



**FOUNDATION
PROGRAMME**
SELECTION BOOKLET

FOUNDATION

SEMESTER 1	MODULES
TERM 1 & 2	SPINs

2020



Foundation Students (Years 9 & 10)

ALL students will be required to cover:
Arts, Technology, English, Science, Social Science, Maths, Health & Physical Education Learning Areas and Te Reo Māori.
Other languages are optional.

Module/SPINs Selection

You will be offered multiple choices and should aim to maintain Curriculum coverage across all choices (including in second and third choices).
This means you must purposefully select ALL of your options.

NOT ALL FIRST CHOICES WILL BE PROVIDED. Discuss with your Coach to avoid any undue disappointment. Double ups of Learning Areas should be avoided.

You will rank your choices 1, 2 and 3. **All choices MUST be balanced** to ensure that you are taking **AT LEAST ONE Module or SPIN from each Learning Area** (except Languages).

Process Checklist

- You will need to:
- ☐ discuss your choices with your Coach;
 - ☐ check your overall [Curriculum Coverage](#);
 - ☐ complete your Selections sheet;
 - ☐ if you are Year 10, check you have [Performing and Visual Arts coverage](#)
 - ☐ give your choices to your Coach.

Arts & Languages Coverage

You must choose **ONE Arts discipline each term**. You are required to participate in at least **ONE Visual Art AND ONE Performing Art** (Dance, Drama, Music) Module or SPIN over two years.

All Year 9 students will be assigned to a **ONE TERM** SPIN (in SPIN 1) of Te Reo Māori in Community based groups.
Term 1: Waiarohia, Term 2: Tiriwa, Term 3: Taheretikitiki, Term 4: Onekiritea.

Literacy & Numeracy (SYMTXT) and ESOL Support

If you are required to participate in an ESOL or SYMTXT SPIN (Literacy/Numeracy Support) this does not count as Maths or English coverage. You must still cover Maths & English in addition to the appropriate ESOL & Literacy/Numeracy SPIN and/or FloorTime (HOOPS). In some cases literacy and numeracy support will be a short term intervention. Your Coach will know if you need to choose one or more of these.

Big Concepts

We have a termly Big Concept that links your learning across all Modules and SPINs. Every Module and SPIN unpacks this concept giving a broad range of angles on the Big Concept and goes deeper within different Learning Areas.

Term 1 - Identity
Term 2 - Space and Place

Stationery & Costs

PLEASE NOTE: You need to ensure that you have all of the following general stationery items.

Writing Pens, Pencils - 2B, HB, Ruler 30cm, Protractor, Pencil Sharpener, Eraser, Set of Highlighters, Refill, Gluestick, Scientific Calculator, Padlock for Locker.

This booklet lists the additional items required for each module and SPIN. You are expected to purchase any additional stationery or equipment required once your timetable is confirmed.

In addition to this, some classes may incur a reasonable charge towards materials, take-home projects or field trips. Additional information will be provided if relevant.


Foundation Timetable (Years 9 & 10)

	Monday	Tuesday	Wednesday	Thursday	Friday
8.55 Students 9.00 – 9.10	Student Check-In/Hub	Student Check-In/Hub	Staff Professional Learning 8.30 - 9.30am	Student Check-In/Hub	Student Check-In/Hub
9.10 – 10.30 Block 1	Extended Hub	<div>F</div> M1	HUB60 9:30- 10:30	<div>F</div> SP2	<div>F</div> SP3
10.30 – 10.50	Interval				
10.50 – 12.10 Block 2	<div>F</div> M3	<div>F</div> M1	PROJECTS	<div>F</div> SP1	<div>F</div> M2
12.10 – 1.30 Block 3	<div>F</div> M2	<div>F</div> SP2		<div>F</div> SP3	<div>F</div> M3
1.30 – 2.10	Lunch				
2.10 – 3.30 Block 4	<div>F</div> M2	<div>F</div> SP1	Extended Hub	<div>F</div> M1	<div>F</div> M3

