



PUKEKOHE
HIGH SCHOOL

**Year 10
Course
Information
Booklet**

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Pukekohe High School

Curriculum Map 2027

Whiria te taangata, whiria te angituu – Weave the people, create success



FACULTY	YEAR 9	YEAR 10	YEAR 11 NCEA LEVEL 1	YEAR 12 NCEA LEVEL 2	YEAR 13 NCEA LEVEL 3 NZQA SCHOLARSHIP	
ART	Art	Visual Art	Art – Painting & Printmaking	Art - Design Art - Motion Special Effects Art - Painting	Art - Design Art - Motion Special Effects Art - Painting	UE UE UE
			Art – Photography & Design	Art - Photography Art - Printmaking Art - History	Art - Photography Art - Printmaking Art - History	UE UE UE
	Ngaa Toi	Ngaa Toi	Ngaa Toi	Ngaa Toi		
	Dance	Dance	Dance	Dance	Dance	UE
	Drama	Drama	Drama	Drama	Drama	UE
	Music Band	Music Band	Performance Music	Performance Music	Performance Music	UE
	Music Core	Music Core				
ENGLISH	English	English	English World Literature English Contemporary Lit	English World Literature English Contemporary Lit	English	UE
ESOL English for Speakers of Other Languages	ESOL	ESOL	ESOL	ESOL	ESOL	
HEALTH & PHYSICAL EDUCATION	Health & Physical Education	Health & Physical Education	Health Physical Education	Health Physical Education Outdoor Education Sports Leadership	Health Physical Education Outdoor Education Sports Leadership	UE UE
	Mathematics & Statistics	Mathematics & Statistics	Mathematics Core	Mathematics with Algebra General Mathematics	Calculus* General Mathematics	UE UE
			Mathematics with Statistics	Mathematics with Statistics	Statistics	UE
SCIENCE	Science	Science STEM Electronics	General Science Science in Context	Physics Chemistry Biology General Science Earth Science	Physics* Chemistry* Biology* General Science	UE UE UE UE
		Production Studies	Agriculture & Horticulture	Agriculture Science Horticultural Science	Agriculture & Horticultural Science	UE UE
	Learning Support	Core Foundation	Foundation Certificate	Foundation Certificate	Life Skills	
	LANGUAGES	French	French	French*	French*	UE
		Japanese	Japanese	Japanese*	Japanese*	UE
SOCIAL SCIENCES	Social Studies	Social Studies	History Geography People & Society	History Geography People & Society Psychology Classical Studies Tourism Media Studies	History Geography People & Society Psychology Classical Studies Tourism Media Studies	UE UE UE UE UE UE UE
	BUSINESS HUB (Social Sciences)	Money Matters	Commerce	Accounting Business Studies Economics Legal Studies	Accounting Business Studies Economics Legal Studies	UE UE UE UE
		Design Thinking Digital Technology	Spatial Design Computer Application Digital Design (P-Tech)	Spatial Design Computer Application Digital Design Computer Science	Spatial Design Computer Application Digital Design Computer Science	UE UE UE UE
	TECHNOLOGY	Food Technology Multi Materials Technology	Food & Nutrition Catering Engineering Building Hard Materials Technology	Food & Nutrition Catering Engineering Building Hard Materials Technology	Food & Nutrition Catering Engineering Building Hard Materials Technology	UE UE UE UE UE
	CAREER DEVELOPMENT SERVICES			Hospitality Pathway Engineering Pathway Building Pathway Primary Industries Pathway Electrical Pathway Automotive Pathway		UE UE UE UE UE UE UE
TE WAHANGA WHAKAAKO	Te Ao Haka	Te Ao Haka	Te Ao Haka	Te Ao Haka	Te Ao Haka	UE
	Te Reo Maaori	Te Reo Maaori	Te Reo Maaori	Te Reo Maaori*	Te Reo Maaori*	UE
	Te Ao Maaori	Maatauranga Maaori	Te Manaaki Taangata Ki Te Marae	Te Manaaki Taangata Ki Te Marae		UE

*The course has prerequisites

Things to think about:

- What are you interested in?
- What are you good at?
- What do you enjoy?
- If you know what you want to do/study when you leave school - what subjects will you need?

Who can you talk to for advice?

- Parents and caregivers
- Teachers
- Kaitiaki Aakonga / School Deans
- Your school's careers team

Additional Resources:

Find out as much information as you can about NCEA courses, the requirements for NCEA at each level, University Entrance requirements, approved subjects, careers, etc. by going to: www.ncea.govt.nz

Year 10 in 2027

Year 10 in 2027

Year 10

CORE SUBJECTS: Student programmes consist of FIVE compulsory subjects (these are pre-selected):

English /Or ESOL /or Te Reo Maaori (for speakers of Te Reo Maaori as a first language)

Maths

Science General

Social Science

PE/Health

• ****NOTE:** In Year 10 Te Reo Maaori as a CORE subject is for speakers of Te Reo Maaori as a first language or have fluency in Te Reo Maaori. Placement into this subject will follow a discussion with our Pou Taahuu Maaori and whaanau.

• OPTION SUBJECTS: You can select options from the following curriculum areas -

- Arts
- Technology
- Languages
- Maaori
- Science
- Social Science

Select according to below - you must select your courses in the below **ORDER**

CHOICE ONE - Full year language (10MAO/10FRE/10JPN)	CHOICE TWO - No full year language	CHOICE THREE
• 1 x art • 1 x tech • 1 x full year Language • 2 x backups	• 1 x art • 2 x tech • 1 x other which would include all subject codes, • EXCLUDING tech subjects. • Includes arts, languages, 10BMM, 10SPS, etc. • 2 x backups	If your choice of courses does not fit into choice 1 or 2 talk to your Pou Tuarongo

***NOTE:** If you intend to select Music or one of the Visual Arts when you are in Year 11, it is recommended to select both semester options for year 10. However, similar skills will be covered in the semester option.

***NOTE:** If you intend to select a whole/full year language course, please be aware you will need to select your art and your 1st Technology course, then select your language - you will need to apply for an exemption to take this in place of your second technology course.

You need to select **FOUR** options below (Whole-year courses count as TWO options) - You must select **in order** 1 Art and then 2 Technology then another subject

FACULTY & Course	Semester course option	Full Year/Semester B course option
ART FACULTY		
Visual Art	✓	✓
Photo Design	✓	x
Dance	x	✓
Drama	x	✓
Music Band	✓	✓
Music Performance, Production & Songwriting	✓	✓
Music	✓	x
ENGLISH FACULTY		
English		Core
ESOL		Core option
HEALTH & PHYSICAL EDUCATION FACULTY		
Health & Physical Education		Core
MATHEMATICS FACULTY		
Mathematics and Statistics		Core
SCIENCE FACULTY		
Science		Core
STEM	✓	x
Production Studies	✓	x
LANGUAGES FACULTY		
French	✓	✓
Japanese	x	✓
SOCIAL SCIENCE FACULTY		
Social Studies		Core
BUSINESS HUB (Social Science)		
Money Matters	✓	x
TECHNOLOGY FACULTY		
Design Thinking	✓	x
Digital Technology	✓	x
Electronics	✓	x
Food Technology	✓	x
Multi Materials Technology	✓	x
TE WAHANGA WHAKAAKO FACULTY		
Te Ao Haka	✓	x
Te Reo Maaori	x	✓
Ngaa Toi	✓	x

***NOTE:** Please note for course selection purposes Te Ao Haka & Ngaa Toi counts as an Art curriculum subject.

Combination Course Selection notes:

You need to choose according to the following combinations -

ONE full-year course & **TWO** x semester courses

OR

FOUR x semester courses

Your FIFTH & SIXTH choice (**TWO** semester OR **ONE** full-year course) is used as a reserve/backup in case there is a timetable clash.

[See courses for me](#)

Arts

Year 10 Ngaa Toi (10TOI)



This is an exciting new visual arts course pathway, allowing students to learn about and develop skills in contemporary Maaori visual art. You can begin this journey in Year 9 Toi, or pick it up here in Year 10, and continue to learn and achieve right through to senior NCEA level.

Aakonga will learn about and make a wide range of art works using different materials and processes inspired by traditional and contemporary Maaori Art forms. You can look forward to learning about and making the following kinds of art works from your teacher, and maybe from guest Maaori artists, such as:

- Maaori Pattern – learn about traditional art forms that use pattern, such as koowhaiwhai, taaniko & tukutuku. Learn about patterns, symbolism, & their meanings. Explore pattern in drawing.
- Develop pattern into Painting. Learn about traditional and contemporary Maaori art forms and artists' work. Explore colour as meaning in composition. Develop painting skills. Make individual & collaborative art works.
- Develop patterns into woodcut or linocut and printmaking – look at traditional & contemporary Maaori artists' work. Make an edition of prints.
- Make uku tangi from clay. Learn a little bit about traditional Maaori music.
- Make 3D sculpture from natural materials
- Learn about, share and discuss Maaori legends and local stories.
- Learn about metaphorical ways of thinking & expressing ideas, and about objects as taonga.
- Harakeke and Weaving: Weave a variety of materials, including harakeke, paper, or contemporary materials.



10TOI leads on to senior courses in visual arts and Toi. Year 11 TOI & Year 12 TOI.

You may also be interested in taking a second semester course in Art - 10PHD (Photo-Design which is a digital art and photography course) and 10 ART (Semester).

Come and talk to Whaea Charlotte or any Art teacher if you have questions.

If you are genuinely interested in creative art and Maaori visual arts you will love this course.

Head of Faculty - Pou Taahuu

- Charlotte Manga

- Vicky Moore-Allen

Prerequisites

Studying Year 9 Toi or Art will be a helpful foundation, but you are welcome into this course without prior learning in Year 9. You do not have to be Maaori to gain entry into this course, however you do need to be interested in learning through a Te Ao Maaori lens.

Learning Areas

Arts, Arts - Visual Arts

Contributions and Equipment/Stationery

Aakonga are encouraged to purchase their own art journal, pencils, eraser, sharpener. Details about art materials and where to buy will be provided in class and on school stationery lists.

Pathways

This course will provide a pathway through to NCEA Year 11 Contemporary TOI, or alternatively to Year 11 Art or Photo-Design.

Learning and achievement in Visual Arts courses can pathway students on to a wide range of opportunities and tertiary pathways. There are several tertiary courses in the country which focus specifically on Ngaa Toi Maori Visual Arts diplomas and degrees:

- Massey University - 'Toioho Ki Aapiti Maaori Visual Arts' degree
- Massey University - Bachelor of Maaori Visual Arts - BVMA
- Te Waananga O Aoteroa - 'Maunga Kura Toi - Bachelor of Maori Arts - Visual Arts'
- Te Waananga O Aoteroa - 'Toi Paematua - Diploma in Maaori and Indigenous Art - Visual Arts
- Eastern Institute of Technology (EIT) - Level 4 Certificate; Level 5 Diploma; Te Toi o Ngaa Rangi - Bachelor of Maaori Visual Arts
- NorthTec - Maunga Kura Toi (Bachelor of Māori Arts)
- Te Puia - NZ Maaori Arts and Crafts Institute, Rotorua

Learning and achievement in the Arts at PHS can deeply enhance the abilities and maturity of our aakonga in multiple ways.

