

2026 YEAR 10 Course Selection Handbook





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# Introduction

In Year 10 students will study the following compulsory courses:

- English
- Mathematics
- Science
- Humanities and Social Sciences
- Physical Education Studies
- Health Education

In addition, students will study six electives, three in each semester. The Year 10 Handbook lists all the electives that are available for students to choose from.

They predominately come from the following Learning Areas:

- Arts and Information Technology
- Health and Physical Education
- Technology and Enterprise

The information in this handbook should assist students in the making their choices for Year 10, but further information can be sought from the Heads of Learning Area, or the classroom teacher.

There are no pre-requisites for Year 10 courses, and all electives are "stand alone".

Whilst we endeavour to make sure that all students given their first preference, this might not always be possible so elective courses will be subject to change.

When choosing Year 10 electives students should consider the following:

- Any possible future career pathway
- Areas of interest
- Year 11 & 12 course choices listed in each Learning Area are the Year 10 courses and what Year 11 & 12 courses they feed into.

Finally, all course costs are approximate and subject to change.



# **Computing & Robotics**

# **Duration: Semester**

In this program, students are introduced to advanced programming languages such as HTML, Python, or JavaScript. Moreover, the program also focuses on understanding algorithms, flowcharts, and other system analysis and design concepts. Students will explore how data is represented and interpreted using binary, octal, ASCII, and hexadecimal number systems. The program also focuses on cybersecurity ideas, which include encryption, digital footprints, and online safety.

Students will also have the opportunity to learn about ethical and legal issues associated with emerging technologies. Year 10 Digital technologies program also focuses on intellectual property, digital rights, and technology use. Also, students will be introduced to Computer Networking, robotics and virtual reality in this course. Course is backed with various hands-on practicals. For instance, Chatbot task, website designing and basic robotics projects.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- How data is represented and interpreted using binary, octal, ASCII, and hexadecimal number systems.
- Advanced programming Language like HTML, Python, or CSS, JavaScript
- Focuses on cybersecurity ideas
- Ethical and legal issues associated with emerging technologies
- Computer Networking
- Robotics and virtual reality

# **Graphic Design**

**Duration: Semester** 

In year 10 Graphic Design, students will have the opportunity to express themselves creatively through a wide range of engaging projects, that will teach them a variety of key digital art skills and techniques.

This course is structured in a way that students of all artistic abilities can find success and enjoyment in the tasks we complete. Students will learn through project-based activities how to use industry level design programs such as Illustrator and Photoshop as well as other creative practices such as; illustration, digital art, and image editing.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- A range of Digital art activities; Character Design, Product Design, Street Art and many more.
- Industry level skills and techniques using digital applications.
- Engaging projects that have real world application

# **Media Arts**

**Duration: Semester** 

Year 10 Media Arts is a fun and creative subject. In this course students will have the opportunity to create their own media projects, through photography, video production, audio production and animation. This course aims to increase learners' awareness of media/photography and develop students creative and critical thinking. This course will also develop creative technological skills by using industry standard software and help students gain skills that they can take into career pathways. Media plays a central role in contemporary culture, society, and politics. It shapes our perceptions of the world through the representations, ideas and points of view developed.

The year 10 Media Arts course exposes learners to this contemporary culture as well as the political and economic

role multi-media and marketing plays in our society. This course is recommended for students wanting to study media in

upper school, however, this course will also benefit students who are interested developing their technical skills in design and explore different media platforms to express their ideas.

Course Activities

In this course, students will have the opportunity to engage in:

- Industry standard creative software such as Adobe Creative Suite.
- Learning about contemporary platforms and how to create an online presence.
- Learn how to create digital images for marketing and media projects.
- Media tackles topics including radio, television, film, media ethics, and digital culture.

