Kings Meadows
High School

Year 8
Course Selection Information
2026

Welcome to Kings Meadows High School

Dear Parents/Carers

The publication of this course guide marks the beginning of a very important process – course selection. At Kings Meadows High School we are committed to preparing our students for the changing social, economic and technological society of the 21st century. We know that a high-quality education for young people is critical for improving their life chances.

Part of the challenge is to plan well and select courses that are of personal and/or academic interest. It is essential that choices are not made based on what friends are doing as this will likely result in very limited outcomes being achieved.

Although we do our very best to provide students with the personal interest subjects they select, this depends very much on numbers. We make every possible effort to provide as broad a range of subjects as possible.

During the process of course selection, students and parents should actively seek advice from as many relevant sources as possible. Students who choose courses based on wide consultation usually experience less dissatisfaction and greater success and avoid the turmoil of course changes.

Parents, please take the time to read this guide and be actively involved in the course selection process with your child; ask questions and speak to the teachers involved. Staff are committed to assisting you every step of the way.

Students, I wish you every success with the subjects you choose and look forward to working with you towards a very productive and rewarding year of learning in 2026 and beyond.

Cary Stocks
Principal

COMPULSORY SUBJECTS:

In 2026 at Kings Meadows High School, all Year 8 students will undertake studies in the following subject areas:

- English/Literacy
- Health & Physical Education
- Mathematics/Numeracy
- Science
- Humanities and Social Sciences

Students study these subjects all year and the courses align with the Australian Curriculum.

PERSONAL INTEREST SUBJECTS:

In 2026 Year 8 students will be offered the opportunity to study 2 option subjects for the whole year and up to 4 enrichment courses for approximately 10 weeks each.

All students are asked to indicate **eight** subject preferences (in order of priority) for full year courses and **eight** preferences for enrichment courses. If students are unable to be placed in their top subject choices due to problems with class size, teacher availability or a subject being unavailable, the lower preferences will be used to allocate subjects to students.

POINTS TO CONSIDER WHEN CHOOSING SUBJECTS:

Personal Interest subjects allow students to:

- Pursue individual interests
- Broaden their learning experiences
- Provide some basis for making more informed choices about career pathways

Although career ambitions are important and actively encouraged at Kings Meadows High School, we counsel students that:

- Career ambitions often change as you grow older, but particularly during high school.

- The uncertainty of job opportunities, increased competition for jobs and the like means that students are best advised to keep as many career opportunities open for as long as possible rather than specialising too early in their education.

For more information, students are strongly advised to speak with their Class Teacher and/or Grade Leader. Grade AST, Assistant Principal and Principal are also available to help in counseling students.

Principal	Cary Stocks
Assistant Principal – Years 7/8	Kate Hume
Assistant Principal - Years 9/10	Kate Blaubaum
Assistant Principal – Year 6 Transition	Brendan Poke
Year 8 AST	To be confirmed
Year 8 Leader	To be confirmed

Further information about specific subjects is available from the following Learning Area Leaders:

THE ARTS	Belinda Selby (belinda.selby@decyp.tas.gov.au)
TECHNOLOGIES	Jake Chamberlain (jake.chamberlain@decyp.tas.gov.au)
ENGLISH	Emily Lovegrove (emily.lovegrove@decyp.tas.gov.au)
HEALTH & PHYSICAL EDUCATION	Brendan Poke (brendan.poke@decyp.tas.gov.au) & Emma Attard (emma.attard@decyp.tas.gov.au)
HUMANITIES & SOCIAL SCIENCES	Solomon Walker-Bowd (solomon.walker-bowd@decyp.tas.gov.au
MATHEMATICS	Scott Brewer (scott.brewer@decyp.tas.gov.au)
SCIENCE	Robert Johns (robert.p.johns@decyp.tas.gov.au)

PLEASE NOTE:
Each class in any given subject needs a minimum number in order for it to run – thus if there are insufficient numbers for a class to be considered viable, students may need to study their next preferred subject.

