



NAYLAND  
COLLEGE

**2021**  
**Year 9**  
**Module Selection**  
**Booklet**

## INTRODUCTION

It is now time for Year 8 students to choose their modules for 2021. All Year 9 students take the following subjects as part of their core programme:

- English
- Mathematics
- Science
- Social Studies
- Health
- Physical Education

In addition to these, students select 6 junior modules.

These will be made up of six half year modules or a combination of full and half year modules. All modules are half year unless specified as full year.

In Year 9 students must select two half year modules in the Arts (Green) and two in the Technology (Purple). The only exception is the 'Specialist Programmes' that students are selected for, such as Literacy Boost and Institute of Sport.

Please choose up to four from both the Arts and Technology areas and list in order of preference. Then select a further four modules in order of preference. Students may choose additional Arts and Technology modules as part of their further four choices.

The available modules are listed below:

Arts	Technology	Integrated modules	Specialist Programmes
<ul style="list-style-type: none"> <li>• Art</li> <li>• Illustration</li> <li>• Dance</li> <li>• Drama</li> <li>• School of Music</li> <li>• School of Rock</li> </ul>	<ul style="list-style-type: none"> <li>• Creative Change Makers</li> <li>• Digital Media</li> <li>• Digital Technology</li> <li>• Fashion and Design</li> <li>• Food Art</li> <li>• Robotic Humans</li> <li>• Spatial Design</li> <li>• Technology Metal</li> <li>• Technology Wood</li> </ul>	<ul style="list-style-type: none"> <li>• Ecology Warrior</li> <li>• Lights! Camera! Action!</li> <li>• Money Money Money</li> <li>• Outdoor Education: Mountains to Sea</li> <li>• Real Life Nelson Airport</li> <li>• Spanish</li> <li>• Sports Education</li> <li>• Te Reo Māori</li> <li>• Traditional Māori Games</li> </ul>	<ul style="list-style-type: none"> <li>• Finding Your Branson</li> <li>• Growing Mathematics</li> <li>• Literacy Boost</li> <li>• ESOL *Full year</li> </ul>
			<ul style="list-style-type: none"> <li>• Institute of Sport (IOS) *Full year</li> </ul>

When choosing Junior modules, it is important for students to consider what would they find interesting, what would challenge them, and what skills and knowledge they need to develop. Students should discuss the options available with their parents/caregivers.

We look forward to assisting students in making appropriate subject choices.

*Please note: Courses advertised in this booklet may not run if there are insufficient numbers to make them viable.*

The following pages contain a list of the modules offered for 2021, together with some information about each of them.

When you have made your decisions, you need to enter your module choices through the student portal.

Selections need to be completed by Friday 25 September.

If you require assistance, please phone 547 9769.

# YEAR 9 MODULES

## ARTS MODULES

These subjects meet the Year 9 achievement objectives for the arts, leading to arts modules in Year 10 and senior arts programmes.

### 9 ART Art

**Length: 2 terms or full year option**

Learn how to be creative and develop skills in drawing, painting, printmaking or sculpture. You will study the work of artists to inspire you while exploring your own style. Our programs are designed to build your confidence.... Yes, you can learn to be an artist!

**Course Costs:** None

**Out of Class Activities:** None

### 9 ILL Art: Illustration

**Length: 2 terms**

Students will learn how to create their own characters and environments to illustrate a story. This will be using both traditional drawing practices and computer software. They will choose their individual project based on personal interest and preferred drawing style. Inspiration can come from their own story, gaming, movies, graphic novels, film, animation or student's own experiences.

**Course Costs:** None

**Out of Class Activities:** None

### 9 DAN Dance

**Length: 2 terms**

Always wanted to dance but didn't know where to start? Want to further develop your skills in a range of styles? This practical course is aimed at developing confidence, technique and skills in dance. This course will cover dance choreography and performance in a range of genres, including traditional and cultural dance. No prior experience required, all welcome!

