NEWTON MOORE SENIOR HIGH SCHOOL

Achieving Today for Tomorrow

Year 7 Course Selection Handbook
2025

YEAR 7 COURSE INFORMATION

Students' complete subjects from learning areas outlined in the Western Australian Curriculum.

LEARNING AREA	HOURS PER WEEK
English	4 hours
Health and Physical Education	3 hours
Humanities and Social Sciences	4 hours
Languages (Japanese)	2 hours
Mathematics	4 hours
Science	4 hours
Technologies One Semester – Design and Technologies (Food or Materials) One Semester – Digital Technologies	2 hours
The Arts One Semester – Visual Arts (Visual Art or Media Art) One Semester – Performing Arts (Dance or Music)	2 hours
TOTAL	**25 hours**

We also offer specialist programs that are studied in place of one or more of the courses listed above. There is a selection process for these courses.

Department of Education Approved Specialist programs.

- Science Horizons
- Engineering Specialist

Moore Academy of Sport and Health (MASH)

Living and Leading (run in conjunction with the Girls' Academy and Clontarf Academy)

On the following pages you will find more detailed information about each course on offer.

ENGLISH

The study of English aims to broaden the experience of students by engaging with literature that presents and explores different perspectives and experiences from people around the world, and which examines Australia's links to Asia and the contributions made to Australian society by its Aboriginal and Torres Strait Islander peoples. The study of English also helps young people develop the knowledge and skills needed for further education, training, and the workplace so that students can effectively participate in Australian life once they leave school. An integral part of this is developing the skills necessary for effective communication in Standard Australian English.

Students will develop skills in textual analysis and creation while engaging with a variety of texts. They listen to, read, view, interpret, evaluate, and create a range of spoken, written and multimodal texts in which the primary purpose is aesthetic, as well as texts designed to inform and persuade. These include various types of media texts including newspapers, magazines and digital texts, early adolescent novels, non-fiction, poetry, and dramatic performances. They learn that authors manipulate conventions and select language and structures to suit context, purpose, and audience, and they apply these skills in their own creations.

The English curriculum is built around the three interrelated strands of language, literature, and literacy. Together, the strands focus on developing students' knowledge, understanding and skills in listening, speaking, reading, viewing, writing, and creating.

HEALTH AND PHYSICAL EDUCATION

Courses in Health and Physical Education contribute to the development of healthy, active lifestyles. Learning programs allow students to develop essential knowledge, attitudes, values, and skills required for life. Students are engaged in both physical and classroom activities that allow them to enhance their well-being, now, and in the future. Ability to communicate and cooperate with other students in practical situations and health classes will also be monitored and improved.

Physical Education
Students continue to develop and refine specialised movement skills and focus on developing tactical thinking skills in a range of contexts and applying them to physical activities. They have opportunities to analyse their own and others' performance using feedback to improve body control and coordination. They learn about health-related and skill-related components of fitness and the types of activities that improve individual aspects of fitness. The application of fair play and ethical behaviour continues to be a focus for students as they consider modified rules, scoring systems and equipment, which allows participants to enjoy physical activities and experience success. They begin to link activities and processes to the improvement of health and fitness.

Health Education
Students will expand their knowledge, understanding and skills to help them achieve successful outcomes in personal, social, movement and online situations. They learn how to take positive action to enhance their health, safety, and wellbeing by applying problem-solving and effective communication skills, and through a range of preventive health practices.

Physical Education Clothing
Students are required to change their clothing for Physical Educations classes. Students are encouraged to shower after physical activity. For this reason, students will need their own towel and change of items such as underwear, socks etc. All clothing and towels should be labelled with student's name written in a recognisable place. The school sports uniform consists of yellow Physical Education shirt, black shorts, airflow or parasilk. Black tracksuit pants may be worn during cold weather. Students that have Physical Education in the first class of the day may arrive in NMSHS PE uniform although must change into NMSHS school uniform following that class.

HUMANITIES AND SOCIAL SCIENCES

In Semester One the geographical concepts of place, space, environment, interconnection, sustainability, and change continue to be developed. Students describe the changes caused by interconnections between people, places and natural environments, and the alternative strategies used to manage the changes. Students describe the features of livable places and why places are valued differently. In Economics and Business, students describe how the price of goods and services result from interactions between consumers and businesses, as a consequence of making choices. They describe how the specialisation of workers and businesses, including entrepreneurial behaviour, provides benefits to individuals, and the wider community.