All Year 8 students are asked to indicate **eight** subject preferences (in order of priority) for full year courses (they will study two) and **eight** preferences for enrichment courses (they will study 3). If students are unable to be placed in their top subject choices due to problems with class size, teacher availability or a subject being unavailable, the lower preferences will be used to allocate subjects to students.

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YEAR 8 FULL YEAR COURSES

THE ARTS LEARNING AREA

The Arts Learning Area	Dance	This course is an introduction to Dance as an artistic and expressive form. It is a highly practical subject, so students must be committed to a high level of participation in all elements, including contributing to group discussions and warm-up routines, as well as learning, rehearsing and performing choreography. Students will participate in learning activities designed to enhance their creative abilities and develop effective group work skills. They will learn to express themselves and communicate their ideas through dance; they will also be supported and encouraged to take part in a wide range of performances to develop audience presentation skills and confidence. Through reflective writing, students will appraise dance works and develop their appreciation of the art form. Excursions and workshops will also form a valuable part of students' learning experiences. Additionally, extension opportunities allow students to perform their work in an authentic setting such as Arts Night.
The Arts Learning Area	Drama	Year 8 Drama aims to improve students' confidence, communication and cooperation skills, while developing their understanding of the elements of drama. Students will learn how to bring stories, ideas and characters to life on stage, through improvisation, script work, play building and stagecraft. Students will be supported and encouraged to share their work with classmates and additional performance opportunities may also be offered, such as competing at the Launceston Competitions, presenting Children's Theatre to a local primary school and taking to the Princess Theatre stage for our annual KMHS Arts Night. Students will be expected to display a high level of creativity, commitment and group responsibility. There will also be an emphasis on evaluating the work of themselves and others, including viewing and commenting on live theatre.
The Arts Learning Area	Film Making	This course will offer further students an understanding of the fundamental elements of film making, how to use the humble ipad and its many features to create films. You will also get the opportunity to work with film cameras and other technology. Students will be expected to display a high level of creativity, commitment, and group responsibility. There will also be an emphasis on evaluating the work of themselves and others, including viewing and commenting on films. Through this course, students will complete short and tasks and longer projects that teach them how to use film making equipment and how to approach each element of the film making process. These include: • Developing a story for film • Scripting film • Storyboarding and creating shot lists • Animation • Documentaries • Recording audio for film • Using a camera for effect • Editing and post-production
The Arts Learning Area	Music	Music students will continue to develop valuable skills with their chosen instruments. With access to a supportive and resourceful environment,

		and a focus on practise, they will explore a range of musical styles, learn to write and compose and perform a piece of music to a negotiated audience, helping to build confidence and individuality amongst them as young musicians. Students will develop an understanding of how both the practical and theoretical components of this course intertwine to make them a better musician, individually and as part of a group.
The Arts Learning Area	Visual Arts	Visual Arts supports students' learning in how to think, view, make decisions and solve problems. Students do this by making and responding to art and building a portfolio, including journal work that illustrates planning, experimentation with new materials, alternate processes and research. Students will have the opportunity to select from a variety of artistic forms, making reasoned decisions about the most effective way to communicate their ideas and understandings of themselves and the world around them. Some of the possibilities are: • Drawing – comics, cartoons, people, places real and imagined • Graphic art and computer design • Mixed media – paper, string, feathers, felt, glass, sand, mirror and more • Painting – murals, watercolour, canvas or paper to name a few • Printmaking – etching, mono printing, screen printing, digital • Photography – digital • Sculpture – paper, clay, metal and found objects Additionally, extension opportunities allow students to exhibit their work in an authentic setting such as Arts Night.
HEALTH AND PHYSICAL EDUCATION LEARNING AREA		
Health and Physical Education Learning Area	Sport and Recreation	In Sport and Recreation, students will explore a range of indoor/outdoor sports and recreational activities throughout the year. Students will be involved in authentic learning experiences where leadership skills will be developed through coordinating activities within class and at a local primary school. The subject will involve a combination of practical and theory. **Cost $50.00**.
DIGITAL TECHNOLOGIES LEARNING AREA		
Digital Technologies Learning Area	Computing	Students will focus on extending their knowledge and capabilities in a number of programs and applications. They will receive an introduction to computer science and examine issues around technology in society, including ethics and copyright. Students will have the chance to explore and investigate a range of digital technology applications such as: • Binary Code • Robotics • Programming • Game design • Digital Citizenship • Programming Boards • Computer Networks • Big Data
MATHEMATICS LEARNING AREA		
Mathematics Learning Area	Maths Extended	Mathematics Extended is the perfect lead-in for students wishing to follow a mathematics pathway. This subject provides an opportunity for