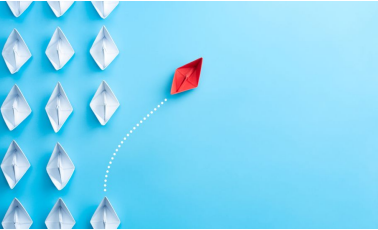
Modules involve 2 teachers working together for Term 1 & 2. This module will run for 2x 80 minute blocks on Tuesday & one 80 minute block on Thursday.

Module Title:	In the beginning...	KAMAR Code:	BEGIN
Teachers:	Kate and Nick	Learning Areas:	English and Social Science
Module Description:			
In this module you will create your own culture with its own unique identity. You will begin by creating a map of your culture’s area of origin then begin developing their identity through a creation of myths, language, architecture, art and other cultural practices. You will examine real world examples of each of these aspects before creating your own version to match your invented culture. Once you have created your culture and their environment, in Term 2 another culture will arrive in your lands and we will look at migration and the impacts of this on the origin and destination of the migrating groups and you will explore how this impacts the stories and myths of both cultures. You will be assessed on your ability to create and understand different types of text and your understanding of group and individual identity and migration.			

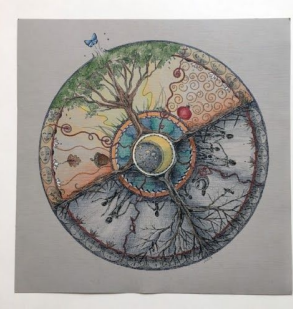
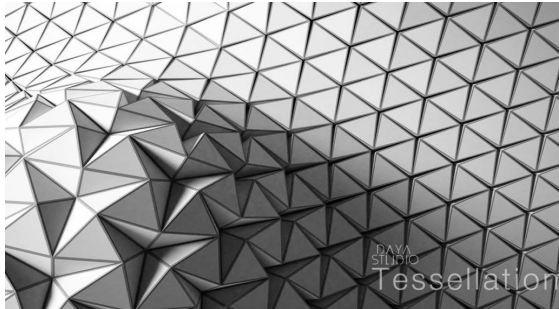
Module Title:	Digital Generation	KAMAR Code:	GENDIGI
Teachers:	Pauline and Georgi	Learning Areas:	Social Science and Maths
Module Description:			
In this module you will have the chance to explore what it means to be a part of the digital generation. Have you ever wondered what it means to have a double identity? We will look at how our online and in-person versions of ourselves interact. This module will also explore how different social media platforms use algorithms to determine what we see first and why. Using mathematical calculations we will look at what posts are the most popular and how far their reach goes. We will explore how different social movements such as Ihumatao are using social and traditional (print and events) media to enact social change and how this is different to a protest such as Bastion Point. You will have the opportunity to choose a social cause of your choice, investigate it and take some form of social action using online tools.			

Module Title:	BREAKDOWN	KAMAR Code:	BREAKDWN
Teachers:	Cath and Logan	Learning Areas:	Food Technology and Science
Module Description:			
In nature, matter is constantly broken down into its molecular parts and then up-cycled, re- purposed and reformed by complex and interdependent biological systems. Our bodies are constantly breaking down the food we eat and repurposing vitamins, minerals, proteins, fats and sugars to build and maintain the biological systems that make us who we are. Currently our global food systems are not sustainable and so we need to break these down and rebuild them. Food production and packaging are major contributors to global warming and so designers all over the world are working with nature to re-shape what and how we eat. Innovators are harnessing biological systems that already exist in nature to “grow” sustainable solutions to the food production and packaging problem. In this module you will be designing and testing edible and/or biodegradable food packaging, along with the food or beverage it is designed to contain. You will be modelling your packaging and testing ifl it breakdowns so that it can be up-cycled by nature. NOTE: There is a charge of \$20/term to help offset the cost of ingredients.			
			

