# JUNIOR PATHWAYS 2023


ST BEDE'S COLLEGE

# Haere Mai

Our vision is to create Catholic Marist leaders of the future who serve with a catholic heart, mind and hands. Our programmes are designed to ensure all of our rangatahi engage with, and receive a holistic education that reflects their culture, needs, interests and aspirations.

The curriculum at St Bede's is local to us. This means designed by our community for our community. The learning pathway is broken down into three phases:

- **Inspire / whakaohooho** (Years 9 and 10)
  Learning packages are designed to inspire a love of learning in different curriculum areas.
- **Explore / whakatūhura** (Years 11-12)
  Having had experiences in a range of learning areas, ākonga in Years 11-12 begin to explore areas of interest in more depth as they look to specialise.
- **Embed / whakamau** (Years 12-13)
  Senior ākonga embed their previous learning and experiences in courses that align to their specific interests and future pathways.

**Inspire**

In years 9 and 10 tamariki, in collaboration with staff and whānau select a course that reflects their interests, aspirations and next steps in learning. They are able to select up to four different learning packages from each curriculum area. This ensures our tamariki experience a robust and balanced curriculum whilst having the ability to engage in learning that captures their imagination and curiosity.

Using this information, ākonga are placed in what we call 'Common Classes'. Common classes bring together students with shared interests and abilities which enables us to provide a targeted and bespoke learning programme for each individual student.

Common classes stay together for English, Social Sciences, Science, Religious Education and Physical Education. For Math, Arts and Technologies students are mixed with others based on their specific course selection.

This handbook outlines the learning packages on offer in each curriculum area and the guidelines of course selection for each area. From time to time learning packages may change to reflect the expertise of current staff. At the rear of the book is a course planning template.

Languages (Māori and Spanish) are covered across different learning packages with the Cultural Studies (Māori) being a compulsory package in the Arts at Year 9. Students wishing to opt into a Spanish Learning Package can do so by dropping a Learning Package from another learning area (excluding English and Math).

Please note whilst we will endeavour to meet every student's needs, timetabling clashes may result in students not always getting their full course selection.

Should you have any questions regarding your course selection please email **truddenklau@stbedes.school.nz**

Regards

**James Burnside**
**Associate Rector – Teaching and Learning**

# Faculty of ARTS

The arts are powerful forms of personal, social, and cultural expression. They are unique "ways of knowing" that enable individuals and groups to create ideas and images that reflect, communicate, and change their views of the world. The arts stimulate imagination, thinking, and understanding. They challenge our perceptions, uplift and entertain us and enrich our emotional and spiritual lives. As expressions of culture, the arts pass on and renew our heritage and traditions and help to shape our sense of identity.

In Year 9, all students will complete a course in Te Ao Māori to introduce them to Culture at St Bede's. They will then choose three more Arts Courses from the Year 9 list. In Year 10, students will choose 4 of the Arts courses listed under Year 10 options.



## YEAR 9 - Choose 3

**Te Ao Māori (9CUL1) Compulsory**
Take a journey into your own history and whakapapa (family tree) and learn how and where you fit in Aotearoa. Develop an understanding of what it is to be a 'kiwi' and learn about your own sense of place in the world. Discover some of New Zealand's own great history and what it means to you! Develop basic language skills in Te Reo Māori and an understanding of our unique NZ culture.

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**Drawing (9ART1)**
Learn how to draw what you see. Gain confidence in using media while understanding proportion and scale. You will understand how to create the illusion of 3-dimensional forms so your work will begin to look realistic.

This course will suit all drawing abilities, including beginners.

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**Illustration (9ART2)**
Learn how to express your ideas through character development. You will create a series of images using a range of different media from pencil and ink pen through to water colour and digital imagery (Adobe Photoshop). Understanding colour theory will also be covered in this course as you explore your creativity and individual voice as an Illustrator.

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**Kapa Haka (9CUL2)**
This course is for anyone who wants to develop and understand your culture. It will introduce you to the world of Māori culture and art. Develop your skills and confidence in kapahaka, waiata, haka and toi whakaari (Māori arts).

**Comedy and Combat (9DRA1)**
Do you like being active, learning to think quickly and creating stories? Learn to create characters and scenes on the spot. Have fun learning stage fighting, physical theatre, and slapstick comedy. You will learn basic skills in stage combat and the principles of mime. Create a short scene using all these skills! Gain confidence, acting techniques and have lots of laughs along the way!

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**YouTube Nation (9DRA2)**
Creative media making! Get inspired and create a series for our class YouTube channel. Create and produce an episode based around a topic the class chooses together. Make a music video, short film, animation, stop-motion movie, puppet show, documentary, or newscast - you decide! Learn about set and film design, editing and sound and produce your own episode with a team.

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**Making Music (9MUS1)**
Learn to play music. Play an instrument or sing. Listen to music from a range of places to get ideas and then write your own piece of music using instruments or computer. This course is suited to anyone who wants to make music.

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**Audio Production (9MUS2)**
This course is for anyone who is interested in electronic music and using technology. Learn the basics of music production through looping, DJ mixing and recording. Experiment with Music technology to create your own beats for a purpose of your choice e.g., video game, movie trailer, social media.

# YEAR 10 - Choose 4

**Art (10ART1)**
Enhance your drawing ability using a broader range of materials, building competence for senior art. Use a range of new media (collage, spray paint, stencilling) to create an art piece on either skateboards, plywood, concrete or cork.

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**Moving Image (10ART2)**
Learning various styles of animation including GIFS, Stop-motion, Claymation and Flip books. This course will cover creating set-design, problem solving, storyboarding and emulation.

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**Te Ao Māori (10CUL1)**
Learn about Māori culture. Investigate the meaning and history of important places in Aotearoa. Discover Māori beliefs and see the world from another perspective. There are practical art and tikanga lessons on Tā Moko and Tatau (Māori and Pasifika tattoo). Look into your own personal and family history (whakapapa) and create a carved piece of work to represent who you are.

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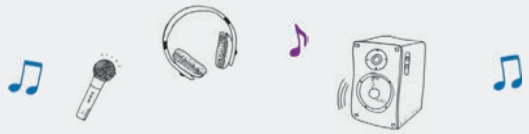
**Kapa Haka (10CUL2)**
Develop confidence in Kapa haka through making deeper connections with Māori culture and tikanga. A practical class where students learn Kapa haka, Haka, rākau and taiaha.



**Play Your Part (10DRA1)**
We need actors, dancers, singers, stage crew, lighting, and sound operators to be part of a team that brings ideas to life! You will develop your skills and deepen your understanding of what it takes to put on a show. You can choose to work onstage or backstage.

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**Lights, Camera, Action! (10DRA2)**
Create a short film production of your own choosing, using skills and knowledge you can develop in class! Combine media, music, acting and interviews to create a 5-minute movie. Work both independently and as part of a team towards producing a developed media project.

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**Making Music (10MUS1)**
Get out of the classroom and into our practice rooms to develop your skills in music. This course gives you the freedom to choose what you want to do e.g., form a band, master your practical skills, or learn to play a new instrument. This course is suited to anyone interested in music, including beginners.

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**Audio Production (10MUS2)**
This course is for anyone who is interested in electronic music and using technology. Choose projects in music production, live sound, or both. Topics include looping, DJ mixing, recording, and setting up the equipment needed for a live show.

