

Year 8 to 9 Preferences

Subject Information Guide

The purpose of the evening is to provide information about our 'Preference Curriculum', which will allow pupils some element of choice of subjects they study in Year 9.

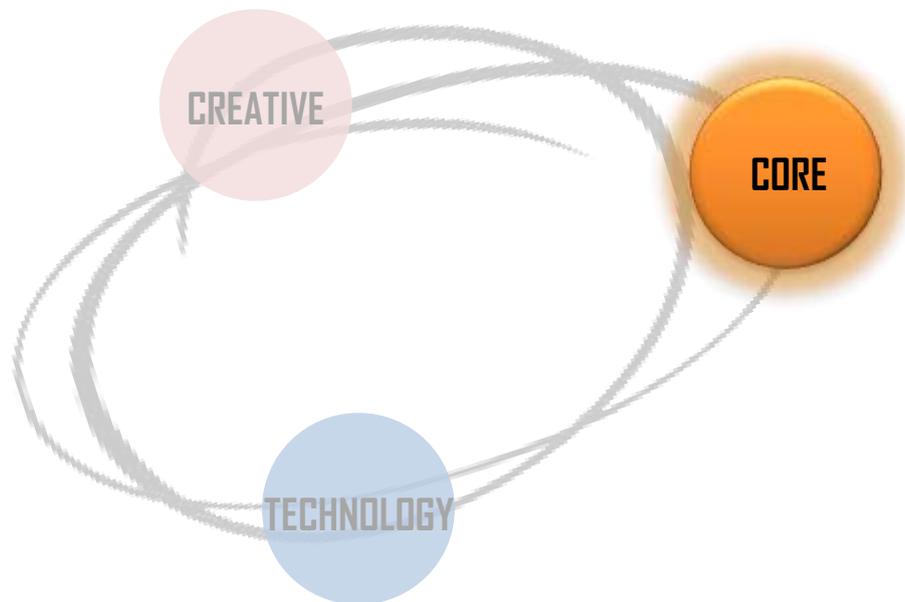
This booklet gives information about some of the content of the courses offered in our Creative and Technology subjects.

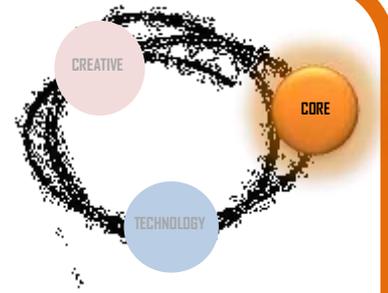
We hope you find the evening useful and informative. If you have any further questions or queries, please do not hesitate to contact me at crobbins@hollingworthacademy.co.uk or Mrs Smith at csmith1@hollingworthacademy.co.uk, or telephone 01706 292800.

Mrs C Robbins
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Mrs C Smith
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Core Subjects





CORE SUBJECTS

Pupils will continue to follow a broad and balanced curriculum for 25 hours a week. In Year 9 they will still follow the Core subjects of:

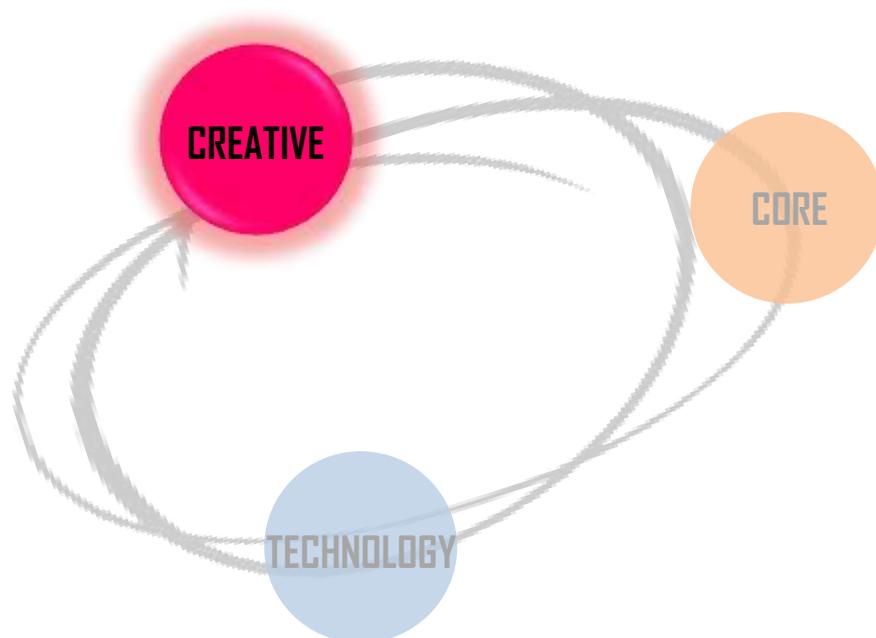
| | | |
|---------------------|---|---------|
| Maths | x | 4 hours |
| English | x | 3 hours |
| Science | x | 3 hours |
| Religious Education | x | 1 hour |
| PSCHE | x | 1 hour |
| PE | x | 2 hours |
| History | x | 2 hours |
| Geography | x | 2 hours |
| Spanish | x | 2 hours |
| Food Technology | x | 1 hour |

They will then have some choice within the 2 preference blocks for the remaining time:

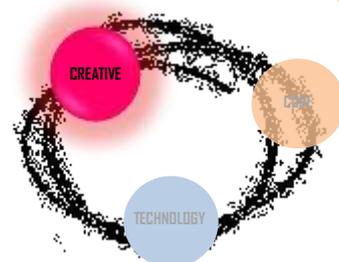
| | | |
|------------|---|---------|
| Creative | x | 2 hours |
| Technology | x | 2 hours |

Please note that although we are committed to offering these preferences, timetable restrictions and lower numbers opting for a subject may result in us withdrawing a preference subject.

Creative Subjects



CREATIVE SUBJECTS



Pupils are required to select **two** creative subjects; information about these subjects are detailed on the next few pages.

GRAPHIC DESIGN

Graphic Design is required in an enormous number of fields and one of the fastest expanding is electronic media. There are thousands of new webpages being created every day, and electronic media is continually advancing as there are so many applications which rely heavily upon graphic designers. As well as this 'new media' there are the more traditional aspects of graphic design which includes:

- ✚ Print.
- ✚ Illustrations.
- ✚ Producing promotional packaging.
- ✚ Displays and brochures.
- ✚ Designing logos for products and businesses.

In Year 9, Graphics pupils will be introduced to the concept of working to a design brief and will have to put themselves in the shoes of a Graphic Designer. They will be expected to produce preparatory studies before designing either promotional materials or product packaging. Graphics pupils will have the opportunity to use a wide range of art materials, but will take their designs through to a final outcome which is enhanced using computer software.

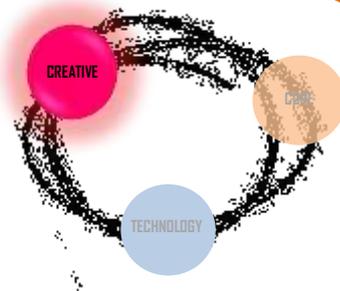
MEDIA STUDIES

The new KS3 preference curriculum has been redesigned to be a more "hands on" approach to the world of Media Studies. The course is structured around a series of practical projects that encourage pupils to take a deep and critical look at the way the media shapes our lives. Amongst the topics covered are film, television crime series, advertising, music videos and CD covers. The intention behind the course is to enable pupils to develop their understanding through independent research, reflective planning and the careful production of media texts. The use of original imagery; planned, taken and edited by the pupils will be required. (Examples of the excellent production work the department is well known for are always on display in Room 234, and have even been displayed at the University of Manchester!) Below is a short precis of the projects KS3 involves:

- ✚ Myself and the Media: focus on pupils as consumers - how does the media you watch, read and use define you?
- ✚ DVD cover – film promotion in a genre negotiated by the pupil and teacher - the use of original imagery to make a professional looking piece of quality production work.
- ✚ The front cover of a TV listing magazine to promote new crime genre - how has the television industry responded to issues centred around culture, diversity and how is modern society represented?
- ✚ Advertising unit – focus on representation and gender - can advertising to young people be accomplished without relying on gender stereotypes?
- ✚ CD cover – focus on music and industry.