Module Title:	InstruMETAL	KAMAR Code:	INSTRMTL
Teachers:	Jeni and Tony	Learning Areas:	Music and Technology
Module Description:			
If you like music and playing instruments how about creating your own? Looking at identity and how music contributes to this, we will explore a variety of musical instruments from around the world. You will then be given the opportunity to design and create your own. What is music without performance? You will have the chance to perform your music using the instruments you have created. How does shape and design affect sound?			

Module Title:	A Change Is Gonna Come	KAMAR Code:	KORURE
Teachers:	Anna & Toni	Learning Areas:	Physical Education & English
Module Description:			
 <p>How are different sports used by all kinds of people from all kinds of cultures to express, change, and negotiate their way to finding their identity? How might people participate in sports and challenge the way both they and their physical activity are defined by others? What is the role played by surfers in countries downunder? What about the evolution of Pasifika cultural festive occasions - from a ritual of previous generations to a sport of the people? In this module we will be looking at the insane number of ways in which sports contribute to the making and remaking of social identities.</p>			

Module Title:	Meaning in Metaphor	KAMAR Code:	METAPHOR
Teachers:	Celeste & Nicole	Learning Areas:	English & Visual Arts
Module Description:			
<p>In art, a symbol is usually a solid, recognisable thing, an animal, a plant, an object that stands for something that would be hard to represent in a picture or a sculpture. Literature works in the same way. Symbolism is created in the form of simile, metaphor, personification - to communicate complicated feelings or ideas. We will be exploring artists and authors works to make sense of how they use symbolism to convey the concept of identity. In term two, we will look at the whenua and the vital connection we have to the places we have lived and where we live now. In both terms one and two, you will get the opportunity to create both written and visual works.</p>			

Module Title:	Positively Negative	KAMAR Code:	POSNEG
Teachers:	Dhiren & Jade	Learning Areas:	Visual Arts and Mathematics
Module Description:			
<p>We will be looking at how Mathematics and Visual Art, work together in a variety of ways to explore what we see around us. We will look at important aspects these ways of representing and communicating ideas about our environments, architecture, relationships and the ways things connect to each other. Most historical architecture, as well as modern times, incorporates aesthetically pleasing designs that have their origins in Maths.</p> <p>In Term 1, the focus is on Identity, exploring repetition and symmetry with positive and negative shapes. In Term 2, looking at space and place you will be exploring different connections with the land, exploring scale, ratio, and enlargement. We will look at the golden ratio and aesthetics in nature and architecture and will examine how simple mathematical relationships and equations can describe intricate and amazing patterns and structures.</p> <div>   </div>			




Module Title:	English Language (RURU)	KAMAR Code:	ELRURU
Teachers:	Beth and Maryann	Learning Areas:	Languages
Module Description:			
<p>Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.</p>			

FOUNDATION MODULE 2

Modules involve 2 teachers working together for Term 1 & 2. This module will run for **two 80 minute blocks on Monday** and **one 80 minute block on Friday**.

Module Title:	Game Changers	KAMAR Code:	CHANGERS
Teachers:	Pauline & Josiah	Learning Areas:	Social Science & Physical Education
Module Description:			
Michael Jordan, Serena Williams, Jonah Lomu, what do they all have in common? Not only are they phenomenal athletes and have become sporting legends, they changed the game and influenced culture. Michael Jordan is one of the greatest athletes of all time, he became the first athlete billionaire with help from his brand Jordan, a Nike product. Serena Williams and her sister Venus were two African American girls from one of the poorest areas in Los Angeles, they made history breaking world records and reinventing the game and women in sport. In this class we will be looking at sporting heroes who have been global game changers, they have shaped their sport and have influenced society. We will research their backgrounds, careers and their contributions to society. How has their identity been shaped by their environment and how have they shaped sport and the world we live in today. These are some of the things we will explore in this class.			

