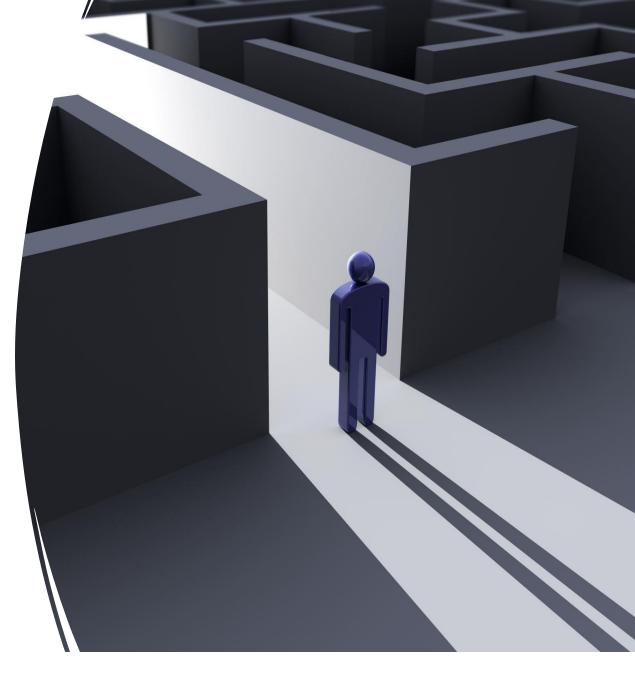
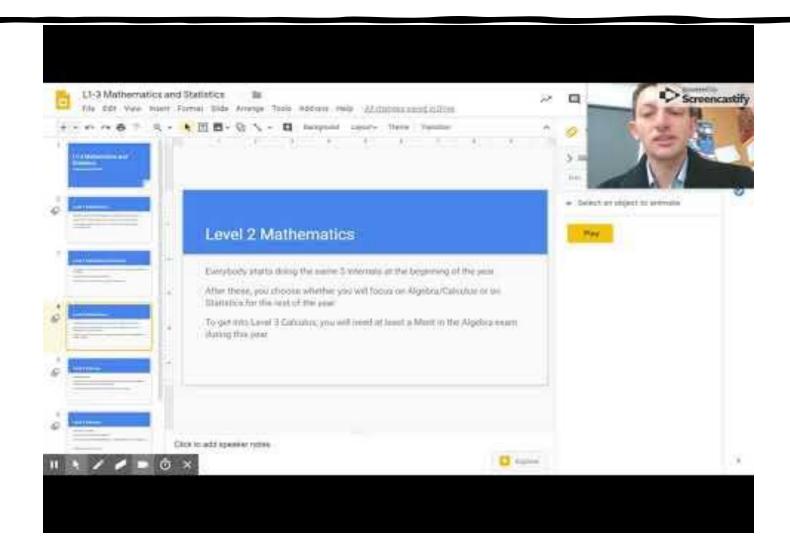
Elim Senior Subject Options and Pathways

