

JUNIOR SUBJECT BOOKLET 2025

2025 JUNIOR COURSE SELECTION

Advice for Choosing Courses (from subject booklets)

Choosing your courses for next year is an important step in planning a pathway to qualifications and setting up opportunities for learning beyond secondary school.

Step 1: Work out what subjects you enjoy?

What you enjoy doing outside school can help you choose what subjects to take. Ask yourself:

- Which courses do I like doing now?
- Which courses interest me for next year that I haven't already studied?
- What do I like doing outside school? Being outside? Working with people or working independently?
- Do any courses include activities or preferences I enjoy?

Step 2: Work out what courses you have strengths in

Ask yourself:

- Which subjects am I strongest in?
- What subjects do others say I am good at?

Step 3: Find out what courses you need for future career pathways

Do you already have some career ideas?

- Find out the must-have or most useful subjects for your different career pathways <u>Careers Central Careers Subject Matcher</u> <u>Careers Skill Matcher</u>
- Go to 'Secondary Education' in the 'How to get into this job' section for any job or pathway you are interested in on the <u>Careers NZ</u> site

Are you still unsure what career or pathway would suit you?

Remember studying a broad range of courses will keep your career options open for later decisions. Talk to either your Learning Coach, your Pastoral Leader, Ms Louise Carter lcarter@pen.net.nz or Ms Rhonda Turner rturner@pen.net.nz in the Transition/Careers Faculty.

Pastoral Leaders	Senior Leader
Rangituhi – Teremoana Tokaduadua	Principal – Ragne Maxwell
Kenepuru – Lisi Hughes	Deputy Principal – John Topp
Whitireia – Povalu Kelemete	Deputy Principal – Georgina Walker
Tangare – Rupi Mapusua	Deputy Principal – Chris Wood

Careers Advisor	Guidance Counsellor
Louise Carter, Rhonda Turner	Steve Barnsley

All students complete subject choice in the Kamar Student Portal 'Careers/Course Selection'.

Year 10 – 2025:

English, Mathematics, Science, Social Studies, PE & Health are compulsory. Students must choose THREE Ko te Hapori courses – most preferred first. Students will complete Year 10 options in September once these are confirmed for 2025.

Students will receive help from their Learning Coaches and subject teachers in making these decisions. We will try to give all students their choice of subjects, but this may not always be possible.

2025 SUBJECT TABLE

FACULTY	YEAR 9	YEAR 10	YEAR 11	YEAR 12	YEAR 13
Creative	Art	Art	Art/Visual	 Art/Painting 	 Art/Painting
Arts	Art & Design	Art & Design	AR100	AR200*	AR300*
				• Art/	• Art/
				Photography	Photography
				AP200*	AP300*
	Music	Music	Music MU100*	Music MU200*	Music MU300*
	Performing	Performing	Performing	Performing	Performing
	Arts	Arts	Arts	Arts	Arts
			PA100	PA200*	PA300*
	Create a Comic	Create a Comic			
			Music,	Music,	Music,
			Technology &	Technology &	Technology &
			Song Writing	Song Writing	Song Writing
			MTS100	MTS200	MTS300
	Music Voice	Music Voice	Music Voice	Music Voice	Music Voice
			MV100	MV200	MV300
	Pasifika Art	Pasifika Art			
				Printmaking	Printmaking
				PRI200	PRI300
English	English	English	English	• English	• English
			ENG100	Literature	Literature
				ELIT200*	ELIT300*
				• English	• English for
				Language	Future Study
	1.1.	1.1.		ELAN200*	EFS300*
	Literacy	Literacy		Levelling Up	Levelling Up
	De els Cluik	De als Clush		LEV200	LEV300
	Book Club	Book Club		FAD200	FAD200
Languages	English Language	English Language	EAP100	EAP200	EAP300
	Gagana Tokelau	Gagana Tokelau	Gagana Tokelau	Gagana Tokelau	Gagana Tokelau
	N 45 e vi	Māori	TOK100	TOK200	<i>TOK300</i> Māori
	Māori Dorforming Arts		Māori Dorforming Arts	Māori Dorforming Arts	
	Performing Arts	Performing Arts	Performing Arts MPA100	Performing Arts MPA200*	Performing Arts MPA300*
	N 4 = 1	N 4 = 1	WIFA100	WIFA200	IVIFA300
	Mātauranga	Mātauranga			
	'o e Moana	'o e Moana	<u>Caraana Caraaa</u>	<u> </u>	<u>Carana (anna a</u>
	Samoan	Samoan	Gagana Samoa <i>SA100</i> *	Gagana Samoa <i>SA200</i> *	Gagana Samoa SA300*
	Te Reo Māori	Te Reo Māori	Te Reo Māori	Te Reo Māori	Te Reo Māori
			RM100*	RM200*	RM300*
	Exploring	Exploring	Exploring	Exploring	Exploring
	Language &	Language &	Language &	Language &	Language &
	Culture	Culture	Culture	Culture	Culture
			LAC100	LAC200	LAC300