# Music

# **Duration: Semester**

This course is especially suited to students who love playing and listening to music. Students will be able to learn basic instrumental skills on various contemporary instruments. The class examines modern music closely and focuses on writing and creativity exploring various themes. Starting next year, recording original songs using our state-of-the-art recording equipment will become a new component of the course, enhancing students' experience. Students will also form bands, rehearse, and perform music of their choosing, with opportunities to showcase their work at school and community events. All students who participate in the specialist instrumental program are required to enrol in this course.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Exploring different musical genres and styles through listening and analysis
- Developing personal and group musical projects from concept to performance
- Experimenting with digital music production tools and techniques
- Participating in peer feedback sessions to refine their musical creations
- Attending workshops with professional musicians to gain industry insights
- Collaborating on creative songwriting exercises and improvisational sessions

# Music (Extension)

# **Duration: Year long**

Music Extension offers a unique opportunity for students passionate about deepening their knowledge and practice on one chosen instrument. This specialised program provides students with a dedicated weekly session with an instrumental teacher from the Instrumental Music School Services (IMSS), alongside their regular music class. In addition to focused individual instruction, students will have the chance to be part of an ensemble, where they can collaborate with peers and apply their skills in a group setting. This extension is perfect for those looking to elevate their musical proficiency and engage in a more immersive and personalised musical experience.

# Course Activities

In this course, students will have the opportunity to engage in:

- Focusing on mastering complex techniques and expanding technical proficiency through targeted exercises and practices.
- Joining an ensemble to collaborate with peers, experience ensemble dynamics, and perform together, enhancing both individual and group performance skills.
- Exploring advanced music theory concepts and apply them to their instrumental practice, enriching their understanding of music composition and structure.
- Preparing for and participate in solo and group performances, showcasing their progress and gaining valuable stage experience.
- Attending specialised masterclasses and workshops with professional musicians to gain new insights, techniques, and inspiration.
- Engage in creative projects such as arranging and composing for their instrument, allowing them to explore their creativity and personalize their musical expression.

# **Visual Arts**

**Duration: Semester** 

This course is designed to provide an exciting and engaging experience for students who are interested in developing their artistic skills and exploring the world of painting and drawing, printmaking, ceramics and sculpture. In addition to technical skills, this course will also encourage students to think creatively and critically about the role of art in society. They will be challenged to develop their own artistic voice and explore the ways in which art can communicate ideas and emotions. Students will be encouraged to explore, develop and refine their personal style. Students will learn to refine their own creative work by responding to other artists and the world around them. All students will have the opportunity to showcase their work in our Arts & IT night.

# **Course Activities:**

- Ceramics
- Painting
- Sculpture
- Print Making
- Drawing

Approx Cost: \$20

# Specialist Information Technology (Endorsed)

# **Duration: Year long**

The course is a Department of Education approved specialist program. Learn and develop advanced skills in Information Technology. In this course you will gain knowledge in game creation, programming (coding), virtual reality, robotics and many other aspects of Information Technology. The skills developed will prepare students for entering senior school, employment, TAFE and/ or University entry.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Computer Maintenance
- Game Creation
- 3D Modelling and AutoCAD
- Software Development
- Computer Hardware
- Video Creation/Green Screen Editing

Approx. cost: \$95

# Specialist Visual Arts (Endorsed)

# **Duration: Year-Long**

Through hands-on artmaking and engaging studies of art history and criticism, students develop essential 21st-century skills, including creative problem-solving, design thinking, collaboration, and the ability to communicate complex ideas both visually and verbally. The course structure integrates independent studio practice with analytical and historical investigations, equipping students with the ability to communicate ideas through both visual and written modes. Our specialist Visual Arts courses develop skills in drawing, painting, graphics, printmaking, sculpture, ceramics, digital media, photography. Studying specialist Visual Arts helps students become independent, reflective learners who can research, analyse, and interpret the world around them. These capabilities are highly sought after across a range of career pathways, including fine arts, architecture, film, animation, fashion, and design, as well as advertising, game development, education, cultural institutions, and creative technologies. This programme also helps to develop skills that will progress students into the for Year the 11 and 12 visual art VET pathway. All students will have the opportunity to showcase their work in our Arts & IT night as well as participate in community events and arts competitions.

# Arts and I.T Course Pathways

The Year 10 Arts and I.T courses lead to following General and Vocational pathways in Year and 12:

Year 10	Upper School
Specialist Visual Arts Program	Certificate III in Visual Arts
Graphic Design	Certificate III in Visual Arts
	Certificate II in Applied Digital Technologies
	Media: Production and Analysis
	Design: Graphic Design
Visual Arts	Certificate III in Visual Arts
Specialist I.T Program	Certificate II in Applied Digital Technologies
	Applied Information Technology
	Media: Production and Analysis
Media Arts: Photography	Certificate II in Applied Digital Technologies
	Design: Graphic Design
	Media: Production and Analysis
Digital Technology	Certificate II in Applied Digital Technologies
	Applied Information Technology
Music	Music
Dance	Dance



# Fitness & Recreation

**Duration: Year-Long** 

This dynamic program offers students a diverse and hands-on experience across a range of recreational sports and fitness activities. Designed for those who enjoy variety and active exploration, the course blends skill development with personal growth in both group and individual settings.