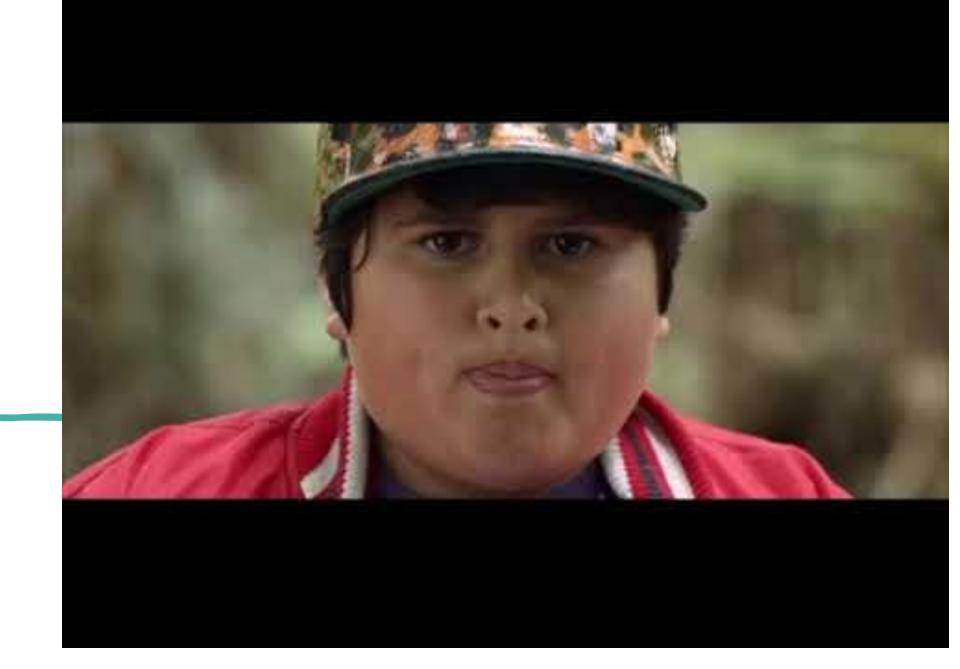




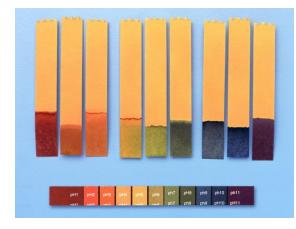
### Mathematics



## English







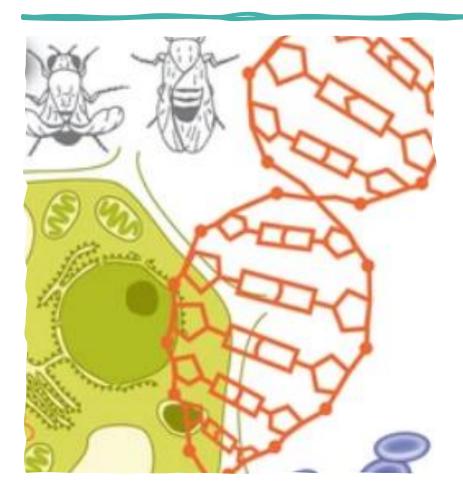


## General Science (Yr 11 only)

Have you ever wondered how the universe and everything inside it operates with a desire to make a difference? Science will increase your curiosity and develop key skills required for the future. Learn more through our exciting general science program which offers a dynamic combination of biology, chemistry and physics learning both through practical and theory.

Students have the opportunity to specialize in these disciplines from year 12.

# Biology



- Have you ever wondered how your cells work, how you inherited the features that make you an individual and how perfectly God made everything to live in a certain niche?
- In Level 2 Biology we learn about the intricate workings of the cell, how animals are adapted to living in their environments, inheritance and gene expression. You will also learn to identify BAD SCIENCE.
- Level 3 Biology looks at controversial socio-scientific issues, genetic manipulations, and various aspects of plant and animal responses as well as ideas on Speciation and Evolution. This course aims to develop critical thinking and analysis of information.



#### Chemistry

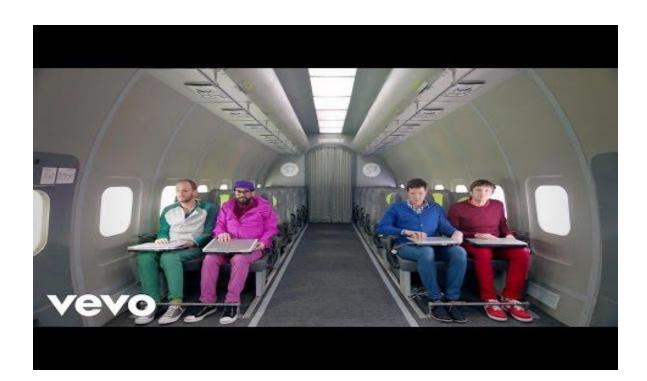


In level 2 and 3 we cover Organic Chemistry, and Inorganic Chemistry including Redox and Spectroscopy.

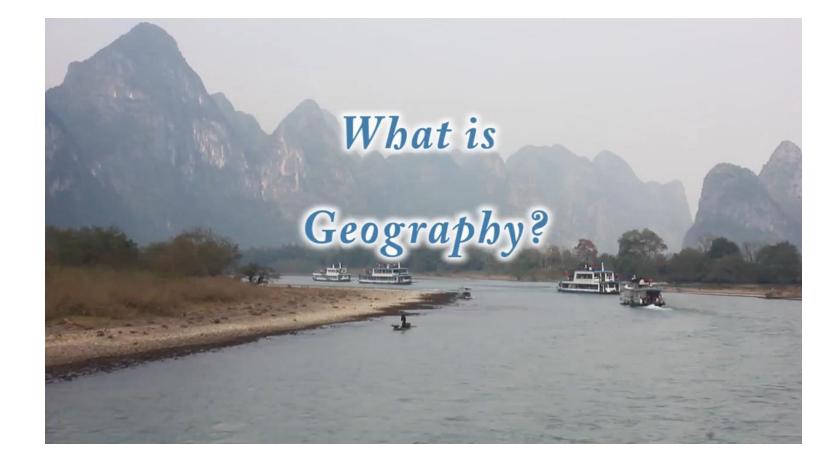
You will pick up core skills of communication, collaboration, critical thinking and curiosity which is needed for the future world of work.

## Physics

- In Level 2 and 3, we cover Mechanics, Waves, Electricity and Nuclear Physics. We also do a practical investigation.
- If you want to understand what is going on in this video, take Physics!
- Career pathways: Engineering, Sciences, life skills.