- In this course you will develop knowledge and awareness of traditional and contemporary Maaori art forms, and the work of many Maaori artists.
- You will develop knowledge about yourself and your cultural connections.
- You will build your creativity, confidence, thinking, research and communication skills.

All of these are essential skills in any career pathway and in life.

Arts

Year 10 Te Ao Haka (10TAH)

This is a Semester course that has a focus on the understanding of Toi Whakaari and Tikanga Maaori rather than Te Reo only.

Aakonga (students) taking this course will develop their understanding of the elements of Kapa Haka and Toi Whakaari (performance).

Aakonga may have the opportunity to gain some NCEA credits in Year 10 and be given a huge lift in preparing them to achieve NCEA Level 1. Any one interested in Te Ao Haka can take this course, although participation in our school Kapa Haka programme is encouraged.

Toi Whakaari and Tikanga Maaori [Culture] are taonga [treasures] recognised under the Treaty of Waitangi. All who learn and understand tikanga help to secure their future as a living, dynamic, and rich language and culture. By learning Te Reo and becoming increasingly familiar with Toi and Tikanga, Maaori students strengthen their identities, while both Maaori and non-Maaori alike develop shared cultural understandings and at the same time have an improved chance of success with NCEA assessment at Levels 1-3.

Head of Faculty - Pou Taahuu

- Tipene Frearson-Kirkwood

Prerequisites

Year 9 Te Ao Maaori or Year 9 Te Reo Maaori

Learning Areas

Arts

Arts

Year 10 Photo Design (10PHD)



Welcome to 10 Photo-Design

10PHD is a semester course that runs for two terms. It is a digital art course.

You may wish to take Practical Art for one semester and digital art for the other semester. Both of these courses provide foundations for Year 11 Art courses: 11Photo-Design, and 11Art. You can take both of them in Year 11.

10 Photo-Design is a great foundation for Year 11 Photo-Design. In Year 12 you can go on to study Photography-Moving Image & Design. **So 10 PHD is a great foundation course for exciting senior learning!**

This course is designed to help you to explore and learn creative digital art makingskills and software using the Adobe Creative Suite. You will develop skills in Photography, Design, Illustration and some moving image. If you are thinking of taking digital option courses or DVC through the Technology Department - great! **This course complements what you will learn in the Tech Department.** You will learn different skills and creative ways of thinking in 10 Photo-Design that will amplify those courses. 10PHD could be where your digital creative career pathway begins...

In 10 Photo-Design, you will be introduced to Photography and Creative Design skills and thinking.



Some general things we will learn as we go will be:

- **Creative Software Skills** - Learn creative skills in Photoshop, Illustrator for working with photographic imagery, moving image, design & typography. Apply skills you have learned to work on a project using at least two creative software platforms.
- **Composition** - How images are put together to capture the viewers' attention and more importantly hold their attention.
- **Typography** - The art of using type / fonts to make things look cool and relevant
- **Photography** - What makes a good photograph? Learn to look at your world through a creative lens. Grow your skills.
- **Project Management** - Working together to plan & achieve outcomes. Feel proud of what you have accomplished.
- **Digital Art Making Skills** - You will learn at least two digital art making specialist areas while you are working on a project with others.
- **Conceptual Development** - Coming up with cool ideas with meaning in the work you are creating. Learning to think creatively.

Will this help me to move through to Level 1?

Absolutely. If you are planning on taking Photography, Design or MFX in Y12 you need to be taking L1 Photo Design. This course helps you learn all the skills you need to fly in that course.

Where will this lead? Can I get a job through this pathway?

Heck yeah! The creative industry is broad and wide and contributes millions of dollars to the economy. Look around... what can you see that is digital creative? Games, Movies, Apps, Branding, Billboards, Brochures, Magazines, Photographs, Films, Opening Title Sequences, Websites the list goes on....

Check out what the British Government has to say about the creative industry....



Head of Faculty - Pou Taahuu

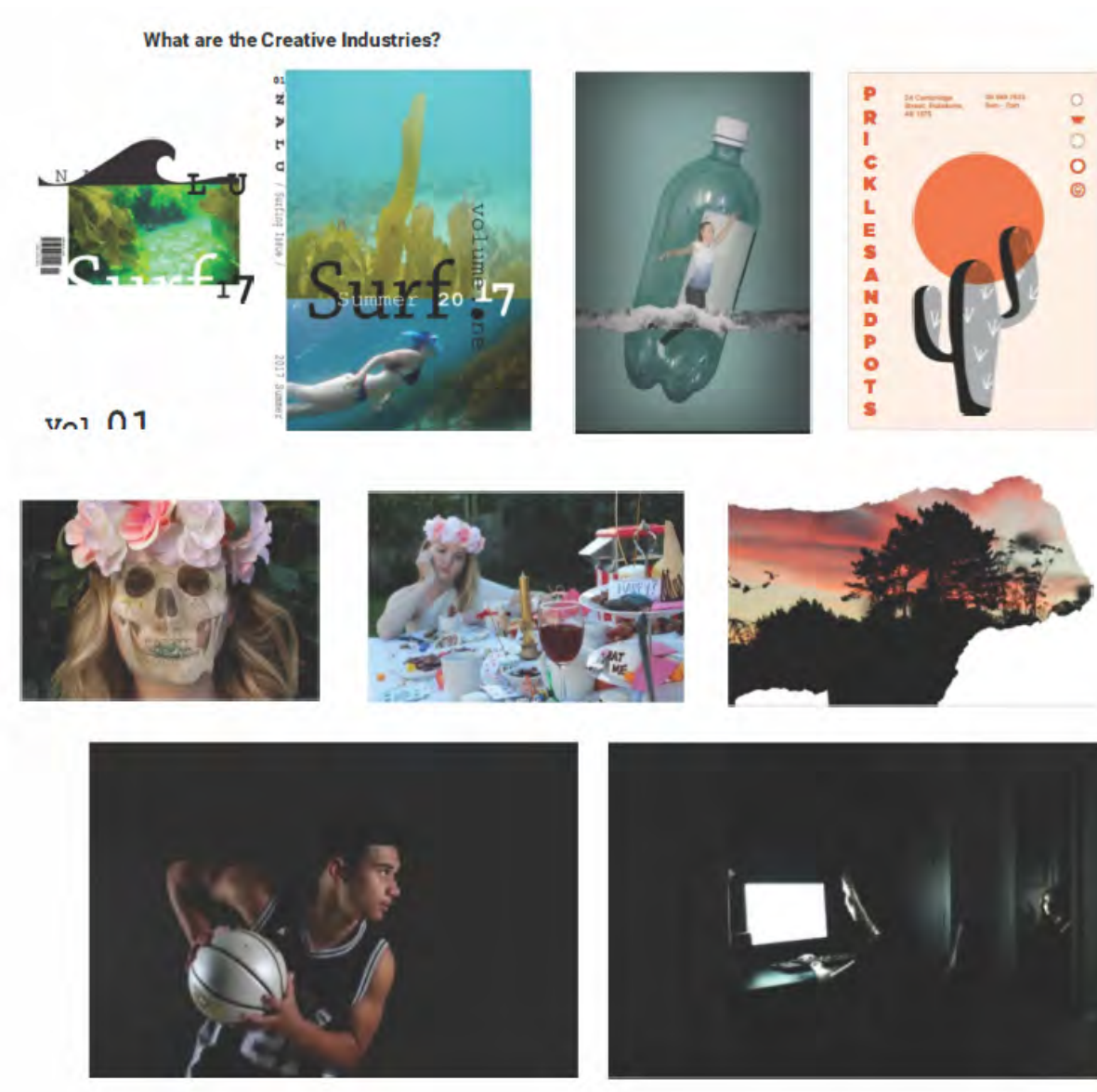
- Vicky Moore-Allen
- Lisa Purda

Learning Areas

Arts

Pathways

This course provides a sound foundation for students to develop and explore their digital art making skills in preparation for Level 1 Photo/Design and beyond.



Arts

Year 10 Drama - Semester (10DRA)



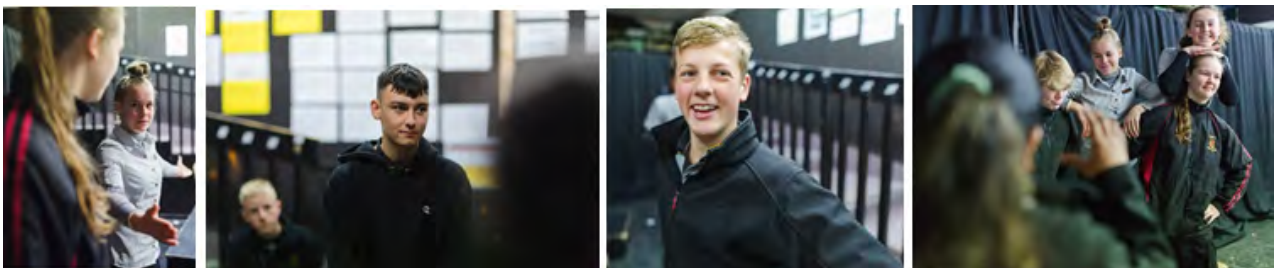
Year 10 Drama - Semester is a two-term course.

10 Drama - Semester is an interactive, practical course that focuses on drama techniques and conventions.

HERE'S WHAT YOU WILL LEARN IN THIS COURSE: Within the safe environment of the classroom students will participate in a variety of performance opportunities that gradually build skills and knowledge of drama elements, techniques, and conventions.

You will develop skills and knowledge in these areas:

- develop skills in the four important drama techniques - voice, body, movement and use of space.
- learn some important conventions of drama, and use these when performing and creating your own drama.
- learn how to devise your own drama, working in groups.
- learn how to develop and portray a character.
- participate in a range of drama activities that will culminate in a performance showcase. You will do this working as a whole class and in small groups.



In this course we will encourage you to bring knowledge and draw on connections from your own personal culture. We will explore and create stories together - real, imagined, the epic or the every-day, from the past, the present, or even the future. Through purposeful participation and play, drama students discover how to link imagination, ideas, thoughts and feelings. You will learn to interpret and communicate ideas, practice problem solving, and develop original and creative thinking skills.

Learning through Drama increases creativity and open-mindedness. It teaches us that it is okay to fail, to not get things right the first time and to have the courage to start again. Drama enables us to understand ourselves, the people around us, and the world in which we live. Studying Drama teaches communication, responsiveness, collaborative skills, determination and resilience – qualities important for any pathway in life.

We can't wait for you to join this course, to create, learn, grow, achieve and have fun together.



Why take Drama?

Maybe you want to develop theatre skills or be involved in film. Maybe you just want to develop your creativity and communication skills. Drama helps young people to understand how to think about life, self and others in creative and challenging ways.