# **Course Activities:**

Students will engage in activities such as:

- Golf Learn the fundamentals of swing, stance, and course strategy
- Archery Build precision, focus, and control
- Frisbee Golf Master accuracy and tactical play
- Indoor Cricket Enhance teamwork and game awareness
- Mountain Biking Improve endurance and technical riding skills
- Fitness Training Participate in tailored workouts to boost overall health and wellbeing

Each sport combines practical sessions with foundational theory, helping students understand both the physical and strategic aspects of each sport. The program promotes key attributes such as perseverance, collaboration, and critical thinking, while encouraging students to discover new interests and build a well-rounded skill set.

# **Outdoor Education**

# **Duration: Year-long**

This immersive, hands-on course invites student to step beyond the classroom and into the natural world—building practical skills and lifelong confidence through outdoor adventure. With a balanced blend of 50% practical experience and 50% theory, students will gain a deep understanding of both the physical and strategic aspects of outdoor recreation.

# **Course Activities:**

- Technical Rope Work Learn safe climbing and rigging techniques
- Mountain Biking Develop endurance, control, and trail navigation
- Kayaking Master paddling skills and water safety
- Camp-Craft Build competence in outdoor living and survival essentials
- Orienteering Hone navigation and map-reading skills in real terrain

Theoretical components explore:

- Environmental awareness and sustainability
- Weather systems and risk management
- Expedition planning and navigation strategies
- Leadership, teamwork, and group dynamics

Students will apply their learning in real-world contexts, including a planned expedition and potential overnight camping experience—designed to challenge, inspire, and prepare them for future pathways in outdoor education, recreation, and personal development.

With access to modern facilities and a strong emphasis on safety, Outdoor Recreation offers a stimulating environment where students can grow through adventure, resilience, and connection to nature.

# Volleyball Academy

**Duration: Year-long** 

The Volleyball Academy is a specialised program designed for students who demonstrate strong commitment, skill and enthusiasm for the sport. Entry is based on performance and engagement in prior Physical Education classes or Carnival volleyball participation, offering a pathway to elevate athletic ability and strategic understanding.

# **Course Activities**

- Refine advanced techniques in serving, setting, spiking, and blocking
- Develop tactical awareness and positional play for both indoor and beach formats
- Enhance agility, coordination, and sport-specific conditioning
- Build leadership skills through coaching and officiating opportunities
- Participate in competitive matches, tournaments, and inter-school events

Theory sessions complement practical training, covering key areas such as game analysis, sports nutrition, injury prevention and mental preparation—ensuring students gain a well-rounded foundation for high-level performance. The Volleyball Academy fosters excellence in both individual and team contexts, empowering students to pursue volleyball at advanced levels while cultivating resilience, discipline, and collaboration.

Approx Cost: \$42

# **Specialised Physical Education**

# **Duration: Year-long**

Tailored for students with a strong passion for sport, this year-long program focuses on advanced skill development, game strategy, and leadership in a competitive and collaborative environment. Through a mix of practical sessions and coaching experience, students will deepen their understanding of sport both as athletes and as emerging leaders.

# **Course Activities:**

- Lead and design warm-ups and drills in a variety of sports such as Basketball, Soccer, Rugby, and Volleyball
- Participate in offsite activities at local facilities, including:
- Ultimate Frisbee
- Indoor Beach Volleyball
- Hockey
- Fitness Training
- Rugby
- Golf
- Swimming

This program blends in-class learning with real-world applications, offering students the chance to:

- Refine advanced sporting techniques
- Gain hands-on experience in coaching and officiating
- Build organisational and leadership skills
- Earn accreditations that support future coaching opportunities
- Explore a wide range of sports in diverse settings

Specialised Physical Education is ideal for students looking to expand their athletic horizons, take on leadership roles, and prepare for future pathways in sport, recreation, or coaching. It's a comprehensive, high-energy program that builds confidence, competence, and a lifelong love of physical activity.

