

Year 8 Curriculum Overview

2024

English

Term 1	Term 2	Term 3	Term 4
Culture	Language Analysis	Novel Study - Trash	Film Study
<ul style="list-style-type: none"> Narrative writing Comprehension (with a focus on making inferences) Analysis and interpretation 	<ul style="list-style-type: none"> Persuasive writing Exploration of tone and voice Critical thinking 	<ul style="list-style-type: none"> Interpreting and responding to themes in a text Selecting and explaining evidence to support a point of view 	<ul style="list-style-type: none"> Theme analysis Identifying evidence that can be used to support responses in a film text

Maths

Term 1	Term 2	Term 3	Term 4
Real Number	Measurement	Algebra	Linear & Non-Linear Relationships
<ul style="list-style-type: none"> Solving problems involving percentage increase and decrease Exploring types of decimals and irrational numbers 	<ul style="list-style-type: none"> Calculating perimeter, area and volume of various 2D and 3D shapes including circles and composite shapes Solving problems involving time 	<ul style="list-style-type: none"> Solving algebra problem using a range of strategies 	<ul style="list-style-type: none"> Graphing linear relationships and solving linear equations
Chance	Financial Mathematics	Statistics	Geometry
<ul style="list-style-type: none"> Calculating probabilities by exploring diagrams and tables 	<ul style="list-style-type: none"> Exploring profit and loss 	<ul style="list-style-type: none"> Exploring methods of data collection and the effect of population sizes 	<ul style="list-style-type: none"> Exploring quadrilaterals Identifying and calculating congruent and similar shapes

Humanities

Term 1	Term 2	Term 3	Term 4
Creating Change – Civics & Citizenship	Vikings – History: Middle Ages	Changing Nations – Geography	Shogun Japan – History: Middle Ages
<ul style="list-style-type: none"> Understand how the Australia's political system works Create a plan to create change in an issue students care about 	<ul style="list-style-type: none"> Explore the myths and realities of how Vikings actually lived Discover how, where, and why Vikings travelled 	<ul style="list-style-type: none"> Discover how humans live in an urbanised and migrating world Apply skills the Geographical Inquiry Model 	<ul style="list-style-type: none"> Explore how the isolation of Japan created a unique culture Revising key historical skills
		Money, Money, Money – Business & Economics	
		<ul style="list-style-type: none"> Engaging with economic concepts such as tax, saving, and budgeting Compete with students around Australia in the ASX's Share market game 	

STEM

Term 1	Term 2	Term 3	Term 4
Chemistry	Biology	Physics	Ecology
<ul style="list-style-type: none"> • Explore physical and chemical properties • Identify physical and chemical change • Investigate conservation of mass • Explore the periodic table • Compare elements and compounds 	<ul style="list-style-type: none"> • Explore types of cells and compare their structures to the functions they are able to complete • Explore human body systems • Consider how the structure of something is related to its function 	<ul style="list-style-type: none"> • Explore the different types of energy • Explore how light and sound energy travel in waves and how this affects their behaviour • Create a theatre room design which accounts for their knowledge of Physics 	<ul style="list-style-type: none"> • Explore the relationship between organisms in ecosystems • Explore how humans are impacting these ecosystems • Consider what our priorities should be when decreasing our impact

Health

Term 1	Term 2	Term 3	Term 4
Fit and healthy	Drug education	Sexual Health	Australian & Community Health Issues
<ul style="list-style-type: none"> • Dimensions of Health • Health-related and Skill-related Fitness Components • Exploration of different training methods and training principles • Fitness circuit design 	<ul style="list-style-type: none"> • Legal and illegal substances and how they each affect the body • Classifying the substances into 3 main categories: stimulants, depressants and hallucinogens • Investigating the impact substance use has on the mental health and wellbeing of an individual. 	<ul style="list-style-type: none"> • Reproductive system of both females and males. • Rights and responsibilities of sexual conduct and consent. • Contraception and prevention of sexually transmitted infections. • Respectful relationships. 	<ul style="list-style-type: none"> • Investigating ways Australians are affected by illness and disease, and how they can improve their overall health and wellbeing • Identifying the effects of Asthma, Heart disease, Anaphylaxis, various Cancers, Diabetes
			Leadership
			<ul style="list-style-type: none"> • Explore the different styles of leadership • Skills and qualities of becoming a leader • Evaluating the effectiveness of being a role model

Physical Education

Term 1	Term 2	Term 3	Term 4
Volleyball & Athletics	Netball, AFL & Soccer	Touch Rugby, Lacrosse & Basketball	Softball & Cricket
<ul style="list-style-type: none"> • Skill acquisition, rules of the game and strategic thinking skills • Volleyball: dig, set, serve • Athletics: introducing all track and field events and the rules for each event. • Fitness Testing: implementation of various fitness tests to measure power, endurance, agility, speed and strength. 	<ul style="list-style-type: none"> • Skill acquisition, rules of the game and strategic thinking skills • Netball: passing, catching, footwork, goaling and the knowledge of the different positions • AFL: handballing, kicking and marking • Soccer: dribbling, passing, goal shooting 	<ul style="list-style-type: none"> • Skill acquisition, rules of the game and strategic thinking skills • Touch Rugby: passing backwards, running with the ball, offensive and defensive strategies • Lacrosse: throwing, catching, passing to a team mate on the move, goal scoring • Basketball: passing, catching, shooting from various points on the court, offensive and defensive strategies. 	<ul style="list-style-type: none"> • Skill acquisition, rules of the game and strategic thinking skills • Softball: batting, pitching, throwing, catching, running between the bases, fielding • Cricket: batting, bowling, throwing, catching, running between the wickets, fielding • Fitness Testing: implementation of various fitness tests to measure power, endurance, agility, speed and strength

