



Kings Meadows
High School



Year 9/10

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 9/10 students will undertake studies in the following subject areas:

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

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

EXTENSIONS TO THE CURRICULUM:

Alternative learning experiences are sometimes provided for students in Year 9 and 10. This may include:

- Placement in a workplace environment outside the school.
- Tutor programs in subjects such as Music.
- Part time TAFE and other such courses.
- Online extension or remedial programs.

Inclusion in these alternative learning experiences will result in individual student timetables being modified.

PERSONAL INTEREST SUBJECTS:

In 2026 Year 9 and 10 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.

Unless otherwise stated as year specific, most subjects, full year and enrichment courses will consist of a mix of year 9 and Year 10 students.

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 better-informed choices about specialisation in their studies once they complete Year 10.
- Provide some basis for making better-informed decisions about career choices.

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.

Kings Meadows High School has an enviable record of students continuing their education to college and other providers. Please consult the curriculum handbooks of such places as Newstead College, Launceston College and Tas TAFE to make certain that you are not “closing any doors to a possible career”.

For more information, students are strongly advised to speak with the following Learning Area Leaders:

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TECHNOLOGIES	Jake Chamberlain (jake.chamberlain@decyp.tas.gov.au)
ENGLISH	Emily Lovegrove (emily.lovegrove@decyp.tas.gov.au)
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HUMANITIES & SOCIAL SCIENCES	Solomon Walker-Bowd (solomon.walker-bowd@decyp.tas.gov.au)
MATHEMATICS	Scott Brewer (scott.brewer@decyp.tas.gov.au)
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YEAR 9/10 FULL YEAR COURSES

THE ARTS LEARNING AREA

The Arts Learning Area	Dance	Students studying Dance will develop confidence, performance skills and creativity - specifically being able to create personal choreography. They will work individually and in groups, improving and developing their interpersonal and communicative skills. Students will be encouraged to express ideas and opinions and respectfully consider the viewpoints of their peers. Fitness, co-ordination, balance and flexibility form an integral focus of the course, enabling students to develop body awareness and understand and make choices relating to the health and wellbeing of themselves and others. By participating in guest workshops and excursions to view and critique live performances, students deepen their understanding of the place of dance in the world outside the classroom. This is further enhanced by partnering with feeder primary schools and colleges, allowing students to develop and practise leadership skills. There will be numerous opportunities for students to perform to the school and public throughout the year. Additionally, extension opportunities allow students to perform their work in an authentic setting such as Arts Night.
The Arts Learning Area	Drama	Drama is a largely practical subject that aims to extend students' skills of self-expression and communication. They will grow to understand and experiment with the elements of theatre, to successfully represent their own ideas as well as the stories of others. Students will demonstrate their understanding of audience by sharing their work in a range of contexts, including informally in class as well as more formal public settings such as competing at the Deloraine Drama Festival or Launceston Competitions, presenting Children's Theatre to a local primary school and taking to the Princess Theatre stage for our annual KMHS Arts Night. They will be expected to display a high level of 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	Music	Students will have the opportunity to extend their skills and knowledge of music on their chosen instrument. The course is designed around a strong practical component; however, there is also a focus on written theory and using Music technology intended to support and enhance learning. Students will learn about songwriting, performing, working in an ensemble and recording and editing music, while being encouraged to develop their own individual music style. Additionally, extension opportunities allow students to perform their work in an authentic setting such as lunchtime performance, Assemblies, Battle of the Bands, and the annual Kings Meadows High School Arts Night.
The Arts Learning Area	Visual Arts	Visual Art provides students with opportunities to apply higher order thinking skills to the creative process. Students will experience a variety of studio areas, developing skills and understandings to communicate ideas, exhibit art and grow a sense of aesthetic appreciation and judgement.