FACULTY	YEAR 9	YEAR 10	YEAR 11	YEAR 12	YEAR 13
Maths	Mathematics	Mathematics	Mathematics MT100	 Mathematics MT200 Maths with Calculus MC200* Maths with 	 Mathematics MT300* Maths with Calculus MC300* Maths with
				Statistics MS200*	Statistics MS300*
	Numeracy	Numeracy			
Physical Education & Health	Physical Education & Health	Physical Education & Health	Physical Education <i>PE100</i>	 Physical Education <i>PE200*</i> Sports Leadership <i>SL200*</i> 	 Physical Education PE300* Sports Leadership SL300*
			Community Health & Wellbeing HEA100		
	Going Outdoors	Going Outdoors	Fit & Well FIT100	Fit & Well FIT200	Fit & Well FIT300
	Mountain Biking	Mountain Biking			
	Trailblaze Sport	Trailblaze Sport			
	High Performance Academy	High Performance Academy			
Science	Science	Science	Science SC100	 Biology BI200* Chemistry CH200* Physics PH200* 	 Biology BI300* Chemistry CH300* Physics PH300*
	Forensics	Forensics			
	Plants & Nature	Plants & Nature			
	Make, Explore,	Make, Explore,			
	Learn & Test	Learn & Test			

FACULTY	YEAR 9	YEAR 10	YEAR 11	YEAR 12	YEAR 13
Social Sciences	Social Studies	Social Studies	 Geography GE100 	 Geography GE200* 	 Geography GE300*
			• History <i>HI100</i>	• History HI200*	 History HI300*
			Te Ao Tangata TAT100		
				Travel & Tourism <i>TT200</i>	Travel & Tourism <i>TT300</i>
	Enterprise	Enterprise	Commerce COM100		Commerce COM300
				Pasifika Studies PAS200	Pasifika Studies PAS300
				How to change the World	How to change the World
				WOR200 Psychology PSY200	WOR300 Psychology PSY300
-				Young Enterprise YEN200	Young Enterprise YEN300
Technology	Design & Visual Communication - Architecture	Design & Visual Communication - Architecture			
	Design & Visual Communication - Product Design	Design & Visual Communication - Product Design			
	Design Technology	Design Technology	Design Technology <i>DT100</i> *	Design Technology <i>DT200*</i>	Design Technology <i>DT300*</i>
	Digital Technology	Digital Technology	Digital Technology DGT100*	Digital Technology DGT200*	Digital Technology DGT300*
	Food Technology	Food Technology	Hospitality HP100	Hospitality HP200	Hospitality HP300
	Carving	Carving	Carving CAR100	Carving CAR200	Carving CAR300
	Toi Matahiko - Digital Māori Art & Design	Toi Matahiko - Digital Māori Art & Design			
Transition		Job Jumpstart	Pathway Skills <i>PS100</i>	Gateway GT200*	Gateway GT300*
				Trades Academy TA200	Trades Academy TA300
				Planning for your Future <i>PLA200</i>	Planning for your Future <i>PLA300</i>
					Police Studies POL300
	Hauora	Hauora	Hauora <i>HAU100</i>	Hauora HAU200	
KEY:	•		·	· · · · · · · · · · · · · · · · · · ·	

Ko te Hapori courses (in red)	* Course has a prerequisite		Compulsory shaded courses	
National Qualification Framework Standards:		Level 1 = 100	Level 2 = 200	Level 3 = 300

Art (9/10AR)

Students will learn to create art focusing on the elements of art, line, shape, form, space, value, colour and texture. Students will learn to create art through drawing, painting, printmaking, sculpture and design using a variety of media. This course gives students the opportunity to work as painters, printmakers, sculptors and designers. *You are encouraged to take this course for a full year.*

Art & Design (9/10AD)

This course introduces you to photography, design and the use of Photoshop. You will learn how to enhance and alter photographic images. There will be opportunities to design logos, posters and work with art-based computer programmes to create anime and characters.

