

# GOOD COUNSEL COLLEGE

## *Junior Handbook*



# MISSION STATEMENT

Good Counsel College exists to provide an engaging, supportive and high-quality Catholic education in a safe learning environment, allowing all students to succeed and contribute to a better world.



## JUNIOR SCHOOL CURRICULUM

Good Counsel College Junior School encompasses Years 7, 8, 9 and 10.

The Junior School Curriculum is both comprehensive and flexible, allowing the College to respond to the diverse needs of students without compromising standards.

The Curriculum at Good Counsel College is guided by the requirements of the Australian Curriculum, which can be found at [www.australiancurriculum.edu.au](http://www.australiancurriculum.edu.au)

This handbook has been produced to provide information and guidance to students and parents. It is of particular use when making subject choices.

## CORE PROGRAM

Core subjects are studied by all students for the entire year.

The core subjects and their time allocation at Good Counsel College are:

<b>Years 7 &amp; 8</b>	<b>Hrs per fortnight</b>	<b>Years 9 &amp; 10</b>	<b>Hrs per fortnight</b>
English	6	English	7
Maths	6	Maths	7
Science	5	Science	7
Religious Education	5	Religious Education	5
Health & Physical Education	4	Health & Physical Education	5
Languages	4	Humanities	5
Humanities	8		

## ARTS/TECHNOLOGIES PROJECT BASED LEARNING - Year 7 only

In Year 7, students experience a range of subject areas within the Arts and Technologies Learning Areas. In Arts, students will study one term each of Drama, Music, Media Arts and Visual Art.

In Technologies, students will study one term each of Digital Technology, Food Technology, Materials (textiles) and Engineering Processes (workshop).

## ELECTIVE PROGRAM

Elective subjects provide avenues for enhancing student interest areas. In Year 8 students choose 4 electives, (2 Arts and 2 Technology) which they will study for one Semester each. In Years 7 and 8 Students will have 4 hours per fortnight of Arts and 4 hours per fortnight of Technology subjects.

In Years 9 and 10, students choose 2 electives that they study for a year each. Opportunity exists at the end of each Semester for student to review their pathway and ensure they are progressing toward their learning and career goals. Changes are to be discussed with parents and approved by the Leader of Learning and the Deputy Principal – Teaching & Learning. Subject change forms can be found on the Parent Portal. In Years 9 and 10 Students will have 5 hours per fortnight of electives, which are chosen from Business, Languages, the Arts and Technology subjects.

## SOCIAL EMOTIONAL LEARNING (SEL)

In Years 7-10 Students will have one hour per week of Social-Emotional Learning, in line with the Catholic Education Services Commitment to caring for the wellbeing of all students.

## PROCEDURE FOR SUBJECT SELECTION (YRS 8-10)

Toward the end of Term 3, the subject handbook will be provided to students to read descriptions of subjects offered. Students are to discuss options with parents. Subject Selection Online (SSO) will be available for students to make subject selections; this is available via the College website [www.gcc.qld.edu.au](http://www.gcc.qld.edu.au) or Portal.

Year 7 Students (for Year 8 in 2022) will select 2 x Arts Subjects and 2 x Technology subjects.

Year 8 and 9 Students (for Years 9 and 10 2022) will select 2 preferred elective subjects.

When numbers are finalised lines will be set and students will be advised of their subject allocations for the following year. At times, clashes may occur in subject choices, but every effort is made to match the student choices with their allocations.

## SUBJECT CHANGE PROCESSES

Students in Years 9 or 10 who wish to change elective subjects at the end of semester must follow this process:

1. Collect subject change form from Student Administration or download form from Parent Portal.
2. Discuss changes with parent/carers; identify preferred changes and have the parent/carers sign form.
3. Return form to relevant Leader of Learning for a discussion. Student will then need to obtain signatures from the teachers involved – old class and new class.
4. Form is then taken to Student Administration for Deputy Principal – Teaching & Learning to consider.
5. If the change is approved, the student will receive a new timetable. If change is not approved, the student will be contacted by the Deputy Principal – Teaching & Learning for further consultation.