		Students will develop confidence in their creative ability to make art works and will negotiate their preferred art form, including but not limited to: • Architecture/Environmental Design • Drawing – comics, cartoons, people and places both real and imagined • Graphic art and computer design – graphic art programs • Mixed media – paper, string, feathers, felt, glass, sand, mirrors and more • Painting – murals, watercolour, canvas or paper, to name a few • Printmaking – etching, mono printing • Photography – digital • Sculpture – paper, clay, wood, metal, plaster, wire and found objects Students will be also be encouraged to: • Paint, draw, sculpt, photograph, use digital media, use clay, use mixed media, print, sketch and explore • Develop artistic style and creative thinking • Communicate ideas, feelings and beliefs • Develop and communicate understandings of themselves and the world around them • Understand the way the arts shape opinion and action • Create works for exhibitions, including Arts Night • Use self-directed learning to create major artworks
DIGITAL TECHNOLOGIES LEARNING AREA		
Digital Technologies Learning Area	Computing	Students will develop their ICT skills by using a diverse range of software applications that will support career or personal interests. They will explore issues associated with modern technologies and may also have the opportunity to compete in a range of state and national competitions, using software in which they have a particular interest. Students will be given the opportunity to use some of the following software and digital media to build and extend their ICT skills: • Robotics • Programming and Game design • 3D design and animation • Webpage design • Programming Boards • Big Data • Computer Hardware and Networks. • Virtual and Augmented Reality
HEALTH & PHYSICAL EDUCATION LEARNING AREA		
Health & Physical Education Learning Area	Child Studies	Students undertaking Child Studies will focus on developing an understanding of the social, emotional, physical and educational needs of young children. They will investigate and discuss a wide range of issues related to children. Childcare observations and excursions, as well as examining magazines and current events, enhance the learning process. Local feeder primary schools welcome Child Studies students into their Early Childhood classes to work with children in an authentic educational context. Students will understand: • The nature of developmental stages in childhood - infant, toddler, pre-school and the early school years • The factors involved in the wellbeing and safety of a child • How to resolve problems relating to parenting issues • How to plan, organise and undertake activities relevant to children • Appropriate and effective communication strategies for working

		with young children. Contemporary issues and current trends related to child studies.
Health & Physical Education Learning Area	Community Sport and Leadership	In Community Sport and Leadership, students are given the opportunity to practically explore the importance of working with others and the benefits of a healthy and active lifestyle at school and in the local community. Students are expected to undertake roles and responsibilities in the administration and organisation of rosters in a range of sports and recreational activities, while also participating. The outcomes of this subject include developing skills orientated towards work, personal fitness, general health and wellbeing. If students are able to show competency with their leadership skills, they may get the opportunity to facilitate activities and umpire primary school sport. The subject incorporates many elements of leadership and the facilitation of sports and various physical activity programs.
Health & Physical Education Learning Area	Outdoor Education	Outdoor Education enhances learners' ability to actively participate in a variety of activities in natural settings. Throughout the course, learners will engage in experiences that broaden their understanding and develop skills for navigating and addressing various challenges in a theory and practical setting. The course will cover essential concepts including safety, personal growth, teamwork, basic expedition navigation, and an environmental focus. Learners will: - Manage personal gear, transport, and logistics for different activity locations. - Set and reflect on personal goals related to outdoor recreational activities. - Discuss and understand key planning considerations and skills for outdoor activities. - Collaborate as part of a group to achieve collective objectives. - Communicate and analyse ideas and information about outdoor recreational activities. - Develop and apply relevant skills and techniques for various outdoor activities. - Recognise and implement safety practices across different outdoor recreation activities. - Practice sustainable environmental behaviours during outdoor experiences. Cost \$100
Health & Physical Education Learning Area	Sport Science	Encompassing the topics of Exercise Physiology and Sport Psychology, Sport Science will provide students with an understanding of the effects of performance and training on the human body. Students will access the expertise of guest speakers and visit various local venues to support and extend their learning. Sports Science can be studied in Grade 9 and 10, or just for one year, as the program is designed around a two-year cycle. Students will: - Understand how the body changes under the effects of exercise (exercise physiology) - Understand some of the factors that influence human performance in sport and recreation (sport psychology) - Demonstrate and explore experimental design in relation to exercise science <u>Key Concepts of Exercise Physiology:</u> Energy systems, energy continuum, oxygen transport system, sprint and endurance training. Exposure to V02 max, lung capacity and strength testing. <u>Key Concepts of Sport Psychology:</u> Intrinsic and extrinsic motivation, performance planning, goal setting, managing pain and fatigue (resilience), mental strategies, coaching and feedback. Exposure to mental aptitude tests and performance profiling.

