TAS SUBJECTS

- Food Technology
- Industrial Technology Timber
- Industrial Technology Multimedia
- IPT
- Textiles & Design
- Construction
- Hospitality

- No Prerequisites to any of our subjects i.e. you do not have to have done it in year 9 or 10. We will give you the skills needed to complete the course.
- All subjects can count towards your HSC ATAR, you just have to do an optional exam for VET Subjects.
- These subjects are fun, creative and give you skills for life.

Food Technology

Course Description

- The **Preliminary course** will develop knowledge and understanding about food nutrients and diets for optimum nutrition, the functional properties of food, safe preparation, presentation and storage of food, sensory characteristics of food, the influences on food availability and factors affecting food selection. Practical skills in planning, preparing and presenting food are integrated throughout the content areas.

- The **HSC course** involves the study of: sectors, aspects, policies and legislations of the Australian Food Industry; production, processing, preserving, packaging, storage and distribution of food; factors impacting, reasons, types, steps and marketing of food product development; nutrition incorporating diet and health in Australia and influences on nutritional status.

Preliminary course

- Food Availability and Selection (30%)
- Food Quality (40%)
- Nutrition (30%)

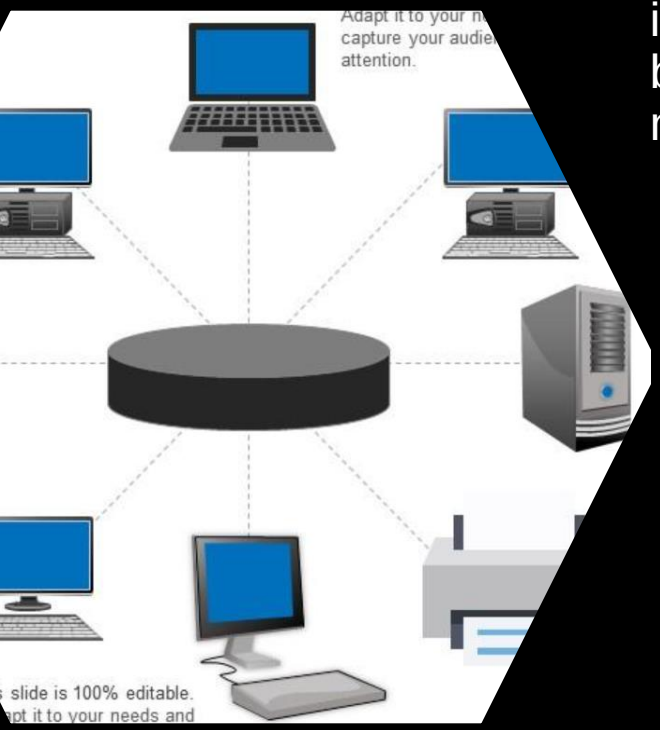
HSC course

- The Australian Food Industry (25%)
- Food Manufacture (25%)
- Food Product Development (25%)
- Contemporary Nutrition Issues (25%)

- **Approximately one lesson a week will be allocated to practical experiences in developing, preparing, experimenting and presenting food.**

Information Processes & Technology

- It focuses on giving the student an understanding of information technology, information processes and the skills to create information systems and some basic programming skills. Some of the social and ethical issues of computer systems may also be included in the course of the subject.



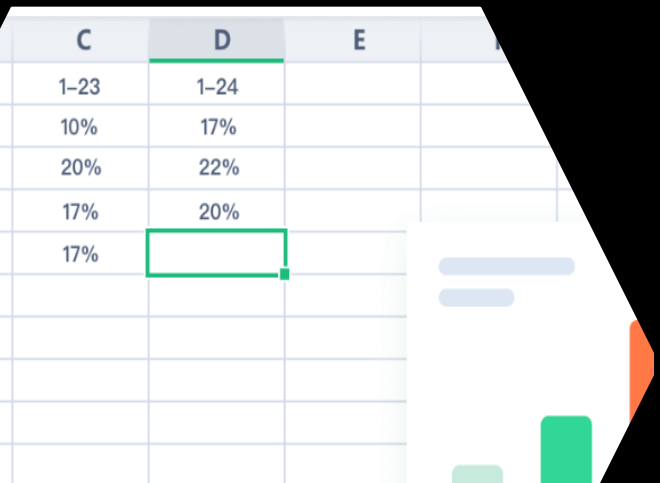
HSC Course

Project(s) (20%)