Food Technology

Term 1	Term 2	Term 3	Term 4
Proteins	Factors that influence food consumption	Food Sustainability	Desserts and Baking
<ul style="list-style-type: none"> • Understanding the nutritional benefits of protein. • How proteins can be included in meal planning • The process of paddock to plate • Preparing and cooking international beef/plant-based meat dishes 	<ul style="list-style-type: none"> • Exploration of food related conditions such as allergies, intolerances and lifestyle choices • Use a design brief to investigate, plan, create and evaluate food products • Prepare and cook a range of cuisines whilst refining safe kitchen practices and skills 	<ul style="list-style-type: none"> • Exploration of sustainable ingredients and cooking methods. • Discuss food waste reduction strategies and sustainable food systems. • Prepare and cook a range of cuisines exploring key areas of sustainability. 	<ul style="list-style-type: none"> • Exploration of kitchen skills and cooking techniques used to prepare a range of desserts. • Investigation of international sweets. • Prepare, cook and/or bake a range of desserts. • Use a design brief to investigate, plan, create and evaluate food products.

Music

Term 1	Term 2	Term 3	Term 4
Band Carousel – Shake It Off	Hip Hop Culture & Rap Music	Film Music	Drumming/The Blues
<ul style="list-style-type: none"> Instrument practice, band formation, rehearsal, and performance. 	<ul style="list-style-type: none"> History and significance, lyricism and rhyme and beat production Songwriting, composition and recording. 	<ul style="list-style-type: none"> Musical styles in film, composing for emotion, instrumentation, and conventions Digital composition 	<ul style="list-style-type: none"> Improvisation, composition, and performance Blues history and significance, lyricism, and rhyme

Visual Art

Term 1	Term 2	Term 3	Term 4
Watercolour painting	Patterns and Tones	Introduction to Art Movements	Multi-media collage
<ul style="list-style-type: none"> Mixing and layering watercolour paints Planning and creating a themed watercolour painting. 	<ul style="list-style-type: none"> Introduction to Zentangles (interwoven patterns) Using patterns to create 3D effects Exploring monotone art techniques Creating a monotone cube and a Zentangle circular artwork 	<ul style="list-style-type: none"> Analysis of artworks from different movements Creation of artworks inspired by a selected art movement 	<ul style="list-style-type: none"> Exploring dreams, imagination and surrealism through collage
	Ceramic modelling		Sculpting
	<ul style="list-style-type: none"> Hand building a realistic food model 		<ul style="list-style-type: none"> Design and sculpt a themed ceramic tea light candle holder

Digital Technology

Term 1	Term 2	Term 3	Term 4
Image Processing	Game Design	Digital Citizenship/Cyber Security	Advance Multimedia Skills
<ul style="list-style-type: none"> Develop an understanding of images Investigate image depth and quality Explore pixel based imaging Create pixelated images 	<ul style="list-style-type: none"> Introduction to coding Investigate career pathways in coding and game design Follow step-by-step process to create the framework for a game Expand on knowledge to make individual adjustments to their existing game 	<ul style="list-style-type: none"> Explore Online Safety and Privacy Investigate the impact of Cyberbullying and Digital Etiquette Discuss Digital Footprint and Reputation Benefits and challenges of social media and digital communication 	<ul style="list-style-type: none"> Excel: Introduction and overview, graphing, basic formulas PowerPoint: Transitions, Animations, Interactives/Hyperlinks, Presenter Tools Introduction to Photoshop

Media

Term 1	Term 2	Term 3	Term 4
Photographic manipulation	Digital Artwork	Media Codes and Conventions in Print Media	Media Codes and Conventions in Moving Image
<ul style="list-style-type: none"> • Exploration of photographic manipulation and how it can affect audiences understanding of subject matter • Digital photography demonstrating the elements of photography • Introduction to Adobe Photoshop 	<ul style="list-style-type: none"> • Exploration of digital artists such as Julian Opie and Dan Cretu • Creation of digital artworks inspired by art movements and digital artists • Practical application of key skills in Adobe Photoshop 	<ul style="list-style-type: none"> • Understanding of how media codes and conventions are used within media products to communicate meaning to audiences • Representations and stereotypes used in print media • Creation of print media products using Adobe Photoshop 	<ul style="list-style-type: none"> • Explore genre and audience expectation through movie trailers. • Develop an understanding of media codes and conventions in moving image. • Form production teams to create a movie trailer that demonstrates understanding of genre, audience and media codes and conventions.