and even about how organic matter decomposes under different conditions. If you want to learn new skills and apply critical thinking, Forensic Science is for you.

### Year 10 Games Design & Marketing

The Year 10 Games Design course acknowledges the significant growth of the electronic games industry, where games are now used not only for entertainment but also for training and education. With the widespread availability of high-speed, large-bandwidth internet, especially on mobile devices, online gaming has expanded to reach a broad audience. This course offers students the chance to engage in game design with Unity while also developing an understanding of the processes needed to market a game. The course will explore competitive gaming, including aspects like leaderboards, digital rewards, and prize-winning competitions. Key topics covered include game categories and classifications, reviewing and evaluating games and strategies for planning, creating and advertising a game.

### Year 10: Graphics and Merch Design

This course offers a hands-on exploration of graphic and merchandise design, providing a real-world look at how commercial and personal designs are brought to life. Students will create and transfer custom prints onto hoodies, shirts, and other products using industry-standard software like the Adobe Suite. They will also work with professional-grade equipment, including commercial vinyl printers, cutters, heat presses, and DSLR cameras. This unit prepares students with the foundational skills and knowledge needed for Year 11 Design (Graphics Design), giving them a head start in the world of graphic and merch creation.

### Year 10 Japanese

In Year 10, students will build on the knowledge gained in Year 9 Japanese to initiate and participate in sustained interactions in both formal and informal exchanges. Students will explore their personal world and what makes them who they are, reflecting on their experiences, backgrounds, and perspectives. As well as this, they will compare and evaluate ideas and information from a range of contemporary issues and discuss how this relates to their own culture. Students are expanding the range and nature of their learning experiences, and the contexts in which they communicate with others, and are challenged to engage with some independent learning experiences. In Year 10, more advanced kanji are introduced to develop their reading and writing skills.

### Year 10 Marine Studies

Year 10 Marine Science will introduce students to Dive Physiology and give them the opportunity to participate in a "Discover Scuba Course" if they are interested in trying Scuba Diving. Students will further develop their snorkelling skills and complete a unit learning how to sail. Students must have a level of competency in swimming to participate in the practical component of this elective. ***Please note: If you select Marine Studies, please be aware that there will be some before school starts throughout the year that will be as early as 7.15am. (even in the winter terms)***

**Year 10 Metal Engineering**

The Year 10 Metal Engineering course is an introductory course focused on design and construction techniques for creating engineered products and simple machines. Students will explore various engineering disciplines while developing skills in metal fabrication and plan drawing methods. This subject will teach students the skills to design, build, invent, and discover how things work. The course covers a range of projects that may include elements of mechanics, Computer-Aided Drawing (CAD), and workshop construction techniques.

**Year 10 Money, Justice and Marketing**

This is a useful and engaging Year 10 elective that covers personal finance, business, politics and economics. Some of the Year 10 activities include;

- Consumer Choice - buying your first car – what are you going to prioritise?
- Mock trials – prepare cases and compete against your peers and other schools in-class and at the Supreme Court.
- Financial budgeting – can you make the right decisions to create a sustainable and productive financial budget.
- Politics – fed up with other people deciding everything for you? Create your own political party and argue why you should be in power.
- Setting up a business – tap into that entrepreneurial spirit by forming a business and seeing who can generate the most money.

**Year 10 Music**

This course builds on the skills developed in Year 9 and prepares students for advanced music studies in Year 11. Students will continue to refine their abilities on their chosen instrument and will have opportunities for both solo and ensemble performances, including assembly items and the Bands to Broadway performance evening in Term 3. The curriculum delves deeper into Rock, Jazz, and Western Art Music, setting a solid foundation for Year 11. Additionally, students will further explore roles within the music industry in preparation for Cert III. Advanced electronic composition and arranging techniques will be covered using sophisticated software, enhancing students' skills in composition and arrangement in readiness for both ATAR and Cert III Music Performance.

**Year 10 Psychology**

Psychology is all about understanding why we think and behave the way we do. In Year 10 you will learn about the adolescent brain and how it works. Followed by Criminal psychology and using your knowledge of the brain and other psychological phenomenon, you will profile criminals and solve unsolved cases. You will be introduced to social psychology and why we behave differently when we are in the presence of others. You will test your psychological theories in an excursion to an escape room. The Year 10 Psychology course will introduce you to investigative skills and study skills and is very useful for many future courses in Arts, business and health sciences. It can lead to some interesting careers in the field of Sports, forensics, human resources, education, and health professions.

**Year 10 Sports Science**

Why does a soccer ball curve in the air from a free kick? And how do Nic Naitanui's muscles let him jump for the ball higher than anyone else? In Year 10 Sports Science, watch balls move through the air from hundreds of metres high as we explore Biomechanics and how spin effects ball flight. You'll dissect muscles to truly understand how our joints let us move the way we want to in Functional Anatomy. In preparation for a progression into Physical Education Studies in Year 11 (ATAR and General) we'll investigate how elite athletes find that final 2% of improvement through Sports Psychology and we'll learn complex skills like juggling and a golf swing in Motor Learning and Coaching. You'll receive specialist golf coaching and advanced strategical and technical concepts in a variety of sports units as the foundation is developed, ready for Physical Education Studies in Year 11.

Practically, students will be able to select a general practical option which will cover a range of sports and activities, Soccer or Volleyball. The Soccer and Volleyball classes in Sport Science will focus purely on these sports for the practical component. This will be an opportunity to advance your skills from a foundation level in preparation for Physical Education Studies in Year 11 and 12 while also transferring into your progress away from the classroom.

### **Year 10 Visual Arts**

Year 10 Visual Arts allows students to develop the basic creative and technical skills that underpin visual arts practices in various fields such as painting, drawing, sculpture, ceramics and fabrics. It allows the students to gain exposure in a range of mixed medias from conventional to non-conventional materials. Further exploration in the use of colour, shape, texture and form and developing critical thinking techniques along with designing and making artworks with an emphasis on their own passions and talents will be a part of this course. It is a great way to develop a creative mind and support students thinking of a career in the creative industries and/or gives them an understanding of how to present and consider briefs/projects that they will need to demonstrate for any career pathways.

### **Year 10 Woodwork**

The Year 10 Woodwork unit is designed for students who have developed foundational woodworking skills and demonstrated a sound understanding of safety requirements, design, and production techniques. Students will continue to refine their skills using hand tools and will begin to work with more advanced machinery to construct various projects. They will also learn technical drawing methods to create a design folio for communicating and developing individual design ideas. The course will involve constructing a range of items, focusing on further skill development and creative expression.