		students to be exposed to complex number, algebra, reasoning and problem-solving concepts. There will be a focus on developing critical thinking and technical skills and the application of proof and logic in a variety of problem-solving situations. This subject is strongly recommended for students considering a pathway to extended and college maths in Year 9 and 10.
SCIENCE LEARNING AREA		
Science Learning Area	STEM Investigations	This course will require students to use their scientific understanding and skills to engineer and test workable solutions to real world problems. This could include entry into the Tasmanian Science Talent Search. Investigation ideas could include: • How do we solve The World's energy crisis? • How do we sustainably feed The World's growing population? • How do we balance the needs of the humans and the environment?
TECHNOLOGIES LEARNING AREA		
Technologies Learning Area	Design and Technologies	Students will be given the opportunity to develop skills needed to manufacture a variety of projects using metal, wood, acrylic and plastics. Learning and experimenting with the various aspects of the design process will form a key focus of this subject. Students will design and build individual projects of their choice. Students will also be given the opportunity to: • Learn about the design process. • Learn about how to prepare, construct and finish a project using wood, metal, acrylic and/or plastics. • Learn how to safely and effectively use basic hand tools and some power tools. • Learn and practice occupational health and safety.
Technologies Learning Area	Food Technologies	Year 8 Food Technologies provides students the opportunity to build skills and knowledge associated with food preparation. Students independently and safely plan, design, test, modify and create a range of design solutions. Students will learn: • Safety and hygiene standards required in the kitchen • Nutritional value of food • The importance of sustainability • Evaluation of recipes and reflection of performance
ENGLISH		
English Learning Area	English Extended	The study of English equips students with the power to make their mark on the world; to be heard by others and to critically analyse complex themes. English Extended in Years 7/8 will extend students ability in reading, writing, vocabulary, punctuation and grammar. • Develop independent reading skills and the ability to comprehend and respond to sophisticated texts • Develop proficiency in academic writing • Study more complex vocabulary

YEAR 8 ENRICHMENT OPTIONS

THE ARTS LEARNING AREA

The Arts Learning Area	Art Works	In Art Works, students will have the opportunity to improve their drawing skills and learn to follow the art inquiry process to develop their ideas in response to a concept. Students will be challenged to experiment with a range of materials and reflect on their finished artworks. Projects can include, but are not limited to: • Creating a print from found objects • Creating a collage portrait • Creating artworks for display • Creating wearable art
The Arts Learning Area	Dance for Fun and Fitness	In Dance for Fun and Fitness, students will be given the opportunity to learn about safe warm-up practices and fitness techniques. • Fun warm-ups each week as a whole class group • Work smaller in groups in the dance studio • Learn elements of choreography by making dances in groups each week • Introduces students to methods of working for Full Year courses in the future.
The Arts Learning Area	Film Making	This course will offer an introduction to the fundamental elements of film making, using both film cameras and iPads. Through this course, students will complete short tasks each week that teach them how to use film making equipment and how to approach each element of the film making process. These include: • Using a video camera/iPad for effect • Developing a story for film • Storyboarding and creating shot lists • Editing and post-production
The Arts Learning Area	Music Inquiry	Music is a very self-directed and self-motivated subject involving practise, performing, writing and working in a group. Music inquiry will give students the opportunity to inform their own learning for the term. They will devise an inquiry topic and work toward presenting their product in the last weeks of the course. Examples could be: • Learning to play a select number of songs (beginners) • Working to perform a repertoire of songs to an audience. • Writing songs for recording • A project on the history of music or a specific genre/instrument. • Using iPads to write and record music Almost any achievable idea that students can think of could be their focus for inquiry.
The Arts Learning Area	Musical Theatre/Performance Skills	In Musical Theatre/Performance Skills, students will learn the elements of musical theatre and performance including audition skills, vocal training and projection, harmonies, pitch, characterization, theatrical dance and ensemble work. Students will undergo workshops and have the opportunity to do solo performances, small group performance and a full class performance.
The Arts Learning Area	Performance	This course provides students with the chance to prepare a performance piece to share with a chosen audience. The focus may change from year to year and could include presenting a play; a self-devised piece of