# Faculty of **LANGUAGES - ENGLISH**

English is the study, use, and enjoyment of the English language and its literature. For centuries, people have been making sense of the world through the stories, novels, poems and plays that have been written. This is your opportunity to engage with these story tellers and add your own voice to the mix. Students in the junior school will be challenged to read, write, analyse and persuade through selecting ONE thematic based course to explore.

Our Year 9 English programme offers a choice of three themes to choose from: Grab Your Passport, Spies like Us or Heroes and Villains. Each of these thematic options has been split into two levelled courses to make accessibility to texts easier for the students. The two English options (B - Black and R - Red) are designed to allow tamariki to select a course that is reflective of their current stage of learning. In both courses students will be challenged to reach their potential. 9ENG1B is designed for students working at or below level 4B and 9ENG1R is designed for students working at level 4P or above.

At Year 10, choices include: Crime and Punishment, Space the Final Frontier and Keep Your Eye on the Ball. Again, each thematic course has been levelled to improve accessibility to chosen texts.
As with the Year 9 programme, the two English options (B - Black and R - Red) are designed to allow tamariki to select a course that is reflective of their current stage of learning. 10ENG1B is designed for students working at or below level 4P and 10ENG1R is designed for students working at level 4A or above.

## YEAR 9

**Grab Your Passport (9ENG1B or 9ENG1R)**
The world is your oyster as you explore the people, places, and cultures that make up our awesome planet. While you might think there is no place like home, this course will open your eyes as you discover the world within and beyond Aotearoa. So, grab your passport and embark on an exciting adventure!

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**Spies Like Us (9ENG2B or 9ENG2R)**
Your mission, if you choose to accept it, is to join the world of undercover operatives. Infiltrate enemy strongholds and become a master at decoding, identifying and developing your own mission objectives. Do you dare to accept?

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**Heroes and Villains (9ENG3B or 9ENG3R)**
Are heroes really the good guys or are villains just misunderstood? Come explore the world of heroes and villains. Discover the good, the bad and the downright demonic, as we investigate people who have left their mark on society. We will watch, read and listen to worlds full of wicked characters and inspirational icons. At the end, ask yourself the question: do all heroes wear capes?

## YEAR 10

**Crime and Punishment (10ENG1B or 10ENG1R)**
You be the judge. Do the crime, pay the time. Or not? The world isn't always black and white. Come with us as we put on trial those deemed to be walking the fine line between right and wrong. Examine evidence, build a case, and debate the outcome. What will your verdict be?

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**Space – The Final Frontier (10ENG2B or 10ENG2R)**
Journey light years into the future. Encounter astronauts, aliens, spaceships, teleportation and space stations.
Is populating Mars a dream that can come true in your lifetime? Plot your coordinates, prepare your equipment and walk where no man has ventured before. The universe is calling. 5,4,3,2,1 Blast off!

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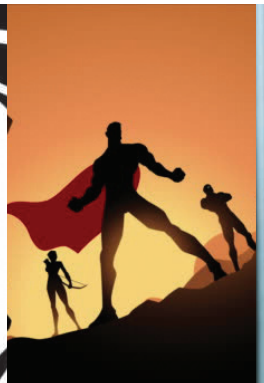
**Keep Your Eye on the Ball (10ENG3B or 10ENG3R)**
Stretch those reading muscles, warm up those pens and get yourself ready for a game of two halves. In 'Keep your eye on the Ball' we will explore the world of sport through a range of texts looking at the play, the people and the politics that often complicate a beloved past time. The tears, the triumphs, and the tribulations are what make sport an integral part of our DNA. So, let's play ball!


# Faculty of **LANGUAGES - SPANISH**

The opportunity to learn a second language and/or engage with another culture is hugely beneficial. Learning a foreign language will allow you to communicate and connect with different people, prepare you for international travel, increase your cultural awareness and ultimately deepen your understanding of your own language and identity. Students who wish to take Spanish as an option will need to select a Spanish course to replace one of their other timetabled options (excluding the English, Mathematics and Religious Education packages or any compulsory courses stipulated in this handbook).

## YEAR 9

**El mundo hispánico (9SPA1)**
Heard of the running of the bulls? Or el Cinco de Mayo? Do you know where they are celebrated and what is involved? In this course we are going to explore some of these customs, and you will learn some helpful vocabulary in case you find yourself being part of that celebration.

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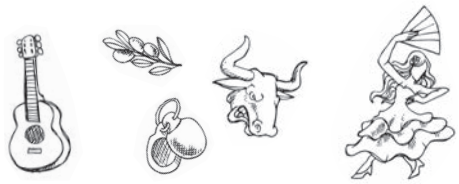
**Spanish ABC (9SPA2)**
In this course you will learn the basics of the Spanish language. How high can you count? Can you ask people for their names or phone numbers? What about if you have to describe a criminal to a police officer? Come and learn!



## YEAR 10

**Please note:** Students who wish to study Spanish at Level 1 are strongly encouraged to take both Year 10 options to consolidate their vocab learning and language exposure.

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**Myself and my Town (10SPA1)**
Build on the basic Spanish language principles covered in Year 9 with this language course. Learn how to describe the world you live in and how to talk about your daily life.
This course is a pre-requisite for studying Spanish at NCEA Level 1.

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**Holidaying in Spain or Latin America (10SPA2)**
Holidaying in Spain: how do you book a room? How can you ask for a discount when you are in the market? How about telling your friends your future plans or sharing with them your holiday experience? In this unit we will be learning what you need for your Spanish holiday, and we will learn how to communicate (at a very basic level) beyond the now.

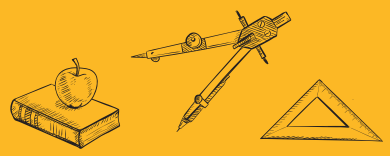
# Faculty of
# MATHEMATICS

In Mathematics and Statistics, students explore relationships in quantities, space and data and learn to express these relationships in ways that help them to make sense of the problem and the world. They learn reason and problem-solving skills as these play a major role in innovation, invention and scientific and technical discovery.

Mathematics allows students to explore their logical abilities and develop ordered modes of thinking. It is a subject that provides a stimulating and enjoyable challenge for students.

Everyone needs to learn Mathematics as it is essential in most areas of employment.
It is also a necessity in many other aspects of everyday life. An understanding of Mathematics helps people to develop logical approaches to procedure, argument, and analysis. Mathematics has been described as the language of the sciences and as such is essential for success in many other fields of study. Mathematics is required to study many other disciplines and students must be aware of these requirements when deciding which courses to pursue.

In Mathematics every student will be given the opportunity to develop in the key competencies of thinking, using language and symbols.



## YEAR 9

In Year 9, ākonga will have a choice of one of two kete. Terms 1, 2, and 3 will be separate strands/topics while Term 4 is about combining the skills and using them in problem solving and real-life contexts, investigations and explorations. Package 1 in each term will be more basic and will be geared towards those looking to improve necessary math skills. Package 2 in each term will be for those confident in their math processes and will be geared toward more advanced concepts, applications and movement to higher levels of mathematics.

### TERM 1

**Number / Algebra**
**Te Ao Whika - Mathimagination (9MAT1)**
A mathematics course targeted at the fundamental skills and concepts of Number and Algebra necessary for life success.

