Food Design - Baker's Delight

Students will learn the essential knowledge and skills for creating baked delights including cakes, biscuits, pastries, doughs and slices. Each week students will prepare a mouth-watering selection of baked delights, some examples include chocolate caramel slice, fairy cakes, mini mud cakes, brownies, butterfly cakes, decorated patty cakes, shortbread, mini pies and pizzas, smartie cookies and apple tea cake. Students will also learn basic cake and biscuit decorating techniques including a range of icings and edible decorations.

Students will be given the opportunity to display their creative design and baking skills by designing and producing themed baked products as an awareness and fund raising venture for a charitable community organisation including packaging, marketing and promotion.

Fee: $35 each semester (covers all food practicals)
Practical Requirements: Fully enclosed leather shoes, butcher's style apron, tea towel and container.

Farmers Market

Farmers Market is designed to enable students to develop knowledge and skills of the agriculture industry. They will gain practical hands-on experience of the farming environment and develop a variety of research, teamwork, communication, and practical skills.

Students will work as groups to manage a vegetable enterprise using teamwork in the planning and management of their enterprise. They will grow a variety of crops during the year depending on the season whilst developing skills in management these crops from sowing to harvest. Crops such as carrots, beetroot, potatoes, snow peas, corn, pumpkins, cucumbers, and beans will be grown.

Students will also get hands-on experience in a variety of animal enterprises including beef cattle, dairy calves, sheep, layer chickens, meat chickens, rabbits, guinea pigs. Students will learn features of each of these species, husbandry requirements and will collect data such animal growth rates.

Fee: $25 (for consumables)

Pop Culture and Art

Manga art, graffiti, skating, and surf culture are all topics of inspiration for any great artist. Artists throughout history have made use of mainstream culture in their work since Andy Warhol first popped onto the scene!

In this course students will be able to draw upon sources of inspiration from popular culture including television, films, graphic novels, graffiti, surf and skate culture for the topic of their work. Students will be painting skateboards, sneakers, graffiti style art and their own manga animation art.

 If you would like to paint skateboards, decorate a pair of sneakers, or produce a graffiti inspired artwork for your wall at home, then this is the class for you!
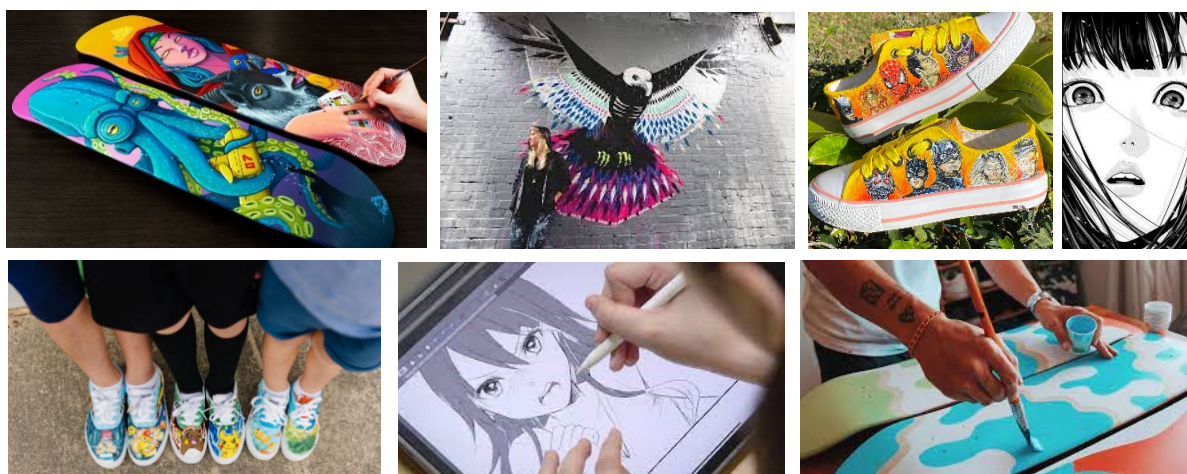
Computing Technologies

Are you ready to start your programming journey that may, in the future, lead you to produce the next *PokomonGo*, *Flappy Bird, Candy Crush* or *Angry Birds* application? You may be about to head down the photography path and have a website selling photos, you created and edited, around the world. Perhaps you are the next big DJ sensation editing and mixing music and audio created by you.

We will look at the different ways computers can be used in creative arts, entertainment and creating applications.

A number of areas will be covered each semester and you will work through topics at your own pace enabling those with previous knowledge to go further and attain a higher level.

Challenges will be set to use the skills you learn to create different solutions depending on your individual interests and talents.

Graphics, Audio, Video, Websites and Programming are some of the different areas that we examine. You will learn the basic skills, and how to combine skills from different areas, to produce solutions to your chosen tasks.

No previous ability with computers is required.   **Fee:** nil

The Contact Codes: Rugby League, Rugby Union and AFL

This will be a 100% practical course aimed at students who have a strong interest in developing their skills in the contact football codes. Activities aims to improve game skills, while students will learn the theory behind athlete preparation and performance. A range of current technology and training aides will be used with students attending one live NRL game. Training techniques, games strategies and sports leadership will also be examined and developed.

The Contact Codes covers

- Skill and fitness training program designed for Rugby League / Union
- Training aides to improve skill and fitness (speed sleds, agility ladders, tackle suits)
- The evolution of the football codes – an historical perspective, achieved through playing the games
- Training session planning
- Sports psychology
- Resistance training
- Communication and teamwork
- Attacking strategies
- Defensive patterns
- Video analysis

Fee: nil


Funky Textile Arts

Funky Textile Arts enables students to develop creative thinking, designing, technical and fabric manipulation skills.

Students will learn creative Textile Art techniques using both traditional and contemporary methods to create Textile items of their choice. Students will have the opportunity to develop creativity skills and learn a range of techniques including: using the sewing machine, hand crafted needlework, dyeing, printing, laser cutting and upcycling.
Students will also learn how to apply the principles and elements of design relating to textile arts; properties and performances of fibres and fabrics and sustainability as they create their textile arts.
Students will be given the opportunity to display their Textile Arts projects / items each semester.

Fee: $20 each semester (for consumables)
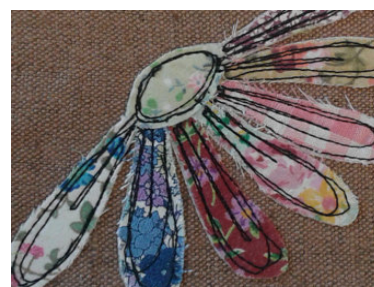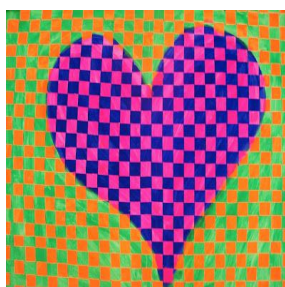
Design and Build

- Problem solving skills
- Skills using, wood, metal, plastics, computer programs, 3D and laser printing.
- Hobby interests delivered through project based learning.
- Creativity and relevance with connections to industry

Students will develop skills to use a variety of machinery and hand tools safely in the wood and metal workshops. Access to industry standard technology to build each of their projects. Work collaboratively in teams and organise themselves in a project management style learning like a 'real world' situation. Tailor their projects to suit individual creativity and use peer assessment as a learning tool.

Fee: $35 each semester (for consumables)