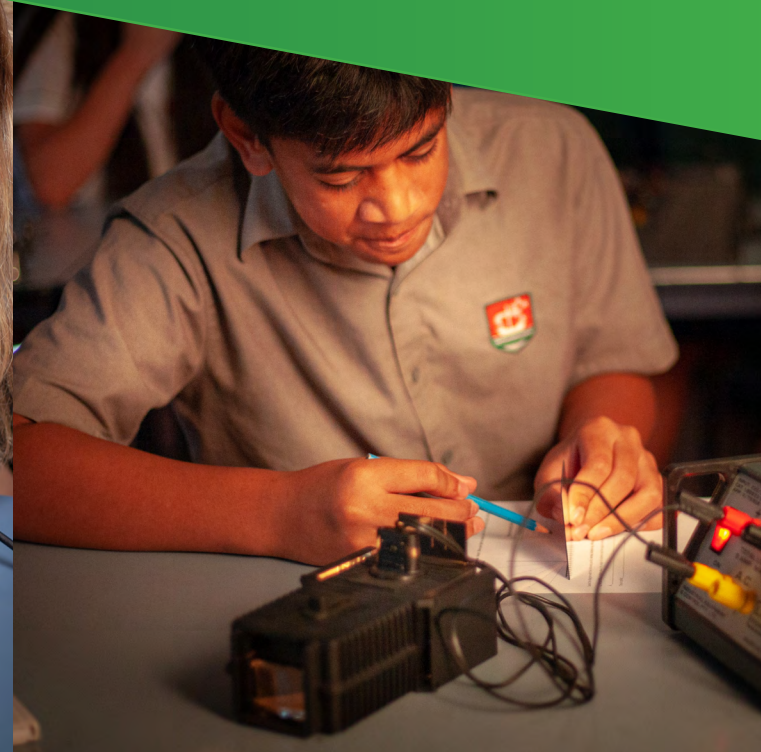
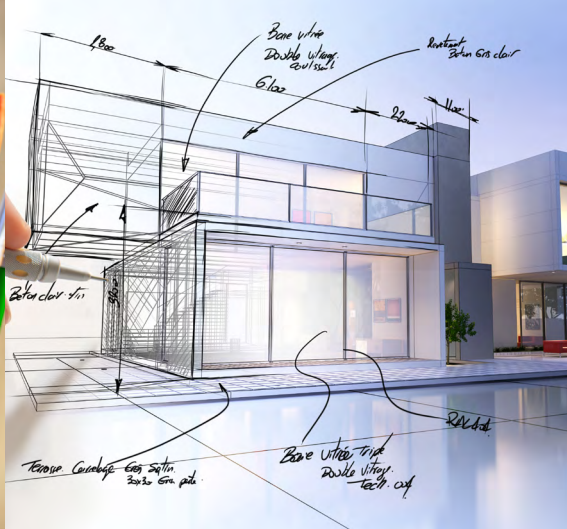




Y9 ACADEMIC PROGRAMME 2024





CHOOSING YOUR ELECTIVES

1. Use this guide to have a look at the electives on offer this year.
2. You need to choose **4** elective courses. To ensure that we meet the requirements of the NZ Curriculum, You need to choose **2** electives that are "Arts" subjects and **2** "Technology" subjects.
3. Complete this google form to let us know what you would like to do in 2024! (Please note as part of the form we will be asking you to confirm your language option for next year also)



Arts



Technology

[Elective Selection Form](#)

In the guide the following symbols are used to denote these subjects.

CURRICULUM STRUCTURE

All students follow the same basic course. Full year compulsory courses are:

- English
- Science
- Social Studies (including Te Ao Māori)
- Mathematics
- Physical Education and Health
- Language (see next page)

Language:

All students are required to choose a language in Y9, which is studied for the entire year. Language options that are available are:

- Te Reo Māori
- Chinese
- French
- Samoan
- Tongan.

Extra English support is available for students from non-English speaking backgrounds.

Electives:

To complete their timetable students also choose **4** elective courses, each of which will run for 1/2 a year. The electives that are offered in 2024 are:

- Introduction to Filmmaking - Telling stories through media
- Basic Robotics
- Dance and Drama
- Music
- Product Design
- Architectural Design
- Visual Art - Flying Colours
- Master Chef



ONEHUNGA HIGH SCHOOL
LOYALTY & COURAGE



INTRO TO FILMMAKING: Telling Stories through Media

In this course, students will explore the world of filmmaking and storytelling, identifying the ways media impacts their own lives, and critiquing the role the audience plays in the creation of media. Students will also explore the basics of filmmaking and discover their own unique storytelling style. Student will put their cinematography and editing skills to the test as they produce their own media product.