I encourage you to listen to the Media Studies presentation carefully and please visit Room 234 for further information.

CREATIVE SUBJECTS



DANCE

Pupils will undertake a range of units of work to develop skills in performance and technique and the use of different stimuli to choreograph movement. They will gain knowledge and technique of dance from different cultures and current dance styles in Britain, and develop an understanding of social dance. Pupils will be continuously assessed.

Units of Work:

The Purpose of Dance

- ✚ Why do we dance?
- ✚ Social, traditional and performance dance.
- ✚ Research origins of dance styles including Bollywood and Street Dance.

Technique and Performance

- ✚ Develop technical skills through conditioning.
- ✚ Explore performance skills; understand ways to engage an audience.

Choreographic Approaches

- ✚ Pupils understand ways to develop choreography.
- ✚ Use structures and devices in order for dance to progress.
- ✚ Organise rehearsals and make choreographic choices.

DRAMA

Pupils will create and perform drama in increasingly sophisticated ways and create work inspired by a range of texts and stimuli. Pupils who choose this option must enjoy performance, enjoy working creatively with others and possess a 'have-a-go' attitude. The topics will include:

Setting the Fuse

- ✚ Developing an understanding of stagecraft, the semiotics of theatre design and direction by exploring a short play text.

Telling Tales – devising your own drama

- ✚ Work as practitioners to explore a theme or issue and the relationship between form and content, to create an original piece of drama.

Theatre practitioners – From Page To Stage

- ✚ Work as directors and actors to interpret a play text and prepare it for performance.

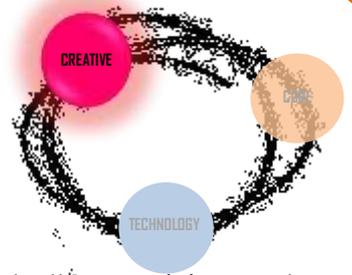
Film acting

- ✚ Produce a short film trailer, learning how to act for camera.

Final devising project

- ✚ Respond to a brief to create original work for an audience. A chance to apply the skills learnt throughout the year.

CREATIVE SUBJECTS



MUSIC

In Music, pupils will have lots of different opportunities to develop their skills as both a musician and a composer by exploring different genres within popular music. All pupils will be offered the chance to learn an instrument such as piano, guitar, drums or singing. Pupils will be working through different curriculum topics, including the following:

Song Writing Skills

- ✚ Understanding of the musical history of popular music.
- ✚ Developing skills to write songs inspired by true life events.
- ✚ Visiting the British Music Experience in Liverpool.
- ✚ Performing live in the Beatles Showcase.

Community Music Project

- ✚ Creating and delivering a music project such as a gig or workshop within our community.
- ✚ Planning elements such as health and safety and stage/resource management.
- ✚ Performing and/or delivering aspects of the planned event.

The curriculum has been designed so that pupils will have the opportunity to gain a Silver Arts Award with the bonus of them being able to study music in more detail.