**Course Costs:** None

**Out of Class Activities:** None

### 9 DRA Drama

**Length: 2 terms**

Always wanted to try out performance/acting? Want to build your confidence as a performer? Love performing but would like to be better? Want to find out more about performing and performance? This course gives you the opportunity to explore the world of acting and performance through fun practical activities and games. You will learn Theatre Sports games, work with scripts to create characters, build your confidence, and create your own short plays.

**Course Costs:** None

**Out of Class Activities:** None

### 9 SOM School of Music

**Length: 2 terms**

This course is an ideal choice for students who have prior experience learning an instrument or who want to invest in beginning to learn an instrument or voice formally with support of school itinerant lessons. This course is not limited to orchestral instruments and will cater for anyone who is open-minded to reading music. This could include anything from Saxophone to...Bagpipes! Musicians will focus on the techniques and skills specific to their chosen instrument and work on personal advancement through setting goals such as working towards sitting a recognised performance or music theory exam or working in a chamber group. Alongside a push on solo performance skills, students will learn to play a second instrument, collaborate as part of a classroom ensemble, study some of the great classics, receive training in writing original composition, workshop student new music, and be supported by specialised tutors who will provide expertise to help you accelerate your learning.

**Course Costs:** None

**Out of Class Activities:** None

## 9 SOR School of Rock

**Length: 2 terms**

Have you ever wanted to play in a band? This is your opportunity! In this programme, you will collaborate with your classmates to form a group and rock out! While it is an advantage to already have some skills on your chosen instrument, students will be supported to either learn or push themselves further on one of the following:

- Guitar
- Keyboard
- Electric Bass
- Vocals

All students will also have the opportunity to learn some skills on the drums, but everyone will be expected to also learn one of the instruments above. Alongside the chance to perform in a group, you will learn the songwriting skills to write the next big hit. For students who are interested, this can lead to entering Smokefree Rockquest and the chance to play on the big stage! You will also develop the skills needed to set up a live performance, using mixing desks, PA systems, amplifiers, and everything else you need to get out there and play.

If this sounds like you, then join us in the School of Rock!

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** As part of this course you will also have the opportunity to get instrumental lessons on your chosen instrument, but you will be expected to play in one of the school ensembles if receiving lessons.

## **TECHNOLOGY MODULES**

These subjects meet the Year 9 achievement objectives for technology, leading to technology modules in Year 10 and senior technology programmes.

### **9 CCM Creative Change Makers**

**Length: 2 terms**

Have you ever wondered why we pick up dog poo in plastic bags? Have you ever thought you could do a better job of designing a product that doesn't quite do what you want it to? Have you ever wondered why so many takeaway containers are made of plastic or are plastic lined?... Do you want to make a difference and make something really good!? Then Creative Change Makers is the course for you! You will work collaboratively to create or improve on a product, system or environment (place) that has a societal (community) and/or environmental impact.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for Technology, leading to Technology modules in Year 10 and senior technology programmes.

### **9 DM Digital Media**

**Length: 2 terms**

In this course we will learn how to create and edit images, digital illustrations and 3D models. No prior experience is needed as we will cover the basics, then students can choose the area in which they'd like to specialize.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for technology, leading to technology modules in Year 10 and senior technology programmes.

### **9 DT Digital Technology**

**Length: 2 terms**

Interesting in programming and web development? In this course we cover a range of technologies including: HTML, CSS, Javascript, Python. Students then have the freedom to specialize in an area of their choice.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for technology, leading to technology modules in Year 10 and senior technology programmes.

### **9 FAD Fashion and Design**

**Length: 2 terms**

In this module you will learn: fashion drawing, screen printing and other applied design techniques, pattern and fabric knowledge, how to use a sewing machine, and a range of construction techniques. These will enable you to make high-quality products, using a design process to investigate real problems or opportunities and make creative textile solutions in response.

