

Curriculum Area	Focus	Term 1	Term 2
English	Creative, persuasive and informative writing	Crafting: Social Justice - Creative, persuasive and informative writing and verbal tasks	Response to Text: The Giver or A New Kind of Dreaming, analytical essay - introduction, TEEL body paragraphs and conclusion
Mathematics	Number & Algebra Measurement Statistic and Probability	Number Skills – rounding, order of operations, fractions, decimals Measurement	Directed numbers Percentages, ratios, rates Probability
Sport	Movement and Physical Activity	Swimming program Preparation for Term One Sports - Tennis, Volleyball, Cricket, Water Polo, Softball	Cross Country Training Preparation for Term Two sports - Football, Netball, Soccer, Badminton
Science	Science Understanding. Science Inquiry Skill. Science as a Human Endeavour	Science Toolkit The Rock Cycle Plate Tectonics	Plate Tectonics Energy Electric Circuits Physical & Chemical Change
Humanities	Civics and Citizenship History	History_ Middle Ages Museum curation	
Semester Units - Year 8 students are able to choose their semester subjects, with the exception of Health and PE which is compulsory. Students choose five Creative Technologies subjects for the year, studying each for a semester.			
PE Elective	Physical Education	Invasion games Net and wall games	Striking and fielding games Target games
Health	Health	Dimensions of health Risks of vaping Risks of alcohol consumption	Healthy relationships Health promotion initiatives
The Arts	Visual Art	Indigenous Art Optical Illusion Art	Design Unit - Skateboard Deck Designs Printmaking Unit Design Matrix
	Visual Communication	Mini Me personal avatar design task Elements and Principles flip book design	Toilet paper and tissue box design WGAC Interactive experience- Tamagotchi design task
	Music	Musical Theory, Major and Primary Triads Song Performance Unit Indigenous Music and Australian Music	Blues Unit- 12 bar Blues Blues Shuffle/Triplets, Music Composition and Research

Technologies	Textiles	Tie Dye Pillowcase construction Research and design	Commercial Pattern Use and Construction of a Garment Design Process - Production of a Hoodie Finalise Folio and submit garment Produce a choice of: Pencil case, Snappy fabric bracelet OR Wheat bag
	Food Technology	World of Food - Part 1 (ingredients, dishes, nutrition and sustainability links) Indigenous Cuisine Modern Australian Cuisine Asian Cuisine (Design Brief Assessment Task) European Cuisine	World of Food - Part 2 (ingredients, dishes, nutrition and sustainability links) American Cuisine (North and South) Design Brief Assessment Task Middle Eastern Cuisine African Cuisine
	Wood	OH & S Modules(Onguard) Spice Rack Desktop organiser Small Coffee table	Picnic board Mirror cabinet Sling Puckey Bread box
	Drama	Improvisation Skills	Performance Development
	Metal	Safety in the classroom (Onguard Safety Modules online course) Golf Putter - Lathe work, tapping & die working Garden weed puller Rio bar Key Holder Intro to Plasma Cutter Intro to Mig welding Wrought iron candle holder Horseshoe coat rack Wrought iron shelf Kelly Gang fabricated helmet and stand Own choice project - if permitted	Candle holder Welding practice Lathe practice Plasma practice
	Digital Technologies	Introduction to IT skills and basic coding App design and using block scripted coding Java Script programming	Spreadsheet manipulation, data collection and visualisation Stop motion animation