Learn how to think outside the box, be more reflective, responsive or confident going into unfamiliar situations. Learn to trust your ideas and abilities, collaborate and take risks. Confidence and communication skills gained from learning drama apply to relationships, all sorts of careers, and many aspects of life.

In Drama you can learn and grow yourself in so many ways! You will expand your intelligence, communication skills, confidence, awareness, imagination, creativity, empathy, literacy skills, and more. Come and learn in a fun, safe and collaborative environment. It will be good for you, and you can participate in creative storytelling that can help make our world a better place.

Head of Faculty - Pou Taahuu

- Vicky Moore-Allen

Prerequisites

No prior learning is needed. Students must be committed to participating, contributing and performing with all students in their class.

Learning Areas

Arts, Arts - Drama

Pathways

Maybe you want to develop theatre skills or be involved in film. Maybe you just want to develop your creativity and communication skills. Drama helps young people to understand how to think about life, self and others in creative and challenging ways. Learn how to think outside the box, be more reflective, responsive or confident going into unfamiliar situations. Learn to trust your ideas and abilities, collaborate and take risks. Confidence and communication skills gained from learning drama apply to relationships, all sorts of careers, and many aspects of life.

Arts

Year 10 Dance - Semester (10DAN)

Year 10 Dance

Year 10 Dance is a half year course that is a fun and active way to develop many personal and interpersonal skills, and is suited to ākonga of all abilities. Part of the joy of all Dance courses is that you don't just study Dance, you do it!

This is an interactive, practical course where you will build positive working relationships with your classmates and have fun while you explore Dance from different aspects.

This course is ideal for students who wish to experience Dance to see what it is all about at PHS, and to have a break from sitting all day. Any movement and dance skills students already have, linked to their own cultural experience, or developed in dance classes out of school are valued. Experience as a dancer is NOT required, however students must be willing to participate in all learning activities and try new things.

Year 10 Dance (Semester) students will complete research and perform dance from a variety of cultures, and learn to manipulate the dance elements to create interesting movement pathways. You will grow your knowledge through movement and practicing dance every lesson. While assessments are largely practical, there will be a small written component to accompany each assessment.





Image credits: all photos feature students from PHS in the classroom, on stage at PHS in the Dance showcase in 2020, and Year 10 Dance students performing in PHS Dance Showcase 2022

Head of Faculty - Pou Taahuu

- Vicky Moore-Allen

Prerequisites

Experience as a dancer is not required, however students must be willing to participate in all learning activities, try new things, and want to dance.

Learning Areas

[Arts, Arts - Dance](#)

Pathways

Ideal for students considering any career in which creativity, content creation, originality and collaboration are valued. This course not only provides many transferrable skills, but also aligns closely with many tertiary pathways that are specifically dance-related.

Arts

Year 10 Art - Semester (10ART)



10 ART SEMESTER

Note: It is possible for Students to **take Year 10 Art for one or two semesters. Take two to build a full year of study in Art.**

You can choose to take 10Art in semester A & semester B. A whole year study in Art allows students to learn and experience a much broader range of content. Students studying Art across two semesters will extend skills and learn in greater depth than in one semester only.



Course Content Overview ... [here's what you will learn and do ...](#)

learn a range of practical art, skills in drawing, painting, printmaking and a 3D media.

- **DRAWING** using a range of materials and approaches.
- **VISUAL RESEARCH SKILLS** - this involves planning and developing ideas, and gathering imagery or info for your project.
- Studying artists' works
- **PRINTMAKING** - *one of several options per semester*: learn one or more process such as Lino, etching, tetra-pack or collograph printmaking
- **PAINTING** - develop skills in using water colour, acrylic paints and other wet media
- **3D / Sculpture Unit**
- **DIGITAL ART or PHOTOGRAPHY** - we hope to build in a short unit working with photography and/or photoshop, pending availability to resources.
- **FIELD TRIPS**: possible trips to places linked to units of work such as the Hamilton Zoo, Auckland Art Gallery.
- ***Learn about the amazing ways that art and Artists have impacted the world, societies and the cultures we live in.***



WHY STUDY ART? ... so many reasons!

Creativity is essential in a global economy that needs a workforce that is **knowledgeable, imaginative and innovative**. The people who lead and succeed in any field are those who can **think creatively and innovatively**. Creative intelligence is an essential skill in an increasingly AI and robotic future.

Creativity is cited by business leaders as the top leadership competency for the future. Studying the arts teaches **determination and resilience** – qualities useful to any career. It teaches us to **experiment and be curious**, that it is okay to experiment and fail, to not get things right the first time, and that we must have the courage to start again.

Not to mention, it is lots of fun and always hands-on!

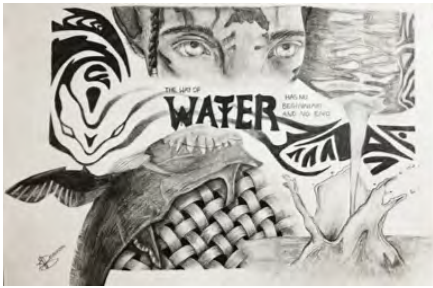
In Year 10 Art ākonga learn to work independently and collaboratively to **construct meaning and produce art works**. Ākonga learn through mostly practical work and the study of others' art. Make objects and images, develop and communicate ideas, research and make meaning. **10 Art is about creativity and connection.**



Learning encompasses the four Visual Arts Curriculum Strands: Practical Knowledge, Developing Ideas, Communicating and Interpreting, and Understanding the Visual Arts in Context.

We can't wait to have you join us in Year 10 Art to help you develop exciting skills, to learn and think about important ideas, and to see you grow as amazing creative young people. If you have any questions, please connect.

10 ART SEMESTER - take 10Art for one semester - or take two - and build a full year of study in Art.



Head of Faculty - Pou Taahuu

- Vicky Moore-Allen

Prerequisites

If you are genuinely interested in Art, you are welcome.

Learning Areas

[Arts, Arts - Visual Arts](#)

Contributions and Equipment/Stationery

Students are encouraged to purchase their own art journal, drawing pencils, eraser, paints and brushes.

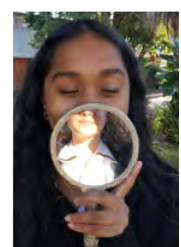
Pathways

Students can take 10 Art for one Semester, or two Semesters - to build a full year course in Art. 10 Art is a strong foundation for senior Art, Painting and Printmaking courses.

Students can also learn Digital Art by taking 10 Photo-Design Semester course. 10 Photo-Design is the best foundation for senior Photography, Design, and MFX courses.

Arts

Year 10 ART Enrich - Semester A (10ART1)



Year 10 ART - SEMESTER A & B combo - selecting this combo will enable you to build a full year of Art.

This course is a rich creative mix of practical art media & techniques in drawing, painting, printmaking, 3D work, and an introduction to other exciting media & processes such as cyanotype and digital art technologies.

Year 10 Art is primarily a practical subject. Students learn through making finished art works and developing an artists' journal. They experience a wide range of techniques and processes, and develop wide range of skills and knowledge. 10 Art focuses on the concepts of creativity and connection. You will work **independently and collaboratively** to construct meanings and make artworks. You learn through making work and studying others' artworks. You learn to develop an art journal, make objects and images, to research, source and develop ideas, and to communicate and interpret meaning.

Course Content Overview ... here's what you will learn and do ...

- **DRAWING** using a range of materials and approaches
- Experimental drawing
- Mixed media works
- Portraiture
- Still life drawing
- Stencil making
- digital and analogue drawing processes
- Drawing animals from real life
- Illustration - creative character concepts & animals real and imagined
- **VISUAL RESEARCH SKILLS**
- Idea gathering

- Collecting imagery
- Planning and developing ideas
- Studying artists' works
- **PAINTING**
- watercolour painting and mixed media
- acrylic painting
- **PRINTMAKING** - students will learn and work in at least one print process such as
- Screen printing , lino print, dry point etching, collagraph, cyanotype
- Make and sell an edition of prints - you could help to raise money for a cause
- **TRIP** to the Hamilton Zoo, Art Gallery or Museum, and to local sites of interest linked to topics
- **3D WORK**
- Opportunity to make Wearable Art and enter Show Quest
- Clay work
- Other 3D processes
- **SEM B - END OF YEAR - INTRODUCTION TO PHOTOSHOP** - such as
- Layered Images unit – my heritage and whakapapa
- Mixed media art project
- multi-media printed works combined with hands-on art making processes
- some students could work in animation or other moving image creative works
- **EXHIBITIONS & COMPETITIONS** in school or out of school
- such as Franklin Arts Festival, Show Quest Wearable Art, Zine Festival, Youth Art Awards, PHS exhibitions
- Work with digital & mixed media drawing processes to create mural compositions
- Mural paintings - Work with stencils, acrylic paints or spray paints



Creativity is essential in a global economy needing a workforce that is **knowledgeable, imaginative and innovative**. Making and participating in the arts aids the development of skills that will be necessary for our ākonga (students') futures. Leading people in any field are those who can **think creatively and innovatively**. **Creativity is cited by business leaders as the top competency for the future**. Studying the arts teaches **determination and resilience** –

qualities useful to any pathway in life. They teach us to **experiment and be curious**, that it is okay to fail, to not get things right the first time, to **persevere** and have the **courage** to start again. Not to mention, it is **lots of fun and always hands-on!**



Opting to take Art in Semester A & B provides you with a full year of exciting learning and an excellent foundation for the specialist courses available in the senior school. It is the best foundation for Year 11 Visual Art, and further senior visual arts courses.

We can't wait to have you join us in Year 10 Art, to help you develop exciting skills, to learn and think about important ideas, and to see you grow as amazing creative young people. If you have any questions, please connect with any Art teacher.



Head of Faculty - Pou Taahuu

- Esther Hansen
- Vicky Moore-Allen

Prerequisites

Year 9 Art or Toi. You do not have to have prior art experience to enrol in this course if you are genuinely interested in Art making and learning.

Learning Areas

Arts

Contributions and Equipment/Stationery

Students are encouraged to purchase their own art journal and a basic kit of materials, such as pencils, eraser, brushes. Other useful items to own are coloured pencils and a small set of paints. Advice on what to buy and where from will be provided on School Stationery lists and in class.

Pathways

This full year course is the best foundation for Year 11 Art and beyond. There is a choice of three courses in Year 11: Art Practical, Toi, or Photo-Design. There is a choice of six courses in Yr 12 & 13. They are: Painting, Printmaking, Toi, Photography, Design and Motion Special Effect. This full year 10 ART course gives students a rich base of experiences, skills & knowledge in each of these specialty areas ready for senior courses. It will cover much more content than the 10 ART SEMESTER course, offering more opportunities and in-depth learning.

Arts

Year 10 ART Extend - Semester B (10ART2)



Year 10 ART - SEMESTER A & B combo - selecting this combo will enable you to build a full year of Art.