HUMANITIES & SOCIAL SCIENCES LEARNING AREA

Humanities and Social Sciences Learning Area	Philosophy and Ethics	"What is the best way to argue a point? What is 'the good life'? In fact, what is 'good'?" All these questions and more will be examined in this enrichment course. Assessment will take the form of a short essay on a chosen philosopher, and a 'Socratic circle' to debate a topic selected by the students. Students will learn how to: • Argue convincingly • Think critically • Debate effectively about thought-provoking ethical problems • Examine the ethical systems of societies both past and present
Humanities and Social Sciences Learning Area	Travel and Geography	There are many weird and wonderful natural elements in our world; geography is all around us. Geography is what makes countries different, both in landscape and culture. It is the study of where places are, who lives there, what those places look like and how they developed - socially and geologically - into their modern form. • Explore new places • Identify and plan a journey for a traveller • Experiment with a multitude of digital tools • Virtually visit and explore wonders of the world

MATHEMATICS LEARNING AREA

Mathematics Learning Area	Maths Booster 'Practise makes progress'	In Maths Booster, students will have a tailored program, catering for individual learning needs within this curriculum area. It allows students to consolidate and extend the learning they are doing in their regular maths class by giving them the time to practise concepts and receive additional support. How the course works: • Students will have access to greater teacher support that will allow for more mathematical understanding. • Students will have access to extension opportunities. • Students will be able to seek further assistance to support their regular maths class.
Mathematics Learning Area	Mathematics Methods - Foundation	Mathematics Methods – Foundation is a Level 3 college course offered to students in Year 10. This course provides an introductory study of algebra, functions and their graphs, calculus, probability and statistics. By studying this subject in Year 10, students prepare themselves for the study of <i>Mathematics Methods Level 4</i> in Year 11, getting them a step ahead in a mathematical college pathway while also earning points towards their Year 11/12 Tasmanian Certificate of Education. As a level 3 TASC course, students will be required to sit an external exam at the end of the year. Due to the advanced nature of this course, it is highly recommended that students who study this subject achieve strong results in Year 9 Mathematics and have studied our <i>Pathway to Mathematics Methods</i> course in Year 9.
Mathematics Learning Area	Pathway to Mathematics Methods	Pathway to Mathematics Methods is a course that allows students to study algebra, functions and their graphs, calculus, probability and statistics. These are necessary prerequisites for the study of Mathematics Methods in Year 11. Students from this course can go on to be extremely competent in Year 11 Mathematics Methods. It is strongly recommended that students start this course in Year 9 to enable them to cover the content through to the end of Year 10. How the course works: • Students will access CANVAS for this course, which gives them the content, support and allows them to connect with their teachers and their peers enrolled in this course.

