

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 2024. In this booklet all the modules are briefly explained to help you make an informed decision.

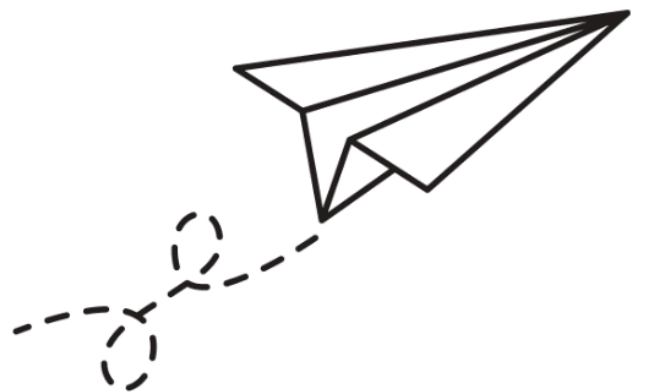
You will be able to choose 2 Modules for each Semester. Some may be offered in both Semesters, so make sure you select the ones you really want to do.

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

Science

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

STEAMing Ahead

Module Outline

We live in a world of moving parts, flashing lights and buzzing sounds. In this Module you will learn what makes many machines function by making and experimenting with scale models. You will also learn about the components that go into electronic circuits and how to solder and build small circuits. This will culminate in you designing and building your own small machine that contains an electronic circuit.

What you will gain is an understanding of how much of the world around you functions and leads into a huge number of careers in fields such as mechanics, engineering, robotics and electronics.

Learning in this Module can link in with Coders Corner..

Learning Area

Science/Technology

Technology

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

Woosy Wonders

Module Outline

If you want to be a Master Craftsman one day, this Module is for you. You will make beautiful wooden creations while learning all the skills you need to become the best in the trade. You will learn more about the properties of different types of wood, what tools to use and how to use them to create that perfect showpiece.

Learning Area

Technology

Cutting Edge Creations

Module Outline

Do you see yourself as creative? Are you a hands-on person? If so, this might just be the Module for you. In this Module you will create an object using different types of materials. Materials can be metal, wood glass or plastic. They can be new or used materials. You will have to envision an end product and make it, starting all the way back at design, then choosing the right materials, using different machines like laser cutters, band saws and many more.

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

DigiDesign Plus

Module Outline

Are you an image creator?
Are you the next big game maker?

In this Module we will learn design principles using platforms like Photoshop and Blender. Those design skills will then move you forward into designing and coding your own games.

Our coding platforms will start with Scratch and move onto Gamefoot.

Learning Area

Technology

Coders Corner

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 and mBots 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

The Arts

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 two of the following: drawing, painting, printmaking, carving or 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.

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

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

Health And Physical Education

Train to Gain	
Module Outline	<p>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.</p> <p>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.</p>
Learning Area	Health And Physical Education

Box Fit	
Module Outline	<p>Box Fit is a form of exercise that involves footwork, punching and evasion movements to simulate the activities involved in the sport of boxing.</p> <p>It is often combined with other conditioning activities, such as jumping rope and callisthenics, which increases the intensity of each training session.</p> <p>Boxing can help improve your heart health, body composition and strength, as well as lower your blood pressure and aid weight loss.</p> <p>Most of all, boxing is a fun way to get some exercise and release stress in a safe and healthy way.</p> <p>Box Fit can also seriously improve motor skills, balance, reaction time and overall agility as we engage hand eye coordination in both hands.</p> <p>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.</p> <p>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.</p>
Learning Area	Health And Physical Education

Net Fit

Module Outline

This Module is designed to take your netball knowledge and game to the next level using skill-based drills and activities to develop your skills both mentally and physically. Each lesson is designed to improve your game with netball-specific training in these 4 areas:

- Skills and drills
- Game sense/knowledge
- Strength and conditioning
- Fitness

This Module is for those who want to extend their current skill set and for those who want to try something new.

Learning Area

Health And Physical Education

Social Sciences

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	<p>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.</p> <p>You will also explore the arts, music, indigenous culture and their national food.</p> <p>We will end this Module with an international day where we celebrate culture through kai, music, dance, stories and art.</p>
Learning Area	Social Science

Journey Through The Pacific	
Module Outline	Whatever you are interested in, Pasifika Culture has something for you! Investigate Pasifika Culture through a variety of art activities, food creations, myths and legend tasks, dance experiences and fashion design.
Learning Area	Social Science

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

Semester One - Group 1			
Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles	✓		
The Art World Is Calling Me			
Ag-Venture			
Coding Corner		✓	
Music Makers			
Woodsy Wonders			
Boxfit			✓
Kai Passport			
Journey Through The Pacific			
Events Planner			

Semester One - Group 2			
Module Title	1st Choice	2nd Choice	3rd Choice
Photograph My World		✓	
Let It Grow			
Tiki Tour			
Showbizz			
Cutting Edge Creations	✓		
Train To Gain		✓	
Whenua To Whānau			
DigiDesign Plus			
STEAMing Ahead			
Net Fit			

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			
Coding Corner			
Music Makers			
Woodsy Wonders			
Boxfit			
Kai Passport			
Journey Through The Pacific			
Events Planner			

Semester One - Group 2			
Module Title	1st Choice	2nd Choice	3rd Choice
Photograph My World			
Let It Grow			
Tiki Tour			
Showbizz			
Cutting Edge Creations			
Train To Gain			
Whenua To Whānau			
Digi Design Plus			
STEAMing Ahead			
Net Fit			

Semester Two - Group 1

Module Title	1st Choice	2nd Choice	3rd Choice
Ōtomobiles			
The Art World Is Calling Me			
Ag-Venture			
Coding Corner			
Music Makers			
Woodsy Wonders			
Boxfit			
Kai Passport			
Journey Through The Pacific			
Events Planner			

Semester Two - Group 2

Module Title	1st Choice	2nd Choice	3rd Choice
Photograph My World			
Let It Grow			
Tiki Tour			
Showbizz			
Cutting Edge Creations			
Train To Gain			
Whenua To Whānau			
DigiDesign Plus			
STEAMing Ahead			
Net Fit			