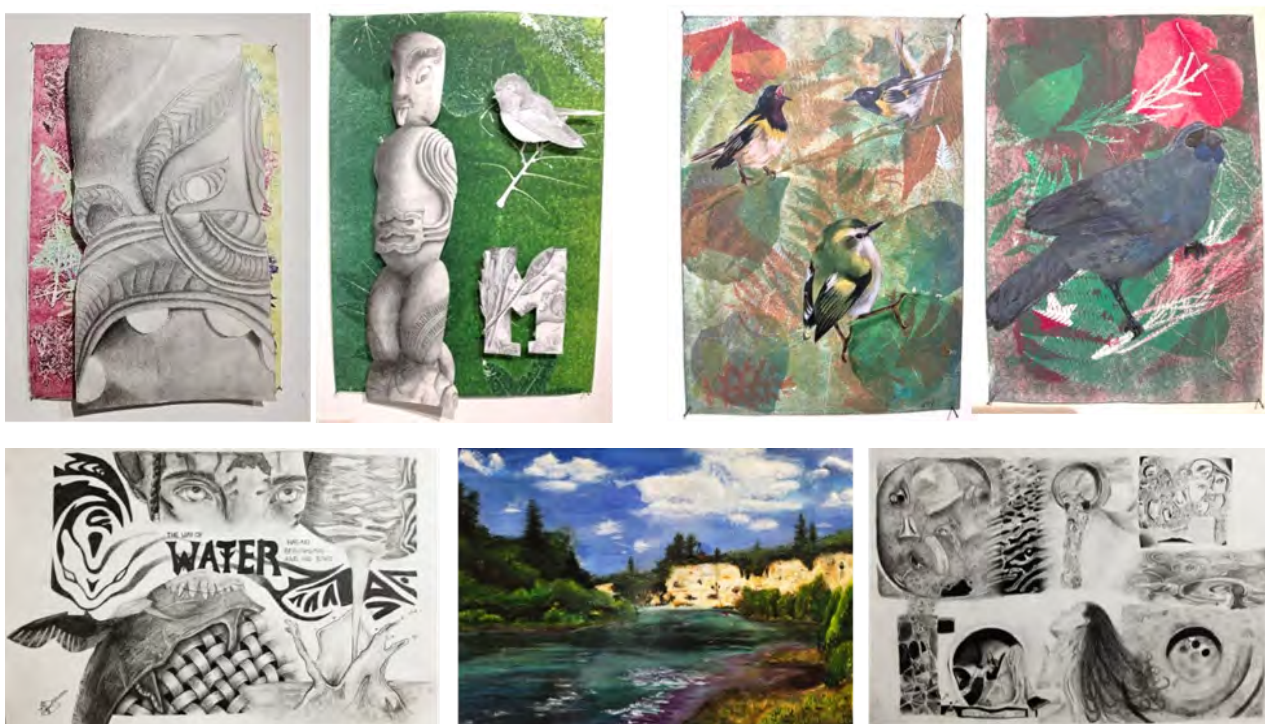
This course is a rich creative mix of practical art media & techniques in drawing, painting, printmaking, 3D work, and an introduction to other exciting media & processes such as cyanotype and digital art technologies.

Year 10 Art is primarily a practical subject. Students learn through making finished art works and developing an artists' journal. They experience a wide range of techniques and processes, and develop wide range of skills and knowledge. 10 Art focuses on the concepts of creativity and connection. You will work **independently and collaboratively** to construct meanings and make artworks. You learn through making work and studying others' artworks. You learn to develop an art journal, make objects and images, to research, source and develop ideas, and to communicate and interpret meaning.

Course Content Overview ... here's what you will learn and do ...

- **DRAWING** using a range of materials and approaches
 - Experimental drawing
 - Mixed media works
 - Portraiture
 - Still life drawing
 - Stencil making
 - digital and analogue drawing processes
 - Drawing animals from real life
 - Illustration - creative character concepts & animals real and imagined
- **VISUAL RESEARCH SKILLS**
 - Idea gathering
 - Collecting imagery
 - Planning and developing ideas
 - Studying artists' works
- **PAINTING**
 - watercolour painting and mixed media
 - acrylic painting

- **PRINTMAKING** - students will learn and work in at least one print process such as
- Screen printing , lino print, dry point etching, collagraph, cyanotype
- Make and sell an edition of prints - you could help to raise money for a cause
- **TRIP** to the Hamilton Zoo, Art Gallery or Museum, and to local sites of interest linked to topics
- **3D WORK**
- Opportunity to make Wearable Art and enter Show Quest
- Clay work
- Other 3D processes
- **SEM B - END OF YEAR - INTRODUCTION TO PHOTOSHOP** - such as
- Layered Images unit – my heritage and whakapapa
- Mixed media art project
- multi-media printed works combined with hands-on art making processes
- some students could work in animation or other moving image creative works
- **EXHIBITIONS & COMPETITIONS** in school or out of school
- such as Franklin Arts Festival, Show Quest Wearable Art, Zine Festival, Youth Art Awards, PHS exhibitions
- Work with digital & mixed media drawing processes to create mural compositions
- Mural paintings - Work with stencils, acrylic paints or spray paints



Creativity is essential in an increasingly AI and robotic future, and in a global economy needing a workforce that is **knowledgeable, imaginative and innovative**. Making and participating in the arts aids the development of skills that will be necessary for your future. Leading people in any field are those who can **think creatively and innovatively**. **Creativity is cited by business leaders as the top competency for the future.** Studying the arts teaches **determination and resilience** – qualities useful to any pathway in life. They teach us to **experiment and be curious**, that it is okay to fail, to not get things right the first time, to **persevere** and have the **courage** to start again. Not to mention, it is **lots of fun and always hands-on!**



Opting to take Art in Semester A & B provides you with a full year of exciting learning and an excellent foundation for the specialist courses available in the senior school. It is the best foundation for Year 11 Visual Art, and further senior visual arts courses.

We can't wait to have you join us in Year 10 Art, to help you develop exciting skills, to learn and think about important ideas, and to see you grow as amazing creative young people. If you have any questions, please connect with any Art teacher.



Head of Faculty - Pou Taahuu

Esther Hansen

Vicky Moore-Allen

Prerequisites

Year 9 Art or Toi. You do not have to have prior art experience to enrol in this course if you are genuinely interested in Art making and learning.

Learning Areas

Arts

Contributions and Equipment/Stationery

Students are encouraged to purchase their own art journal and a basic kit of materials, such as pencils, eraser, brushes. Other useful items to own are coloured pencils and a small set of paints. Advice on what to buy and where from will be provided on School Stationery lists and in class.

Pathways

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Arts - Music

Year 10 Music Performance 101 - Semester (10MUS)

10MUS Performance 101 (Semester) runs for two terms only. Studying Music for a full year provides the best foundation for Year 11.

You can build a full year course of study in Music by selecting to take music in both Semester A and Semester B.

Check back to the other course options, or talk to a Music teacher to get help with this.

Build the foundations of contemporary music through performance, collaboration, and creativity.

- Introduction to guitar, bass and drum, performance techniques.
- Refine your musicianship through band rehearsal
- Build basic music theory foundations
- Introduction to music production

Develop the foundations of contemporary music by learning performance skills on guitar, bass, or drums, building musicianship through band rehearsals, exploring basic music theory, and discovering the fundamentals of music production.



We can't wait to see you in Music!

Head of Faculty - Pou Taahuu

- Steven Granshaw

Prerequisites

Ideally you will have completed a 9MUS or 9MUB course. But if you didn't you are still welcome if you are keen to learn and willing to practice. This course is also ideal for students who have developed/have been developing instrumental or

vocal skills inside or outside of school. Experience and skill in Music other than Year 9 Music courses can provide a great foundation for this course, or for a full year of study in Music by opting to take Music in Semester A and Semester B.

Learning Areas

Arts, Arts - Music

Pathways

Students have a choice to select either 10 MUS or 10 MUB, and to learn for either one Semester only, or two Semesters, making up a full year course.. If you are uncertain about which option is best for you, please talk to any Music teacher or Mr Granshaw. Many Pukekohe High School graduates have gone on to study Music at tertiary level, training to become professional musicians, tutors, or sound and studio technicians. Many others have continued to pursue life-long active enjoyment of music in their personal lives.

Studying Music at school is not just for students who wish to follow a career path in Music. Skills and key competencies learnt in this subject are transferable to a wide range of careers. Research has shown that students who take Music develop more self-confidence, are conditioned to work hard for results, are more creative, can work better in a group, connect with others better. are better at problem-solving and analysing patterns (relevant in all sorts of scientific & mathematical fields).

Arts - Music

Year 10 Music Band Ensemble & Composition - Semester A (10MUB1)

You can opt to take Music in Semester A and in Semester B - building a full year course in Music.

Build the skills to perform, create, and collaborate as a developing musician.

- Develop instrumental technique
- Build ensemble performance
- Expand your knowledge of music literacy
- Learn compositional building blocks to expand your creativity
- Explore, refine and play concert band and jazz repertoire

10MUB is a practical music-making course and you will continue on from where you left off in 9MUB. The 10MUB course is going to help you develop your musicianship and enhance your skills as you tackle more challenging pieces of music, working as part of a large group or as a solo musician. You will compose musical pieces for your own and other instruments using specialist software for composition, such as Logic, Sibelius and Soundtrap. The practical aspects of 10MUB will be underpinned by more advanced musical theory which will be used to enhance your compositions.

As a participant in this course you will also be an active musician in one of the school music groups. You will attend in-school itinerant music lessons and have an instrument at home to use for practicing every day. Instruments are available from the school FREE of charge. Students will choose from the following: trumpet, trombone, clarinet, saxophone, bass or percussion.

10MUB is an ideal option choice if you completed the 9MUB course.



Head of Faculty - Pou Taahuu

- Steven Granshaw

Prerequisites

Prior musical experience is preferred but not essential. Ideally, students enrolling in this course will have completed Year 9 Music (9MUB), be actively involved in one of the school's music groups and/or attend itinerant music lessons. Instruments are available for hire, free of charge through the school.

If you have not previously studied music but would like to take this course, please speak with a member of the Music Department to discuss your suitability.

Learning Areas

[Arts](#), [Arts - Music](#)

Pathways

Students have a choice to select either 10 MUS or 10 MUB. If you are uncertain about which course is best for you, please talk to a Music teacher.

Many Pukekohe High School graduates have gone on to study Music at tertiary level, training to become professional musicians, tutors, or sound and studio technicians. Many others have continued to pursue life-long active enjoyment of music in their personal lives.

Studying Music at school is not just for students who wish to follow a career path in Music. Skills and key competencies learnt in this subject are transferable to a wide range of careers. Research has shown that students who take Music develop more self-confidence, are conditioned to work hard for results, are more creative, are better at problem-solving and analysing patterns (Mathematics), can work better in a group, and connect with others better.

Arts - Music

Year 10 Music Band Ensemble & Composition - Semester B (10MUB2)

You can opt to take Music in Semester A and in Semester B - building a full year course in Music.

Refine the skills to perform, create, and collaborate as a confident musician.

- *Refine and extend instrumental technique*
- *Strengthen ensemble leadership and musical expression*
- *Apply and deepen music literacy skills*
- *Develop compositional techniques to create more sophisticated music*
- *Perform increasingly challenging concert band and jazz repertoire with confidence*

This course is a continuation of the Semester One band program.

