

ŌTOROHANGA COLLEGE

Ko te mana mō mua i te whakamana

KŌWAE TEINA
2023
JUNIOR MODULE SELECTION



KUPU WHAKATAKI / INTRODUCTION

Kia ora koe e te kaipānui,

We, at Ōtorohanga College, are excited to present the Junior Modules on offer at our kura in 2023. In this booklet all the modules are briefly explained to help you make an informed decision.

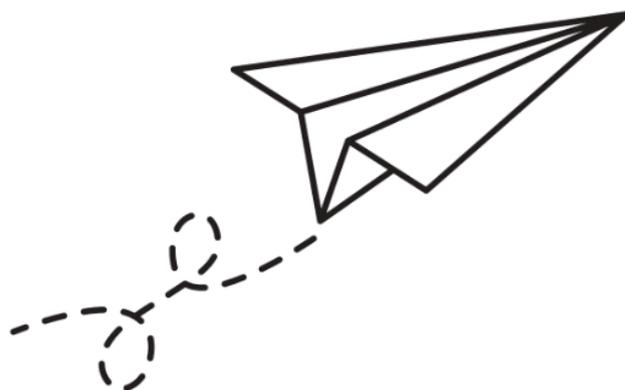
You will be able to choose 2 Modules for each Semester. Some may be offered in both Semesters, so make sure you select the ones you really want to do.

On the Junior Module Selection Sheet there are four tables, two for Semester One and two for Semester Two. For each Module you will indicate your first, second and third choice by ticking the boxes next to the Modules of your choice. You will have to do this for all four of your Modules.

You cannot do the same Module in Semester One and Two, but you may select it twice. For example, you can select Kai Passport as your first choice in Semester One and as your second choice in Semester Two. This will increase your chances of getting enrolled into this Module.

While we will try our absolute best to give you all of your first choices, it may happen that you are enrolled in your second or third choices. It all depends on how many students select the same Module.

Ā mātou mihi kauanuanu,



Module Outlines

Ag-Venture	
Module Outline	<p>In this Module you will investigate food and fibre production and processing in Ōtorohanga. This will include animal production, soil cultivation, crop cultivation and harvesting as well as the processing of plant and animal products for human consumption and use.</p> <p>You will look at the processes involved in:</p> <ul style="list-style-type: none">• getting food from the farm to your breakfast plate - <i>from farm to breakfast</i>• getting wool from a sheep to make a jersey - <i>from sheep to jersey</i>• getting food products from a paddock and serving them as food - <i>from paddock to plate</i>. <p>During the course of this Module, you will visit places like farms and meatworks to see how these processes are applied in everyday life.</p>
Learning Area	Science

Let It Grow	
Module Outline	<p>Horticulture has been important to New Zealand ever since Māori, the tangata whenua, started living and farming here over a thousand years ago.</p> <p>With a strong focus on practical horticulture, you will learn about basic soil science, the importance of bees and several different plant propagation and growing techniques.</p> <p>In this Module you will:</p> <ul style="list-style-type: none">• Grow plants from seed• Learn about growing of plants• Practical gardening skills
Learning Area	Science

Ōtomobiles

Module Outline

To some, owning their first car is one of the most exciting times in their lives. Caring for and fixing your own car can be very rewarding. Upgrading it can be even more fun.

In this Module you will gain all the basic skills you will need to care for your own vehicle, from changing tyres to performing a service and getting your vehicle fit for a warrant.

As an *Ōtomobile* expert you will also learn some important skills that you can use to pursue a career in the automotive industry.

You will get hands-on experience while working on vehicles at the College, visiting Warrant Of Fitness Centres, Tyre Fitment Centres and many more.

Learning Area

Technology

Pallet Palace

Module Outline

In this project-based Module you will design and make an item from old pallets and other building materials. You will spend time researching the properties of materials and what they can be used for. When you have designed a project you will have the opportunity to construct it.

Learning Area

Technology

Waste Not Want Not

Module Outline

In this Module you will design and make a small decorative item. The focus will be on using recycled materials, particularly metal and/or plastic materials, however, other materials can be used. You could make hanging decorations for inside or outside, a sculpture or any other decorative item.

Learning Area

Technology

Kai Passport

Module Outline

In this Module you will travel around the world through your taste buds and learn to cook a range of dishes from Italy, Thailand, South Africa or ... You will try different foods and look at the connections between food, culture, tradition and nutrition. This Module is about exploring what you already know and helping you discover your inner chef through sweet and savoury dishes.