**Number / Algebra**
**Tauwehe-X - The "X" Factor (9MAT2)**
A mathematics course targeted at building on and extending the fundamental skills of mathematics and the uses of number and algebra in real life situations.

### TERM 2

**Geometry / Measurement**
**Ahua ahu-rua - Flatland (9MAT3)**
A mathematics course targeted at the fundamental skills and concepts of Geometry and Measurement necessary for success.

**Geometry / Measurement**
**Ahua ahu-toru - 3D-Space (9MAT4)**
A mathematics course targeted at building on and extending the fundamental skills of mathematics and the uses of Geometry and Measurement in real life situations.

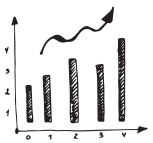
### TERM 3

**Probability / Statistics**
**Tatauranga whika - Take a Chance on Statistics (9MAT5)**
A mathematics course targeted at the fundamental skills and concepts of Probability and Statistics necessary for understanding data in everyday life.

**Probability / Statistics**
**Tūponotanga Tātai - Data Science (9MAT6)**
A mathematics course targeted at more advanced skills and concepts of Probability and Statistics with a focus on data science.

### TERM 4

**Explorations**
**Hōpara Pāngarau - Mathematical Explorations (9MAT7)**
A mathematics course targeted at revising and using the fundamental (and/or advanced) skills and concepts taught in Term 1 to 3 in an exploratory manner.



# YEAR 10

In Year 10, ākonga will have a choice of one of two kete in each of Terms 1, 2, and 3. Term 4 will be more contextual looking at higher mathematics and studies / investigations / explorations. NCEA 10-credit numeracy assessments will occur throughout the year. Package 1 in each term will be more basic and will be geared towards those looking to improve math skills and/or pass the 10 credit Numeracy examination. Package 2 in each term will be for those confident in their math processes and will be geared toward more advanced concepts and applications and movement to higher levels of mathematics post numeracy.

**TERM 1**

**Geometry / Measurement**
**Āhuahanga - The Shape of Things;**
**Location, location, location (10MAT1)**
A mathematics course targeted at those still looking to pass their NCEA Numeracy requirements while improving the fundamental skills and concepts of Geometry and Measurement required in many career fields.

**Geometry / Measurement**
**Āhua Pāngarau - Hyperspace (10MAT2)**
A mathematics course targeted at higher level skills in trigonometry, geometry and measurement required for success in future mathematics study as well as countless career fields.

**TERM 2**

**Number/Algebra**
**Pānga Rārangi - Whose line is it anyway? (10MAT3)**
A mathematics course targeted at those still looking to pass their NCEA Numeracy requirements while improving the fundamental skills and concepts of Number and Algebra required to move forward in mathematical learning.

**Number/Algebra**
**Whārite Pūrua - Be there or $B^2$ (10MAT4)**
A mathematics course targeted at higher level skills in Number and Algebra required for success in future mathematics study as well as countless career fields.

**TERM 3**

**Probability / Statistics**
**Te Ao Tūponotanga**
**- The World of Chance and Data (10MAT5)**
A mathematics course targeted at building and understanding more advanced skills and concepts of Probability and Statistics. Looking at Chance and Data and how we utilise in today's world.

**Probability / Statistics**
**Tūhuratanga tauanga**
**- The World according to Samuel L Clemens (10MAT6)**
A mathematics course targeted at using more advanced skills and techniques in Probability. We will also explore the concept of Statistics and statistical literacy.

**TERM 4**

**Explorations**
**Hōpara Pāngarau Matatau**
**- Advanced Mathematical Explorations (10MAT7)**
A mathematics course targeted at revising and using the fundamental (and/or advanced) skills and concepts taught in Term 1 to 3 in an exploratory manner. This course will also prepare students for the NCEA 10 credit Numeracy Exam.

Faculty of

# PHYSICAL EDUCATION AND HEALTH

Physical Education is “education through movement”. It aims to develop students’ physical competence and knowledge of movement and safety, and their ability to use these to perform in a wide range of activities associated with the development of an active and healthy lifestyle. Through a range of contexts, ākonga will learn how to be critical thinkers, to explore how the body functions through movement and develop essential interpersonal skills. Students will be encouraged to explore how our culture is influenced by sport and activity through both traditional and Te Ao Māori viewpoint. Aspects of Health/Hauora will be woven within each course.

In BOTH Year 9 and Year 10, students need to choose one topic per term, i.e., four per year. There are no compulsory learning packages.



## YEAR 9

**Improve Me (9PED1)**
Be the best version of yourself by exploring different ways to be active. Experience sports and activities you have never tried before. Wellbeing isn't just about running and working out so get involved and get fit while having fun! Improve me will allow you to connect with your friends and broaden your experience of what physical activity and health is all about.

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**Action Man (9PED2)**
Break out of the four walls of a classroom, as you quite literally dive into the range of outdoor experiences available to us. Appreciate the natural world around, where those painted sports lines cannot reach. Test your agility on the bouldering wall, use strategy and speed to complete an orienteering course. Build and paddle your own raft, dive, swim, snorkel in the pool and pick up skills you can take to the outdoors.

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**JUST DO IT! (9PED3)**
Get the blood pumping and sharpen the mind as you dive into an array of games that will test your understanding and gamesmanship. Develop skills and tactics that you can apply in net based, striking and invasion games. Play smarter, to outplay your opponent and increase your enjoyment. Movement is part of our DNA. Let’s have fun doing it!

**Fitness 4 Life (9PED4)**
Want to hone your physical ability and unlock your athletic potential? The body can achieve amazing things, all it needs is a little push. Learn what happens to the body when we move and how we can plan to improve our fitness. Like a hybrid car, your body effortlessly switches from one energy system to another. Learn how this works and why!

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**World Games (9PED5)**
Keen to travel around the globe, playing sport from every corner of the earth? What better way to experience culture than immersing yourself in traditional forms of movement from a broad range of countries. Experience what kids your age play in Switzerland, India, Australia, America and many more. Discover why these sports are unique to these countries and test yourself in unfamiliar territory.

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**Ultimate Bedean (9PED6)**
The NZ Breakers, the Crusaders, and the Bedean Rangers? Learn what being a good Bedean is all about by working in a team to compete in a tournament full of all the sports you love. Understanding the key qualities of a true sportsman. Ultimate Bedean is great way to turn classmates into teammates, and teammates into mates!

# YEAR 10

**Level Up (10PED1)**
You miss 100% of the shots you don't take so why not level up? Richie McCaw did not just want to be an All Black, he wanted to be a Great All Black. This package will help you level up just like our top athletes have. Apply skills that are going to not only improve your results, but also improve your fitness and sporting journey. Explore the ever-expanding field of sports science, nutrition and psychology. Don't just stop at level one, how far will you push yourself, and others, to succeed?

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**Activate Me (10PED2)**
Need to use some energy and blow off some steam? Throw yourself into a wide range of activities with the aim of moving and having fun with your classmates. By getting regular exercise your wellbeing and outlook on life will improve. Try new things and step outside the box and develop a growth mindset. Work out what motivates you to move.