Build on the skills developed in Semester A by refining your instrumental technique, deepening your ensemble musicianship, advancing your music literacy and composition skills, and performing more sophisticated concert band and jazz repertoire.



Head of Faculty - Pou Taahuu

- Steven Granshaw

Prerequisites

Prior musical experience is preferred but not essential. Ideally, students enrolling in this course will have completed Year 9 Music (9MUB), be actively involved in one of the school's music groups and/or attend itinerant music lessons. Instruments

are available for hire, free of charge through the school.

If you have not previously studied music but would like to take this course, please speak with a member of the Music Department to discuss your suitability.

Learning Areas

Arts, Arts - Music

Pathways

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Arts - Music

Year 10 Music Performance, Production & Songwriting - Semester A (10MUC1)

You can opt to take Music in Semester A and in Semester B - building a full year course in Music.

Develop as a contemporary musician through performance, recording, music technology, and collaboration.

- Develop performance skills on guitar, bass, drums, or voice
- Build confidence performing and rehearsing in a band
- Build music theory foundations
- Learn the fundamentals of music production and recording
- Explore live sound, and performance technology
- Create original songs and arrangements

Develop as a contemporary musician by building performance and band skills, strengthening your music theory knowledge, exploring recording and music technology, and creating original songs through collaboration and creativity.



Head of Faculty - Pou Taahuu

- Steven Granshaw

Learning Areas

[Arts, Arts - Music](#)

Arts - Music

Year 10 Music Performance, Production & Songwriting - Semester B (10MUC2)

You can opt to take Music in Semester A and in Semester B - building a full year course in Music.

Continue developing as a contemporary musician by advancing your performance, recording, music production, and songwriting skills through collaboration, creativity, and authentic music-making.

- Refine performance skills on guitar, bass, drums, or voice
- Strengthen confidence and musicianship through ensemble performance
- Apply and extend music theory knowledge in practical contexts
- Develop recording, mixing, and music production techniques
- Expand your understanding of live sound and performance technology
- Compose, arrange, record, and perform original music

Build on the skills developed in Semester One by advancing your performance, band, production, and songwriting skills. Apply music theory in authentic contexts, refine your recording and production techniques, and create, record, and perform original music through collaboration and creativity.



Head of Faculty - Pou Taahuu

- Steven Granshaw

Learning Areas

Arts, Arts - Music



ESOL - English for Speakers of Other Languages

Year 10 English for Speakers of Other Languages (10ESOL)

10ESOL is an alternative to year 10 English for students who are new to learning English or need extra support with using English in an academic context. The course covers skills in reading, writing, listening, speaking and vocabulary learning. There are similarities with mainstream English classes but the course is designed around gaining confidence and proficiency in English language learning based on the English Language Intensive Programme. It supports students in using English in everyday life and in their other subject classes.

Head of Faculty - Pou Taahuu

- Shalini Saxena

Prerequisites

There is no recommended prior learning. Students are accepted at their current level of English language learning. However, they must **not** have English as their first language.

Learning Areas

[ESOL - English for Speakers of Other Languages, English](#)

Contributions and Equipment/Stationery

There is no additional cost associated with this course. Students are encouraged to use their digital devices (laptop or tablet) or exercise book and clearfile folder.

Pathways

The 10ESOL course, offered as an alternative to 10EENG, may lead to 1EESL or to 1EENG, depending on English language confidence and proficiency.

English

Year 10 English (10ENG)

We build and draw on our knowledge of how language works to interpret and produce text in English. Learning how to use the English language with control can strengthen your identity and enable you to effectively communicate and participate in society.

In Years 9–10, the focus shifts from foundational literacy development to the integrated and purposeful application and analysis of language. Building on the knowledge and skills developed within the Oral Language, Reading, and Writing strands in Years 0–8, students are taught to engage with texts more critically and creatively.

Years 9–10 is structured into two strands: Text Studies and Language Studies. Each element within these strands draws directly from the Years 0–8 strands: within Text Studies, the element of Textual and Critical Analysis deepens the skills developed in Reading; within Language Studies, the element of Crafting Texts builds on Writing, and the element of Oral Communication extends Oral Language.

Head of Faculty - Pou Taahuu

- Shalini Saxena

Learning Areas

English

Contributions and Equipment/Stationery

1 B5 Exercise book x 2

Pen

Health and Physical Education

Year 10 Health & Physical Education (10PED)





In Health and Physical Education, the focus is on the well-being of the students themselves, of other people, and of society through learning in health-related and movement contexts. The main aim of Physical Education is to get students engaged in regular physical activity through a wide range of different contexts.

Through learning and by accepting challenges in health-related and movement contexts, students reflect on the nature of well-being and how to promote it. As they develop resilience and a sense of personal and social responsibility, they are increasingly able to take responsibility for themselves and contribute to the well-being of those around them, their communities, and their environment (including natural environments).

Students will part-take in a wide range of movement contexts throughout the year and utilise school and community resources.

Students will undertake 2 hours of Physical Education a week and 1 hour of Health Education a week.



Head of Faculty - Pou Taahuu

- Sarah Hainsworth

Learning Areas

[Health and Physical Education](#)

Languages

Year 10 Japanese (Full Year) (10JPNF)

Students will

- understand simple texts in Japanese and use familiar language with some flexibility.
- use prior knowledge to make connections with new language.
- build their confidence in using the language by participating, contributing and interacting.
- Build their capacity to read and write in the Japanese alphabets
- learn more about the culture and customs of Japan and the relationship between culture and language.

Topics covered are:

Family, Morning Routine, School, Travel, Leisure and Hobbies, Inviting people out, Ordering food.

Focus is :

- a) on speaking being able to use simple Japanese sentences and questions for the purpose of every day conversation.
- b) on reading the main 2 Japanese scripts of Hiragana and Katakana with basic kanjis
- c) on experiencing the culture with activities such as Ikebana, taiko and food.



The Japanese course not only teaches students how to communicate but it also introduces some key elements of the local culture.

You will be able to experience the Japanese culture and use your communication skills when taking parts in school exchanges with our sisters' schools in Japan.

A school trip available to Y11 / Y12 / Y13 every 2- 3 years, a 2 months stay available every year to Y12 / Y13.

Why taking part in an exchange abroad?



Head of Faculty - Pou Taahuu

- Pascale McMillan

Prerequisites

You must have completed Y9 Japanese Semester Course and gained Achieved in 2 of the 4 skills : Listening , Reading, Speaking or Writing.

You cannot enroll in Y10 Japanese Full Year Course without any prior knowledge or study of the Japanese language. Any dispensation must be discussed with Head of faculty - Kaihautuu Mrs Mcmillan

If you want to study Japanese in Senior year (Y11 / Y12 / Y13) you must do a Y10 Japanese course

Why study Japanese?



Learning Areas

[Languages](#)

Contributions and Equipment/Stationery

1B5 / a device / Headphones

Pathways

You must completed the Y10 Japanese course in order to enroll in a senior Japanese course ie Y11 / Y12 / Y13 Japanese.
You cannot enroll in a senior Japanese course without any prior knowledge

Languages

Year 10 French (Semester) (10FRE)

Year 10 French (Semester)

The course will take place only in Semester 1. There will be no course in Semester 2.

Students will:

- understand simple texts in French both written and spoken.
- use prior knowledge to make connections with new language.
- build their confidence in using the language by participating, contributing and interacting.
- build their capacity to answer and ask questions.
- learn more about French culture and relate it to their own.

Topics covered:

- Leisure and sports (discovering the most popular and typical French sports such as la pétanque, la pelote basque et le Tour de France
- My town and the city of Paris
- Food (describing what you eat for breakfast, lunch and dinner and typical French dishes)
- Going shopping at the market and for souvenirs

The focus is on using the French language by developing the oral / aural skills of speaking and listening while deepening your understanding of the French culture.



Head of Faculty - Pou Taahuu

- Pascale McMillan

Prerequisites

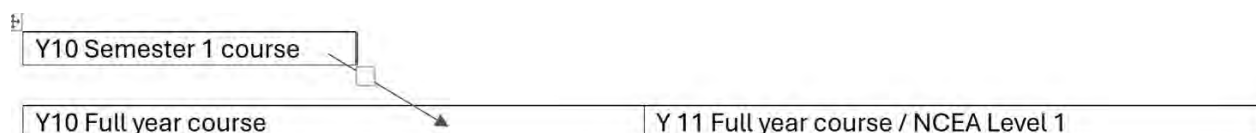
You must have completed Y9 French semester course and gained Achieved in 2 of the 4 skills : Listening , Reading, Speaking or Writing.

You cannot enroll in Y10 French course without any prior knowledge or study of the French language. Any dispensation must be discussed with Head of faculty - Kaihautuu Mrs Mcmillan

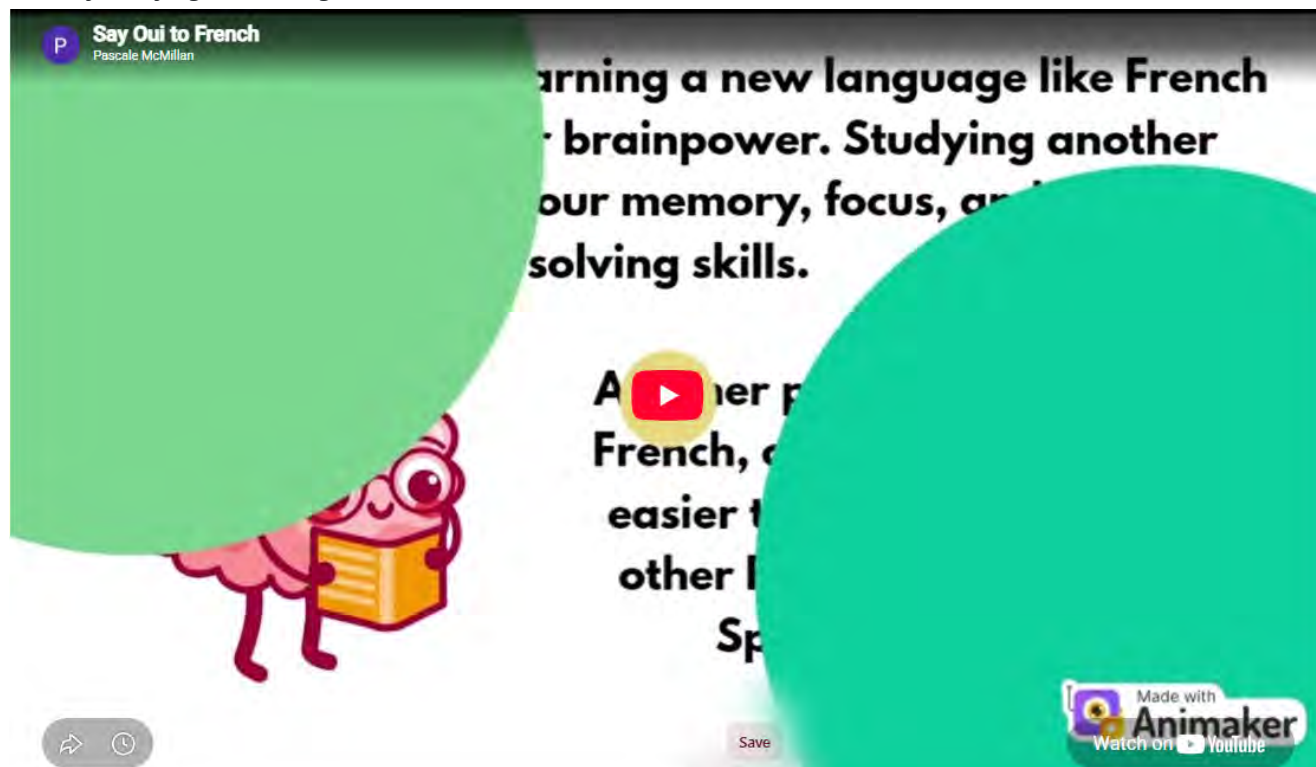
If you enjoyed the Y9 Semester Course and you think you might like to continue studying French in senior years but you are not sure yet, the Y10 French Semester 1 course is for you, however please note and be aware that:

- you must have completed a Y10 French Full Year course in order to enroll in a senior French course ie Y11 / Y12 / Y13 French. You cannot enroll in a senior French course without any prior knowledge of the French language.