Module Title:	Matt and Terry	KAMAR Code:	MATTERI
Teachers:	Jess and Tony	Learning Areas:	Maths and Technology
Module Description:			
Metal, wood, paper, resin, concrete. The material world has so much to offer us. In this Module you will be investigating the properties of shapes to design, model and construct a real world artefacts using a range of making skills. We will be quantifying and budget for the required materials and calculate the cost if we were to make a profit. This will require you to calculate area, perimeter, volume, surface area and use a range of number skills. Your work will be portfolio based to collect evidence of your design process and will include quantitative calculations to justify your design.			

Module Title:	Morph	KAMAR Code:	MORPH
Teachers:	Jade and James	Learning Areas:	Visual Arts and Science
Module Description:			
In this module, you will be exploring different forms of lineage, ancestry and identity. These could be linked to genetics, family, land, culture, and personal identity. We will be collecting and discussing different artefact that may define our identity and we will attempt to use these to generate ideas and artworks. Throughout the two terms, we will be investigating different mediums from photography, painting, sculpture, and observational drawing. If you are creative, love learning new things and are passionate about art this is the Module for you!			
  			

Module Title:	Above and Beyond	KAMAR Code:	BEYOND
Teachers:	Celeste and Andrea	Learning Areas:	English and Science
Module Description:			
Our inheritance and heritage are more than just our biology. In this module will explore other ways we connect to our whanau and the land, such as through culture, traditions and language, and how this then informs our identity. We use our inheritance to leave a legacy on this world as well as connecting with others. We will consider the concepts of whakapapa and whenua and how these messages are explored in poetry and other written forms. These ideas will be connected and compared to how identity is created through the biological inheritance of our genetics. We will be making sense of the different ways we represent ideas, both in science and literature, and you will create a visual representation of this through poetry, short story and various scientific modes.			

Module Title:	What makes you human?	KAMAR Code:	IDENTIFY
Teachers:	Aidan and Brendan	Learning Areas:	Social Science and Science
Module Description:			
It's a difficult question to try and answer, but what does make us human? Human identity is a magical combination of behaviours, skills, attitudes and values - but what aspects of our identity have evolved to separate us from our ape-cousins, and how do they help us survive? In this module, we will explore particular aspects of human behaviour and identity: the ability to understand and enjoy music and art, form language, predict others' behaviour and more. We will look to make sense of the social reasons why these characteristics form our identity (culture), as well as the science of our bodies that allows us to do so. Following this, we will look at how humans have adapted to be able to survive in extreme environments, why we have done so and how that influences our understanding of who we are (identity).			

Module Title:	WHERE WE BELONG	KAMAR Code:	BELONG
Teachers:	Glenn and Debs	Learning Areas:	English and Social Studies
Module Description:			
How and why do people join subcultures? How does being part of a group influence individual and group values, beliefs, and behaviour? In this module, we will explore the idea of identity by deconstructing a range of different text types about belonging to different identity groups, including music videos, television drama, lyrics, and memes, etc. We will consider things like genre, and stereotypes, and make sense of what it takes to fit in with various identity groups and in various places. Students will develop their research, critical analysis and literacy skills, and in term 2 there will be a mapping focus to develop an understanding of how spatial patterns and geographic location impact identity.			