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**Ultimate Team (10PED3)**
What does it mean to be the Ultimate Team? Sharpen your social skills essential in team environments. Participate, organise, and lead in a range of team situations. There's plenty of roles to experience! Take the wheel as Team Manager, make trades with other teams, help train your teammates with skills and drills to take your team to the top. Compete in a tournament to crown who are the greatest competitors in your class, across all the best sports and games we have to offer. **T**ogether **E**veryone **A**chieves **M**ore.

**Tactical Masterclass (10PED4)**
Do you like to think outside the box? Through a wide variety of sports and modified games, see what strategies and tactics you can bring to the table to help give your team the upper hand. Whether success or failure is the outcome, you will quickly work out there is no I in team and a battle plan is just as important as the game itself. After mastering your tactics in PE wait and see how easy your own sport becomes..... dominate in your own arena!

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**Man v Wild! (10PED5)**
Improvise, adapt, overcome. Outside is where we live our best lives. Develop teamwork and leadership skills in a range of outdoor experiences from the bouldering wall, the pool and orienteering. Retrieve objects from the pool, design a raft, learn basic kayak skills. Work together outside of your comfort zone. Make the most of the terrain and resources around you. Learn skills that you can "go bush" with.

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**Game on! (10PED6)**
Have you ever been frustrated with all the rules in the sport you play? Well now is your time to invent your own sport or brand-new creation! Throw together the best bits of sport you know, mash in some modifications, sculpt your masterpiece into and experience that your classmates will enjoy. Give feedback to other classmates on their creations, develop and improve a range of skills in fun and creative games. Every sport needs its first champion, will it be you?

# Faculty of RELIGIOUS EDUCATION

In the junior programme, all students will participate in compulsory courses centred around Scripture and Tradition and Sacramental Studies. This will ensure that the essential aspects of our faith are covered, while allowing students to build upon this knowledge when selecting the other courses available in Terms Three and Four.

Students will also complete several 'faith modules' throughout the year, which will investigate some of the big questions around faith. These include:

- Is there more to life than this?
- What matters? Unpacking the word faith, and its meaning for us as Catholics.
- Why and how do I pray?
- How does God guide us?
- Why and how should I read the Bible?
- What makes a hero, and why should I care?

## YEAR 9

**An encounter with Christ (9RED1: Compulsory topic to be followed by either Ask, Seek, Knock or Chosen)**
Who was Jesus? What did he say? What did he do? Why does it matter?

Jesus is arguably the most influential person in history, yet how much do we REALLY know about him?

This unit will challenge you to consider the radical message of Jesus' love for humanity through his words, actions and sacrifice on the cross.

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**Ask, Seek, Knock. Hearing the call in a world of imposters (9RED2)**
It is estimated that there are 1.2 billion Catholics in the world, including you.

But what does it actually mean to be Catholic? What is the big deal about going to mass? What about the sacraments? Why should I bother praying?

This course explores these questions while highlighting the many challenges that young people living a Catholic life experience in a world of endless distractions.

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**Chosen. Your road to discipleship (9RED3)**
Are you new to this whole 'Catholic' thing? No need to fear! This course is all about providing you with opportunities to ask questions and gain a deeper understanding of what it means to be Catholic.

We will look at the special ceremonies and rituals known as 'sacraments' and explain the deep and significant meanings behind each of them.

**From persecution to power. The Epic story of the early church (9RED4)**
The early years of the church were filled with uncertainty, fear and the constant threat of death. Although it would be understandable for these early Christians to stop promoting the message of Jesus, they willingly risked their lives. Why? What had they seen? What did they know?

The early church is filled with stories of countless brave men and women who willingly devoted their lives to serving God. These are real life examples of faith, courage and love. In a world desperate for authentic heroes, we can learn so much from their stories.

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**In the beginning: Our role of stewardship in Aotearoa and beyond (9RED5)**
The first chapter in the Bible tells us that 'God created the heavens and the Earth' and that he 'created human beings, who would have power over the fish, the birds, and all animals.' With great power, comes great responsibility.

As Catholics we are called to stewardship; to actively live out the Catholic Social Teachings and promote the common good. In Pope Francis' encyclical 'Laudoto Si: Care for our Common Home' he tells us to "hear both the cry of the earth and the cry of the poor".

Environmental issues are deeply connected to how we view and treat our neighbours. This course will encourage students to explore the Catholic Social Teachings as a practical means for addressing some of the biggest problems our world faces today.

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**Right under our nose? What does God really look like, and where can we find him? (9RED6)**
Does God exist? What is the evidence to prove it?
If he does exist, what is God like? What does he want from us? How can we know?

This course aims to tackle some of the big questions in life and provide real answers to the seekers of this world.

# YEAR 10

**The Promised Messiah (10RED1)**
**(Student to choose either Justice and Redemption or Broken Promises followed by Who are you really? Being authentic in a 'filtered' world)**

God wants us to know Him. So, what would be the best way for God to reveal Himself so that we could know him?

Isn't the best way just to introduce yourself? And not as some person of high status, but just as a regular, humble, human being.

But how would we know this humble man is in fact, God? Well, he could pre-announce his coming. No other human being in the history of the world was ever pre-announced.

You see, God could just make us know him, but that isn't love. Love requires choice, intent, and most of all, freedom. The story of the promised Messiah is God revealing himself and his love for us. Will you choose love?

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**Broken Promises. The Heroes, Villains and Prophets of the Old Testament (10RED2)**
The Bible. A book gathering dust at home, or a collection of stories about heroes, villains and instructions for how to live a good life?

For too many young people, the Bible is an outdated book with no relevance to them. This course hopes to challenge this myth and engage them with the powerful stories of the Old Testament and what we can learn from them today.

**Who are You really? Being authentic in a 'filtered' world (10RED3)**
Who are You really? What are You supposed to be like? What—or whose—purpose do You serve?

It's never been more complicated—or more confusing—to be a human, and it's never been harder to answer the question of who You are.

This course is designed for students to explore these complex questions, particularly through the lens of John Paul II's Theology of the Body material.

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**Life in the Past Lane. Learning from the past, living well now (10RED4)**
What was the Middle Ages all about?

Perhaps the biggest event of this era is the Crusades, a series of holy wars fought between Catholics and Muslims over disputes of the Holy Land. What was the cause of this major event? Who was involved? What were the consequences and resolutions of these wars?

This course will focus on the major historical events leading into the Crusades but will also provide opportunities to research the saints from the Middle Ages and explore their importance for us as followers today.

**Men of Bede (10RED5)**
St Bede's College was established in 1911. Those who attend the college take great pride in identifying as 'Bedean.' But what does that even mean?

What was the purpose behind those who built the school? What is it that they desired for Bedeans of the future? Are we living up to their dream?

This course is not so much a history of St Bede's College, but rather a look at the purpose for its establishment and our iconic old boys who all shared a common goal. A willingness to love and serve Christ.

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**The Supernatural (10RED6)**
St Paul wrote in his letter to the Church in Corinth "we fix our eyes not on what is seen, but on what is unseen, since what is seen is temporary, but what is unseen is eternal"- Corinthians 4:18.

Are you interested in exploring what may lie beyond the physical world? This course will explore some of the most important questions we can ask ourselves such as:

Who is God? What evidence is there to prove his existence?

Did Jesus rise from the dead? What are the proofs of this? Is Jesus truly present in the Eucharist?

What are miracles and do they still occur today?

Is there an afterlife? What do Catholics believe lies beyond this world?

What is the harmony between faith and reason?

