

LEIGHLAND CHRISTIAN SCHOOL



Student **HANDBOOK 2026** YEARS 7 & 8



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GENERAL INFORMATION

ASSESSMENT OF SUBJECTS

Subjects are primarily based on the Australian Curriculum. Knowledge, skills and understanding are taught according to the relevant strands and content descriptors for each subject. Students are then assessed against the curriculum achievement standard and their grades reflect their performance against the national standard. For each task set, students will be informed how they are assessed against the standard and the goals for success.

ELECTIVE SUBJECTS

When choosing subjects, it is important they are suitable, both with respect to the student's future aspirations and present interest.

In Years 7 and 8, students study 12 elective subjects over the two years. Students must select one Arts, one Design Technologies, and one Digital Technologies subject per year. Students choose 6 subjects in total per year, with 3 across each semester.

Students should discuss subject choices with their parents and subject teachers. The Careers Counsellor is also available for consultation.

SELECTION PROCEDURE

Students and parents receive the Information Booklet. This booklet provides a brief outline and students are invited to seek further assistance. Students receive information at school covering subjects in which they are interested and make their selection online. Students selecting subjects after this initial process do so in conjunction with the Head of Future Learning.

Care teachers, subject teachers, the Careers Counsellor and the Head of Future Learning are all available for further advice.

PLEASE NOTE: There are limits on some class sizes, so it is very important to make

ARTS

BITE-SIZED DRAMA

Ready to get a taste for performance?! Students who choose this course will sink their teeth into some monologues, duologues and one-act plays to discover what flavours they love in the world of scripts. Chew on some tasty treats and perform a smorgasbord of delightful delicacies for all our friends to enjoy.

DANCE

This practical and performance-based course will give you the opportunity to explore, choreograph and evaluate various styles and genres of Dance. In this course, nothing is 'wrong' as you will be encouraged to create, refine and present movement sequences according to your own knowledge, skills and abilities - whether you have little to no experience or have danced for years. Let it go, discover and dance like no one is watching!

MUSIC

This Music class is a holistic approach to Music education for middle years. Each lessons content is tailored to suit the musical interests and needs of each individual student as it aligns to their long term goals as a musician and learner. Students can trial and experiment with different instruments before selecting specific areas of specialisation later in the term. Instruments can include vocals, Brass/Woodwind, Piano, Bass, Guitar, Ukulele, Drums/Percussion. Student will explore a variety of modes of music practice and learning including soloist skills development, small and large ensemble / band rehearsal and performance, song-writing using both traditional and contemporary methods, as well as a variety of listening and musical taste expansion activities.

MUSIC TECHNOLOGY AND SONGWRITING

In this class students will learn to make, produce and present music using 21st century Music industrial methods and techniques. While theory and learning an instrument practically provides the basis of learning, creating original and exciting musical pieces becomes the big picture and core focus of this class. Students will explore music making and production using live sound technologies as well as digital / computer software based methods of music making. This will include using platforms such as Garageband and Pro-Tools and other modern computer programs.

ARTS CONT.

CERAMICS

Making a range of objects with different clay types using building techniques such as pinch pot, coiling and slab construction to make a variety of 2D and 3D objects that will be fired and glazed to last a lifetime. Both functional and artistic aspects will be considered in the designing and production of your work from bowls and cups through to clay heads and fantastical creatures.

SCULPTURE

Making 2D and 3D artworks with a range of manufactured and natural materials either purpose built or found such as timber/ sticks, wire and foil, cardboard/ paper mache, plastics and string, plaster and moulds. This course is for people who love to play with stuff and develop skills with a range of materials/tools and figure things out as they go. Final artworks may be placed inside or outside depending on who and how you want to enjoy your creations. Opportunity to do some group work.

DRAWING - STORYTELLING

Using drawing to tell your stories or the stories of other people/ cultures. Develop a range of drawing skills and processes with various media to create visual representations of stories about things that matter to you. Can be further developed digitally through scanning or working directly on a drawing tablet where your ideas can be taken into other forms such as animation, projections/screens and printed forms on paper.

DESIGN TECHNOLOGIES

All Technology subjects cover the safety requirements for the given context and are underpinned by a foundation of the Design Process. This may include, but is not limited to: research, design sketching, design drawing, prototyping, testing, trialling, virtual design and modelling, computer aid manufacture, skill development, construction, evaluation and project management.

FAST AND TASTY

In this subject, you will learn to make quick and tasty food and your own fast food (better than shop bought take-away)! You will have recipes provided by the teacher, but also the opportunity to write your own recipes following The Design Process. Part of this elective will include Multicultural and Indigenous recipes.

CREATIVE BAKING

Get creative in the kitchen making selected baked goods, which may include scones, scrolls, pizza, biscuits and muffins. You will have the opportunity to make and decorate cupcakes following The Design Process, that will be given to someone as a gift to show your appreciation. Part of this elective will include Multicultural and Indigenous recipes.

COLOURFUL FOOD

We eat with our eyes first so recipes need to look appealing to the eye. One way to achieve this is with colour. They can be natural for example the colours in fruits and vegetables. Colours can also be manmade where we add them to other ingredients for example food colouring. Recipes will include savoury and sweet dishes. You will have the opportunity to follow The Design Process and make some decorated biscuits to be given as a gift to someone to show your appreciation. Part of this elective will include Multicultural and Indigenous recipes.

