Morrinsville College

Year 10 Course Booklet 2025

- **What are the CAA?**
- **Compulsory subjects.**
- **What subjects are available next year?**

NCEA CAA Literacy and Numeracy information:

From 2024, to gain an NCEA qualification, students need to achieve a 20-credit co-requisite through the new Literacy and Numeracy standards, these are called Common Assessment Activities (CAA). Students will have two opportunities to achieve these credits whilst in Year 10, once in Term 2 and once in Term 3.

- Literacy credits show that a learner can demonstrate reading and writing skills.
- Numeracy credits show that a learner can demonstrate knowledge on number, measurement, data, spatial properties, location, navigation and mathematical relationships.

Should students not gain their Literacy and Numeracy credits in Year 10 there will be further opportunities in Year 11 to achieve these.

Subject Options

Students must consider their choice of subjects very carefully. They should consult with their parents/caregivers and Dean to decide which subjects to take and how these choices will progress to the next level at school. When picking your subjects you need to think about your future goals rather than just picking your classes that your friends are in.

Core Subjects *(Compulsory subjects for all Year 10)*
- English
- Math
- Social Studies
- Science
- PE

Students need to *pick any three optional classes*, plus 2 alternatives, which they will study for the whole year. *It is important that students and their parents/caregivers are aware that some subjects have compulsory fees.*

Year 10 Course Selection Information

Agricultural and Horticultural Science (10AGR)

This course is an extension of the concepts covered in Year 9 and is designed to give students a stepping stone to senior level. Students will look more in-depth into the life processes managed in the Primary Production Sector. They will start to gain an understanding of the reasons behind a range of Primary Production practices, where they are situated and then research and develop their own innovation that has the potential to help the sector.

Visual Art (10ART)

This course encourages students to develop and extend their practical skills through drawing, painting, print-making, mixed media and sculpture. Students are introduced to research, local and global artists and contemporary art forms, including Polynesian Portraits, Kowhaiwhai Portraits, Iconic Morrinsville Painting, Surreal Masks and Ceramic Sculpture.

Commerce (10COM)

In this course, students further extend their knowledge and investigations of people as consumers and their interactions with producers. Aspects of financial literacy and numeracy are taught and developed.

Creative Design Technology (10DTD)

In this course students will look at different areas of design such as architecture, branding, and product marketing. This visual and creative subject encourages students to explore new and innovative ways of creating and expressing themselves.

Drama (10DRM)

In this course students develop and extend their portfolio work, theory and practical components of Drama, with performance forming a key part of the course.

Dance (10DAN)

Dance is being offered for the first time in Year 10 in 2025! This is your chance to learn about different styles and genres of Dance while having fun. This class is about moving, performing and working together as a team. You don't need to have a dance background, but you must be willing to work, listen and try. All levels of ability will be catered for. There will be the opportunity to perform in our showcases for the public. This is a great introduction to Year 11 Dance and will complement dance/sport training as we focus on strength and technique in class.

Digital Technology Science (10DTS)

This course aims to give students exposure to a broad range of topics in the computer science and digital media. Students work on projects such as creating a web page, programming a game, using software to manipulate images and video and the basics of computers and networks.

Design Technology and Electronics (10DTE)

This is a design and project-based course in which students use Sketchup CAD software to design products, enclosures, and buildings (architecture). Freehand sketching and Minecraft Education design are also part of the course. The electronics component includes basic soldering, knowledge of essential electronic components, and the assembly of a kit set.

Technology Food and Nutrition (10TFN)

This course is designed for students to make sensible food choices, how to read food labels, plan for dietary needs, consumer rights and responsibilities, research nutrition problems in NZ and design food items.

Health Studies (10HEA)
This course is designed to follow on from the Year 9 Health module and supports students in their preparation for Level 1 NCEA Health, Home Economics and Physical Education. Students will develop and extend their knowledge on topics such as hauora, decision making and personal growth.

Japanese (10JAP)
This course is designed for beginners who would like to refresh not only the basics but extend themselves to learn aspects of family, daily routine, food, Japanese culture and Hiragana scripts.

Music (10MUS)
The Music course enables students to develop appreciation, skills and techniques in jingles and song writing, individual and group performance, music technology and virtual bands, music theory and music history.

Te Reo Māori / Te Ao Māori (10TER)
Te Reo Māori is for students wanting to discover the beauty of the Māori language and culture. This subject leads on to Te Ao Māori, Māori Performing Arts and Te Reo Māori at Year 11.

Design Technology Wood (10DTW)
This course involves following a design process and making a prototype clock in preparation for Year 11 Technology requirements. Students also undertake a significant skills project to make a circular side table using a variety of workshop machines

Design Technology Metal (10DTM)
This course follows the design process to make a prototype snake board in preparation for Year 11 Technology requirements. Students undertake a significant skills project, making a model plane using a variety of workshop machines.