This course is designed for those who are curious to know more about this life, the seekers of truth.

# Faculty of SCIENCE

In year 9 and 10 Science students will be introduced to science in a wide range of fields other than the traditional fields of Chemistry, Physics and Biology. Through these contexts, ākonga will learn how to be critical thinkers, to examine evidence and prove hypotheses. They will learn how to conduct fair experiments that allow them to explain how the world works and why. The basics of atoms and ions, forces and motion, body systems, environmental science and space will be taught in contexts that align with today's issues and allow students to fully engage in their learning.



## YEAR 9

**Foundation Science (9SCI1) Compulsory**
Open the doors to exploring the wonders of Science and the Natural World with this introductory course. All the basic skills and tools will be unlocked so you can begin your Science Discovery journey. With the practical and investigation skills covered you will be able to carry out individual practical investigations both safely and with accuracy. The Scientific process will be explored and trialled in real world situations to help explain the science behind the problems facing the world now and maybe into the future.

**Outdoor and Recreational Science (9SCI3)**
Pursuing outdoor activities such as tramping, boating, hunting, or fishing in New Zealand can be very rewarding. Your enjoyment and success at your chosen activity relies a little on common sense but can be significantly enhanced with a little Scientific knowledge. Some aspects of this area will cover technological improvements that can be used to improve your safety and success, while other areas will investigate some key scientific principles in the areas of biology, chemistry and physics to improve your enjoyment of the outdoors.

**Military Science (9SCI2)**
How has Science shaped the evolution of War? Does war and conflict lead to a rapid gain in scientific advancement and research? What does Science and Technology hold for the future of warfare and will it change the way wars of the future will be fought both here on earth and in space? Why have many wars been fought and will the shrinking resources of Earth lead to many more new conflicts in the future? What does the impact of warfare and injury in conflicts have on the body and how does Science help or reduce these impacts?

**Sports Science (9SCI4)**
How has the 100m World record dropped from 15s to 10s but now is static? In this course we will be focussing on internationally competitive athletes and how the best scientific information and techniques enhance their performance. What new technologies will also be found and discovered to further enhance the performance of athletes and sport in general? All scientific and technological aspects will be covered in the pursuit of excellence from the sporting fields.

**Space Science (9SCI5)**

In a galaxy far, far away a probe finds a planet that will help solve Earth's environmental issues such as climate change and overpopulation. However, how do we solve the problems of getting there and benefitting from it? What technology will be needed to travel in space and colonise another planet in our solar system and beyond? How does Space Science and the solutions gained for interplanetary flight benefit all mankind now and into the future of Earth? Why should we want to explore space and find other habitable planets or even other life forms? How does the Universe and its components help shape our society with science and culture?

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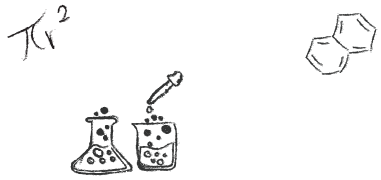
**Grow the Future (9SCI6)**

Where does your food come from? How is the food produced and how does it get to you? The future of food production is a highly relevant topic for all New Zealanders. This learning package will focus on the science behind the production of food in New Zealand. Many of the current issues facing our food production industry will be solved in the future through using Science and Technology. We will explore how food producers use science to produce food in an environmentally, economically, and socially sustainable way.



**Futurism (9SCI7)**

The computing power of a 2021 smart phone is millions of times more powerful than the computer that took people to the moon. What will computers be capable of in another 20 years? What is the future of transport? Will flying cars ever become common? Will nuclear fusion power stations give us unlimited energy? When will people start living permanently on the Moon and Mars? Futurism studies the prospects and potential of the science and technology of the future. We attempt to understand and predict where our scientific approach and the inherent discoveries it makes is leading us.

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**Extreme Environments (9SCI8)**

Picture yourself in a minus seventy-degree Celsius snow blizzard, not another living soul to be seen for hundreds of kilometres. Or thousands of meters below the surface of the ocean, where not a ray of light can reach. What does it take to, not just survive, but thrive in these extreme conditions? This course will cover all aspects of living in extreme environmental ecosystems. What makes an extreme environment and how have organisms and even humans adapted to living in these hostile conditions? We will delve into in-depth studies of various extreme environments. From the unrelenting heat of the Sahara Desert to the freezing dry conditions of the Antarctic Continent to the jet boiling vents deep beneath the Earth's crust.

# YEAR 10

**Futurism (10SCI1)**

The computing power of a 2021 smart phone is millions of times more powerful than the computer that took people to the moon. What will computers be capable of in another 20 years? What is the future of transport? Will flying cars ever become common? Will nuclear fusion power stations give us unlimited energy? When will people start living permanently on the Moon and Mars? Futurism studies the prospects and potential of the science and technology of the future. We attempt to understand and predict where our scientific approach and the inherent discoveries it makes is leading us.

This year builds on the Science foundation set in Year 9 and covers different material within the similar context of Year 9.

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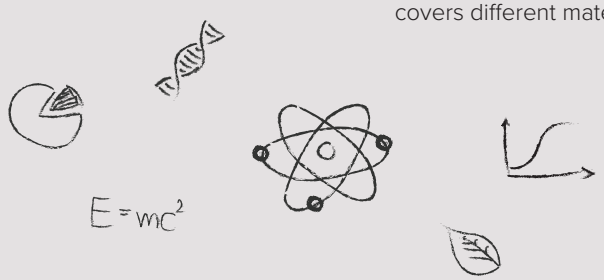
**Medicinal Science (10SCI2)**

The science of keeping us alive. This course will look at the past, present and future of medicine. We will look at history – the discovery of sanitation, vaccines and what healthcare looked like for Māori in the 1800s. We will then look at issues facing medicine today, including COVID-19, cancer and other threats to our everyday health. Lastly, we will use our new knowledge to look at the issues that may be arising in the future, where will medicine go next?!




**Sport Science (10SCI3)**

How has the 100m World record dropped from 15s to 10s but now is static? In this course we will be focussing on internationally competitive athletes and how the best scientific information and techniques enhance their performance. What new technologies will also be found and discovered to further enhance the performance of athletes and sport in general? All scientific and technological aspects will be covered in the pursuit of excellence from the sporting fields.

This year builds on the Science foundation set in Year 9 and covers different material within the similar context of Year 9.

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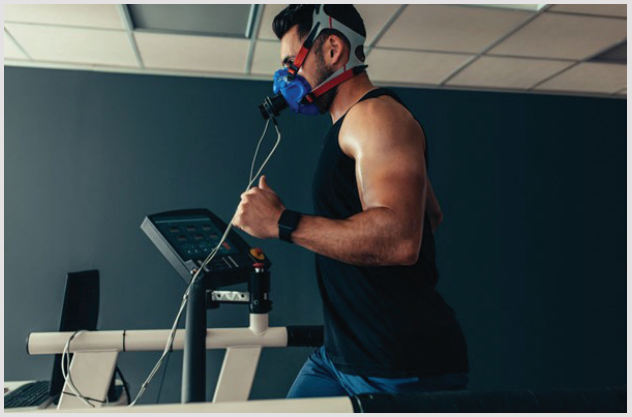
**Grow the Future (10SCI4)**

Where does your food come from? How is the food produced and how does it get to you? The future of food production is a highly relevant topic for all New Zealanders. This learning package will focus on the science behind the production of food in New Zealand. Many of the current issues facing our food production industry will be solved in the future through using Science and Technology. We will explore how food producers use science to produce food in an environmentally, economically, and socially sustainable way.