\*Students must stay in their timetabled classes until a new timetable has been issued.

## SUBJECT OPTIONS AND DESCRIPTIONS

### Year 8

Students select 2 subjects from the Arts and 2 subjects from Technology to study for one semester each.

<b>The Arts</b>		
<b>Subject Name</b>	<b>Subject Code</b>	<b>Description</b>
Drama	o8DRA	Learning in Drama involves students making, performing, analysing and responding to drama, drawing on human experience as a source of ideas. Students engage with the knowledge of drama, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts.
Media Arts	o8MED	Learning in Media Arts involves students learning to engage with communications technologies and cross-disciplinary art forms to design, produce, distribute and interact with a range of print, audio, screen-based or hybrid art works.
Music	o8MUS	Students learning Music listen, perform and compose. They learn about the elements of music comprising rhythm, pitch, dynamics and expression, form and structure, timbre and texture.
Visual Art	o8VAR	Learning in Visual Art involves students making and responding to artworks, drawing on the world as a source of ideas. Students engage with the knowledge of visual arts, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts.

<b>Technologies</b>		
<b>Subject Name</b>	<b>Subject Code</b>	<b>Description</b>
Design and Technologies – Engineering principles and systems	o8DTEPS	Students are introduced to the design of sustainably engineered solutions to respond to diminishing resources in our environment. Students design then produce artefacts in the workshop.
Design Technologies – Food Specialisation	o8DTF	Students apply nutrition principles and knowledge about the characteristics and properties of food to the selection and preparation of food.
Design and Technologies – Materials	o8DTMAT	Students work with a range of textiles to develop the confidence to make ethical and sustainable decisions about the use of textiles and a range of technologies.
Digital Technologies	o8DIGTEC	Students learn about the information system components of data and digital systems (hardware, software, networks). They also use digital systems to create ideas and information; to define, design and implement digital solutions; and to evaluate these solutions and existing information systems. Students will learn introductory computer coding.



## Year 9

Students select 2 subjects to study for the whole year.

Subject Name	Subject Code	Description
Business Education	09BUS	Students are given the opportunity to build on learning from Years 7 and 8 by exploring the global economy. They examine Australia's relationship with the Asia region and the world in general. Topics include: Market operations in a global economy; Business competition in the global economy; Records management for a business; Managing financial risks and rewards.
Design and Technology – Engineering Principles and Systems	09DTEPS	Students are introduced to the design of sustainably engineered solutions to respond to diminishing resources in our environment. In a project-based learning environment, students will design and produce a solution to an identified need or opportunity.
Design and Technology – Food Specialisation	09DTFS	Students apply nutrition principles and knowledge about the characteristics and properties of food to the selection and preparation of food. Students will work toward investigating and making judgements on how the principles of food safety, preservation, preparation, presentation and sensory perceptions can influence the creation of food solutions for healthy eating.
Design and Technology – Materials	09DTMAT	Students work with a range of textiles to develop the confidence to make ethical and sustainable decisions about the use of textiles and a range of technologies. In a project-based learning environment, students will design and produce a solution to an identified need or opportunity.
Digital Technology	09DIGTEC	Students learn about the information system components of data and digital systems (hardware, software, networks). They also use digital systems to create ideas and information; to define, design and implement digital solutions; and to evaluate these solutions and existing information systems. Units may include: Digital Publishing; Robotics; Coding; Web Publishing; Game Programming; Digital Imaging; Development of Mobile Apps; Artificial Intelligence; Animation; Augmented/Virtual Reality; Remote Controlled Vehicles.
Drama	09DRA	Learning in Drama involves students making, performing, analysing and responding to drama, drawing on human experience as a source of ideas. Students engage with the knowledge of drama, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts. Units include: improvisation, clowning/comedy, puppetry and melodrama.
Japanese	09JAP	This course focuses on introducing students to various aspects of the Japanese culture and society while also developing their

