

King's High School

Year 10 Options



Dear Parents / Caregivers

Please note all boys at Year 10 are required to take English, Mathematics, Physical Education, Science and Social Studies. They must choose three other options. Every endeavour to ensure students receive the options they choose will be made.

ART

This course offers a dynamic and engaging introduction to four key areas of Visual Arts: Design, Sculpture, Printmaking, and Painting. Each unit is underpinned by drawing and encourages the development of both practical skills and conceptual thinking.

Design Unit:

Students will explore technical processes and conceptual thinking to produce a range of outcomes, including illustration and logo design. The focus of the unit is on creating a brand identity for a skateboard company. Students will learn about design principles, visual communication, and the importance of drawing to generate and develop their ideas.

Sculpture Unit:

Students will study the work of Constructivist Russian sculptor Naum Gabo and explore concepts from Cubism to create a figurative sculpture of their own head. They will learn foundational construction techniques and use drawing as a tool for planning and development.

Printmaking Unit:

This unit introduces students to the work of New Zealand artist Rosalie Gascoigne and international street art collective Faile. Drawing inspiration from local environments—focusing on signage, text, and public display—students will develop and produce a multicoloured reduction print. This unit also includes contextual research and visual analysis, alongside the development of printmaking techniques.

Painting Unit:

This unit focuses on building the essential technical skills required for Year 11 Art. Expanding on ideas developed in the Design unit, students will create a final painted skateboard deck. They will be introduced to a range of foundational painting techniques, including dry brushing, glazing, and underpainting/overpainting.

Course Costs

There is a cost of approximately \$55, which covers all materials and provides an Art Pack for each student. The pack includes a sketchbook, pencils, felt pens, coloured pencils and erasers.

DESIGN & VISUAL COMMUNICATION

Design and Visual Communication involves students in solving product and spatial design problems and communicating their design thinking using a wide range of drawing modes and media. The programme is designed to give a solid grounding for Senior DVC.

Year 10 students acquire drawing, rendering skills and techniques that allow them to successfully prototype & present design ideas developed while solving design problems.

It gives a comprehensive grounding in the knowledge and skills required for Year 11. The majority of these are learned while completing the design & construction of a 3D printed project.

Topics covered are:

- Freehand sketching - 2D and 3D
- Rendering - tonal changes, highlights, shadows and texture
- Production drawing - orthographic, cross sections and dimensioning
- Design process - research, concepts, design development
- Computer Aided Drawing - engineering application

Students will need to pay a course cost of \$60 to cover components & materials used to create their prototypes that they can take home upon completion.

DIGITAL TECHNOLOGY

The Year 10 Digital Technology course is designed to strengthen core knowledge from the areas of Digital Information, Programming and Computer Science, Digital Media and the Technological Development Process in preparation for continuing on to Year 11.

At Year 10 students work on a collection of projects that will develop their skills and knowledge of tools and techniques using a variety of software. The following software is utilised during the year:

- Blender (3D modelling/animation)
- GODOT (Intro to Programming and Game Development)
- Python (Fundamentals of Programming & Computer Science)
- Google Gemini (or similar LLM)

Within these projects the underlying technology skills of planning, research and development are developed to ensure students can effectively communicate their understanding and showcase the products & outcomes they develop. This course is focused on the Technology Strands of Designing and Developing Digital Outcomes, and Computational Thinking. The ethical and practical use of GenAI for programming is integrated into the individual projects.

DRAMA

In Year 10 Drama, we build upon the skills that students developed in Year 9. This involves developing voice and movement skills while working with basic scripts. We then investigate improvisational theatre and look at how it can enhance acting ability, using 'Theatresports' as a foundation for this work.

Students complete a research project in Term 2 where they investigate a form of theatre that is unfamiliar to them. Features they look at include: development of the form, conventions of that form and how they are used in storytelling and how that form may develop in the future. Students also complete a Technology course which involves them visiting a theatre and learning about technologies that are used in professional productions.

Finally, students work in a group to create their own drama, from script and direction to behind the scenes elements such as lighting and costume.

Overall, Year 10 Drama is about exposing students to a variety of theatre forms, scripts and skills.

ECONOMICS

The Year 10 Economics programme provides a topical study of aspects of Economics that are relevant to you as consumers. The course will provide a good grounding in economic theory for further study of Economics in the senior school, although the emphasis in Year 10 is applying economic ideas and developing financial literacy skills for life. The topics studied will include:

- The Economic World – Key Ideas and Concepts
- The World of Work – Careers, Income and Taxes
- Financial Literacy – Wise Buying, Budgeting, Saving and Borrowing
- Risk and Return – Enterprise Education and the Share market

Key economic skills including the use of statistics, inquiry and decision-making will be developed.