This year builds on the Science foundation set in Year 9 and covers different material within the similar context of Year 9.



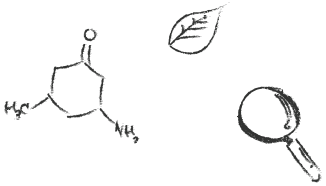
**Space Science (10SCI5)**

In a galaxy far, far away a probe finds a planet that will help solve Earth's environmental issues such as climate change and overpopulation. However, how do we solve the problems of getting there and benefitting from it? What technology will be needed to travel in space and colonise another planet in our solar system and beyond? How does Space Science and the solutions gained for interplanetary flight benefit all mankind now and into the future of Earth? Why should we want to explore space and find other habitable planets or even other life forms? How does the Universe and its components help shape our society with science and culture?

This year builds on the Science foundation set in Year 9 and covers different material within the similar context of Year 9.

**Threats to Humanity (10SCI6)**

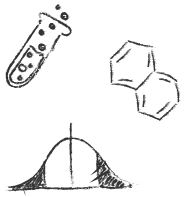
Within this course, through different scientific disciplines, we will learn about threats that humanity faces now and in the future, as well as explore scientific solutions to these threats. It may include climate change, artificial intelligence, rogue technology, nuclear holocaust, crop failures, super volcanic eruptions, lethal gamma-ray bursts or geomagnetic storms destroying electronic equipment.

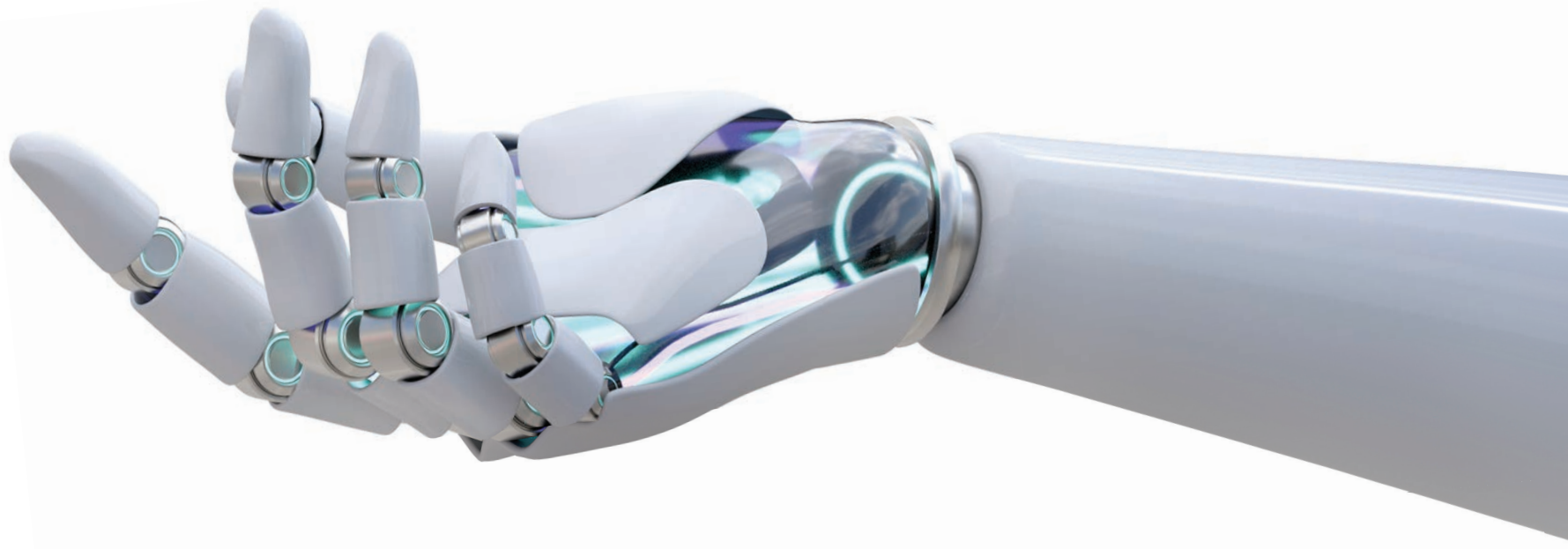


**Military Science (10SCI7)**

How has Science shaped the evolution of War? Does war and conflict lead to a rapid gain in Scientific advancement and research? What does Science and Technology hold for the future of warfare and will it change the way wars of the future will be fought both here on Earth and in space? Why have many wars been fought and will the shrinking resources of Earth lead to many more new conflicts in the future? What does the impact of warfare and injury in conflicts have on the body and how does Science help or reduce these impacts?

This year builds on the Science foundation set in Year 9 and covers different material within the similar context of Year 9.





# Faculty of **SOCIAL SCIENCES**

The Social Sciences are about how societies work and how people can participate as critical, active, informed, and responsible citizens.

Students explore the bicultural nature of New Zealand society that derives from the Treaty of Waitangi. They learn about people, places, cultures, histories, and the economic world, within and beyond New Zealand. They develop understandings about how societies are organised and function and the ways in which people and communities respond and are shaped by different perspectives, values and viewpoints.

In Year 9, all students will complete "Aotearoa Histories" (9SST1); students will then select 3 additional courses from the five available under the Year 9 options.

In Year 10 there are no compulsory courses with students free to choose any four options from the six available under the Year 10 options.



## YEAR 9

**Aotearoa Histories (9SST1) Compulsory**
This course is focussed on cultural interactions between Māori and European settlers in the 19th Century. By exploring the relationship between Māori and the Crown, students will gain an understanding of the causes and impacts of the Treaty of Waitangi, and in doing so, gain insight into its continued significance.

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**Ancient Influences (9SST2)**
This course is for students who love their ancient history. Possible contexts include learning about ancient Rome, Egypt, and Greece. You will learn how these ancients lived their lives, entertained themselves, who they worshipped and how their armies came to dominate the ancient world.

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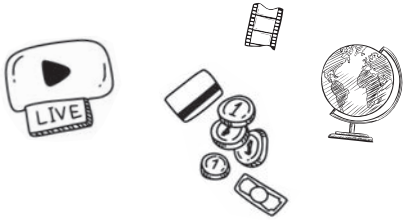
**Show Me the Money (9SST3)**
What we do know for sure is that change is the one constant in our lives today. Innovation and forward thinking are therefore crucial skills to thrive in business. Here you will begin your own enterprising journey, developing the skills and "know-how" to identify business opportunities. You will also learn how to best respond to these by researching, developing, and selling a product which meets the needs of a target market. In doing so, you will gain firsthand knowledge in marketing and business planning, as well as the key attributes of being enterprising in a business context.




**Places Not to Be (9SST4)**
Would you rather be lost in the Sahara Desert or trapped on top of Mount Everest? How about experiencing an earthquake versus staring down a Tsunami? What about fighting the Viet Cong in the jungles of Vietnam, or facing a major offensive on the Western Front of WWI? This combination of History and Geography will have you investigating some of the very worst situations imaginable. You will learn about these situations, why they were so bad, and which are the worst – the ultimate would you rather!