Book Club (BOO)

KtH Semester 1 or 2

Do you love to read? Are you someone who likes to talk about what you're reading? Do you like to recommend books to others? If any of this sounds like you, then this course is the place to be! You'll get the opportunity to read! The chance to revisit and share your favourite books; plus discover some new favourites to add to your list.

Carving (9/10CAR)

Do you want the opportunity to seek the art of carving through design processes and surface patterns that have a story of origin? Do you want to learn the practical use of tools and mediums, using design practices to translate culture through art? In the Carving Course you will:

- learn drawing skills
- learn carving skills
- learn key te reo carving words and their meanings
- get an insight into te ao Māori (Māori world)
- produce a pattern board to put into a visual diary or portfolio
- prepare to create pou whakairo carved posts to represent the College

Create a Comic (CRE)

KtH Semester 1 or 2

Students will learn how to draw and illustrate comics or graphic novels that are relatable and emotional, with characters and stories that will resonate with audiences. Students will be able to tell stories in an amazing way, using pictures and words to create beautiful images that teach very powerful lessons to the reader. The course will touch on all the major aspects of comics and graphic novels while learning to use different drawing techniques. By the end of the course, students will have completed their own comic book or graphic novel.

Design and Visual Communication – Architecture (9/10DVA)

DVC stands for Design and Visual Communication, taking an idea for a building or product and making it reality through drawing. In this class, you will be researching, drawing and modelling your very own tiny home – fit with all the practicalities a home requires with flairs of your own creativity! Whether it is a home with solar panels to create green energy, or a home on wheels that can be set-up anywhere in Aotearoa, you will have the opportunity to realise these ideas in DVC!!

We will cover:

- instrument drawing 2D and 3D technique
- freehand sketching without instruments
- colour rendering and presentation techniques
- organisation, research and analysis skills
- the environmental and social impacts of design

What can this subject lead to?

- this is a prerequisite for NCEA Level 1 DVC Graphics and/or Technology
- careers in architectural design, graphic design, product design, carpentry, mechanics, general trades, technology
- a first step in further study at polytechnics or university studies in architecture, building science and design

Please note: special permission is required to take 9/10DVA together with 9/10DVP

Design and Visual Communication – Product Design (9/10DVP)

DVC stands for Design and Visual Communication, taking an idea for a building or product and making it reality through drawing. In this class, you will be researching, drawing and modelling your own cell phone - designed to be practical to use and expressive of your own style, culture, and identity. You will have the opportunity to express your own creative flair in designing how the cell phone is used, what it is made from, and how it looks!

We will cover:

- instrument drawing 2D and 3D technique
- freehand sketching without instruments
- colour rendering and presentation techniques
- organisation, research and analysis skills
- the environmental and social impacts of design

What can this subject lead to?

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- careers in architectural design, graphic design, product design, carpentry, mechanics, general trades, technology
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Please note: special permission is required to take 9/10DVP together with 9/10DVA

Design Technology (9/10DT)

The course is predominantly a practical subject where you learn how to design and construct two projects. The projects range from constructing a ukulele to designing and making your own clock. Over the course of this subject the lessons will be focusing on:

- learning how to safely and skilfully use a range of hand tools to complete different projects
- following a basic set of instructions and plans to help you construct your project implementing your own design ideas when adding the finishing touches to each project by means of painting, engraving or else adding carving to finish off its look

Digital Technology (9/10DG)

This course introduces you to the broad range of Digital Technology strands that utilise computers and other digital tools and systems to solve problems and complete useful work:

- website design (HTML)
- python programming
- scratch programming
- spreadsheet (Excel)
- desktop publisher (Publisher)
- presentation (PowerPoint)
- database (Access)
- word processing

This course is also designed into two terms to facilitate learning about Computer Studies (Digital Technologies) at Level 4 (Yr 9) and Level 5 (Yr 10) of the *New Zealand Technology Curriculum*.