- Understanding the Problem
- Making Decisions
- Designing Solutions
- Project Management
- Social and Ethical Design
- Implementing
- Testing, Evaluating and Maintaining

Information Systems and Databases (20%)

- Information Systems
- Examples of Database Information Systems
- Organisation Methods
- Storage and Retrieval
- Other Information Processes
- Issues related to Information Systems



Communication Systems (20%)

- Characteristics of Communication Systems
- Examples of Communication Systems
- Transmitting and Receiving in Communication Systems
- Other Information Processes in Communication Systems
- Issues Related to Communication Systems

Option Strands (40%)

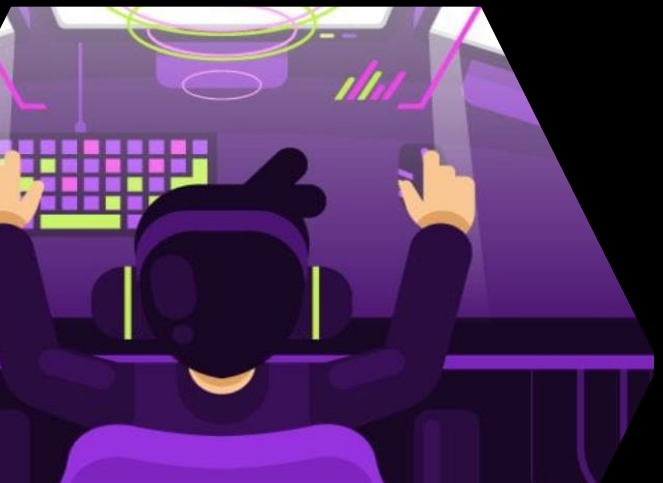
Students will select two of the following options:

- Transaction Processing Systems
- Decision Support Systems
- Automated Manufacturing Systems
- Multimedia Systems

Major Projects

- Textiles and Industrial Technology have a major project worth 50% or 60% of your marks.
- These are due week 4 or 5 in term 3 of the HSC year.
- Time management is important but it is possible to succeed with several practical subjects.

Industrial Technology - MULTIMEDIA



- Industrial Technology at Stage 6 will develop a student's knowledge and understanding of a selected industry and its related technologies, highlighting the importance of design, management and production through practical experiences.
- Industrial Technology Stage 6 consists of project work and an industry study that will develop a broad range of skills and knowledge related to the focus area chosen for the course.

What students learn

Preliminary course

The following sections are taught on the relevant focus area:

- **Industry Study (15%)**
- **Design (10%)**
- **Management and Communication (20%)**
- **Production (40%)**
- **Industry Related Manufacturing Technology (15%)**

HSC course

The following sections are taught on the relevant focus area through the development of a Major Project and a study of the relevant industry:

- **Industry Study (15%)**
- **Major Project (60%)**
- **Design, Management and Communication**
- **Production**
- **Industry Related Manufacturing Technology (25%)**

Major Project

Practical time is devoted to the design, development and production of the Major Project and associated folio. This is worth 60% of the HSC mark.

Students choose the multimedia components and processes that the project will be created. Examples of possible project:

- Short film
- Multimedia website
- Music clip
- Game
- Animation
- Stop Motion animation

Industrial Technology - TIMBER

- Industrial Technology at Stage 6 will develop a student's knowledge and understanding of a selected industry and its related technologies, highlighting the importance of design, management and production through practical experiences.
- Industrial Technology Stage 6 consists of project work and an industry study that will develop a broad range of skills and knowledge related to the focus area chosen for the course.