Module Title:	RELATIVITY	KAMAR Code:	REL8VITY
Teachers:	Mic & Yu-Ting	Learning Areas:	Visual Arts and Maths
Module Description:			
<p>There are a variety of ways that humans have found to describe and model the world around them. Mathematics and Art are two important aspects of these ways of representing and communicating ideas about our environments, relationships and the ways things connect to each other.</p> <p>In this module we will be using Maths and Visual Arts to help us think about who we are, how we relate to others and how we relate to the world around us. We will be looking at structures that emerge out of social and ecological interactions to help us refine our own mental models of reality.</p> <p>Among the aspects we will explore are pattern, social networks, emergent structure (such as the golden ratio) and fractals. We will explore a variety of cultural ideas and compare them with more modern understandings of how things work.</p> <p>This module will suit you if you're curious about how interesting relationships emerge from complex systems - nature, society and information.</p>			

Module Title:	English Language (Kakapo)	KAMAR Code:	ELKAKAPO
Teachers:	Maryann	Learning Areas:	Languages
Module Description:			
<p>Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.</p>			


Module Title:	English Language (KIWI)	KAMAR Code:	ELKIWI
Teachers:	Beth	Learning Areas:	Languages
Module Description:			
<p>Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.</p>			

FOUNDATION MODULE 3


Modules involve 2 teachers working together for Term 1 & 2. This module will run for **two 80 minute blocks on Monday** and **one 80 minute block on Friday**.

Module Title:	Whose Land is It Anyway?	KAMAR Code:	LAND
Teachers:	Maddy and Tanya	Learning Areas:	Social Science and Maths
Module Description:			
How do events from New Zealand’s past affect people today? This course will look at both historical and recent events in New Zealand, including the New Zealand wars, the protests at Bastion Point and at Ihumatao. You will focus on critically interpreting, questioning and challenging the beliefs and practices that dominate our society. You will use your maths skills in fractions, decimals, percentages and proportions to investigate these issues, as well as an issue of your choice, and as evidence to support your arguments. In Term 2, we will continue the theme of land in New Zealand by looking at resource management and the opportunities and challenges for people, places and environments. You will use your maths measurement skills and mapping skills to design a new community.			

Module Title:	INDIGENOUS SCIENCE	KAMAR Code:	INDIGSCI
Teachers:	Ghada and Debbs	Learning Areas:	Science and Social Science
Module Description:			
How does science affect society and apply to our everyday life? How does place and environment influence culture? In this Module students will be learning about different cultures and how science applies to them. We will explore inventions, discoveries, experiments, theories, and ideas, how they have changed over time, and how they impact individuals and groups. Science is a product of culture and the comprehension of natural laws, while technology is the application of scientific knowledge in creating products or tools that improves lives. Culture provides the social platform and shared values that bring and keep people together. Students will be given opportunities to ask questions, find evidence, explore simple models, and carry out appropriate investigations to develop simple explanations. These opportunities engender much scientific discussion and sharing of ideas – helping to build scientific language and develop understandings. Students will also develop their literacy, critical analysis, and mapping skills.			

Module Title:	BREAKING BREAD	KAMAR Code:	BREAD
Teachers:	Raegan and Cath	Learning Areas:	English and Food Technology
Module Description:			
How does the food we eat tell the story of who we are? In this module, we will be exploring the stories that food tells, how narratives and food design evolve over time and how what, when and how we eat, expresses who we are and where we come from. We will look at what happens to food when environments, cultures and stories change or collide. Your journey will be evidenced via a multi-faceted “food channel” that documents your discoveries around how food shapes and expresses our identity and sits at the heart of our shared experience. NOTE: There is a charge of \$20/term to help offset the cost of ingredients.			
			

Module Title:	Chameleon	KAMAR Code:	CHAMELEO
Teachers:	Amelia and Rachel	Learning Areas:	Drama and Technology
Module Description:			
In this mass module, we will explore one’s identity, what you lose and what you gain when relocating around the world. Technology and Drama will come together to create a powerful production that will be performed to a live audience at the end of the semester. You will learn how to work as an effective ensemble using dramatic techniques to devise a skillful and captivating performance. We will be using the laser cutter and other materials to create symbolic masks to help communicate our message of Identity within the production. This will be an exciting module that will require creativity, time management, and organisation. If you are interested in production. props and costume and its role in performing art, this will be an interesting module for you.			

