



ENGLISH	MATHS	HUMANITIES	SCIENCE	HAPE	INDONESIAN	TLC	One Term Subjects	One Term Subjects
SEMESTER ONE	SEMESTER ONE	SEMESTER ONE	SEMESTER ONE	SEMESTER ONE	SEMESTER ONE	SEMESTER ONE	MATERIALS TECHNOLOGY	MEDIA
<p>Persuasive writing – convincing other through technique and tone</p> <p>Narrative writing – Students use a narrative graph to structure a creative piece of writing</p>	<p>Measurement – applying formulas to two dimensional and three-dimensional shapes</p> <p>Probability – writing fractions as ratios, writing a probability as a fraction and percentage, and calculating Theoretical and Experimental Probability</p> <p>Financial maths – applying real life skills into mathematics through investigating budgeting, percentage discount and best buys</p>	<p>Changing Nations – a closer look at human rights and migration</p> <p>Ancient World – Learning the history and life of the ancient roman, Egyptian and Greek Empires</p>	<p>Chemical science – looking closely at physical and chemical change</p> <p>Biological science – a closer look at cells and cell structure</p>	<p>PHYSICAL EDUCATION: Fitness testing and athletics</p> <p>European handball and Softball</p> <p>HEALTH EDUCATION: Fit and Healthy – understanding the benefits of being active.</p>	<p>Developing skills to understand language and culture through studying the Indonesian environment with a special focus on animals</p> <p>Students are given the opportunity to examine different environments and explore the varied cuisine of Indonesia</p>	<p>Thinking about Thinking</p> <p>Taking Responsible Risks</p> <p>Respectful Relationships</p>	<p>Design briefs - using the design process to bring products to life</p> <p>OH&amp;S hazard identification - developing an awareness of hazards involved in production and how to prevent</p>	<p>Focus on genre and genre conventions. Discussion on how genre makes a pact with the audience. Investigation of conventions in genre studies. What rules do genre follow? What does the audience expect? Focus on stop-motion animation techniques. Students will have the opportunity to create a short animated sequence.</p>
SEMESTER TWO	SEMESTER TWO	SEMESTER TWO	SEMESTER TWO	SEMESTER TWO	SEMESTER TWO	SEMESTER TWO	DIGITAL TECHNOLOGIES	ART
<p>Text Response – students create a response to the film ‘Paper Planes’</p> <p>Short Story Analysis – Students develop a response to a series of different short stories</p>	<p>Number and algebra – learning to identify number patterns and rules and solving equations using algebraic manipulation and substitution</p> <p>Proportion and ratio – developing an understanding of proportional thinking and models to solve problems</p> <p>Linear Graphing – create Linear graphs, interpret distance time graphs and create scatter plots with a line of best fit.</p> <p>Networks – understanding how mathematics is used to model a wide range of physical and social phenomena</p>	<p>Business and Market Day – students explore economic and the world of work. Students create their own market stall and understand the challenges of creating a small business.</p> <p>What if change never happened? – Exploring aboriginal history and culture</p>	<p>Robotics and coding – students learn to code a robot to complete a series of tasks. They need to write simple codes, including loops and repeat functions, to complete a variety of functions</p> <p>Geology – students will study igneous, sedimentary and metamorphic rocks and their formations</p>	<p>PHYSICAL EDUCATION: Lacrosse Speedball Frisbee</p> <p>HEALTH EDUCATION: Drug education – understanding the impact of drugs and a harm minimization approach</p> <p>Challenges for Youth – Mental Health</p>	<p>Students investigate the main modes of transport in Indonesia in the topic ‘Mau ke mana?’ and learn how to give and follow directions</p> <p>The language of time and organisation in relation to school</p>	<p>Questioning and Posing Problems</p> <p>Remaining Open to Continuous Learning.</p> <p>Bullying: Bystander Behaviour</p> <p>Resilience</p>	<p>Developing technology skills to create a digital solution to a problem. This includes planning, designing, coding and evaluating a solution.</p>	<p>This section will be updated shortly.</p>

YEAR  
LEVEL 8

EXCELLENCE • TEAMWORK • COMMITMENT • RESPECT