What students learn

Preliminary course

The following sections are taught on the relevant focus area:

- **Industry Study (15%)**
- **Design (10%)**
- **Management and Communication (20%)**
- **Production (40%)**
- **Industry Related Manufacturing Technology (15%)**

HSC course

The following sections are taught on the relevant focus area through the development of a Major Project and a study of the relevant industry:

- **Industry Study (15%)**
- **Major Project (60%)**
- **Design, Management and Communication**
- **Production**
- **Industry Related Manufacturing Technology (25%)**

Major Project

Practical time is devoted to the design, development and production of the Major Project and associated folio. This is worth 60% of the HSC mark.

Students choose their major project and timber for the project.

Examples of possible project:

- Electric guitar
- Hardwood cabinets
- Quality furniture
- Bar
- Dressing table
- Games tables
- Trinket/jewellery box

Textiles & Design

The HSC course builds upon the Preliminary course and involves the study of:

- Historical design development
- The influence of culture on design
- Contemporary designers
- End-use applications of textiles
- Innovations and emerging technologies
- Appropriate textile technology and environmental sustainability
- Current issues and the marketplace.

Major Textiles Project

Students will undertake a Major Textiles Project worth 50% of the HSC mark.

The project focus is selected from ONE of the following areas:

- apparel
- furnishings
- costume
- textile arts
- non-apparel.

The selected focus area allows students to explore in detail one area of interest through a creative textile design process.

The practical project is marked out of 25 and the folio (12 x A3 Pages or 24 x A4 Pages) is marked out of 25.

VET SUBJECTS

- VET subjects are TAFE subjects taught at school – we will support you much more than TAFE.
- You don't have to want to do this as a career to take it – you are getting skills for life that may help you with employment opportunities and with travel.
- Nationally recognised TAFE qualification.
- Work Placement is MANDATORY.
- We organise it for you and the employers are used to having students.
- Work placement can lead to part time jobs.

CONSTRUCTION

Why Study Construction?

Construction provides students with the opportunity to gain a range of skills suitable for employment in the construction industry and to provide pathways for further study.

WORKING IN THE CONSTRUCTION INDUSTRY INVOLVES

- constructing buildings
- modifying buildings
- contracting
- designing buildings
- measuring materials and sites

This course is based on units of competency, which have been developed by the construction industry to describe the competencies, skills and knowledge required by workers in the industry.

The course incorporates core units plus a range of elective units from the General Construction sector.

A mandatory WorkCover NSW approved general WH&S induction-training program, as well as a work activity WH&S training and site-specific WH&S training must be completed before students are allowed onto a work site.

School-based traineeships and apprenticeships are available in this industry area, for more information: http://www.sbatinnsw.info/

MANDATORY WORKPLACEMENT

- Year 11 – 35 Hours
- Year 12 – 35 Hours





Hospitality - Multiskilling

Why study Hospitality?

Hospitality focuses on providing customer service. Skills learned can be transferred across a range of industries. Workplaces for which Hospitality competencies are required include cafes, catering organisations and resorts.

Course description

This course is based on units of competency, which have been developed by the hospitality industry to describe the competencies, skills and knowledge required by workers in the industry.

Core Units of Competency

BSBWOR203 Work effectively with others
SITHIND002 Source & use information on the hospitality industry
SITHIND003 Use hospitality skills effectively (holistic Unit)
SITXCOM002 Show social and cultural sensitivity
SITXCCS003 Interact with customers
SITXWHS001 Participate in safe work practices

Elective Units of Competency (Compulsory in TAS)

SITXFSA001 Use hygienic practices for food safety
SITHFAB004 Prepare and serve non-alcoholic beverages
SITHFAB005 Prepare and serve espresso coffee
SITHFAB007 Serve food and beverage
SITHCCC001 Use food preparation equipment
SITXFSA002 Participate in safe food handling practices
BSBSUS201 Participate in environmentally sustainable work practices
BSBCMM201 Communicate in the Workplace
This course contains 2 additional units above the qualification to meet New South Wales Education Standards Authority (NESA) requirements.

This qualification provides a pathway to work in various hospitality settings – restaurants, hotels, motels, catering operations, clubs, pubs, cafés and coffee shops.

MANDATORY WORKPLACEMENT
Year 11 – 35 Hours
Year 12 – 35 Hours

School-based traineeships and apprenticeships are available in this industry area, for more information: http://www.sbatinnsw.info