FRENCH

In Year 10 French, we will be studying Levels 1 – 4 of the New Zealand Curriculum.

The topics we cover include:

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|------------------------|-------------------------|
| • Myself and my family | • Town and Around |
| • Animals and Pets | • Holidays |
| • School Life | • Paris |
| • Food and Drink | • French speaking world |
| • Sport and Leisure | |

GEOGRAPHY

Geography is the study of the Earth's surface, the processes on it and how people interact with their environment.

Year 10 Geography is designed as a taster course to give students a feel for both the Physical and Human Geography components and hopefully nurture a lifelong passion for the subject.

Topics covered in Year 10 include:

- Geography Skills
- A Continental study
- Current geographic issues
- Geographic research

HISTORY

The course at Year 10 is designed to give students a wide ranging series of topics that allow them to get a taste of the fascinating views of the world that History can offer. It focuses on the basic skills, ideas and understanding that are needed later for their development as not only History scholars, but as well-rounded students entering the senior school. There are four areas of study in the course during the year:

1. World War II and the rise of Hitler
2. Famous and Infamous New Zealanders
3. Global Terrorism in the 20th Century – A case study
4. Ancient Rome

JAPANESE

In Year 10 Japanese, we will be studying Levels 1 – 4 of the New Zealand Curriculum.

The topics we cover include:

- Hiragana
- My family
- Food and Drink
- Leisure
- Life in Japan

MĀORI

Ki ō koutou mauka whakahī, ō koutou awa tapu puta noa i te motu whānui, tēnā koutou katoa.

Te Reo Māori in Year 10 is a one year long programme for three hours a cycle.

The following themes are investigated:

- Karakia/Waiata/Haka
- Expanding vocabulary
- Pepeha
- Taku Kura - My School
- Taku Kāinga - My Home
- Haerenga - Going on a journey
- Tātai – Counting
- Introduction to the A/O categories

The course facilitates and assesses:

1. Whakarongo (Aural language skills)
2. Kōrero (Oral language skills)
3. Pānui (Reading)
4. Tuhituhi (Writing)

MUSIC

The course aims to provide students with opportunities for self-expression and assist them to develop to their full potential. Students will gain skills in performance, composing and listening. These skills will be developed in and through a range of musical contexts. The course will also include an introductory Music Technology component.

There are five key units that students in Year 10 will complete:

1. Musical Knowledge
2. Performance
3. Theory of Music
4. Aural Development
5. Song Writing/Composition

SPANISH

In Year 10 Spanish, we will be studying Levels 1 – 4 of the New Zealand Curriculum. Students will develop their confidence to communicate in a second language. Spanish has over 350 million native speakers and is quickly becoming a business necessity across Europe and the United States.

Topics covered:

- Greetings and Introductions
- Birthdays and Special occasions
- Time, Weather and Seasons
- Family relationships
- Animals and Pets
- School subjects
- Food and Drink
- Sport and Leisure
- Spanish speaking world (Latin America)

SPORTS SCIENCE

Year 10 Sports Science is an established course designed for serious sportsmen who may wish to continue with Physical Education at the senior level. It is a great prerequisite for Level 1 (Year 11) and Level 2 (Year 12) Physical Education Achievement Standards. It is both a Practical and Academic programme with the main emphasis on the theoretical aspects of Physical Education. Sports Science will help students to become better athletes through an understanding of the required dynamics. The programme covers:

Anatomy and Physiology – This is a study of your muscles, bones, heart, lungs and energy systems, and how they work.

Biomechanics – This is about the mechanical workings of the human body and examines the forces that affect how we move.

Fitness Studies – Training methods and improvement in fitness.

Skill Learning – Thinking and learning processes needed to develop your motor skill level.

Sports Nutrition – Eating right for your sport.

Sports Injuries – Why they happen, avoiding them and fixing them.

TECHNOLOGY

The students are introduced to the Technology Practice Strand and develop skills and understanding that prepares them for NCEA Level 1. They cover the two distinct areas of hard materials, wood and metal.

Students are involved in solving storage issues, designing and developing a practical solution to a need and increasing their knowledge and understanding in the different methods of construction.

There is a cost of \$110 involved that covers all materials used in the take home products students create.