In Semester Two students develop their historical understanding through key concepts, including evidence, continuity and change, cause and effect, perspectives, empathy, significance, and contestability. Students investigate events and changes from ancient societies, with a focus on Ancient Egypt. Students describe the role of groups and the significance of particular individuals in ancient society and suggest reasons for change and continuity over time. They identify past events and developments that have been interpreted in different ways. Students describe events and developments from the perspective of different people who lived at the time.

LANGUAGES / HUMANTIES ELECTIVE

Japanese
Students make comparisons between their own language(s) and Japanese and reflect on the experience of moving between languages and cultural systems. The practice of reviewing and consolidating prior learning is balanced against the provision of engaging and relevant new experiences and connections.

Careers
Careers incorporates a range of activities to help students discover their strengths and interests to develop a positive self-image that provides the foundation for optimistic pathway planning. Students increase their understanding of different careers and the world of work through an investigation task and presentations from industry. Students complete an Individual Pathway Plan to discover personal interests, skills, influences and abilities and to make connections between these and the environment.

MATHEMATICS

All students' abilities in Mathematics are catered for by students working in ability pathways including targeted and extension pathways. All students study the mathematics content strands: Number and Algebra; Measurement and Geometry; and Statistics and Probability. Students are also shown the thinking of mathematics explicit in the proficiency strands: Understanding; Fluency; Problem Solving; and Reasoning. Students who show great aptitude for mathematics are invited to participate in a variety of extension programs. These include the Australian Mathematics Competition, Problem Solving Olympiad, and Western Australian Junior Olympiad.

At this year level:

- **understanding** includes describing patterns in uses of indices with whole numbers, recognising equivalences between fractions, decimals, percentages, and ratios, plotting points on the Cartesian plane, identifying angles formed by a transversal crossing a pair of lines, and connecting the laws and properties of numbers to algebraic terms and expressions.
- **fluency** includes calculating accurately with integers, representing fractions and decimals in various ways, investigating best buys, finding measures of central tendency and calculating areas of shapes and volumes of prisms.
- **problem-solving** includes formulating and solving authentic problems using numbers and measurements, working with transformations, and identifying symmetry, calculating angles, and interpreting sets of data collected through chance experiments.
- **reasoning** includes applying the number laws to calculations, applying known geometric facts to draw conclusions about shapes, applying an understanding of ratio and interpreting data displays.

SCIENCE

Students study the strands of Biological Science, Chemical Science, Earth and Space Science, Physical Science with Scientific Inquiry and Human Endeavor embedded within these content strands. Students explore the diversity of life on Earth and continue to develop their understanding of the role of classification in organising information. They use and develop models such as food webs and the water cycle to represent and analyse the flow of energy and matter through ecosystems. They consider the interaction between multiple forces when explaining changes in an object's motion. They explore the notion of renewable and non-renewable resources. They investigate relationships in the Earth-sun-moon system and use models to predict and explain events. Students make accurate measurements and control variables to analyse relationships between system components.

TECHNOLOGIES

DESIGN AND TECHNOLOGIES

Materials (Woodwork)
Students are introduced to a workshop environment and are inducted into occupational, health and safety procedures while completing a range of practical woodwork tasks. They use a design process to create solutions for problems and explore the properties of a range of timber materials. They develop their hand skills and use specialist equipment to create different products. Projects include a boat design project, toy truck and candle holder.

Food and Fibre Production
Students follow a production system for developing food and textiles products. They learn about the safe use of equipment and materials in the practical environment. They consider the suitability and sustainability of their products on the environment and future generations.

DIGITAL TECHNOLOGIES

Digital Technologies
Digital Technologies provides students with the opportunity to develop their critical and computational thinking to solve real world problems. They explore how data is represented in a computer and the hardware components that make a network. They use different software packages to create solutions to problems and present their findings to others. They examine personal safety issues when on-line and consider the social and environmental impacts of different digital technologies. Projects include collecting, creating, presenting, and manipulating data through the use of different software, creating games through coding and network hardware.

The Arts

PERFORMING ART

Dance
The Dance course is devised to introduce the students to the fundamentals of movement. It will explore the elements of dance, body, space, time, and energy. Students will be working on and performing small group and troupe dances. They will also have an opportunity to choreograph their own dances. Never miss a chance to Dance.

Music
This course is designed for students who have some experience in Music. Students will learn the basic music elements and have access to a variety of instruments, such as Guitar, Keyboard and Drums, learning how to apply the elements and read music. Students will also engage in different styles of music and learn how to aurally recognise these styles.