**Course Costs:** TBC

**Out of Class Activities:** None

**Comments:** This course meets the achievement objectives for Year 9 Technology, leading to Fashion & Design in Year 10 and senior technology programmes.

## 9 FOD Food Art

Length: 2 terms

By selecting different base recipes and themes students will learn how to adapt their recipe, different decorative techniques, how to stage their creation for their photos, how to take cool photos while documenting their design process in their food blog. All designed products will have a theme that is open to interpretation and needs to run through adaptation, design and staging for the photo (For example, light, space, fashion and many more).

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course will meet all the required technology achievement objectives.

## 9 ROB Robotic Humans

Length: 2 terms

Fun and creative combination of science and robotic technology. We will study the form, function and motion of the human body and evaluate possibilities of robotic enhancements. This course will explore and create mechanical solutions to biological challenges. This could be the future of the human race!

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course will meet all the required technology achievement objectives.

## 9 SPD Spatial Design

Length: 2 terms

Spatial design is a relatively new design discipline that crosses the boundaries of architecture, landscape architecture, interior design and public art. Spatial design focuses on the flow of people and their relationship with space, be that a built environment, or a space that is part of their culture. Students will utilise a design process and visual communication techniques to develop spaces for people: architecture, landscapes or interiors. Human factors, aesthetics and emotional connection will be explored within individual design projects. Both traditional (drawing) and digital methods will be used to develop and refine student's own designs.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for Design and Visual Communication, leading to technology modules in Year 10 and senior technology programmes.

## 9 TME Technology Metal

Length: 2 terms

Students will create innovative products, providing solutions that meet real needs. They will learn about a range of materials and will test properties and products for suitability and performance in their intended environment. They will learn about the application of finishes and use specialist equipment to construct original products.

**Course Costs:** Take home component fee

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for technology, leading to technology modules in Year 10 and senior technology programmes.

## 9TWD Technology Wood

Length: 2 terms

Students will create innovative products, providing solutions that meet real needs. They will learn about a range of materials and will test properties and products for suitability and performance in their intended environment. They will learn about the application of finishes and use specialist equipment to construct original products.

**Course Costs:** Take home component fee

**Out of Class Activities:** None

**Comments:** This course meets the Year 9 achievement objectives for technology, leading to technology modules in Year 10 and senior technology programmes.

## LANGUAGES

### 9 SPA Spanish

Length: 2 terms

Students will learn basic Spanish communication and pronunciation focusing on greetings, how to introduce yourself and your family and Spanish-speaking countries culture.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This course is recommended to continue to Year 10 Spanish

### 9 MAO Te Reo Māori

Length: 2 terms

An introduction to Te Reo Māori me ona tikanga (Māori language, customs and traditions). Correct pronunciation, understanding of vowels long and short, pepeha and mihi — an in-depth look at where the students come from. Also, a lot of fun, games and waiata singing.

**Course Costs:** None

**Out of Class Activities:** None

## **SPECIALIST MODULES**

### **9 FYB Finding Your Branson**

**Length: 2 terms**

In this Module we will not only learn strategies to help with areas you may struggle with, but we will explore and build our understanding of dyslexic strengths. We will look closely at the Office 365 apps that best support your learning across different subjects and look at ways to grow your identified strengths in preparation for senior school and life beyond Nayland.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** This Module meets the Technology requirements at Year 9.

### **9 GMX Growing Mathematicians**

**Length: 2 terms**

This module is designed for learners who are looking to boost their confidence in Mathematics. This module will focus on building confidence through growth mindset, multiple representations and foundational mathematical thinking. We will also look to boost confidence by covering upcoming content before topics are covered in core classes.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** The work done in this module would support the work done in core mathematics.

### **9 LIT Literacy Boost**

**Length: 2 terms**

This course is for students who need extra support with reading and writing. Group and individual activities will focus on developing reading strategies and approaches to writing which will be used in a range of subjects.

**Course Costs:** None

**Out of Class Activities:** None

### **9 ESOL**

**Length: Full year**

This module is a specialist course for students with English as a second language.