		theatre; a piece of children's theatre or a movie. The emphasis of this course is placed upon developing students' performance skills, including confidence, competence, characterisation, improvisation, polished presentation, teamwork and the ability to meet performance deadlines. It also offers room for students who are interested in the technical side of theatre and can cater for a small group interested in lighting, sound and stage management.
The Arts Learning Area	Photography	In Junior Photography, students will be introduced to the fundamental concepts of digital photography and apply their knowledge through practical activities designed for beginning to intermediate participants: photographic composition, basic DSLR camera operation, photo production and how to upload and save image files. There will be an expectation to experiment with light, angles, framing and placement of subject, as well as consider the best way to capture portrait, action, macro and landscape images. Students will be challenged to share resources and demonstrate responsibility in their approach to learning.
DIGITAL TECHNOLOGIES LEARNING AREA		
Digital Technologies Learning Area	Projects in Computing	In Projects in Computing, students will have the opportunity to develop new skills as well as extend already acquired skills and knowledge in this area. Students will study graphic design, 3D modelling, coding and website design. Throughout this course students will continue the development of basic computing skills such as typing and file management, including downloading, renaming and uploading a range of document types.
Digital Technologies Learning Area	Robotics	Robotics is a highly practical subject, in which students explore the programming and construction of Lego Mindstorm robots. There is a focus on computational thinking, problem-solving and the process of design and construction, with students having the opportunity to undertake various challenges related to the movement and control of their robots. Collaborative work skills such as attentive listening and conflict resolution will be crucial.
ENGLISH LEARNING AREA		
English Learning Area	English Extended	The study of English equips students with the power to make their mark on the world; to be heard by others and to critically analyse complex themes. English Extended in 7/8 will extend students ability in reading, writing, vocabulary, punctuation and grammar. • Develop independent reading skills and the ability to comprehend and respond to sophisticated texts • Develop proficiency in academic writing • Study more complex vocabulary
English Learning Area	Reader's and Writer's Cafe	In Reader's and Writer's Café, students will have the opportunity to 'drink' in different characters and perspectives while enjoying amazing books and sipping hot beverages with peers. Students will be given choice with the reading material and negotiate assessment tasks. They will also be encouraged to pursue topics of interest to the group. Students will have the opportunity to develop their passion for writing whilst enjoying a hot beverage with their peers in a workshop-like atmosphere. Students will be given the opportunity to pursue areas of interest whilst at the same time learning about what makes 'good' writing 'great' through a range of activities designed to develop essential aspects of the writer's craft and their own individual style and technique. • Creative writing • Responsive writing • Engage in reflective writing discussions with hot drinks • Creating a portfolio of work