Learning Area

Technology

Whenua To Whānau

Module Outline

In this Module you will learn how to make delicious and balanced meals for the typical New Zealand whānau. You will look at the exciting challenges of cooking for whānau celebrations and traditions; Christmas, birthdays, Halloween and Easter, all while cultivating a passion for sharing food with others.

Learning Area

Technology

Game Makers

Module Outline

Are you the next big game maker?

You kick off with an introduction to coding games. Next, you have an investigation into what makes a game good - you will test out some of the good and not-so-good games that are out there and evaluate them.

Looking into good design practices and elements for this kind of digital output is an essential part of our Module and we will dabble in Photoshop and one or two other design-related platforms.

Our coding platforms will start with Scratch and move onto Gamefroot. We will touch on Edison Robots, Makey Makey Kits and Arduino Boards as potential game component hardware outputs.

Learning Area

Technology

Building Bots

Module Outline

Will robots take over the world? Will you help them?

Help solve the world's problems with circuit boards and robot technology.

We use Edison Drive Robots to tackle real life solutions. You will design, build and code a prototype model project using robot technology.

Programming Makey Makey and Arduino circuit boards to create sound and music projects, lighting, gaming consoles and other potential solutions, are an exciting accompaniment to this Module.

It's all about the code!

Learning Area

Technology

Digi Design

Module Outline

Are you a person with an eye for good digital design?

From 2D images, to 3D modelling, this Module offers you the ability to create a range of visual digital resources and documents. You can use 3D modelling to become a creative problem solver.

In the first half of Semester Two we learn about:

- Design and layout principles
- 2D images
- Using your images in a publication

In the second half of Semester Two you will be:

- Animating
- 3D Modelling
- 3D Scene building

Learning Area

Technology

Coding Languages

Module Outline

Does the world of coding and programming pique your attention?

In this Module, we look at a range of coding languages, starting with HTML (for web pages), Javascript, Scratch and an introduction to programming with Python.

There will be an applied practical side to this Module where we use robots and circuit boards to programme outputs.

Learning Area

Technology

The Art World Is Calling Me

Module Outline

The art world and success beckons you. You may have always wanted to know how to draw and paint eye-catching works of art. Now you can.

You can do up to 2 of the following: drawing, painting, printmaking, carving and sculpture

Explore your culture or another that takes your interest. Do something you have not tried before such as graffiti and see your ideas come alive.

From the artwork produced in this course, one work will be selected to be included into the end of Semester art show.

This course prepares for NCEA study. Your art journey awaits your response now.

Learning Area

The Arts

Photograph My World

Module Outline

You have the opportunity to explore what photography has to offer you.

Take eye-catching photographs that will amaze your whānau.

You may explore the local environment and have the option to study your culture or another that takes your interest.

From the photography produced in this course, three works will be selected to be included into the end of Semester art show.

Learning Area

The Arts

Exhibit My Masterpiece

Module Outline

The art world needs you. Develop your skills and explore your ideas in a space that will help you be creative and meet your learning needs.

You will do art based upon your chosen subject.

You, along with your peers will work toward an end of Semester art show where staff, students as well as community and families may come to view.

Learning Area

The Arts

Music Makers

Module Outline

When you are a MUSIC MAKER you will learn how to play instruments, enjoy playing your favourite songs and understand how to read music. You will also learn how to form a band and perform as a group, develop skills as a solo performer and learn about different styles of music. You may even want to write your own song or use music software to create a new piece of music.

Learning Area

The Arts

Showbizz

Module Outline

In Performing Arts you will complete activities in the two areas of dance and drama. You will explore the different elements of dance and learn hip-hop dances as a group. There is a lot of fun to be had when participating in drama activities while learning the techniques of drama. Activities in this Module could include drama warm up games, improvising, mime, melodrama, performing scripts and stage work.

Learning Area

The Arts

Lights, Camera, Action

Module Outline

In this Module you will look at a range of media types, for example advertising, Instagram, Facebook, Snapchat, Tik Tok, websites and Whats App.

You will look at all aspects of media - target audience, positives and negatives, effectiveness and evaluate different apps and sites to see what works well and what could be improved on.

Using your newly acquired skills, you will produce a video promoting the College.

Learning Area

English

Extra, Extra, Read All About It

Module Outline

In this Module you will learn the features of a newspaper so you can help to produce one edition of a College newspaper. We will also look at magazine features so you can produce some of the junior magazine pages for the College Yearbook. This will involve organising photos, writing articles and gathering information from College events.