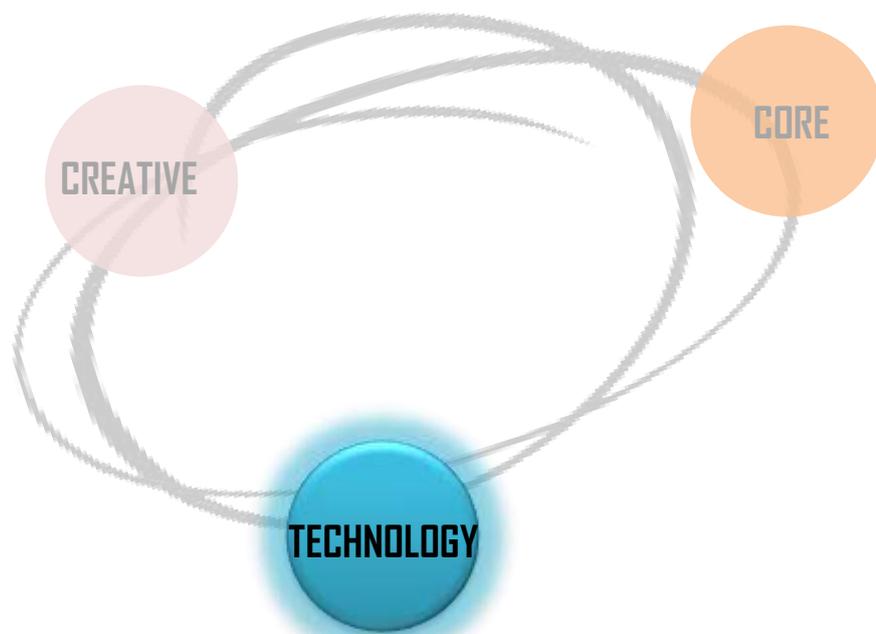
ART

Pupils will continue to develop their practical skills, exploring a wider range of materials and techniques such as:

- ✚ Drawing and painting.
- ✚ Printmaking.
- ✚ Photoshop and other computer software.
- ✚ Using mixed media.
- ✚ 3D Design and Construction.
- ✚ Textiles and textile construction

They will be encouraged to develop their own style and work independently. There will be opportunities for pupils to come up with ideas and make decisions about their own work. Contemporary art work including graffiti will be used to influence and inspire the work they produce in class.

Technology Subjects



TECHNOLOGY SUBJECTS

Pupils are required to select **two** technology subjects; information about these subjects are detailed on the next few pages.



BUSINESS STUDIES

Pupils will gain a broad understanding of business functions and processes in the modern world. They'll apply their knowledge and understanding to consider the practical challenges, processes and targets faced by real businesses. They will also have the opportunity to demonstrate applied skills such as conducting market research and writing a business plan.

Pupils study for five units:

- **Business Basics:** Introduction to goods and services, factors and sectors of production and opportunity cost.
- **Enterprise:** Develop skills needed to be a creative, competitive and forward thinking entrepreneur.
- **World of Work:** Pupils will interview someone they know with a job. They will produce a report summarising the job, the business, the industry and the personal attributes that make someone undertaking that role successful. This will be presented in a professional report format.
- **Packaging:** Learn about the function of product packaging and complete a group project to develop packaging for a specific product.
- **Market Segmentation and Product Design:** Apply knowledge of the function product packaging and complete a group project to develop packaging for a specific target market.

INFORMATION TECHNOLOGY

Information Technology is used by everyone, every day. By choosing Information Technology, pupils will acquire skills and knowledge that can be transferred to other subjects and in life beyond school, which they will be able to use for the rest of their lives. Pupils will study:

- Graphics creation and manipulation.
- How robots are impacting on our lives.
- 21st century skills for business.
- Real world data – how data is used in businesses to create an advantage.
- Cyber security, making sure that individuals and businesses are safe in the online world.

COMPUTER SCIENCE

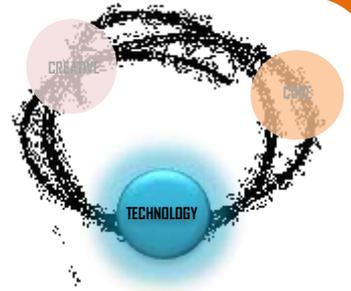
Computer Science will give you a good understanding of the modern world. We are surrounded by computers everyday of our lives. Pupils will gain an understanding of how these work and a chance to be creative by building their own applications and solving real world problems. Through the study of Computer Science, pupils will develop critical thinking, analysis and problem solving skills, which can be transferred to other subjects and even applied in day-to-day life.

- App creation.
- Computer systems and hardware.
- Programming physical robots.
- Cyber security and networking.