- Upon completion of Y10 French Semester 1 French course, you will have the opportunity to join the Y10 French Full Year course in Semester 2 if you wish.



Why studying French in general?



Why taking part in a school exchange abroad?



Learning Areas

[Languages](#)

Contributions and Equipment/Stationery

1B5 notebook / device

Pathways

You must have completed a Y10 French Full Year course in order to enroll in a senior French course ie Y11 / Y12 / Y13 French. You cannot enroll in a senior French course without any prior knowledge of the French language.

Upon completion of Y10 French Semester 1 French course, you will have the opportunity to join the Y10 French Full Year course in Semester 2 if you wish.

Languages

Year 10 French (Full Year) (10FREF)

Students will:

- understand simple texts in French both written and spoken.
- use prior knowledge to make connections with new language.
- build their confidence in using the language by participating, contributing and interacting.
- build their capacity to read and write in French.
- learn more about French culture and relate it to their own.

Topics covered:

- Leisure and sports (discovering the most popular and typical French sports such as la pétanque, la pelote basque et le Tour de France
- Countries
- My town and the city of Paris
- School
- Food (describing what you eat for breakfast, lunch and dinner and typical French dishes)
- Organizing a party and going shopping

Focus is :

a) on speaking being able to use simple French sentences and questions for the purpose of every day conversation and recording video presentations for future penpals in France and New Caledonia

b) on reading from authentic texts such as magazines, online articles, lyrics on songs and simple videos

c) on experiencing the culture with activities such as food ie French lunch and easy recipes, buying food and tickets and music and films.



la pétanque



la pelote basque



le Tour de France



La Tour Eiffel



La cathédrale de Notre Dame



La Grande Arche de la Défense

		
Le petit déjeuner	le repas à la cantine	les pâtisseries

The French course not only teaches students how to communicate but it also introduces some key elements of the local culture.

You will be able to experience the French culture and use your communication skills when taking parts in school exchanges with our sister schools in Arras, France.

A school trip available to Y11 / Y12 / Y13 every 2- 3 years, a 2 months stay available every year to Y12 / Y13.

Why taking part in an exchange abroad?



Head of Faculty - Pou Taahuu

- Pascale McMillan

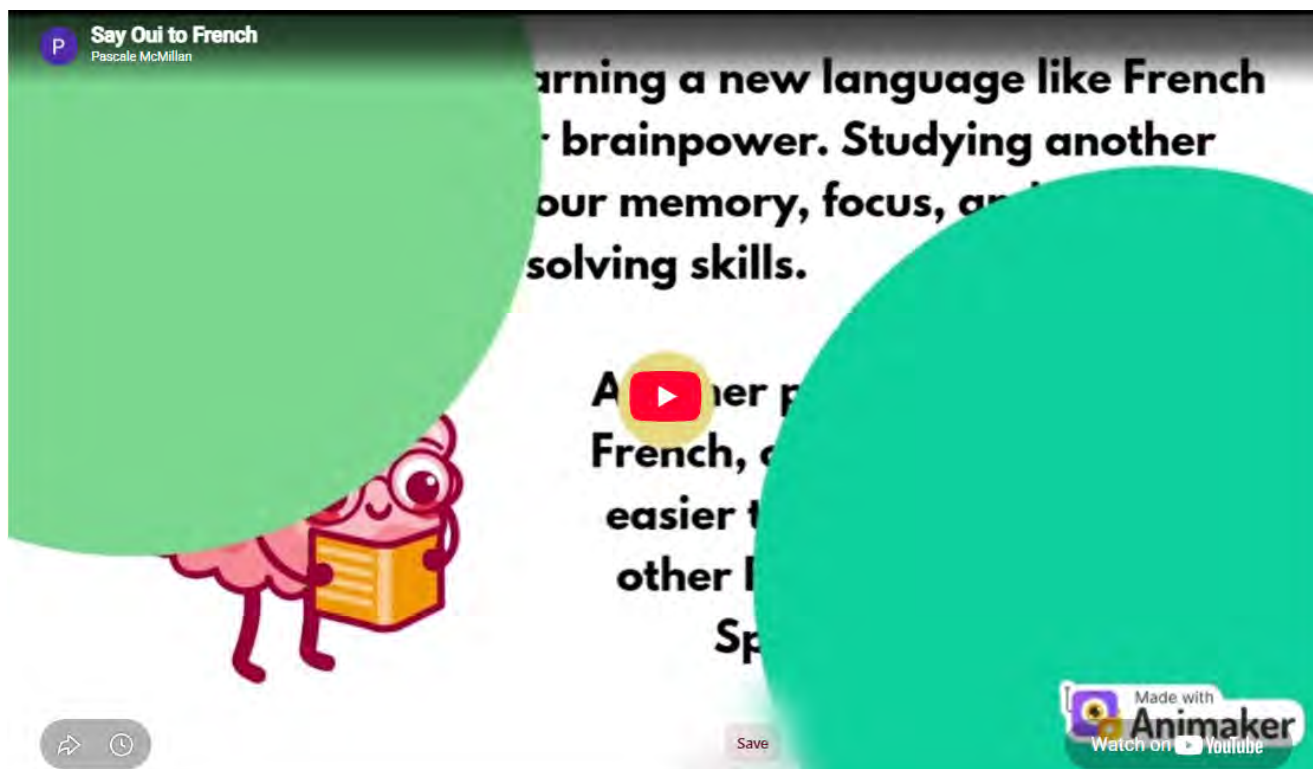
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If you want to study French in Senior year (Y11 / Y12 / Y13) you must do a Y10 French course

Why study French at school?



Learning Areas

[Languages](#)

Contributions and Equipment/Stationery

1B5 / a device / headphones

Pathways

You must completed the Y10 French course in order to enroll in a senior French course ie Y11 / Y12 / Y13 French. You cannot enroll in a senior French course without any prior knowledge of the French language.

Mathematics

Year 10 Mathematics and Statistics (10MAT)

During Year 10 mathematics, students will get the opportunity to continue their understanding and make connections between the main strands of mathematics. Students will work collaboratively and individually to improve their understanding and apply their knowledge to solve problems that relate to the world around them.

As well as learning key skills, there will be an emphasis on reasoning with this skills and applying them to a wider context.

Head of Faculty - Pou Taahuu

- Amy Price-Williams

Learning Areas

[Mathematics](#)

Science

Year 10 STEM (10STE)

Year 10 STEM – Explore the Future Today!

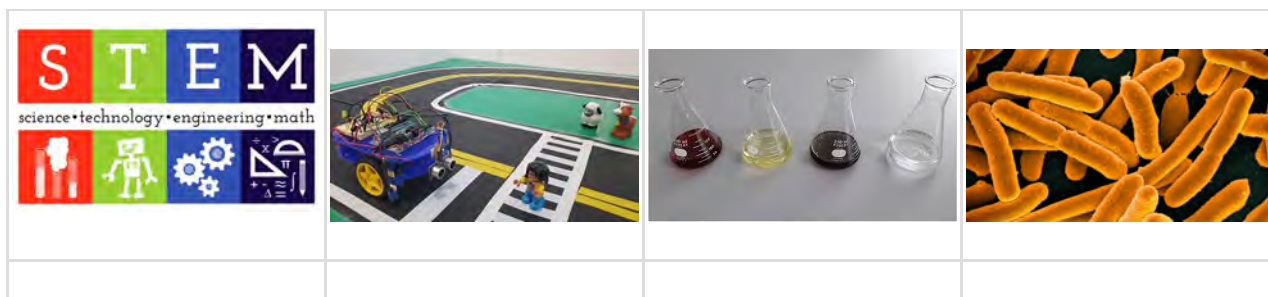
Are you curious about how science and technology shape our world? The Year 10 STEM course is a dynamic fusion of Science and Technology, designed to bring learning to life through real-world challenges and future-focused innovation.

Throughout the course, you'll explore exciting topics such as genetic engineering and biotechnology, forensics, innovative materials and engineering, 3D printing and robotics, and even aviation and space travel.

This course is designed to extend your understanding of scientific ideas and stretch your thinking beyond the basics. It's aimed at students who want to question the "how does that work" and "why do we do that" about science and are considering selecting science specialty subjects in future years.

Year 10 STEM is hands-on, challenging, and inspiring – helping you connect classroom theory with real-world applications and career possibilities. From creating and designing to experimenting and problem-solving, this course is your launchpad into the future of science and innovation.

If you're ready to think big, dig deeper, and take your STEM learning to the next level, this is the course for you!



Head of Faculty - Pou Taahuu

- Molly Vale
- Paul Reynolds
- Matthew Brachi

Learning Areas

[Science](#), [Technology](#)

Contributions and Equipment/Stationery

Students will need access to a device.

Pathways

This course is for students who may be interested in pursuing Science, Technology, Engineering or Mathematics pathways.

Science

Year 10 Production Science (10SPS)

In this course you will have an introduction to Agriculture and Horticulture production in NZ. This will include how to propagate plants from seed, farm safety, and possible careers in primary industry sectors.

- Agriculture & Horticulture production in NZ
- Plant Propagation
- Pasture and crop production
- Livestock Farming
- Careers in Primary Industries
- Farm Safety

Head of Faculty - Pou Taahuu

- Molly Vale
- Rajal Singh

Learning Areas

[Science](#)

Pathways

Practices and key factors associated with Agricultural & Horticulture production

Science

Year 10 Science (10SCI)

The Year 10 Science course equips students with the disciplinary knowledge and practices to understand, explain, and explore the physical and biological world. Structured around the curriculum's two core strands—**Physical Science** and **Biological Science**—this course transitions students from concrete observation to abstract, model-based thinking. Students will develop essential skills in the scientific method, including designing investigations, analysing data, and constructing evidence-based arguments within localised, relevant contexts. Assessment covers both knowledge and skill development through individual and group work.