		• Read different book genres • Create book reviews • Write short story summaries • Engage in book club style discussions with hot drinks
HEALTH & PHYSICAL EDUCATION LEARNING AREA		
Health & Physical Education	Basketball Academy	In Basketball Academy, students will develop their knowledge and understanding as a basketball player or official. Students will develop their individual basketball skills, participate in umpiring courses and learn how athletes prepare for games through aspects such as nutrition, biomechanical analysis and psychological development. Students will also be given the opportunity to have local basketball players and coaches as special guests. **This course runs in Term 4.**
Health & Physical Education Learning Area	Football Academy	In AFL Academy, students will utilise the term to develop their skills leading into the winter season. The course will see students access high level coaching and training, with an aim to improve the individual aspects of their game. Fitness development will also be a core focus, where students will participate in a range of cardio / weight training activities. **This course runs in Term 1.**
Health & Physical Education Learning Area	Introduction to Sports Science	This course is designed to broaden students' knowledge of three key areas of Sport Science: exercise physiology, exercise psychology and skill acquisition. Students will participate in practical experiments designed to investigate topics such as heart rate and exercise, angle of release and reaction time. They will expand their skills and knowledge through theoretical scientific reports and apply their understanding of the factors which influence sporting performance.
Health & Physical Education Learning Area	Sport Education	In Sport Education, students will participate in various sporting rosters. They will have the opportunity to develop the skills required to manage and coordinate competitions, particularly those key concepts involved in developing and maintaining a sports ladder and roster. Students will learn to work in team situations and develop leadership and physical skills. Fairness and respect for opponents and the integrity of the games will be explored.
Health & Physical Education Learning Area	Winter Sport Football	In Junior Football, students have opportunity to apply social skills to establish and maintain respectful relationships, whilst promoting fair play and inclusivity. Individually, students will develop their specialised movement skills by refining control and accuracy, whilst improving fitness outcomes. Together, they will work on decision-making and problem-solving to implement game plans, working towards collaboratively succeeding as a team. **This course requires a commitment to enrol for two terms. It runs in Terms 2 and 3.**
Health & Physical Education Learning Area	Winter Sport Girls Football	In Junior Girls Football, students have opportunity to apply social skills to establish and maintain respectful relationships, whilst promoting fair play and inclusivity. Individually, students will develop their specialised movement skills by refining control and accuracy, whilst improving fitness outcomes. Together, they will work on decision-making and problem-solving to implement game plans, working towards collaboratively succeeding as a team. **This course requires a commitment to enrol for two terms. It runs in Terms 2 and 3.**
Health & Physical Education Learning Area	Winter Sport Netball	In Junior Netball, students will have the opportunity to apply social skills to establish and maintain respectful relationships, whilst promoting fair play and inclusivity. Individually, students will develop their specialised movement skills by refining control and accuracy, whilst improving fitness outcomes. Together, they will work on decision-making and

		problem-solving to implement game plans, working towards collaboratively succeeding as a team. **This course requires a commitment to enrol for two terms. It runs in Terms 2 and 3.**
Health & Physical Education Learning Area	Winter Sport Soccer	In Junior Soccer, students have opportunity to apply social skills to establish and maintain respectful relationships, whilst promoting fair play and inclusivity. Individually, students will develop their specialised movement skills by refining control and accuracy, whilst improving fitness outcomes. Together, they will work on decision-making and problem-solving to implement game plans, working towards collaboratively succeeding as a team. **This course requires a commitment to enrol for two terms. It runs in Terms 2 and 3.**
HUMANITIES & SOCIAL SCIENCES LEARNING AREA		
Humanities & Social Sciences Learning Area	Dungeons & Dragons, Chess and Tabletop Gaming	Although the digital age is well-and-truly upon us, the allure of games such as Dungeons & Dragons and chess is as strong as ever. Whether through the growing in popularity of D&D in connection with hit shows such as *Stranger Things*, or the ever-present popularity of chess, generations of people have discovered friendship, fun and challenges through these and many other games. Join us and commence an epic D&D adventure, improve your chess game or discover something new, such as the Royal Game of Ur from ancient Mesopotamia. • Join a group and use your creativity and the luck of the dice to embark on an epic D&D adventure • Engage in mini chess tournaments, or learn chess from an experienced player • Have fun exploring games (and learning history at the same time!) that may be new to you, such as ancient Middle Eastern and Viking games • Develop an inquiry assignment in agreement with your teacher. This could be presented as a written piece or in podcast/YouTuber format. Subjects could include why tabletop games have remained so popular in the digital age, the history of your favourite game, a project on Viking games or researching and graphing the value of rare Pokémon and Yu-Gi-Oh! cards. You could even design your own game!
Humanities & Social Sciences Learning Area	Introduction to World Languages	Introduction to World Languages is an opportunity for junior students to study Spanish or German, or indeed a language of their choice. This course is designed as an extension to our KMHS LOTE program in which we study Spanish and German, and of our lunchtime Japanese Language Club. Students will participate in various learning experiences to enhance their knowledge and understanding of the language they choose. If you've ever dreamed of travelling or have an interest in other cultures, this is the enrichment option for you! In this enrichment, students will: • Use iPads, the latest textbooks and games to engage with their chosen language • Use mini whiteboards in teacher led language learning experiences • Engage with children's books/shows to enhance their language learning experience • Complete a negotiated study on a cultural festival (Day of the Dead, Gion Matsuri etc), manufacturing, such as the German automotive industry (BMW, Porsche, Mercedes Benz) or another cultural phenomenon such as the gaming industry in Japan (Nintendo, PlayStation) in relation to which language they choose to study.