Learning Area

English

Train to Gain

Module Outline

Do you want to know what it is like to train like a high performance athlete? This Module is an exciting step in athlete development and will be very beneficial in helping young athletes better understand, and transition to, the High Performance environment. Every session you will train in a challenging environment, pushing yourself for gains in cardiovascular fitness, strength and mobility.

This Module will also train you to prepare for two demanding physical events to complete at the end of each term. This includes a 10km run, a Tough Guy/Gal Challenge and a 25 minute fitness test.

Learning Area

Health And Physical Education

Box Fit

Module Outline

Box Fit is a form of exercise that involves footwork, punching and evasion movements to simulate the activities involved in the sport of boxing.

It is often combined with other conditioning activities, such as jumping rope and callisthenics, which increases the intensity of each training session.

Boxing can help improve your heart health, body composition and strength, as well as lower your blood pressure and aid weight loss.

Most of all, boxing is a fun way to get some exercise and release stress in a safe and healthy way.

Box Fit can also seriously improve motor skills, balance, reaction time and overall agility as we engage hand eye coordination in both hands.

In a Box Fit workout your energy is focussed and your mind is stimulated, which has been proven to improve mental agility and decision-making skills in real life.

This Module is for those students wanting to be pushed in the area of physical activity to take their personal fitness to a higher level while developing some basic boxing skills and disciplines.

Learning Area

Health And Physical Education

Events Planner

Module Outline

In this Module you will be an events planner. You will work in teams to organise an event that can be run at College or in the community. This event will link to hauora and wellbeing. For example you might organise a colour run, a volleyball tournament or even a guest speaker.

Learning Area

Social Science

Tiki Tour

Module Outline

Each country has unique geographical features which distinguishes them from others. Within this Module you get to explore different countries, languages and cultures from around the world.

You will also explore the arts, music, indigenous culture and their national food.

We will end this Module with an international day where we celebrate culture through kai, music, dance, stories and art.

Learning Area

Social Science

Unsolved Mysteries

Module Outline

Take a look into the mysteries, creation stories and narratives of our world. You will investigate phenomena such as the Bermuda Triangle and archaeological wonders like ancient ruins. You will become an investigator, looking at our mysterious world.

Learning Area

Social Science

Below is an example of how you need to select your modules on the Junior Module Selection Slip.

Junior Module Selection

Semester One - Group 1			
Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles			
The Art World Is Calling Me			
Ag-Venture	✓		
Events Planner			<input type="checkbox"/>
Lights, Camera, Action		✓	
Music Makers			
Pallet Palace			
Train To Gain			✓
Kai Passport			
Game Makers			

Semester One - Group 2			
Module Title	1st Choice	2nd Choice	3rd Choice
Photograph My World			
Let It Grow			✓
Tiki Tour			
Extra, Extra, Read All About It			
Showbizz	✓		
Waste Not Want Not		✓	
Box Fit			
Whenua To Whānau			
Building Bots			

Semester Two - Group 1			
Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles			
The Art World Is Calling Me			
Ag-Venture			
Events Planner	✓		
Lights, Camera, Action			
Music Makers			✓
Waste Not Want Not			
Train To Gain			
Kai Passport			
Digi Design		✓	

Semester Two - Group 2			
Module Title	1st Choice	2nd Choice	3rd Choice
Exhibit My Masterpiece			
Let It Grow			
Unsolved Mysteries			
Extra, Extra, Read All About It.	✓		
Showbizz			
Pallet Palace			✓
Box Fit			
Whenua To Whānau		✓	
Coding Languages			

Name:

Junior Module Selection

Semester One - Group 1			
Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles			
The Art World Is Calling Me			
Ag-Venture			
Lights, Camera, Action			
Music Makers			
Pallet Palace			
Train To Gain			
Kai Passport			
Game Makers			

Semester One - Group 2			
Module Title	1st Choice	2nd Choice	3rd Choice
Photograph My World			
Let It Grow			
Tiki Tour			
Showbizz			
Waste Not Want Not			
Box Fit			
Whenua To Whānau			
Building Bots			

Semester Two - Group 1

Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles			
The Art World Is Calling Me			
Ag-Venture			
Events Planner			
Lights, Camera, Action			
Music Makers			
Train To Gain			
Kai Passport			
Digi Design			

Semester Two - Group 2

Module Title	1st Choice	2nd Choice	3rd Choice
Exhibit My Masterpiece			
Let It Grow			
Unsolved Mysteries			
Showbizz			
Pallet Palace			
Box Fit			
Whenua To Whānau			
Coding Languages			