## Geography



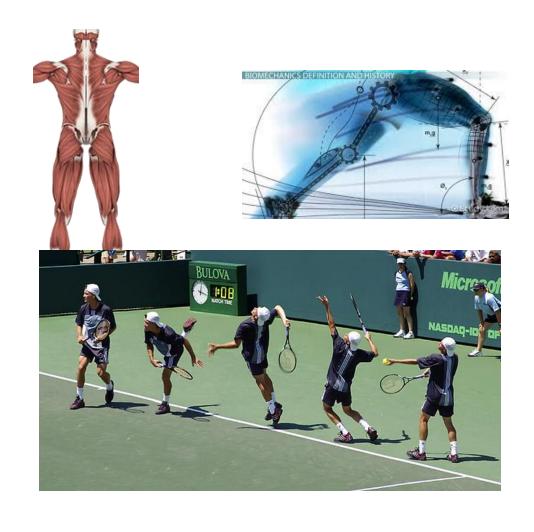
## History



## Physical Education PE

The PE option line at Level 1, 2 and 3 covers a range of different topics that are in applied in a range of sporting contexts. The subject area explores the body in motion, relationships with others, and the growth and development of an individual's haoura or wellbeing.

- Anatomy
- Biomechanics
- Physiology
- Sports Performance
- Sport Skill Analysis
- Interpersonal skills
- Group Leadership







## Outdoor Education OED

The Outdoor Education option at L2 and L3 develops students understanding, knowledge and awareness of outdoor pursuits while focusing on risk management, trip planning, social responsibility and character development.

Outdoor pursuits include

- Tramping and Navigation
- Indoor/outdoor rock climbing
- Kayaking
- Scuba diving
- Sailing

#### The Visual Arts

- The Visual Arts is a huge area of study aimed at all the creative industries. From Movie making to Architecture and Design to Fashion, having a visual art subject in your portfolio is just what they'll be looking for.
- You see its all about Creative thinking can you see the fresh new idea amongst the obvious solutions? This is an asset in all industries.
- The Visual Art subjects focus these skills and build on your God given talents to prepare you for the tertiary study or rounding out your year's study.

### The Visual Arts - Painting

#### Year 11 – Painting

A practical course for a diverse range of art activity. Developing core skills in: drawing, painting, design and printmaking. Students also gain understanding of art works from New Zealand and Polynesian cultural context.

#### Year 12 / 13 – Painting

The course aims to provide a strong foundation for further study in Art at tertiary level. Students pursue their own research and engage in a variety of practical works including analytical drawing from observation, developed sequences of compositional drawings, small works in colour media and finished paintings.

All years have external assessment by folio submission.

### **The Visual Arts**

Year 11 – Digital Design

Largely digital outcomes using Adobe CCS. From this course student can elect Design or Photography in Year 12. No external credits therefore not endorsed.

Year 12 / 13 – Design

Preparation for tertiary study in design field. Brand & logo design Product / business promotional graphics.

External folio submission.

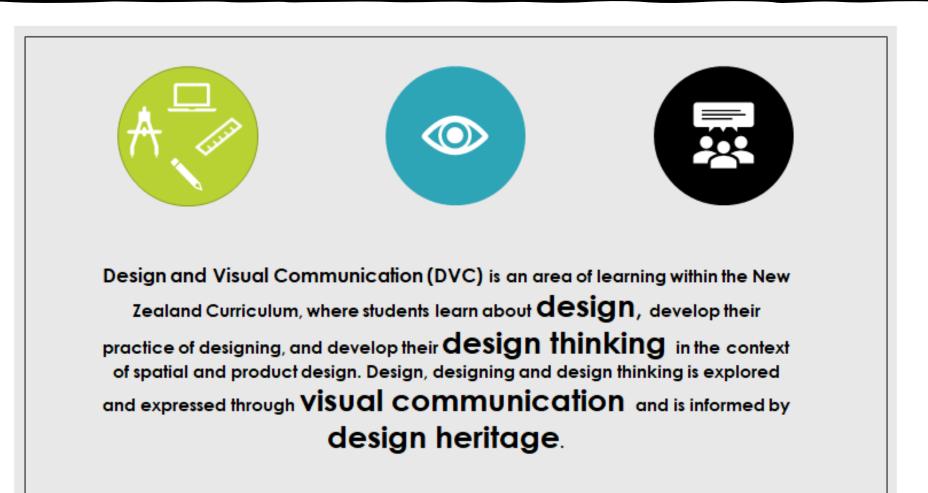


#### The Visual Arts - Photography

Year 12 / 13 – Photography Learn the power of a DSLR Camera. This is a digital photography course focusing on the skill of Photography as Fine Art.

Both years have external portfolios of highly finished artwork.