		communication skills to a standard where they can achieve a basic level of proficiency in the Japanese language.
Music	09MUS	Students learning Music listen, perform and compose. They learn about the elements of music comprising rhythm, pitch, dynamics and expression, form and structure, timbre and texture. Students will have the opportunity to learn at least one instrument, as well as use music technology to record and edit music.
Physical Education Elective	09HPEM	This subject is additional to the core HPE taken by all students in Years 7-10. It focuses on individual sports at a deeper level – coaching/officiating, training, game play and tactics, nutrition and well-being.
Visual Art	09VAR	Learning in Visual Art involves students making and responding to artworks, drawing on the world as a source of ideas. Students engage with the knowledge of visual arts, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts. Units may include: drawing, painting, ceramics, sculpture, photography, printmaking, mixed media, digital manipulation.



## Year 10

Students select 2 subjects to study for the whole year.

Subject Name	Subject Code	Description
Business Education	10BUS	Students consider Australia's economic performance and standard of living. They examine the impact of government on economic performance and living standards in different regions. Students also focus on procedural processes in Accounting. Topics include: Introduction to Accounting, MYOB – service business; MYOB – trading business; The Sharemarket Game – responding to changing economic conditions; Managing a workforce; Records Management.
Design and Technology – Engineering Principles and Systems	10DTEPS	Students are introduced to the design of sustainably engineered solutions to respond to diminishing resources in our environment. In a project-based learning environment, students will design and produce a solution to an identified need or opportunity.
Design and Technology – Food Specialisation	10DTFS	Students apply nutrition principles and knowledge about the characteristics and properties of food to the selection and preparation of food. Students will work toward investigating and making judgements on how the principles of food safety, preservation, preparation, presentation and sensory perceptions can influence the creation of food solutions for healthy eating. A particular focus for Year 10 will be on Healthy Tuckshops and nutrition of the teenage diet.
Design and Technology – Materials	10DTMAT	Students work with a range of textiles to develop the confidence to make ethical and sustainable decisions about the use of textiles and a range of technologies. In a project-based learning environment, students will design and produce a solution to an identified need or opportunity.
Digital Technology	10DIGTEC	Students learn about the information system components of data and digital systems (hardware, software, networks). They also use digital systems to create ideas and information; to define, design and implement digital solutions; and to evaluate these solutions and existing information systems.
Drama	10DRA	Learning in Drama involves students making, performing, analysing and responding to drama, drawing on human experience as a source of ideas. Students engage with the knowledge of drama, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts. Units include: collage drama, Commedia dell'Arte, process drama, Australia drama.
Japanese	10JAP	This course focuses on introducing students to various aspects of the Japanese culture and society while also developing their

		communication skills to a standard where they can achieve a basic level of proficiency in the Japanese language.
Music	10MUS	Students learning Music listen, perform and compose. They learn about the elements of music comprising rhythm, pitch, dynamics and expression, form and structure, timbre and texture. Students will have the opportunity to learn at least one instrument, as well as use music technology to record and edit music.
Physical Education Elective	10HPEM	This subject is in addition to the core HPE subject taken by students in years 7-10. This unit of study focuses on the further development of health and fitness skills. Students learn to critically analyse and apply health and physical activity information to devise and implement personalised plans for maintaining healthy and active habits. They will develop and propose strategies to support the development of preventive health and fitness practices that build and optimise individual and community health and wellbeing. The course will introduce students to the Sport, Fitness and Recreation industry, Health Care industry, and an overview of what is required in Senior PE. A short introductory course in Sport, Fitness and Recreation will be undertaken in the second semester of this subject.
Visual Art	10VAR	Learning in Visual Art involves students making and responding to artworks, drawing on the world as a source of ideas. Students engage with the knowledge of visual arts, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts. Units may include: drawing, painting, ceramics, sculpture, photography, printmaking, mixed media, digital manipulation.
Certificate I in Manufacturing Pathways	10MSM216c1	This qualification is designed to develop skills that will provide the student with a set of competencies that collectively open pathways into employment and/or further study in the manufacturing industry.