		Students have access to college standard assessment materials and ongoing, flexible assessment of their work.
SCIENCE LEARNING AREA		
Science Learning Area	STEM Investigations	This course merges Science, Technology, Engineering, and Mathematics, enabling students to connect theory with practice through hands-on challenges. It also integrates modern ICT tools for data manipulation, fostering essential skills for future learning. Possible topics covered: - Preparation for Science and Engineering Challenge competition - Designing and implementing quality Science investigations - Engineering solutions to real-world problems - Electronics, Programming and Circuits
TECHNOLOGIES LEARNING AREA		
Technologies Learning Area	Catering	Catering focuses on preparing food to industry standard for customers. Students will build higher level food preparation skills and knowledge. Problem solving strategies are used to find solutions to catering design briefs. Students will participate in authentic learning experiences through catered events, both on and off campus. Students will learn: - Expectations for employment in the hospitality industry - Workplace, health and safety and hygiene standards required by legislation. - Time management, attention to detail and organisational skills.
Technologies Learning Area	Design & Technologies - Metal	Students will be given the opportunity to develop skills needed to manufacture a variety of projects in metal. These skills will enable students to enjoy working with metal as a hobby and may help them with future employment. Students will be given the opportunity to: - Learn about the design process - Learn about how to prepare, construct and finish an item made of metal - Learn how to safely and effectively use basic hand tools and some power tools - Learn and practise occupational health and safety
Technologies Learning Area	Design & Technologies - Wood	Students will be given the opportunity to develop skills needed to manufacture a variety of projects in wood. These skills will enable students to enjoy working with wood as a hobby and may help them with future employment. Students will be given the opportunity to: - Learn about the design process - Learn about how to prepare, construct and finish an item made of wood - 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 Technology	Year 9 and 10 Food Technologies provides students with the opportunity to work independently and collaboratively to develop their knowledge, understanding, processes and production skills in the foods area. Students will build on their knowledge through both practical and theoretical lessons. Students will learn: The Design Process - The importance of environmental and social sustainability - The principles of food safety, preservation, preparation and healthy eating - Creating designed food solutions

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 will prepare students for the study of Level 3 English subjects at college level and provide them with a deeper understanding of areas of English not covered in the core syllabus. • Develop independent reading skills and the ability to comprehend and respond to sophisticated texts • Develop proficiency in academic writing • Broaden knowledge of interesting and engaging texts that explore personal and world issues.
YEAR 9/10 ENRICHMENT OPTIONS		
THE ARTS LEARNING AREA		
The Arts Learning Area	Art Works	Art Works is a highly practical subject where students will be supported to create artworks. Students will be given the opportunity to gain practical skills and knowledge across a range of areas, including drawing, digital art & media, painting, mixed media, printmaking, graphic design, sculpture, wearable art and textile art. Students will experiment with a range of studio areas and develop understanding to: • Paint, draw, use mixed media, print, sketch, explore • Learn basic sewing skills to create textile art • Communicate ideas, feelings and beliefs • Use self-directed learning time to create major artworks
The Arts Learning Area	Battle of the Bands Preparation	In 2024, Kings Meadows will be holding a Battle of the Bands. This will become an annual event to be held on an evening toward the end of term 3. The Battle of the Bands is a showcase of Music students who will perform live in front of an audience, under lights and with a large PA setup. Students will play three songs, including at least one original song. Music acts can range from acoustic acts to full sized bands. Winners will then represent Kings Meadows High School in the Annual Tasmanian Rock Challenge, competing against other schools in the state. This course will focus on becoming ready for the Battle of the Bands. The emphasis will be on practise, performing and writing songs. Other performance opportunities will also be presented during this time. This course requires a commitment to enrol for two terms. It runs in Terms 2 and 3.
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. This course is offered in Terms 1 and 4 only.
The Arts Learning Area	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 Photography, students learn the integral concepts of digital photography and apply their knowledge through practical activities. They will develop an understanding of photo production and editing techniques, photographic composition and the elements crucial to exposure such as ISO, shutter speed and aperture, as well as how to upload and save image files and edit photographs. Through these experiences, students will be able to expand their visual literacy, using photographic resources for individual and group learning to stimulate inquiry, creativity and higher order thinking.
DIGITAL TECHNOLOGIES LEARNING AREA		
Digital Technologies Learning Area	Projects in Computing	In Projects in Computing, students develop new skills as well as extend previously acquired skills and knowledge in this area. Students will work on individual projects based on their area of interest and intended career paths, such as photo editing, game making, computer assisted design, animation, music and video editing, and programming. Students also have the opportunity to develop skills in coding using a variety of programming languages, including JavaScript and Python.
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 will prepare students for the study of Level 3 English subjects at college level and provide them with a deeper understanding of areas of English not covered in the core syllabus. • Develop independent reading skills and the ability to comprehend and respond to sophisticated texts • Develop proficiency in academic writing • Broaden knowledge of interesting and engaging texts that explore personal and world issues