Humanities & Social Sciences Learning Area	Mythology for Muggles	Have you ever dreamt of taking the Hogwarts Express with Harry and his friends? Following Lucy's footsteps through the wardrobe or joining the Fellowship to destroy the One Ring? Join us in the exciting course Mythology for Muggles, as we open the pages on the past to discover the influence that Classical, Celtic and Nordic Mythology has had on latter day writers. J. K. Rowling, C. S. Lewis, J. R. R. Tolkien, Rick Riordan and many others were influenced by ancient stories of the Greeks, Celtics and Scandinavians. This course will unlock and explore these influences as we link the myths of Ancient Europe to the authors we love today. • Explore ancient and early medieval myths and legends. • Study fantasy literature both classic and modern. • Examine the history of oral language stories, and see how many classic stories were transmitted by word-of-mouth around the campfire long before the written word was adopted. • Discover how numerous ancient myths and legends have influenced writers up to the present day
MATHEMATICS LEARNING AREA		
Mathematics Learning Area	Maths Booster	Maths Booster is for students motivated and would benefit from additional time and support to refine their maths skills from regular maths classes. Students will have tailored learning based on individual needs. This course allows students to: • Consolidate the learning. • Extra time to practise concepts. • Additional support. 'Practise makes progress'.
Mathematics Learning Area	Maths Marvels	Maths Marvels offers math enthusiasts the chance to delve deeper into the subject. Students in will have the opportunity to: • Experience maths through practical activities and investigations • Participate in group-based problem solving • Participate in relay-based maths challenges This course hones math skills and paves the way for advanced learning in Years 9 and 10.
TECHNOLOGIES LEARNING AREA		
Technologies Learning Area	Celebratory Cooking	In this course students will produce and serve foods based on recipes that are used in celebration. Examples of celebrations that could feature but not limited to are Australia Day, Harmony Week, ANZAC Day, Halloween, Christmas and Easter. Students will learn: • Work safely in the kitchen • How to follow a recipe • Food presentation techniques
Technologies Learning Area	3D Printing and Laser Engraving	Students will use a 3D Printers & Laser Machines to construct and apply their ideas for personal design & solve real world problems. You will develop their graphical and manufacturing skills using a range of design software associated with 3D printers and laser cutting/engraving machines. Students will learn: • How to manufacture using designed solutions.

		• How to manufacture using CNC plasma cutting and/or Laser machines. • How to design projects used CAD software
Technologies Learning Area	Snack Size	Students will be given the opportunity to cook a variety of dishes that are both simple and nutritious. Emphasis will be placed on the presentation of the finished product. Students will be exposed to a variety of methods and techniques using a range of ingredients that are commonly found in most kitchens and supermarkets.
Technologies Learning Area	Wood and Metal Projects	This course will provide students with opportunities to work with a variety of different materials. A focus will be on cutting, shaping and joining techniques, whilst learning key aspects associated with safe work practices.
Technologies Learning Area	Wooden Toy Making	This course will provide students with the opportunity to learn a range of skills associated with cutting, shaping and joining various pieces of timber. Students will make and personalise a variety of wooden toys. Possibilities include cars, boats, mobiles, fire engines, puppets, games and even trucks.