



YEAR 9 SUBJECT INFORMATION 2019



Tully State High School

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Introductory Information

Carefully read the relevant sections of this handbook before selecting two subjects. Your choice of subjects will be dependent on the Year 9 timetable line structure.

SELECTING SUBJECTS

Above all, choose subjects that you will do well in and that you enjoy.

Research has shown that to get the highest results of which you are capable, you should study the subjects that you enjoy and at which you do well. It is all very well to keep all your options open by taking specific prerequisite subjects, however, by doing subjects that you find too difficult or that are not suited to, you may actually reduce your options in terms of your results and consequently future pathways.

IN SUMMARY

Choose subjects according to the following:

- 1 Subjects you enjoy.
- 2 Subjects in which you do well, e.g. gain the highest marks.

Do not choose your subjects for the following reasons:

1. 'Your friend is taking that subject.' Even if you are doing the same subjects as your friend, you won't necessarily be in the same class.
2. 'You do/don't like the teacher.' There is no guarantee that you will have any particular teacher.
3. 'Someone told you that the subject is fun.' It may be enjoyable for someone but not necessarily for you. Make up your own mind.
4. 'Someone told you that the subject is boring.' See point 3.

Choose very carefully

At Tully State High School 'blocks' of subjects (i.e. groups of subjects that are programed at the same time on the timetable) are determined prior to students having chosen their subjects based on historical trends and data. Subject changes therefore are not always possible and in any case are only permitted at subject junctures.

ANIMAL HUSBANDRY

Purpose:

Students who complete a course of study in this subject become more informed about the technology and science associated with farm animal production systems. The school's agricultural department consists of a fully operational Droughtmaster Cattle Stud and a small scale Silver Spangled Hamburg chicken stud. Being actively involved with the management of the school's agricultural enterprises, students develop lifelong skills associated with all aspects of farm animal production. They also have the option to participate in stud cattle and chicken exhibits at regional shows.

With a strong emphasis on safety, sustainability and animal welfare, students are well prepared for further studies in Agricultural Science in Years 11 and 12.

FOOD STUDIES

Purpose:

Students who complete a course of study in this subject become more informed about the hospitality industry and methods for cooking and the presentation of food. There is a strong emphasis on effectively working with other, participating in safe work practices in the kitchen and hygienic practices for food safety. Students learn how to prepare food and the equipment associated with it.

DESIGN AND TECHNOLOGIES

Purpose:

Design Technologies is a subject where students work collaboratively in teams to purposefully seek to identify real world problems and use their suite of design thinking skills and production skills to produce hypothetical and workable solutions.

Design Thinking is a set of skills that everyone should use on a daily basis to analyse problems and develop solutions. These skills include deconstructing complex problems down into the simpler components; how to follow and write design briefs; how to identify the critical components required to produce a successful solution; how to analyse and assess existing solutions, and how to adapt and modify existing solutions to better meet the needs of a client.

An example of one context is to design and create a pendant/charm/ bottle opener using AutoCAD which will be cut out using the plasma cutter. Another project will be a fashion project which requires students to again use AutoCAD to create an iron sticker for a piece of clothing or a decal that can be stuck to your motorbike or car.

DIGITAL TECHNOLOGIES

Purpose:

Digital Technologies is a subject where students work collaboratively in teams to purposefully seek to identify real world problems and use their suite of design and digital thinking skills to produce hypothetical and workable coded solutions. Digital Solutions will provide the foundational skills for a range of careers in industries where current university graduates are gaining employment finishing their degrees.

DIGITAL Technologies teaches students fundamental computer languages such as Python, SQL, HTML and Arduino (C+).

Students are not required to come into this subject with any prior knowledge of computer code. In fact, the primary focus of digital technologies is about developing solutions to real world problems. The code is a tool for students to identify ways to develop solutions.

Many careers in the future will require the ability to code. Your ability to code yourself will allow you to develop your own home and work solutions without having to pay others to do this for you – imagine being able to control you house with the ‘Internet of Things’ that you have coded yourself. Computer science is huge area of growth. Computer science careers are growing at 2x the national (US) average. Careers include webpage developers, game developers, computer science, data science, software engineers.

DRAMA

Purpose:

In this subject students respond to, create and present dramatic works. Students explore Documentary Drama, Children’s Theatre and Adaptation, developing their theoretical understanding of the dramatic arts along with their performing skills.

Students participate in a range of activities which such as group performance, directing, and the completion of written work. Students develop the confidence to present in front of others and future study in drama can lead to a range of careers such as Actor / Actress, Arts Administrator , Drama Teacher, Drama Therapist, Radio Presenter, Stage Manager, Television Production, Theatre Director, Sales Person, Writer, Presenter or Marketing.

INDUSTRIAL TECHNOLOGY & DESIGN

Purpose:

To actively engage our students in technologies that relate to the subject area of industrial systems and control. This subject actively incorporates design and manufacture around the concept of industrial systems. This enables students to develop a deep understanding of the processes and practices involved in everyday problem solving, product development and manufacture. Students will engage in a range of wood working projects such as a paper towel holder, a step and a display board that will incorporate acrylic work. Students are taught how to make joints in woodworking and are taught the safety needed for working in an industrial setting.

MEDIA ARTS

Purpose:

In this subject students design, produce and critique films and media texts. Students will analysis and evaluate media texts e.g. films, advertisements, media campaigns. They will plan and reproduce for media artworks and texts e.g. scripting, storyboarding, design logs for short media texts. Students will shoot and edit short videos, photographing subjects and collating images according to a theme.

MUSIC

Purpose:

Music involves the study of the musical elements and the world of music. Students study different styles and genres, instrumental techniques, and theoretical knowledge. They then create their own compositions and perform on a variety of instruments. Students write musical arrangements and original compositions and gain a knowledge and understanding of musical concepts while responding to listening examples.

VISUAL ARTS

Purpose:

Visual Arts requires students to respond to a subject or concept in a visual way by researching, problem solving, resolving and reflecting. Students explore and express concepts through a range of media- drawing, painting, sculpting, printing, photographing. They will describe, analyse, interpret and judge artworks made by themselves and prominent contemporary artists. Students will create a folio of work which will include a visual art diary and a range of art mediums.

This subject leads to further education and employment in fields of design, styling, decorating, illustrating, drafting, visual merchandising, make up artistry, advertising, game design, photography, animation, ceramics.