Module Title:	Ki-o-rahi	KAMAR Code:	KIORAHI
Teachers:	Tome, Liz, Su Min and Josiah	Learning Areas:	PE & Health, Maths and Technology
Module Description:			
In this unique Module, you have the opportunity to integrate three Learning Areas: Health and PE, Maths and Technology. We will start by exploring Maori games and sports such as Ki-o-rahi and Ti Rau Kau. We will look at how sport/physical activity can influence your identity and how your identity might influence your choice of sport/physical activity. To complement this we will also explore Raranga, the art of Maori weaving. These two areas of inquiry will be brought together through the design of a game or sport. The game or sport will require an object or artifact to be able to play. The design of the object or artifact could be something that needs to be worn on the body to differentiate one team from the other or could be a ball, goal or basket needed to play. To make the object / artifact you will need to consider materials, size and measurement.			
			

Module Title:	Digidance	KAMAR Code:	DIGIDNCE
Teachers:	Nikki and Adam	Learning Areas:	Dance and Digital Technology
Module Description:			
<p>In this mass module, we will explore one’s identity, what you lose and what you gain when relocating around the world. Digital Technology and Dance will come together to create a powerful production that will be performed to a live audience at the end of the semester. You will learn how to work as an effective ensemble using dance elements and choreographic devices to skillfully tell a story. We will be using digital technology to create a dynamic digital set and use the power of technology to enhance our performance. This will be an exciting module that will require creativity, time management, and organisation. If you are interested in digital set design and creative ways to communicate with your body this will be an interesting module for you.</p>			

Module Title:	English Language (WEKA)	KAMAR Code:	ELWEKA
Teachers:	Beth	Learning Areas:	Languages
Module Description:			
<p>Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.</p>			

TERM 1 ONLY


FOUNDATION SPIN 1

SPINS are single subject courses that involve just one teacher. This SPIN will run for one 80 minute Block on Tuesday and one 80 minutes block on Thursday.

Title:	Party Time	KAMAR Code:	PARTY
Teacher:	Yu-Ting	Learning Area:	Mathematics
Description:			
In this spin, you will apply number skills and number knowledge to plan for a party. Planning for a party requires you to consider a lot of aspects, especially the costs involved, number of people to invite and timetable for the party. Please do NOT choose Big Event spin if you have chosen this spin.			

Title:	Tribalism	KAMAR Code:	TRIBES
Teacher:	Debs	Learning Area:	Social Science
Description:			
What does it mean to be part of a tribe? What is the role of tribalism in contemporary society, particularly politics? How do the ‘tribes’ we belong to influence our beliefs, values, and behaviour? In this SPIN we will explore historic and modern tribalism and how it functions in society. We will learn about the difference between being born into a group, as opposed to joining a group by choice, or some other social reason. Students will develop their research and critical analysis skills in various media, including film, political cartoons, and written text, while gaining knowledge about culture, kinship, politics, and much more.			

Title:	Dinosaurs	KAMAR Code:	DINOSAUR
Teacher:	Daniele Myburgh	Learning Area:	Science
Description:			
Did tyrannosaurus rex have feathers? Was it really a meteor that killed all the dinosaurs? Did dinosaurs shed their skin? How do we know how much a dinosaur weighed? Is the Tuatara really a living dinosaur? How do we know when dinosaurs lived? If you have ever been interested in dinosaurs, this is the spin for you! Who knows, maybe you are a future paleontologist?!			