Approx Cost: \$42

# Health and Physical Education Course Pathways

Year 10	Upper School
Health Education (compulsory)	Health Studies
Physical Education (compulsory)	Certificate II in Sport
	Coaching/Certificate III in Sport,
	Aquatics and Recreation
	Physical Education Studies
Specialised Physical Education	Certificate II in Sport
	Coaching/Certificate III in Sport,
	Aquatics and Recreation
	Physical Education Studies
Fitness & Recreation	Certificate II in Sport
	Coaching/Certificate III in Sport,
	Aquatics and Recreation
	Physical Education Studies
	Health Studies
Outdoor Education	Outdoor Education
Volloyball Academy	Cortificate II in Sport
Volleyball Academy	Coaching/Certificate III in Sport
	Coaching/Certificate III in Sport,
	Aquatics and Recreation



# Materials, Design and Technology: Metals

# **Duration: Semester**

Once safety procedures have been learnt and understood, students will be taught basic light fabrication skills, including oxy-welding, manual-arc welding and MIG-welding along with various hand, and power tools. Other machines the students might use include metal lathe, milling machine, guillotine and the brake press.

# Course Activities

In this course, students will have the opportunity to engage in:

- Understanding the safety requirements when using engineering equipment
- Creating simple metal components such as bolts
- Using CAD to create drawings and designs
- Produce functional products, for example folding shovel, and toolbox.

Approx Cost: \$80

# Materials, Design and Technology: Wood

# **Duration: Semester**

Students in Wood Design will broaden their knowledge in hand tools and machine use. They will work on projects that they will design, plan, and produce. As part of each project, they will engage in problem solving activities and decision making.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Understanding the safety requirements when using woodworking equipment
- Using different wood working techniques to create items such as chopping boards and simple furniture
- Creating using CAD to plan, map out and cost projects
- Produce functional wood products, for example folding step and serving tray.

Approx Cost: \$80

# **Building and Construction**

# **Duration: Semester**

In Building and Construction students will work collaboratively and independently on different projects, these will include brick laying and carpentry.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Using hand and power tools safely
- Creating simple brick structures
- Developing carpentry skills such as joint and joists
- Follow building practices to produce building models built to scale.

Approx. cost: \$80

# Workshop Skills

# **Duration: Semester**

In Workshop Skills students will develop the necessary skills that are needed in households, including working on cars, simple engineering skills using electrical machinery such as lathes and pedestal drill.

# Course Activities

In this course, students will have the opportunity to engage in:

- Learning how to remove and replace a car wheel from a motor vehicle
- Complete an oil change
- Produce and manufacture an automotive tool.
- General workshop maintenance.

# Food Science and Technology

# **Duration: Semester**

Food is more than just sustenance—it's a celebration of culture, creativity, and connection. Immerse yourself in the excitement of local foods and festivals, where you can experience diverse cuisines and discover new flavours.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Food Truck Cuisine
- Food Festivals including Food Diversity
- Local Foods and ingredients to Western Australia and the Armadale area
- Cafe Foods

Approx. cost: \$90

# **Patisserie**

# **Duration: Semester**

Welcome to the world of patisserie, where the art of French pastry meets culinary creativity! Our patisserie program offers a blend of hands-on training and theoretical knowledge, preparing you to practice the craft of pastry-making.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Cakes created with a variety of fillings and buttercreams.
- Produce a variety of pastries.
- Appetizers from different cuisines
- Celebration foods

# Salon Skills

**Duration: Semester** 

Unlock your full potential to salon success. Whether you're just starting out or looking to refine your techniques. This subject offers practical advice and creative inspiration for achieving salon excellence. It covers everything from makeup design, hair styling and treatments to effective skin routines and treatments, plus creative nail application and design.

# Course Activities

In this course, students will have the opportunity to engage in:

- Make up designs for festivals and events.
- Hair styling and treatments
- Skin routines and home-made treatment products
- Nail design and application
- Homemade henna and designs

Approx. cost: \$80

# Children, Family and Community

**Duration: Semester** 

Embarking on a course in Children, Family, Community, and Child Development offers a unique opportunity to gain a comprehensive understanding of how various factors—such as family dynamics, community resources, and nutritional health—affect child development. You will investigate and create age-appropriate activities and toys.