Physical Science Strands

- **Chemistry & Matter:** Students use the Bohr model to represent elements 1–20 and learn how valence electrons drive chemical bonding. They investigate chemical reactions—including acids/bases, combustion, and displacement—and practise writing balanced equations, performing gas tests, and altering reaction rates.
- **Energy & Waves:** Students apply the law of conservation of energy to calculate the efficiency of closed systems using flow diagrams. They explore mechanical and electromagnetic waves, measure sound properties, and observe light behaviours like reflection and refraction.
- **Earth Systems & Space:** Students analyse data and models of the carbon cycle across Earth's spheres to evaluate human impacts on climate change. They also explore gravity's role in the universe, astronomical distances (using AU and light years), and evidence for the Big Bang theory.

Biological Science Strands

- **Disease & Immunity:** Students differentiate between infectious pathogens and non-infectious diseases (genetic or environmental). They model the body's defences—including physical barriers, the microbiome, and immune responses—and explore how vaccines prevent illness.
- **Regulation & Response:** This unit covers homeostasis and negative feedback loops. Students compare nervous control (brain, spinal cord, reflex arcs, and eye anatomy) with hormonal control, focusing on blood glucose regulation and the impacts of diabetes.
- **Ecosystems:** Students evaluate how human activities disrupt ecosystem stability and biodiversity. They interpret scientific data to research conservation strategies and sustainable practices that support natural ecosystem regeneration.

Head of Faculty - Pou Taahuu

- Molly Vale
- Rajal Singh

Learning Areas

Science

Social Sciences

Year 10 Social Studies (10SOC)

This course provides students with connection to the world around them and how they fit into it. It examines our place in Aotearoa New Zealand and how past events have influenced the country. It also links to local points of history.

A variety of topics will be covered throughout the year which when combined offer a solid introduction to the social science subjects studied in senior years, such as History, Geography, Commerce, Legal Studies, Classics, Media Studies, and Psychology.

Above all, Social Studies is also a subject that teaches students literacy (writing and interpreting information) and numeracy (collecting, interpreting data and graphing) skills.

Head of Faculty - Pou Taahuu

- Ben Silk

Learning Areas

[Social Sciences](#)

Contributions and Equipment/Stationery

2B5 exercise book, digital device - laptop preferred

Social Sciences - Business Hub

Year 10 Money Matters (10BMM)

What is Year 10 Money Matters?

Year 10 Money Matters is a practical Business Hub course that runs for two terms. It is designed to help students build real-life financial literacy skills and understand how people, businesses, and consumers make decisions.

Students will learn through a mix of classroom activities, practical tasks, written work, and the Banquer online platform. The course focuses on everyday money skills, including income, tax, budgeting, saving, banking, careers, KiwiSaver, property, insurance, and financial decision-making.

Money Matters is also a valuable feeder course for the Year 11 Business Hub subjects: **Level 1 Accounting** and **Level 1 Business and Economics**. It helps students build confidence with money, decision-making, problem-solving, and the types of thinking they will use in senior Business Hub courses; Year 12 and 13 Accounting, Business Studies, Economics, and Legal Studies..

Students will explore:

- **Income, tax and budgeting** - understanding how people earn income, how deductions and tax affect take-home pay, and how to create budgets for real-life situations
- **Marketing Mix** - learning how businesses use product, price, place, and promotion to influence customer choices
- **Economic demand** - understanding needs, wants, scarcity, opportunity cost, demand curves, and the factors that influence what people buy
- **Banquer** - using an online financial simulation to explore banking, careers, KiwiSaver, budgeting, renting, property, insurance, and investing

Students will complete practical activities such as budgeting challenges, marketing presentations and an economic demand test. They will also use Banquer to experience financial decisions in a realistic online environment.

This course is ideal for students who want to become more confident with money, understand how advertising and consumer choices work, and learn skills that are useful for everyday life, future study, work, business, and independence.



Head of Faculty - Pou Taahuu

- Ben Silk

Prerequisites

None

Learning Areas

[Social Sciences - Business Hub](#)

Contributions and Equipment/Stationery

A personal laptop is essential for this course. If obtaining one is a barrier, please contact Ben Silk, the Kaihautu/Head of Social Sciences, at BSilk@pukekohehigh.school.nz.

Pathways

Accounting, Finance, Marketing, Economist, Policy writer, Data Analyst, Statistician, Banking, Entrepreneur.

Te Wahanga Whakaako

Year 10 Te Reo Maaori (10MAO)

This is a full year course that continues developing understanding of Te Reo Maaori and Tikanga Maaori.

We understand that second language learners of Te Reo Maaori struggle with the current NCEA assessment format. To assist these students to have a good chance with assessment at NCEA levels 1-3 Pukekohe High School as created a program that allows students to study the language for a full year.



understandings and at the same time have an improved chance of success with NCEA assessment at Levels 1-3.

Students are given this option in Year 10 so they can build on the Year 9 program. Inside the program Year 10 students will have a sound understanding that Te Reo Maaori [Language] and Tikanga Maaorii [Culture] are taonga [treasures] recognised under the Treaty of Waitangi.

Te Reo Maaori also has significant status as one of 3 official languages of Aotearoa [New Zealand]. All who learn Te Reo Māori and understand Tikanga help to secure their future as a living, dynamic, and rich language and culture. By learning Te Reo and becoming increasingly familiar with Tikanga, Maaori students strengthen their identities, while both Maaori and non-Maaori alike develop shared cultural



Pukekohe High School Māori Pathway

Year 9–13 Timeline

Year Level	Te Ao Maaori Y9 Te Reo Unit Standards Yr 11-13 Manaaki Ki te Marae Yr 11-13	Te Reo Maaori University Entrance	Te Ao Haka University Entrance
Year 9	Whakapapa & Identity • Pepeha • Whakapapa • Tikanga & Kawa • Treaty of Waitangi • Kīngitanga • Local iwi history • Local History (Ngāti Tamaoho, Pukekohe) • Marae Protocol	Foundations • Pepeha • Whakapapa • Tikanga & Kawa • Treaty of Waitangi • Greetings & farewells • Pronunciation • Numbers • Colours • Days/Months • Sentence patterns • Reremahi	Introduction to Kapa Haka • Waiata • Haka basics • Poi basics • Tītī Tōrea • Actions & posture • Performance etiquette
Year 9	Understanding Te Ao Māori • Atua Māori • Creation narratives • Matariki • Mana, Tapu, Noa • Māori values • Colonisation overview	Developing Communication • Conversations • Asking & answering questions • Describing people • Family • Daily routines • Directions	Performance Development • Waiata-ā-ringa • Haka composition • Poi development • Mōteatea introduction • Leadership roles
Year 11 (NCEA Level 1)	Applying Knowledge • Treaty of Waitangi • Kīngitanga • Local iwi history • Contemporary Māori issues • Leadership & Manaakitanga	NCEA Level 1 Students communicate confidently using familiar language. Assessment includes speaking, listening, reading and writing.	NCEA Level 1 Te Ao Haka • Perform haka and waiata • Explain tikanga within performance • Demonstrate movement skills • Reflect on performance
Year 12 (NCEA Level 2)	Critical Understanding • Māori leadership • Mātauranga Māori • Environmental sustainability (Kaitiakitanga)	NCEA Level 2 Students use increasingly complex language. Discuss opinions, events and cultural concepts in Te Reo Māori.	NCEA Level 2 Te Ao Haka • Advanced performance • Choreography • Composition

Year Level	Te Ao Maaori Y9 Te Reo Unit Standards Yr 11-13 Manaaki Ki te Marae Yr 11-13	Te Reo Maaori University Entrance	Te Ao Haka University Entrance
	• Māori media • Social justice		• Leadership within rūpū • Performance analysis
Year 13 (NCEA Level 3 & UE)	Leadership & Research • Rangatiratanga • Indigenous knowledge • Māori world views • Contemporary issues • Research project • Preparing for tertiary study	NCEA Level 3 (UE Approved) Students communicate with confidence across a wide range of contexts. Analyse language, culture and identity while demonstrating fluency in spoken and written Te Reo Māori.	NCEA Level 3 (UE Approved) • Lead a performance ensemble • Compose original haka/waiata • Evaluate performances • Mentor junior students • Demonstrate advanced cultural understanding

Head of Faculty - Pou Taahuu

Sylvia Patu

Prerequisites

Students MUST have demonstrated an ability in either Year 9 Te Ao Maaori or Year 9 Te Reo Maaori to be able to select this course.

Learning Areas

Languages, Te Wahanga Whakaako

Technology

Year 10 Multi Materials Technology (10TEC)

Design, Make, and Give Back

You'll learn to think and work like a designer, engineer, and maker by creating products that are functional, meaningful, and connected to real people and communities. Through hands-on projects such as a community picnic table, cultural pewter jewellery, and a custom furniture project, you will develop practical skills while learning how design decisions affect users, materials, sustainability, and long-term product performance.

A key part of this course is designing and manufacturing outcomes for real purposes. Your community picnic table project will be donated to local daycares and good causes, giving you the opportunity to create something that has a positive impact beyond the classroom. You will also explore cultural design ideas through pewter jewellery and develop your own custom furniture outcome using advanced tools, materials, joinery, and finishing techniques.

Throughout the course, you will test materials, tools, and techniques to make informed decisions about quality, durability, safety, and sustainability. You will use modelling, feedback, and practical experimentation to refine your designs and ensure your outcomes are fit-for-purpose.

What You Will Learn:

Workshop safety and advanced practical skills

- Safe and confident use of workshop spaces, hand tools, machines, and equipment
- Selecting tools and techniques that match the material, design intent, and user needs
- Developing accuracy in measuring, marking out, cutting, shaping, joining, assembling, and finishing
- Managing risks and following safe workshop practices during practical work

Materials technology

- Testing materials, tools, and techniques to evaluate quality, feasibility, and performance
- Understanding material properties and how context can affect the way materials behave
- Making fit-for-purpose design decisions based on function, durability, appearance, and user needs
- Considering codes of practice, sustainability, ethical choices, and responsible material use

Design engineering and problem-solving

- Using testing, modelling, and feedback to refine and improve design outcomes
- Evaluating how well a product meets its purpose, user needs, and design brief
- Making responsible decisions about materials, tools, construction methods, and processes
- Understanding how design choices can impact safety, sustainability, lifecycle, and long-term performance

Joinery, construction, and manufacturing

- Choosing and applying appropriate construction techniques and joinery methods
- Using advanced tool and joinery choices to improve strength, quality, and durability
- Refining and optimising outcomes to meet more complex design briefs
- Working confidently with materials to create reliable and well-finished products

Sustainability, culture, and innovation

- Exploring cultural design ideas and applying them respectfully in practical outcomes
- Selecting materials responsibly and considering the environmental impact of products
- Understanding how lifecycle planning affects sustainability and long-term use
- Investigating smart materials and wearable technologies, including usability, privacy, ethical design, and responsible innovation

Projects

Community Picnic Table – design and manufacture a durable picnic table that is donated to local daycares or good causes, using strong construction methods, teamwork, and responsible material choices.