English Language (9/10EL)

This course will develop your English Language skills in listening, speaking, reading and writing. *You are encouraged to take this course for a full year*.

Enterprise (ENT)

KtH Semester 1 or 2

Are you interested in turning your ideas into money? Do you want to make a difference to your community and to the people around you? Learn about local and international people who have started and run their own businesses. Create and run your own business. Any profits (money) you earn you can keep!!

Exploring Language and Culture (LAC)

KtH Semester 1 or 2

NCEA assessments available in Learning Languages, Performing Arts and Pacific Studies. Would you like to learn a new language or become more confident using a language you speak or hear at home and in the community?

In this course you will:

- learn more about how to develop language learning skills
- explore culture and language through an inquiry about something that interests you
- compare different languages
- compose a dance sequence in response to a brief

We will learn together through games, songs, dance, language classes with teachers from school and the community and inquiry learning. At the end of the course, we will celebrate with food from the language and culture we have been studying and a concert presenting our learnings.

Food Technology (9/10FT)

Develop food literacy and practical skills for life related to safe food preparation, nutrition, cultural and societal food experiences. Develop a food product using the technological design process. This course consists of both theory and practical lessons.

Forensics (9/10FO)

Solve crimes using forensics. Learn first-hand fascinating insights into the work of forensic scientists. Use authentic crime scene investigation (CSI) techniques to examine evidence and solve crimes

Gagana Tokelau (9/10TOK)

Porirua College is the school with the highest number of students of Tokelau heritage in the world and Porirua East is Aotearoa's Tokelauan hub. In this course you will have the opportunity to learn how to speak, listen, read, and write in Gagana Tokelau and explore Tokelauan culture within our school, community, Aotearoa and Tokelau. In connection with local Tokelau communities, we will learn through games, language learning activities, fatele and other cultural practices, research projects, and online platforms. This course is suitable for both beginner learners of Gagana Tokelau and students who are already familiar with Tokelau language and culture. This course will lead to Gagana Tokelau as an NCEA subject. *You are encouraged to take this course for a full year*.

Going Outdoors (GO)

KtH Semester 1 or 2

The goals of our programme are:

- personal development
- social development
- education for sustainability

Teaching sessions include adventure-based learning activities, discussions, debriefs, guest presentations, involvement with community organisations and projects, conservation work, outdoor activities and urban adventures.

"There is more in you" Kurt Hahn, founder of Outward Bound International.

Hauora (HAU)

KtH Semester 1 or 2

Itiiti rearea, teitei kahikatea ka taea Although the rearea is small it can ascend the lofty heights of the Kahikatea tree

Hauora is a full year Ko te Hapori course offering you the opportunity to explore hauora and the world of tikanga Māori, learning about Māori values and ways of life. Again, everyone is welcome regardless of your cultural background. In this course, you will learn through 'doing' - putting tikanga and hauora into practice. Through our school pepeha we will:

- connect with our whenua as we go on class trips to visit places in our local area
- engage in activities such as rāranga (weaving)
- food preparation (and eating!)
- explore pūrākau Māori (traditional Māori stories) through art making and class trips to important sites of local pūrākau
- look for ways to improve our hauora

Uara Māori (Māori values) such as whanaungatanga, manaakitanga and pūkengatanga, will be used as we learn about tikanga Māori together.

High Performance Academy (HPA)

KtH Semester 1 or 2

High performance academy is a course for junior students that are interested in learning about what it takes to be a high performance athlete. You will learn about leadership, skill development, injury prevention, sports psychology and how to train like an athlete. You will learn how to lift weights correctly and how to nourish your body with the correct nutrition. There will be a combination of practical and theory lessons over your semester in this course.

Job Jumpstart – Year 10 Only (10JJ)

Have you ever wondered why some people succeed? Everyone faces obstacles and demands in life and we need to learn transferable skills to be able to face these challenges and succeed to the best of our ability. In this course, through trips and a variety of activities, you will develop strategies and skills for success, confidence, problem solving, teamwork and communication. The aim is to further develop your skills as an effective person for future courses and experiences.