This course provides art making experiences in at least three fields. This will include combinations of observational drawing, sculpture, colour theory, pattern design compositions, intaglio or collograph printing, painting and multi-media art-making and potentially the use of the Adobe suite. Students will have the opportunity to explore how International and New Zealand artists make Art.

The programme will recognise toi Māori and Tikanga Māori, and the multicultural makeup of students and society by referencing a broad range of traditional and contemporary, local and overseas subject matter as motivation for students to develop ideas.

VISUAL ARTS: "Flying Colours"

DANCE & DRAMA

Students will learn a dance phrase and be given the opportunity to perform this for a live audience. Students will explore drama scenes in pairs and learn how to apply the use of voice, body, movement and space to create character.



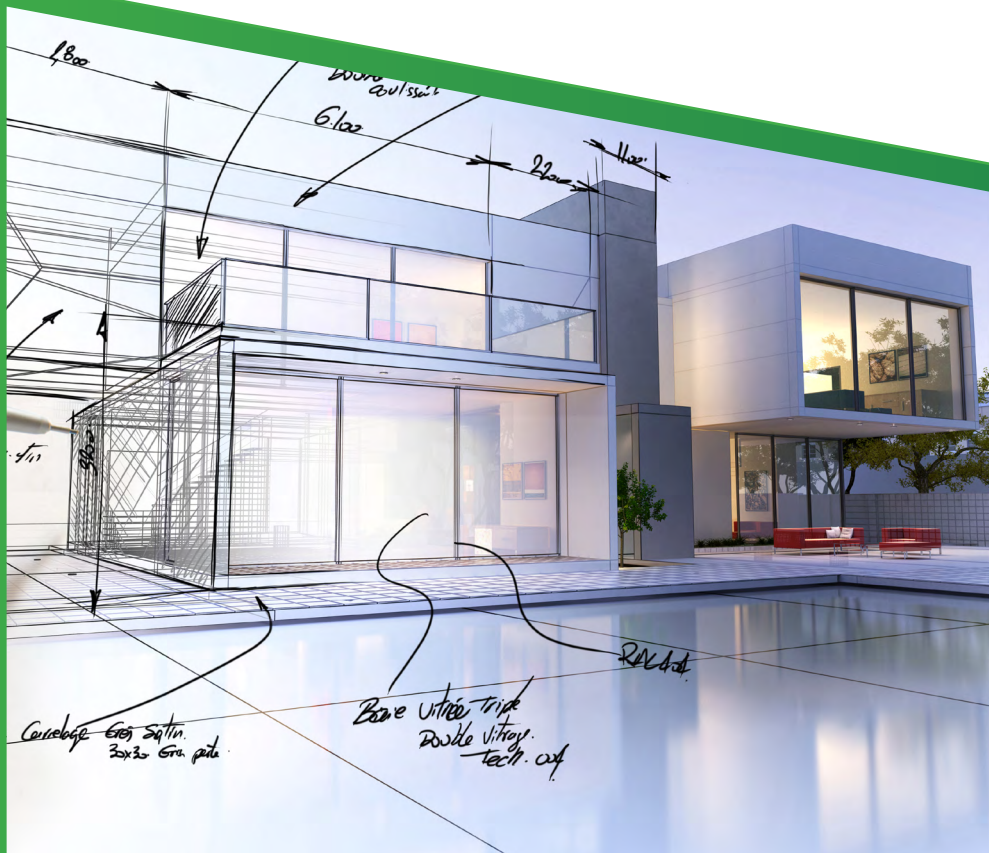
Students will learn the fundamentals of music including performing using their chosen instrument and basic music conventions. Students will explore the development and history of music, learn the basics of composition, and develop basic performance practice.

MUSIC



PRODUCT DESIGN

Students will design and make products using a design brief and specifications. Students will learn problem solving and hands-on workshop skills producing a real take home product. They will manufacture two different products using a range of different materials and techniques. This will include using traditional manufacturing methods as well as 3D printing.



Develop drawing, modelling and communications skills around an architectural context. Students will learn how to present drawings and models when solving a simple architectural design brief. The course will include basic CAD and 3D print models.



ARCHITECTURAL DESIGN

BASIC ROBOTICS

Students will create digital projects including a website, and controlling and automating a robot. They will develop programming skills including computational thinking, debugging programs, algorithm design, and data manipulation. They will take into account both end user experience and code optimisation when designing solutions to problems.



This course is a fun introduction to cooking that will teach basic kitchen skills mixed with a weekly cooking challenge. The course culminates with a "grand final" lunch that the students will prepare for selected teachers.

 MASTER CHEF

We look forward to you
continuing your learning
journey with us!

09-636-6006

www.onehungahigh.school.nz

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