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**Film Busters (9SST5)**
"There is no way that could actually happen in real life..." or is there? You will learn about how Hollywood and the media have portrayed natural or cultural disasters, as well as historical people, places, and events. This course will employ both historical and geographic concepts in critically examining how much fact, and how much fiction, features in some blockbuster films. Possible contexts include exploring movies and media about volcanic eruptions, earthquakes, significant events, and battles.

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**Law and Order (9SST6)**
Are you a legal eagle? Are you interested in how the law works? Then this course is for you. In this course you will learn about consumer laws, how your rights and responsibilities change as you get older, and famous legal cases. This course is suited to anyone who is curious about the law, the role of government and the courts, or is considering a future career pathway in law.

# YEAR 10

**Research Inquiries (10SST1)**
Take this course for two reasons. Firstly, to improve your research skills. Secondly, to learn more about an issue or aspect in the world that interests you. The context for this research will be your choice – anything from how hurricanes form to why WWII started, to why Donald Trump got elected president!

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**Black Markets (10SST2)**
Something is only worth what someone will sell it for and what someone else will buy it for. You will investigate how black markets are formed and how, like every other market, they are driven by the forces of supply and demand. The course will cover the black markets of blood diamonds, the drug trade, and an illicit market of your choice. This combination of Geography, History, and Economics will shine a light into the darkest corners of our economies and our morality.

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**The Enterprise of Agriculture and Sustainability (10SST3)**
Country Calendar comes to St Bede's. From farm to plate and glacier to platter – you will learn about the importance of innovation and sustainability in the primary sector and how this contributes to New Zealand's growing economy. You will learn about many concepts including future proofing, incremental and break through Innovation, the triple and quadruple bottom line and how these concepts can add a point of difference for businesses who are operating in competitive markets both in New Zealand and abroad.

**Gallipoli - The Birth of a Nation? (10SST4)**
This course is for those students seeking a challenge. You will investigate how New Zealand attitudes towards war have changed over time, and the way in which we commemorate these events continues to change. The context for learning will be understanding the causes, consequences and changing significance of the Gallipoli campaign from WWI. This course gives students the opportunity to sit AS 91006, an NCEA Level 1 History external examination worth 4 credits.

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**Money Wise (10SST5)**
Be wise with your money! This course is all about learning important money skills for life. Through using Banqer High you will gain real-world financial experience, building your confidence by exploring financial concepts through an online simulation. How do I write a CV? What is Kiwi Saver? How do I apply to move into a flat or buy a house? What should I do in the share market? By taking this course you will be setting yourself up with the financial skills you need to succeed as you leave school and prepare for the real world.

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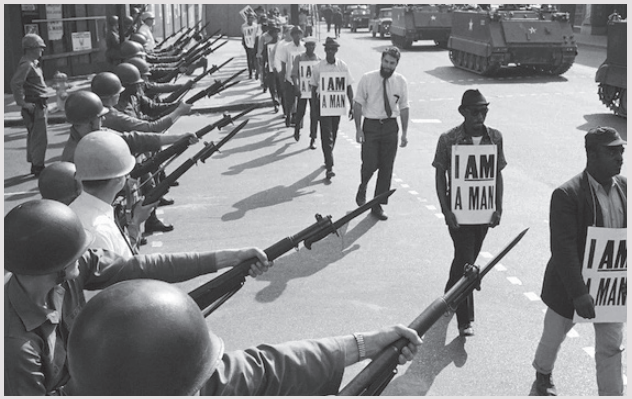
**Human Rights Heroes (10SST6)**
You will explore how and why people have been denied or fought for basic human rights. You will learn the heroic stories of those who fought for equal rights in Aotearoa New Zealand and overseas. Contexts include the Black Civil Rights Movement, struggle for an equitable Aotearoa, and a dive into the use of Infinity Stones!




# Faculty of TECHNOLOGY

Technology is split into the four areas of study and two courses are offered in each of these. Students need to choose the four courses that most interest them from the eight offered at their year level.

## YEAR 9

### DIGITAL TECHNOLOGIES (DTC)

**Using computers to solve opportunities (9DTC1)**
This course aims to develop your Computational Thinking skills to solve problems and develop solutions. You will understand how to use numbers and strings to be ready for programming concepts to solve problems. You will also make simple graphics ready for use in game design.

**Develop Digital Outcomes (9DTC2)**
This course aims to develop your skills in designing Digital Outcomes for applications used by humans to solve an issue, need or opportunity.

You will also investigate data elements, graphics with real world examples, including basic sprite and keyboard motion control for elementary games.

### DESIGN & VISUAL COMMUNICATION (DVC)

**My Minecraft Village (9DVC1)**
Using a process of design, sketching and planning - be part of a team that designs Minecraft characters, houses and a Minecraft village!

This course follows a simple process of researching, planning and sketching up your ideas before using Minecraft to bring them to reality. The 3 main units in this course involve:

- Sketching and designing a character for your village
- Planning out and designing a building on your own
- Planning out and building a small village in a team.

In this course you will develop the following design and visual communication skills:

- Sketching and computer skills
- Creativity and design skills
- An understanding of your choice of culture in design
- Learning how to collaborate and work with others

**“Hands-on” Design! (9DVC2)**
In today’s world designers use a range of hands-on ways to explore design - from sketching ideas, creating mock-ups of products through to models and prototypes. In this course have fun exploring design through drawing & modelling. You will:

- Design, build and launch a half meter water powered rocket to compete against your classmates.
- Learn basic sketching techniques to design and draw your own houses and structures
- Learn how to generate innovative ideas for architecture or products using your culture, prior knowledge & experiences as a springboard.
- Develop a basic understanding of computer aided design through the development of a CAD floorplan

## FOOD TECHNOLOGY (FTC)

**Kiwiana Food (9FTC1)**
Summertime in New Zealand means sun, sand, swimming, fish and chips, tomato sauce, double scoop ice creams and drinking L & P. These are just some of the iconic pastimes and flavours that connect Kiwis together. This course will take you on a journey to discover more of these Kiwi classics and create your own spin on these homegrown favourites to promote New Zealand's unique Kiwiana foods. There will be material costs associated with this course.

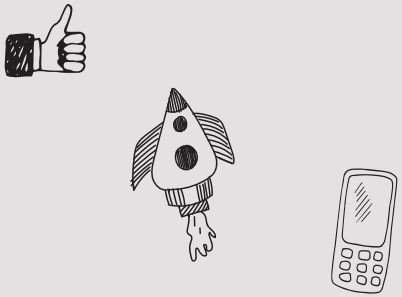
**NZ – a melting pot of worldwide cuisines (9FTC2)**
Do you love sitting down to a bowl of pasta or a tray of sushi? Maybe a curry is more to your liking or is it a good feed of fish and chips? New Zealanders are lucky to have many international foods available to them so we can have a taste of the world whenever we like. This course will take you on a foodie journey around the world, whilst not leaving home, so you can experiment with amazing flavours that can be found just around the corner from you and then have fun recreating and eating these popular international dishes. There will be material costs associated with this course.

## MATERIALS TECHNOLOGY (MTC)

**Light up my Life (9MTC1)**
You will develop your understanding of basic electronic components, what they do and how they fit together. You will design your own circuit including modelling it digitally, then select and solder the components onto a printed circuit board. Finally, you will attach the circuit onto your chosen mounting, so you can take it home to "Light up your Life." There will be material costs associated with this course.