Literacy (9/10LI)

All careers involve the use of reading and writing. Improving your reading and writing will help you succeed at school and in the future. Read and write about what you are most interested in - rugby, fashion, cars, make up – what is your passion?

Māori Performing Arts (9/10 MPA)

An introduction to the basic structures of Māori language and tikanga (protocols) using Kapa Haka. This course aims to further develop your understanding and appreciation of the history and language of Toi Whakaari Māori (Māori Performing Arts). Students with all levels of experience are welcome - no previous kapa haka or reo Māori experience is needed for this course.

In this course, you will learn about the following course topics:

- haka
- moteatea (traditional chant)
- poi
- waiata-ā-ringa (action song)

Homework: Students are encouraged to spend at least 10 - 15 minutes each evening revising their words and practising their actions.

Assessments: This is predominantly a practical course, with practical assessments of group performances - either small group performances or performing as a whole class.

Pathways: Future pathways could include Level 1, 2 & 3 Māori Performing Arts or Level 1, 2 & 3 Reo Māori. Level 3 Te Reo Māori and Level 3 Māori Performing Arts offer UE approval. *You may take this course more than once in a year with teacher approval.*

Mātauranga 'o e Moana (9/10MM)

Students will learn in this course to connect the knowledge of students' ancestors with school learning which in turn supports their confidence and sense of connectedness to whānau and community. It is a practical course with hands-on learning which teaches skills and knowledge that are meaningful throughout their lives. In this course you will learn the different techniques and create different cultural crafts from around the Pacific. As part of this learning, you will learn the deeper meaning behind the uniqueness of each cultural craft. Through this learning we will use and learn the different languages represented in our class. Some of the crafts we will study and create are:

Tui Kahoa/lei/ula/ei
Tui sisi
'Ufiufi tepile
Tekiteki / fau / ei katu / fresh flower garlands
The students will be able to develop a better understanding of symmetry using different
patterns and materials to complete a 'taonga' / mea'alofa / me'a'ofa.
You are encouraged to take this course for a full year.

MELT – Make, Explore, Learn & Test (MEL)

KtH Semester 1 or 2

Do you love to Make, Explore, Learn and Test your ideas out? This course combines thinking skills, group work and practical hands-on creating to solve science-based problems. Explore a problem, make a solution, test it, and learn how to improve your solution!

Mountain Biking (MOU)

KtH Semester 1 or 2

Students will be out on bikes every week. You will be learning different ways of riding a bike, challenging yourself in terms of skill development, resilience and adapting to new environments.

Music (9/10MU)

Music is an art form where you can use instrument/s, your voice or your thoughts to create pieces of music. You will learn about different genres/styles of music such as hip hop, pop, rock and so on. You do not need to currently play an instrument to be able to take this course. You just need to be willing to give everything a go and be open minded to trying new things! Please note, this course is a mixture of theory and practical work. Preference for NCEA music classes will be given to those who have taken Junior Music or Music Voice.

You may take this course more than once in a year with teacher approval.

Music Voice (MVO)

KtH Semester 1 or 2

Do you enjoy singing with your friends and family? Would you like to develop your knowledge and skills as a singer? This is a practical course in which we will spend a lot of time singing as we explore different styles of music. As part of our course, we will perform in a variety of school and community settings as well as enter The Big Sing Competition.

Numeracy (9/10MN)

In this class, you will learn basic numeracy skills that will enable you to meet the numeracy requirements for the corequisite. The class will cover topics on number, shape, algebra and statistics. There will be a mix of individual and group tasks, with the goal of building your confidence and skills in maths.

Pasifika Art (PAR)

KtH Semester 1 or 2

Are you ready to embark on a vibrant voyage of cultural discovery and creativity? Embark on a journey of learning and creating Pasifika art where every brushstroke and technique tells a story and every creation is a celebration of Pasifika culture. Join us as we explore the beauty of Pasifika art using a range of different media (drawing, painting, printmaking and mixed media).

Performing Arts (9/10PA)

Exercise your creativity and interest in drama. Students will develop their creating and performing skills in fun small group situations. Students will grow in confidence through the course. Students will need to participate in the performance tasks. The main learning areas of this course will be:

- exploring New Zealand / Pasifika theatre
- learning Acting techniques
- creating your own short play
- reviewing a piece of live theatre

You may take this course more than once in a year with teacher approval.