#### **DVC** – Design and Visual Communication



Career Pathway

Architect, Interior Designer, Landscape Designer, Industrial Designer, Urban Designer, Draftsperson, Animator, Exhibition Technician, Graphic Designer, Illustrator, Production Designer, Art Director, Sign Maker, Naval Architect, Engineering, Advertising, Website Developer, Teacher, Merchandiser and many more.



DVC Years 11-13

- Year 11 In Level 1 students largely focus on developing Graphic Communication and Design techniques. Through out the year students will be assessed through practical internals (Spatial and Product designs) as well as external portfolios assessing digital and technical drawing skills learnt. Students will primarily focus on furniture Design
- Year 12 In Level 2 students focus on Spatial Design (Architectural/Environment) and Product Design. The students will use the Kitchen as their focus for their practical internal design projects. It is highly recommended that students study Level 1 First.
- Year 13 In Level 3 students also focus on assessing Spatial Design (Architectural/Environment) and Product Design. The students will research and then design a café for their practical internal and then look at the lighting for the Café, as part of their Product design. It is highly recommended that students study Level 1 First. Presentation and exhibitions are also a key component.

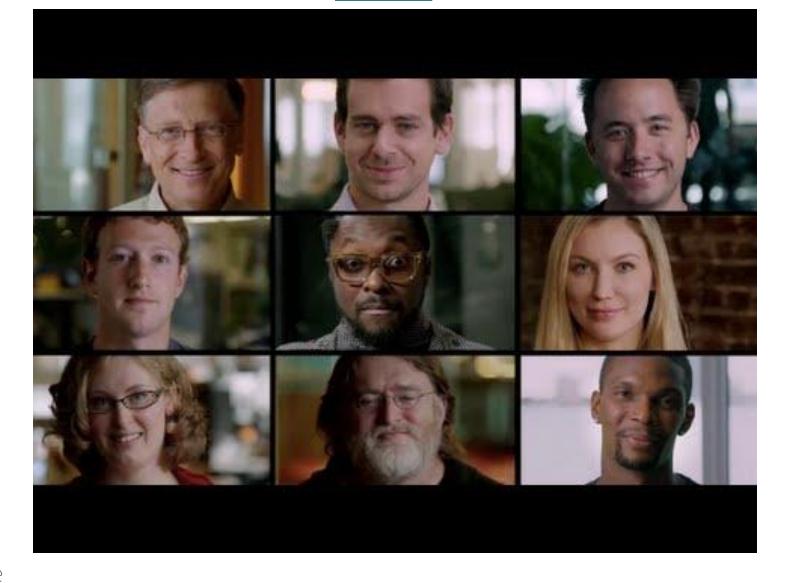






#### Digital Technologies <u>bít.ly/dtatelím</u>

**Digital Technology** is an exciting, challenging, and growing field that impacts the world and everyday life in countless ways. Computer scientists are involved in creating technology and systems that are used in a wide range of industries, including medicine, communications, entertainment, manufacturing, business, and science. CS research pushes the state-of-the-art in computing theory and practice, and it leads to new technologies that change the world, such as the personal computer, the internet, cell phones, social media, and much more, as well as new discoveries in science and engineering, new possibilities for social science and the humanities, and creative collaborations with the arts.

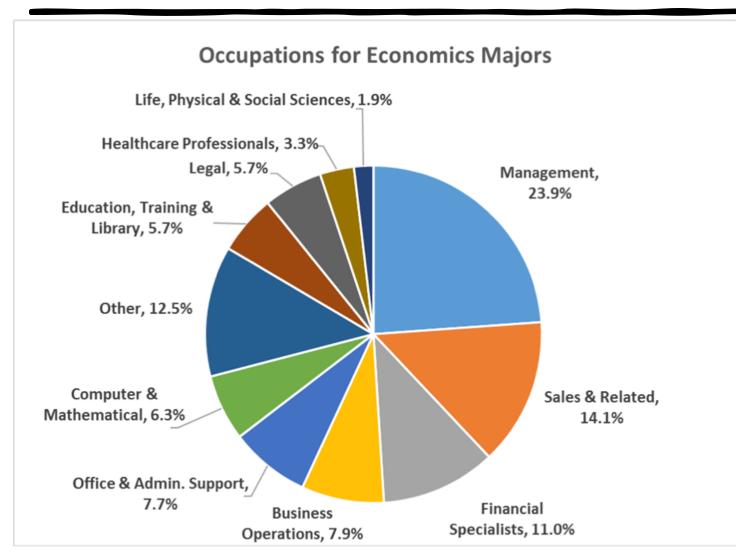


# Accounting



- Accounting helps you understand financial information such as budgets, bank statements and financial statements used by businesses and clubs
- It involves preparing financial records including using a spreadsheet
- You learn to analyse and interpret what this financial information means
- Accounting also helps you to make good financial decisions

#### Economics





## **Music and Chinese**