**Engineering Basics (9MTC2)**
During this course you will learn about how bridges stay up, catapults fire and mechanisms change speed and direction through the modelling and testing of construction designs you develop.

In groups you will compete to make the strongest bridge, the furthest firing catapult, and learn how pulleys, gears, levers and mechanisms result in faster and more powerful machines.



# YEAR 10

## DIGITAL TECHNOLOGIES (DTC)

**App Building Secrets (10DTC1)**
This course aims to develop your Computational Thinking skills to solve problems and develop solutions.

You will combine basic programming skills to compile an app, or game, that others can use on a mobile phone, tablet or PC.

**Secret Data Analysis (10DTC2)**
This course aims to develop your skills in designing Digital Outcomes for digital applications used by humans that solve an issue, need or opportunity.

You will understand how to arrange numbers and data to provide information from detail, such as multi-player score displays including storing and retrieving data.

## DESIGN & VISUAL COMMUNICATION (DVC)

**Junior Architect (10DVC1)**
Take on the role of a Junior Architect and let your imagination go wild designing spaces that are innovative and fun! In this course you will follow two basic design processes to develop architectural designs. You will learn architectural techniques - using culture, nature and your imagination to reach an outcome. Don't imagine what it would be like.... let's make it happen!

Key skills and knowledge learnt in this course include:

- Using cultural symbols and local architecture to inspire your designs
- Generating exciting ideas for your building
- Developing your ideas using new techniques such as 3D sketching and computer-generated models
- Presenting your final ideas in innovative ways

**Freedom to Design! (10DVC2)**
Have an interest in design? Let's see where your interests could take you!

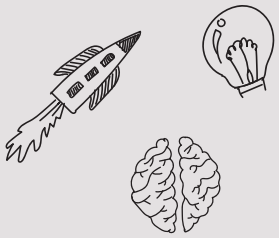
In this design course you will develop some basic product design drawing skills and an understanding of the design process, before embarking on a journey of personal design. Will you design a new basketball or football boot? A new mountain bike design? A new car or a product associated with your hobbies? Use your new design skills, your imagination and growing understanding of culture to influence the shape, function and detailing of your product.

You have the Freedom to Design!

## FOOD TECHNOLOGY (FTC)

**Fuel me up for the game (10FTC1)**
Everyone wants to be the best they can be when competing in any activity, but often eating the wrong food before the event or after it can stop us from achieving this. This course is designed to ensure you understand why eating the right nutrients help to support your sporting goals and you will be able to create a pre or post game snack to fuel your body correctly. There will be material costs associated with this course.

**A kitchen full of experiments (10FTC2)**
Have you ever wondered how some of the top chefs around the world come up with such amazing ideas? There is lots of experimenting with ingredients of course, but these chefs also understand many of the chemical reactions that take place when ingredients come together. This course will give you the opportunity to be as creative as you can, to create something a little bit out of the ordinary, by experimenting with ingredients and possibly developing a new food product. There will be material costs associated with this course.



## MATERIALS TECHNOLOGY (MTC)

**Skill Builder (10MTC1)**

In this course you will learn a range of practical skills that will be valuable for the rest of your life.

You will start by learning how to cut joints for a timber game with six interlocking pieces. Using these new skills, you will make a rack for storing such things as cookbooks, music, video or PS4 type games discs. Further building on these skills, you will build a small tool caddy to hold a range of tools from home. Finally, if time permits, you will now have the skills to make a breakfast tray. You will take all your projects home. There will be material costs associated with this course.

**Box Maker Extraordinaire (10MTC2)**

In this course you will identify a need for a small wooden box, then design and make it in the workshop using a range of hand tools, portable power tools and machines. This box could incorporate a kitset Bluetooth speaker system that you assemble and fit. Along the way you will further develop your understanding of design, drawing, materials, jointing methods, fasteners, hardware and finishes. You will take your project home.

# My Year 9 **LEARNING PATHWAY**

In Year 9 tamariki, in collaboration with staff and whānau select a course that reflects their interests, aspirations and next steps in learning. They are able to select up to four different learning packages from each curriculum area. The overview below will assist you in selecting and recording your learning package choices. Should you wish to select Spanish, record it as your 4th option for either the Arts, Science, Social Sciences, PE & Health or Technology. **Note**: Slot 5 is for you to select the course you would take if one of your first options is not available for some reason. Compulsory courses have been entered for you.

**Arts (choose three)**

1. Te Ao Māori - 9CUL1 (Compulsory)
2.
3.
4.
5. (Back up choice)

**Mathematics (choose one for each term)**

Term 1

Term 2

Term 3

**PE & Health (choose four)**

1.
2.
3.
4.
5. (Back up choice)

**English (choose one theme and level for the year)**

1.
2. (Back up choice)

**Religious Education (choose two)**

1. An encounter with Christ - 9RED1 (Compulsory)
2. Either Ask, Seek, Knock or Chosen (Compulsory)
3.
4.
5. (Back up choice)

**Science – (choose three)**

1. Foundation Science - 9SCI1 (Compulsory)
2.
3.
4.
5. (Back up choice for all terms)

**Social Sciences (choose three)**

1. Aotearoa Histories - 9SST1 (Compulsory)
2.
3.
4.
5. (Back up choice)

**Technology (choose four)**

1.
2.
3.
4.
5. (Back up choice)

# My Year 10 **LEARNING PATHWAY**

Following on from their Year 9 learning, tamariki in Year 10 select a course that reflects their interests, aspirations and next steps in learning. As there are no prerequisites for Year 11, we encourage tamariki to continue to explore different learning packages to build on and extend their learning experiences from Year 9. Tamariki are able to select up to four different learning packages from each curriculum area. The overview below will assist you in selecting and recording your learning package choices. As with Year 9, should you wish to select Spanish, record it as your 4th option for either the Arts, Science, Social Sciences, PE & Health or Technology. Should you wish to take two Spanish Learning Packages you will need to ensure that you select it as the fourth option from two different learning areas. **Note**: Slot 5 is for you to select the course you would take if one of your first options is not available for some reason.

**Arts (choose four)**

1.

2.

3.

4.

5. (Back up choice)

**Mathematics (choose one for each term)**

Term 1

Term 2

Term 3

**PE & Health (choose four)**

1.

2.

3.

4.

5. (Back up choice)

**English (choose one theme and level for the year)**

1.

2. (Back up choice)

**Religious Education (choose two)**

1. Justice and Redemption or Broken Promises (choose one of these)

2. Who are you really (Compulsory)

3.

4.

5. (Back up choice)

**Science – (choose four)**

1.

2.

3.

4.

5. (Back up choice for all terms)

**Social Sciences (choose four)**

1.

2.

3.

4.

5. (Back up choice)

**Technology (choose four)**

1.

2.

3.

4.

5. (Back up choice)

**B** BE COURAGEOUS

**E** EVERYONE MATTERS

**D** DEVELOP FAITH

**E** EMBRACE OPPORTUNITY

**S** STRIVE TO SUCCEED

> I want you to be the best possible version of the person God created you to be.
>
> *- Fr Cormac Hoban SM*

Mā te whakapono me te mahi
By faith and work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