English Learning Area	Journalism	Would you like a future in journalism or media, being on the ground with the latest scoop? In this enrichment, you will explore all things journalism and expand your knowledge and understanding of both print and digital media. • Create your own broadcast using digital technology • Discuss opinions on current events • Create articles • Analyse articles for the invited versus resistant perspective • Potential to create a class newspaper
English Learning Area	Reader's and Writer's Cafe	Welcome to the Readers and Writers Café, a creative space where students can immerse themselves in the world of stories—both as readers and as writers—while enjoying a hot beverage and meaningful conversations with peers. This subject invites students to explore diverse characters, perspectives, and genres through reading and writing, all within a relaxed atmosphere. Students will have the freedom to choose their reading material and writing focus, negotiate assessment tasks, and pursue topics that spark their curiosity. Through book club-style discussions and writing workshops, they will develop their critical thinking, creativity, and personal voice. Whether sipping tea over a gripping novel or crafting a compelling short story, students will grow as both thoughtful readers and expressive writers. Key Experiences: • Read and discuss a variety of books in a book club format • Write creatively, responsively, and reflectively • Create book reviews and short story summaries • Engage in reflective discussions about writing and literature • Develop a personal portfolio showcasing growth and style • Learn what makes writing powerful and purposeful
HEALTH & PHYSICAL EDUCATION LEARNING AREA		
Health & Physical Education Learning Area	Athlete Development	<u>This course runs in Terms 1 and 4 only</u> In Athlete Development, students will broaden their knowledge and understanding of various training methods and fitness concepts tailored to their individual specific needs. Students will participate in various training techniques and programs, looking at the effect of exercise on personal fitness as well as aerobic and anaerobic fitness testing techniques to track development. • Create a tailored program for a sport of your choice • Develop skills in a sport of your choice (both practically and theoretically) • Complete regular fitness testing
Health & Physical Education Learning Area	Basketball Academy	<u>This course runs in Term 4 only</u> In Basketball Academy, students will be actively engaged in learning the fundamental skills of basketball. Students will be given the opportunity to learn the rules of basketball whilst officiating their peers. During this time, they will develop appropriate officiating skills along with their on-course confidence. Students will also use their knowledge to assist in officiating in the afterschool NHSSA basketball roster. Students will also have the opportunity to officiate beyond the program where they may become an accredited "Community Green Shirt" official under the banner of Basketball Tasmania. • Officiate peers in basketball • Umpire after school basketball • May become accredited as an umpire
Health & Physical	Football Academy	<u>This course runs in Term 1 only</u> In AFL Academy, students will utilise the term to develop their skills leading into the winter season. The course will see students access high