Plants & Nature (9/10PN)

Discover the enjoyment that comes with growing plants from seed and by propagation. Grow your own food and flowers. Investigate and experiment with growing conditions. Learn about the plants special to New Zealand and how they grow. Find out about the different careers that involve an understanding of horticulture.

Samoan (9/10SA)

This course will enable students to:

- listen to Samoan for understanding and interest
- interact in Samoan
- read Samoan for meaning
- listen to and understand Samoan

Students will learn skills using these key competencies in:

- thinking
- communicating and making connections with Samoan language and culture
- participating and contributing using language and culture knowledge

The content covers these topics such as:

- aiga (family)
- aganu'u (culture)
- a'oga (school)
- taaloga (sports)
- galuega (employment)

Year 10 Samoan will be a full year option subject. Therefore, it is very important that a student is aware of this when choosing year 10 Samoan as their option. This full year course prepares students for NCEA Samoan. This subject leads to Senior Samoan NCEA Levels 1 2 & 3 and extended further to tertiary education, at Victoria University with a Bachelor of Arts degree majoring in Samoan. Samoan is a university approved subject. *You are encouraged to take this course for a full year.*

Te Reo Māori (9/10MA)

E ngā mana, e ngā reo, e ngā karangaranga maha, nau mai, haere mai ki runga ki te karanga o te mana whenua i a Whitireia maunga ki a Parirua e rere ana. Tēnā rā koutou katoa.

Junior Te Reo Māori, for some, is an introduction to Māori language, customs and its culture. Everyone is welcome regardless of your cultural background or knowledge of the language. In Year 9, the focus is on speaking and listening to te reo Māori and becoming comfortable with Māori cultural practices such as karakia and mihimihi. The most important thing is to be willing to give it a go! It is highly recommended that if any Year 10 students wish to take NCEA Level 1 Te Reo Māori, they do semester one and two.

The programme covers Levels 1 - 3 of the NZ Curriculum. Achievement standards in Te Reo Māori are offered at NCEA Level 100. Te Reo Māori is a University Entrance course and there are many opportunities to study Te Reo Māori at University and other tertiary institutions. Āta kimihia te huarahi e tika ana mau - look for the pathway that is right! *You are encouraged to take this course for a full year.*

Toi Matahiko – Digital Māori Art & Design (TOI)

KtH Semester 1 or 2

Learn to evolve the traditional Māori art forms into a digital media using digital fabrication.

Trailblaze Sport (TRS)

KtH Semester 1 or 2

Sports and Health are platforms that can affect holistic change in people. We aim to achieve this using an innovative approach that uses aspects from other learning areas as well as drawing from the strengths of our students. Hauora is a key concept that is central to this course, and we look at how we can improve it through our learning experiences. Some things to look forward to are:

- discovering and trying new sports
- in-depth learning about sports from all over the world
- self-managing their teams
- learning about new skills and techniques

Construction & Infrastructure

- Roads & Bridges
- Construction & Building
 Dower & Electrical
- Power & ElectricalPlumbing & Water
- Recycling & Waster
- Energy & Mining
- Painting & Decorating

Manufacturing & Technology

Information Technology

Automotive & Vehicles

Telecommunications

Metal Fabrication

Manufacturing & Factory

Logistics, Shipping & Freight

Engineering

Air Conditioners & Refrigeration

Creative Industries

- Art/Design
- Performing Arts
 TV & Film Making
- Music Industry
- Media & Photography
- Tech Drawing Design
- Sound & Radio



Social & Community Services

- Education & Teaching
- Health & Medical
- Social & Youth Work
- Counselling
- Government & Law
- Defence, Security & Police
- Politics, Policy & Unions

Food & Fibre

- Forestry
- Conservation
- Fishing & Aquaculture
- Animal Care
- Fruit, Flower & Vegetables
 Scientist & Technician
- Farming & Agriculture

Service Industries

- Retail & Customer Service
- Hospitality Food & Beverage
- Hair & Beauty
- Finance & Banking
 Business & Administration
- Business & Administration
 Sports & Fitness
- Travel & Tourism