Music Specialist

Musicians, continue to build your awesome music skills. Students who already have experience learning an instrument and playing music will learn how to develop their skills and knowledge of the elements of music. They will engage in a variety of different styles of music and will get the opportunity to create, write and improvise original music.
Students who receive instrumental lessons through the school are expected to participate in instrumental and ensemble lessons to adhere to the Instrumental Music School Services policy (IMSS).

- *Instrumental lessons* involve weekly, small group lessons on an instrument. Lessons are held during school hours and are on a rotating roster. It is the students' responsibility to regularly check their lesson times.
- *Ensemble lessons* involve full participation in a school band, including weekly morning rehearsals, various performance engagements during the year and an annual camp.

VISUAL ARTS

Visual Art
Students are introduced to the art of Visual Art. Students will gain experience in a variety of art skills and techniques. These could include printmaking, drawing, sculpture, textiles, ceramics, and painting.

Media Art
Students explore and use different software packages to create solutions for varied media problems. They work together as a team and use basic production and technical skills to communicate with one another (scripts, storyboards, and layouts). They consider the role and influence of the audience when making decisions about their own designs and have the opportunity to demonstrate their creative talents with a variety of digital products, for example: posters, video, image manipulation, animation.

SPECIALIST PROGRAMS

DEPARTMENT OF EDUCATION APPROVED SPECIALIST PROGRAMS - SCIENCE

Students have the opportunity to apply for selection into Department of Education Approved Specialist Programs: Science Horizons or Engineering Specialist. These are a unique educational experience offered statewide that brings together highly able students with a passion for science. Both programs cover the required curriculum whilst enriching learning experiences through acceleration and extension according to the needs of the students. Healthy competition between individuals is fostered in a rich learning environment where collaborative extension is encouraged. Lessons cater for high achievers in which thinking outside the box is the norm. Students develop team building skills by participating in science projects, contributing to the running of a Science Fair, competing in Science and Mathematics competitions, and presenting and attending workshops, worksites, and conferences.

Both programs provide a strong foundation for successful completion of Senior School Science and Mathematics courses and enhance university entrance into Science and Engineering courses. Expert teachers who have proven competence in their respective fields teach these classes.

Scholarships are also available. Please enquire at the school.

Science Horizons
Students participate in exciting science research projects. These include enrichment research modules on Frog Populations, Macro invertebrate studies and Chemistry of the Wetlands. Students as "Marine Managers" get to work with the Marine Scientists at the Bunbury Dolphin Centre. Research boat trips throughout the year are included. Students develop a data base recording location, photographs, identification, and behavior of the dolphins and of water quality in Koombana Bay. As part of the 'Marine Management Program' students monitor the adjoining mangroves. The research student conduct includes developing a sensitivity index for estuarine habitats. They will use this to act and provide recommendations to The City of Bunbury. This popular initiative extends and enriches the science concepts presented in the Science Horizon Program.

Engineering Specialist

The content of the Engineering Specialist lessons includes robotic and electronic engineering, chemical, mechanical, Picaxe electronics and programming, solar car models, Human powered vehicles, CAD programming Auricon bridge building, materials, and structures. In year 8 students are also required to complete a semester of Design and Technology to gain workshop skills. In year 9 students are encouraged to select one or both of Technical Graphics CAD or Design and Technology.

MOORE ACADEMY OF SPORT AND HEALTH (MASH)

MASH is a school-based enrichment program designed to challenge and extend students who show skill in sport, leadership, and teamwork. High standards of behaviour and attitude towards physical activity are essential to be successful in this program. Applications are included within the Newton Moore Senior High School enrolment package.

Whilst in the program students are engaged in many diverse types of sports, with an emphasis on extending students' leadership and communication skills are key elements of the program.

Students are immersed in both practical and theoretical activities where they can develop their knowledge and understandings of sport, skills, strategies, and tactics and continue to grow as a capable sportsperson within their chosen field.

LIVING AND LEADING (CLONTARF ACADEMY, STARS GIRLS' ACADEMY)

Living and Leading is an integral part of the Academy Programs being offered to Aboriginal students. This course develops practical lifestyle skills partnered with building self-esteem, developing leadership skills and group cohesiveness. Skills will be enhanced by participating in a variety of activities. Students will maximise and monitor their individual performance through motivation, encouragement, and support via personal and group goal setting. Students explore their own identity and who they are, have the opportunity to build their Noongar language skills and complete cultural projects linking into annual NAIDOC celebrations.