METALWORK

This is an introductory course that allows students to learn skills and create projects within the focus of the metal workshop. Skills developed will focus on the safe use of hand tools, basic machining processes, and may utilise aluminium, steel, sheet metals, and the possibility of plastics (acrylic). Design projects change each year.

DESIGN TECHNOLOGIES CONT.

WOODWORK

This is an introductory course that allows students to learn skills and create projects within the focus of the wood workshop. Skills developed will focus on the safe use of hand tools, basic machining processes, and utilise some Tasmanian feature timber that is a characteristic of many hand-crafted products unique to Tasmania. Design projects change each year.

DESIGN IN GRAPHICS

This course is an introduction to design thinking and the processes that are required in areas of graphic design, computer modelling, drafting and animation. Students will have opportunities to learn how to design and develop ideas, use a number of different computer graphics programs, utilise the 3D printers, laser cutter, and produce work in multiple different mediums.

JEWELLERY MAKING

Students work on multiple jewellery projects, beginning with simple beadwork, progressing to polymer clay and macrame beading techniques. They begin learning about the design process and how this can apply in this field. Students develop techniques and skills that can be used beyond the classroom and inspire creativity.

PRINTING AND DYEING

Explore eco-printing, different cultural dyes, bush dyes and tie dye to make projects from your printed textiles. Use the sewing machine and other technologies to help design and make your own items.

SOFT SCULPTURE

Design and make toys, sculptures and 3D forms using a variety of mediums including sewing. Use the sewing machine and hand stitching to add detail and embellish your own designs. Explore what is involved in making for a 'client' and producing a quality end product.

DIGITAL TECHNOLOGIES

LEGO LEAGUE

Semester 1

Learn the skills required to participate in the FIRST Lego League robotics competition. The Innovation Project allows students to solve real-world problems through project-based learning. The Robot Game and Design categories allow students to code and build Lego Spike prime robots to autonomously complete challenge missions. All while demonstrating the FIRST Core Values of Inclusion, Impact, Teamwork, Fun, Discovery, Innovation, Cooperation, and Gracious Professionalism.

Semester 2 (optional extension)

Students will apply their skills learnt from Semester 1 to compete in the new 2024/25 season. This is a semester long project in a team of 5-10 members, as they plan, design and improve their robot and innovation project.

NOTE: Some members may be invited based on their teamwork, effort and commitment, to participate in a regional competition and represent the school, competing against teams from around the State.

It is strongly encouraged that students complete Semester 1 in Year 7 or 8 to participate in Semester 2.

ROBOTICS

The Middle Years Robotics course is designed to give students an introduction to the LEGO Education robotics suite. Students will learn how to plan, design and build their robots using LEGO components. These robots will then be tested, modified and improved so that they can complete a range of intended tasks. Students learn how to program their robots using block coding and feedback loops to interact with multiple motors and sensors. Students will also investigate and design robots for real life applications.

DIGITAL TECHNOLOGIES CONT.

TECH TITANS

In this unit, students apply design thinking and create user stories to develop innovative digital solutions to real-world problems. They plan user experiences through storyboards and wireframes, then bring their ideas to life using Python or block-based programming. Along the way, students collect and analyse real-world data, explore binary and data representation, and learn basic cybersecurity principles. They critically evaluate their solutions for ethical use, security, and future impact, developing the skills needed to design responsible and meaningful technology.

ENGLISH

CREATIVE WRITING: Telling Tales

In this course, students will learn how to develop their storytelling capabilities. They will create unique characters in their own unique worlds. This course will encourage you to use your imagination in telling tales in your chosen genre.

HUMANITIES

ENTREPRENEURSHIP

Develop your own business plan, create, launch and manage your own micro business. Explore social enterprise and ways of helping others through developing creative business opportunities.

PHYSICAL EDUCATION

FIT FOR LIFE

Students will work on general conditioning to improve strength, speed, endurance, flexibility, structure and skill. Students will address individual needs based on fitness testing, and spend the short course training towards a re-assessment at the conclusion. Come prepared and ready to seek improvements!

INTRODUCTION TO OUTDOOR EDUCATION

In this course, students will engage in outdoor activities such as sailing, high ropes and kayaking. They will learn specialised skills around navigation, leave no trace, water safety, and appreciation of the outdoors.

SPORT STUDIES: General

In this Sports Studies unit, students will explore the complexities of one to two selected sports in greater depth than in regular Physical Education classes. Through a combination of practical skill development, tactical analysis and theoretical learning, students will build deeper understanding of the rules, strategies, physical demands, and team dynamics involved in each sport. Working collaboratively in teams, students will take on leadership roles, refine sport-specific techniques, and engage in reflective practices to enhance both individual and group performance.

SCIENCES

‘WHO DUNNIT?’ : FORENSICS

Learn how to solve crimes and investigate how the professionals do it. You will look at fingerprints, hair samples, handwriting, blood splatters and other evidence, as you solve cases throughout the course.