**Course Costs:** None

**Out of Class Activities:** None

### **9 IOS Institute of Sport (IOS)**

**Length: Full year**

The Nayland College Institute of Sport aims to build all-round successful people, not just successful athletes. Students can learn the 'how and why' of training, sports nutrition and hydration. They also have the opportunity to develop their fundamental skills, decision making under pressure, and psychological mastery skills through a variety of team sports and outdoor activities such as adventure racing, surf lifesaving, mountain biking, paddle boarding and waka ama.

**Course Costs:** None

**Out of Class Activities:** Three day high performance camp

**Comments:** Students undergo a selection process to be placed in this programme.

## INTEGRATED MODULES

### 9 ECW Ecology Warrior

**Length: 2 terms**

Have you ever wondered what goes on in the world around us beyond what we can see? Have you ever thought about a career working for DOC? This module provides a fun and exciting opportunity to explore the different ecosystems around Nelson such as the Brook Sanctuary and the Maitai River. You will learn about a range of different things that exist in these places, both what you can see from the surface, but we will also delve deeper into the cool worlds that live and breathe in a freshwater environment. You will also learn about collecting data and then use this data to run your own project that would be similar to things you would do if you choose a career working in things like statistics, the Department of Conservation and biology.

**Course Costs:** None

**Out of Class Activities:** Field trips

### 9 LCA Lights! Camera! Action!

**Length: 2 terms**

Do you love watching films? Do you want to learn the intricacies of film making and practice those skills yourself? In this course, we will look at elements of screenplay writing and film making. We will study the elements of successful storytelling by learning about narrative genre and structure, character development, dialogue writing and developing action through conflict. Further, we will learn how directors enhance these elements through film techniques such as camera shots and angles, music and lighting. Students will tell their own stories, writing a screenplay and creating a film.

**Course Costs:** None

**Out of Class Activities:** None

**Comments:** Students should be prepared to write, pitch ideas and work as a team to find success in this course.

### 9 MON Money Money Money

**Length: 2 terms**

Students will develop skills to help understand the economic world we live in to be able to manage their limited money to be able to meet their goals. This will cover cash and credit buying, decision making, where the money comes from and other topics of interest to the students

**Course Costs:** None

**Out of Class Activities:** None

### 9 OED Outdoor Education – Mountains to Sea

**Length: 2 terms**

Adventure, challenge, outdoor skills, teamwork does this sound like you? Get beyond the school grounds and develop skills to travel in bush and explore rivers and sea, while learning about the human impact on different environments.

**Course Costs:** \$50.00

**Out of Class Activities:** 2 day bush camp, 1 day trip on the water

**Comments:** You will explore local areas by foot, bike and kayak to establish a connection with local nature.

## 9 NEL Real Life Nelson Airport

**Length: 2 terms**

The Nelson Airport is in our backyard at Nayland College. In this module you will be investigating the realities behind the busiest regional airport in New Zealand and its influence in the Nelson region.

You will learn about the real people who travel through, work at, and run the airport. This will be a hands on course with frequent excursions outside of school. You will also investigate the technologies used in the Nelson Airport including the new terminal design. You will be able to choose an aspect of the airport that interests you and complete a further inquiry into this for your final project.

**Course Costs:** None

**Out of Class Activities:** Field trips

## 9 SPE Sports Education

**Length: 2 terms**

Experience fun games in a supportive environment and develop your skills and understanding of how to perform at your best.

**Course Costs:** None

**Out of Class Activities:** None

## 9 TMG Traditional Māori Games

**Length: 2 terms**

In the Traditional Maori Games module students will have the opportunity to learn the tikanga, history and stories of games such as Ki-o-rahi and learn the specific skills through a Gamesense approach. The module will include a Ki-o-rahi tournament to celebrate the learning throughout the two terms.

**Course Costs:** None

**Out of Class Activities:** None