PHOTOGRAPHY

Photography offers pupils a way of looking at the world in a different light. The Year 9 Photography course will enable the pupils to understand how a camera works and its functions. How to create different images using props, lighting and staged scenes. All pupils will gain a deeper understanding of Photoshop, which allows them to manipulate their own work and combine it with the work of others. No experience is needed.

TECHNOLOGY SUBJECTS



DESIGN AND TECHNOLOGY

Design and Technology teaches pupils how to take creative risks, become more resourceful, innovative, enterprising and capable. Pupils develop a critical understanding of the impact of design and technology on daily life and the wider world. The Design and Technology department offers two courses: Materials Technology and STEM.

MATERIALS TECHNOLOGY

Pupils will have the opportunity to develop their knowledge and understanding of a range of practical skills and techniques both on paper and in using 'resistant materials' such as metal, plastic and wood. Pupils will acquire valuable hand skills while working with workshop tools and machines and will gain experience of working co-operatively and safely in a workshop environment.

Project 1: Fun Grabber (12 weeks)

- Mechanisms
- Plastics
- Hand Tools
- Ergonomics

Project 2: Container (12 weeks)

- Timber
- Wood Joints
- Hand Tools and Workshop Machinery
- Workshop Safety

Project 3: SOS Device

- Computer Aided Design
- Solidworks 3D Software
- Designing for User's Needs
- Smart and Modern Materials

STEM (SCIENCE, TECHNOLOGY, ENGINEERING, MATHS)

Pupils learn to design and make products that solve genuine, relevant problems within different contexts. To do this effectively, they will acquire a broad range of subject knowledge and draw on additional disciplines such as Mathematics, Science, Engineering, Computing and Art.

Project 1: Alessi Inspired Design

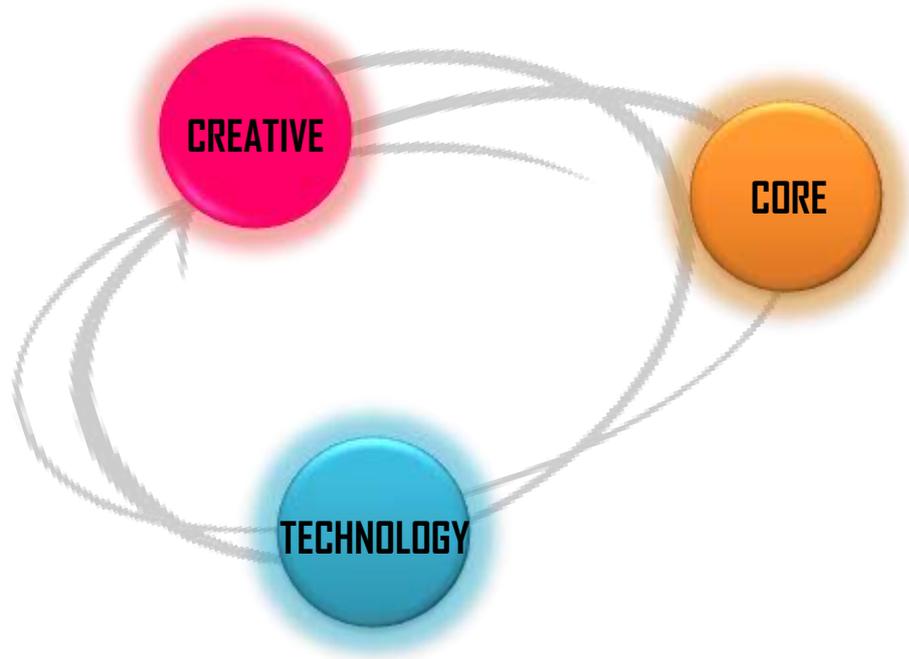
- Designing for User's Needs
- Product Analysis
- Smart and Modern Materials
- Prototyping and Design Development

Project 2: USB Torch

- Geometry and Nets
- Branding
- Electronics
- Computer Aided Design and Manufacture

Project 3: Seating

- Ergonomics
- Interpreting Mathematical Data
- Design Movements
- Designing for the Needs of Others
- CAD/CAM



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