# **Course Activities**

In this course, students will have the opportunity to engage in:

- Contraception
- Nutrition in pregnancy for mother and baby
- Infant development milestones
- The importance of play, produce a toy and activities to educate and entertain a child

# Technologies and Enterprise Course Pathways

Year 10	Upper School
Patisserie	Certificate II in Hospitality
	Food Science and Technology
Food Science and Technology	Certificate II in Hospitality
	Food Science and Technology
Children, Family and Community	Certificate II in Community Services
	Children, Family and Community
	Food Science and Technology
Materials Design and Technology	Materials Design and Technology
(Wood)	(Wood)
Materials Design and Technology	Materials Design and Technology
(Metal)	(Metal)
	Certificate II in Engineering Pathways
	Automotive, Engineering and Technical
	recinicat
Building and Construction	Materials Design and Technology
	(Metal)
Workshop Skills	Certificate II in Engineering Pathways
	Automotive, Engineering and
	Technology
	Materials Design and Technology
	(Metal)





# **YEAR 10 COURSE SELECTION SHEET 2026**

Line				SEMESTER ONE			
1	Specialist Visual Arts	Specialist Information	Children, Family & Community \$80 S	Food, Science & Technology \$90 S	MDT: Metal \$80 S	Specialised PE (Year-long) \$42 Y	General Physical Education
2	(Year-long) \$125 Y	Technology (Year-long) \$95 Y	Food Science & Technology \$100 S	MDT: Wood \$80 S	Visual Art \$20 S	Volleyball Academy (Year-long) \$42 Y	General Physical Education
3	Computing & Robotics \$20 S	Food Science & Technology \$90 S	Graphic Design \$20 S	Salon Skills \$80 S	Workshop Skills \$80 S	Outdoor Education (Year-long) \$120 Y	General Physical Education
4	Building & Construction \$80 S	Media Arts \$20 S	Music \$10 S	Music Extension \$17.50 S	Patisserie \$90 S	Fitness & Physical Rec (Year-long) \$110 Y	General Physical Education
			<b>G,</b>	SEMESTER TWO	•		
2	Specialist	Specialist Information	Children, Family & Community \$80 S	Food, Science & Technology \$90 S	MDT: Metal \$80 S	Specialised PE (Year-long) \$42 Y	General Physical Education
9	(Year-long) \$125 Y	Technology (Year-long) \$95 Y	Food Science & Technology \$100 S	MDT: Wood \$80 S	Visual Art \$20 S	Volleyball Academy (Year-long) \$42 Y	General Physical Education
7	Computing & Robotics \$20 S	Food Science & Technology \$90 S	Graphic Design \$20 S	Salon Skills \$80 S	Workshop Skills \$80 S	Outdoor Education (Year-long) \$120 Y	General Physical Education
80	Building & Construction \$80 S	Media Arts \$20 S	Music \$10 S	Music Extension \$17.50 S	Patisserie \$90 S	Fitness & Physical Rec (Year-long) \$110 Y	General Physical Education

Student name:

Parent signature:

# STEPS TO COMPLETE SUBJECT SELECTIONS FOR YEAR 10, 2026

- The following are yearlong subjects, continued from Year 9. These must be chosen in both semesters (unless com- The following are yearlong s municated with Mr Montgomery):
  - Specialist Visual Arts
- Specialist Information Technology
- Music Extension (receive tuition from Instrumental Music School Services IMSS)
- Physical Education subjects are yearlong and must be chosen in both semesters. General PE don't need to be on 2. Physical Education subjects are yearlong and must be cnosen in botins the same lines in both semester but must be chosen once in each semester.
- Students are to circle their first preference, then write "2" next to their second preference (on every line). Preferences will be allocated on a first-in-first served basis and class size limits apply.
- Please ensure that the student's name is written on the front sheet and parents/caregiver have signed. 4
- Return the form to the Front Office before 3pm, Wednesday 24 September 2025. ഗ

Select your subjects carefully; changes will not be made to your selection.

Subject descriptors can be viewed on the Armadale SHS webpage under 'Helpful Information', please note if any courses are a pre-requisite for Year 11 and 12.

The timetable is created to satisfy most of the student's course preferences; this does not mean that every student will receive every preferred elective.

Subjects will be chosen on behalf of students, who do not hand in a completed form before the due date.

# Armadale Senior High School



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