Education Learning Area		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.
Health & Physical Education Learning Area	Golf (Launceston Golf Club partnership)	<u>This course runs in Term 1 only</u> In this course, students will learn the fundamentals of golf and explore the opportunities available to them. Students will initially utilise the KMHS grounds with also the chance to attend the Launceston Golf Club. This option is available for anyone interested in golf, whether at the beginner level, through to the competition level.
Health & Physical Education Learning Area	Summer Sport Volleyball	<u>This course runs in Term 1 only</u> This option involves participating in the NHSSA Summer Sport Competition, offering a fun, competitive environment to apply skills, foster resilience, and represent the school. Volleyball builds fitness, coordination, and teamwork through skill development in serving, passing, setting, and spiking.
Health & Physical Education Learning Area	Winter Sport Girls Football	In Senior Girls Football, students will have the opportunity to demonstrate leadership, fair play and cooperation. Together, they will work on decision-making and problem-solving to implement game plans and work towards collaboratively succeeding as a team. Individually, they will continue to develop fine and gross motor skills and apply these concepts and strategies to new and challenging movement situations. This course requires a commitment to enrol for two terms, it will run during Terms 2 and 3.
Health & Physical Education Learning Area	Winter Sport Football	In Senior Football, students will have the opportunity to demonstrate leadership, fair play and cooperation. Together, they will work on decision-making and problem-solving to implement game plans and work towards collaboratively succeeding as a team. Individually, they will continue to develop fine and gross motor skills and apply these concepts and strategies to new and challenging movement situations. 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 Senior Netball, students will have the opportunity to demonstrate leadership, fair play and cooperation. Together, they will work on decision making and problem solving to implement game plans, working towards collaboratively succeeding as a team. Individually, they will continue to develop both fine and gross motor skills and apply these concepts and strategies to new and challenging movement situations. 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 Senior Soccer, students will have the opportunity to demonstrate leadership, fair play and cooperation. Together, they will work on decision-making and problem-solving to implement game plans and work towards collaboratively succeeding as a team. Individually, they will continue to develop both fine and gross motor skills and apply these concepts and strategies to new and challenging movement situations. 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 <i>Stranger Things</i> , 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 senior 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
Civics & Citizenship Learning Area	Student Leadership	In Student Leadership, Prefects, House Captains, Beacon Ambassadors and Peer Support Leaders will be provided with a structured program to assist in the understanding and management of their leadership position. The role of a student leader comes with responsibilities and within this course, students will develop their leadership skills and a sense of duty to their peers and their school. • Plan and implement various initiatives throughout the year • They will learn specific skills associated with running meetings, following agendas and speech-writing • Develop their ability to effectively communicate with others, lead by example and demonstrate dedication in upholding the school-wide R.O.C.K.S. expectations • Focus on event management and leaving behind a portfolio for incoming groups. You will automatically be enrolled in this course if you are voted in as a student leader.
Humanities & Social Sciences Learning Area	Tourism in Tasmania	Would Tasmania survive without tourism? Probably not! This course will investigate key questions about tourism that can be applied locally and globally. Tourism impacts everyone in Tasmania - find out how! • Who is visiting Tasmania and what is attracting them? • Where are our tourists coming from and where are they going? • Is there a limit to how many tourists we can cater for?

		How can we continue to ensure that Tourism in Tassie flourishes, in a sustainable way?
MATHEMATICS LEARNING AREA		
Mathematics Learning Area	Maths Booster	Maths Booster is for students who are 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 their learning. - Extra time to practise concepts. - Seek additional support. 'Practise makes progress'.
Mathematics Learning Area	Money Matters	What is it that students need to know, in order to function successfully in the adult world? There are important life skills that are needed to be independent. This course aims to provide fundamental skills and understanding of relevant questions such as: - How do I apply for a tax file number? - How do I get a job? - How do I earn money? - How do I go about buying my first car? - When I decide to move out of home, how do I apply to rent a flat? - What do I need to know when planning an overseas holiday? - How do I apply for a loan and how do I work out the repayments? - What does it mean to be on a repayment plan?
TECHNOLOGIES LEARNING AREA		
Technologies Learning Area	Building & Construction	Students in this course will develop their skills in a variety of construction techniques. These include setting up profiles, boxing and preparation for concreting. They will also be involved in timber-framed construction, plastering, tiling and some other smaller building tasks. Most of the work is completed in a group setting; however, students will also need to complete some individual tasks for assessment. Students will be encouraged to learn in a co-operative and safe manner.
Technologies Learning Area	Café Culture and Barista Skills	In Café Culture and Barista Skills, students will make espresso coffee, learn how to serve customers, handle and manage money and clean and maintain an espresso machine. Students will also learn the importance of good customer relations, the importance of cleanliness in the workplace and occupational health and safety.
Technologies Learning Area	Digital Fabrication	Students will use a range of technological design processes to design, construct and apply their applications for a designed need. They will develop their graphical and manufacturing skills using a range of design software associated with 3D printers, CNC Plasma cutting and laser engraving machines. They will work collaboratively to plan sustainable solutions for a specific need or purpose. Skills taught include graphical design techniques, file management and material production. 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	Ready Steady Cook	In this subject, students will have the opportunity to use a variety of simple, designated ingredients to create and prepare a dish. Students will be required to participate, plan and work in a team situation to solve various design challenges. This course has a focus on providing practical learning opportunities.

Technologies Learning Area	Wood & Metal Projects	This course provides students with the opportunity to develop the skills required to cut, shape and join a variety of materials. Through the process of design and manufacture, students will be given time to learn and refine technology skills to produce a variety of projects.
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