Cultural Pewter Jewellery – create a piece of pewter jewellery inspired by cultural design ideas, while learning about casting, shaping, finishing, symbolism, and respectful design practice.

Custom Furniture Project – design and build a custom furniture outcome using advanced workshop skills, material testing, joinery methods, modelling, feedback, and quality finishing techniques.

THIS COURSE LEADS TO YEAR 11 TECHNOLOGY, ENGINEERING, AND BUILDING

Head of Faculty - Pou Taahuu

- Paul Reynolds

Prerequisites

You will have completed the Y9 technology programme to give you a good start for the Y10 Technology Multi Materials course.

This course continues to develop the technical skills that involve technology practice (planning and making), knowledge (materials and processes) and the effects these can have on society. Workshop safety is important to us and to you, so we require a safe learning environment for everyone. The course is project based, which means that as you design and make the projects you also cover related studies topics.

Learning Areas

Technology

Technology

Year 10 STEM (10STE)

Year 10 STEM – Explore the Future Today!

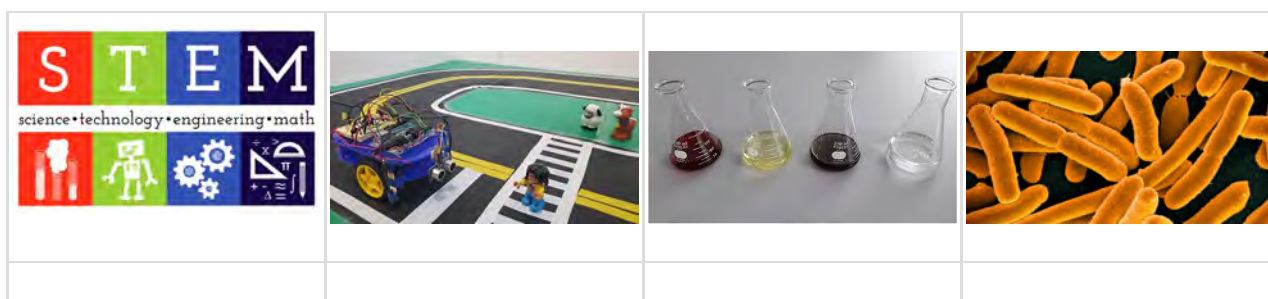
Are you curious about how science and technology shape our world? The Year 10 STEM course is a dynamic fusion of Science and Technology, designed to bring learning to life through real-world challenges and future-focused innovation.

Throughout the course, you'll explore exciting topics such as genetic engineering and biotechnology, forensics, innovative materials and engineering, 3D printing and robotics, and even aviation and space travel.

This course is designed to extend your understanding of scientific ideas and stretch your thinking beyond the basics. It's aimed at students who want to question the "how does that work" and "why do we do that" about science and are considering selecting science specialty subjects in future years.

Year 10 STEM is hands-on, challenging, and inspiring – helping you connect classroom theory with real-world applications and career possibilities. From creating and designing to experimenting and problem-solving, this course is your launchpad into the future of science and innovation.

If you're ready to think big, dig deeper, and take your STEM learning to the next level, this is the course for you!



Head of Faculty - Pou Taahuu

- Molly Vale
- Paul Reynolds
- Matthew Brachi

Learning Areas

[Science](#), [Technology](#)

Contributions and Equipment/Stationery

Students will need access to a device.

Pathways

This course is for students who may be interested in pursuing Science, Technology, Engineering or Mathematics pathways.

Technology

Year 10 Electronics (10SEL)

Year 10 Electronics builds on the Electronics understanding that students gain in Year 10 Science, to further explore electronic components, circuitry and microcontrollers. It is particularly useful for students who may wish to pursue further training and employment in physics fields or related electrical engineering/electrician fields or designing and building future electronic technology products or prototypes. Students will gain an understanding of fundamental electrical concepts to explain the behaviour and use of electronic circuits. Students will learn how to solder circuits both effectively and safely. Students will build circuits on prototype boards and coding of microcontrollers such as Microbits and Arduino boards. They will learn the application of the above in the real world via a range of written theory, practical activities, experiments and demonstrations.

Head of Faculty - Pou Taahuu

- Molly Vale
- Paul Reynolds
- Rajal Singh
- Matthew Brachi

Learning Areas

Technology

Technology

Year 10 Food Technology (10FNT)

We recommend that students who are interested in developing their practical skills, learning about food and designing and making food products study Food Technology.

- Food technology is aimed at giving students basic skills. How to measure ingredients, read recipes, design food for a client and to develop food products.
- All stages of the design process-brainstorm, research, concepts, design development, final design and evaluation. Designing products for a client. Learning about food, where it comes from and how to use it.
- You will be taught about safe food and how to use the equipment safely. You will design a breakfast for a teenager, develop burgers, methods of cookery, making biscuits for a client and international foods.



Head of Faculty - Pou Taahuu

- Paul Reynolds

Learning Areas

Technology

Pathways

The skills developed in Food technology are important to those who wish to follow a career in the food industry. It provides a base for students to build their practical skills on, follow recipes and learn about developing foods.

Technology

Year 10 Digital Technologies (10DIT)

Loved Digital Technologies in Year 9...
Or missed out in Year 9?

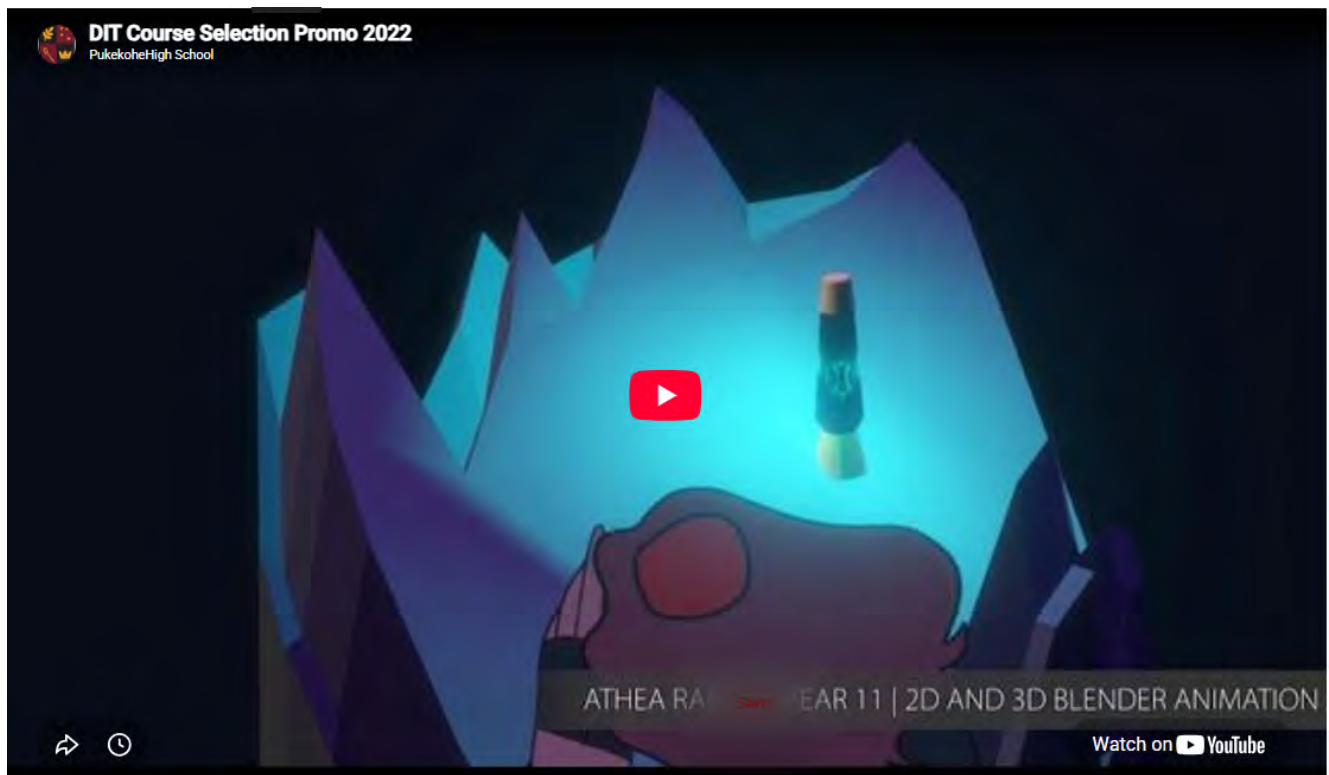
Blender 3D — Design Your Own Digital Worlds

Blender is the same kind of software used to make animated films, video games, and special effects. You'll learn to model, texture, and animate your own 3D creations — from characters to entire scenes — and go through a real design process: plan it, build it, test it, improve it, based on feedback from real users.

Python — Write Code That Solves Problems

Python is one of the most popular programming languages in the world, used by companies like Google and NASA. You'll learn to think like a programmer: breaking big problems into small steps, writing programs with your own logic and rules, and debugging your code when things don't go to plan (they never do at first — that's the fun part!).

This is a sample of what you could be doing in Years 11-13





Head of Faculty - Pou Taahuu

- Paul Reynolds

Learning Areas

[Technology](#)

Pathways

Set the foundation for university study and a career in the digital creative industries - game design, graphic design, and programming.

Technology

Year 10 Design Thinking (10DET)

Create, Connect, and Problem-Solve

You'll learn to think like a designer by exploring your identity, trying out new ideas, and working with others to bring your designs to life. You will understand the aesthetics and function of products and spatial designs, and how people interact them. Whether you're designing outdoor seating or a bach, you'll learn by doing, share your thinking, and grow your creative confidence – all while building strong connections with your own personal design style.

What You Will Learn:

Design basics

- Whakawhanaungatanga – understand your identity and what inspires your design style.
- Design thinking basics – how to generate creative ideas and solve problems.
- Visual storytelling – create collages and sketch ideas to show your thinking.
- Collaboration – work with others to develop and test your ideas.
- Presentation skills – know how to use design principles to present your work.

Freehand sketching and Instrumental drawing

- Paraline drawing techniques — drawing 3D forms accurately
- 2D drawing — basic orthographic drawings with correct line types and labels
- Perspective drawing — representing designs in one-point and two-point perspective

Research

- Product and Architect research activities
- Maaori and Pasifika Design - Spatial and Product

Digital

- Digital tools – using SketchUp and Photoshop to produce professional final designs.
- Ai images - bringing your modelling to life

Projects

- Product Design - Outdoor Seating – design and model innovative seating designs using simple materials.
- Spatial Design - Bach – Design your own Bach using Freehand sketching and SketchUp

THIS COURSE LEADS TO YEAR 11 SPATIAL DESIGN

Head of Faculty - Pou Taahuu

Paul Reynolds

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Prerequisites

Student's need to be creative, have a love of drawing and enjoy problem solving

Learning Areas

Technology