Title:	Back Story	KAMAR Code:	BCKSTORY
Teacher:	Toni	Learning Area:	English
Description:			
<div></div> <div>Mmk, so Salem apparently killed your entire bandit tribe when you were just 5, and now as a 17 year old you are just as powerful as someone like Ozpin, as well as a bounty hunter and still a Huntsman in training? You wouldn't believe how many characters fit this stereotype. <i>Tip #1: Avoid the dumb backstory.</i> <i>Tip #2: Give the backstory a reason to exist.</i> <i>Tip #3: Break the Stereotype.</i> <i>Tip #4: Inspiration doesn't mean a carbon copy.</i> Inspiration is often what gets one motivated to make a character. But inspiration \neq a carbon copy. You are not a carbon copy either - what is your backstory?</div>			

Title:	Instrumental Expression	KAMAR Code:	EXPRSON
Teacher:	Jeni	Learning Area:	Music
Description:			
Music is an amazing way to express yourself! In this spin, we will explore all things music! I am your new music teacher and I am so excited to start creating and learning with you all.			

Title:	A-Team	KAMAR Code:	ATEAM
Teacher:	Elizabeth	Learning Area:	Physical Education
Description:			
There is no I in team, but it is very important the “I’s” know their roles and responsibilities so that the team can function well. We will be exploring the different and all very important role within sports teams and how this contributes to their identity as an individual and as a member of a group. You will experience playing different roles in a team to see how the team and yourself can be positively or negatively affected by these actions.			

Title:	Around the World	KAMAR Code:	WORLD
Teacher:	Anna Colby	Learning Area:	Physical Education
Description:			
In this SPIN, we will explore and experience a range of sports, such as Tapuwai, Ki-o-rahi, Ultimate Frisbee, Tchoukball, AFL and Pickle Ball. We will look at where the sports originated from and how they came about, how they have changed over time and where they are played now. We will also look at how culture influences your own participation in sport.			

Title:	Shelter from the sun 1	KAMAR Code:	SHELTER1
Teacher:	Rachel	Learning Area:	Technology
Description:			
We all have places that are special to us or our family because of their location, views, or memories that they invoke. For this spin you will think about what your special place is and then compile research about that place with location photography, drawings, or even sound recordings. Using this research you will start to think of initial ideas for the design of a shelter for your special place. It would be ideal to choose this Spin for term two as well so that you can go on to refine your ideas and produce your shelter.			

Title:	Make your mark	KAMAR Code:	MARKMAKE
Teacher:	Di	Learning Area:	Visual Arts
Description:			
<p>In this SPIN we will explore drawing and markmaking by experimenting with a range of techniques and materials. We will create our own tools for drawing and look at how other artists use markmaking as inspiration for our exploration of different ways to create meaning and expression. We will explore drawing, pen and ink, printmaking, collograph and other media.</p> <div>  </div>			

Title:	He kākano ahau	KAMAR Code:	KĀKANO1A
Kaiako:	Whaea Leoni	Learning Area:	Te Reo Māori (Languages)
Description:			
<p>TE REO MĀORI TASTER. In this SPIN you will experience various Māori cultural practices, values and knowledge including exploring the idea of transformation through the concept of tūrangawaewae, pepehā and whakapapa. You will also learn some useful language expressions that will enable you to meet, greet, and acknowledge others, talk about yourself, your family, and your place of origin.</p>			

Title:	Spanish	KAMAR Code:	FIESTA
Teacher:	Simona	Learning Area:	Languages
Description:			
<p>In this full year SPIN you will learn a lot of useful, conversational Spanish so that in a Spanish-speaking situation you can say a lot about yourself and find out about others. This will happen as we look at various cultural aspects of life in Spain and South America, through the topics of food, daily routine, sports, leisure activities and the Mexican Day of the Dead.</p>			

Title:	SYMTXT Numeracy	KAMAR Code:	SYMTXTN
Teacher:	Georgi	Learning Area:	Numeracy
Description:			
<p>In this spin we will look at numeracy in a real-life context and make links from what we already know to new ideas that may seem challenging or overwhelming. You will work closely with a small group and we will explore concepts using various concrete materials to help problem solve and give you strategies to use in modules.</p>			

Title:	English Language (Hihi)	KAMAR Code:	ELHIHI
Teacher:	Heidi	Learning Area:	Languages
Description:			
<p>Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.</p>			

TERM 1 ONLY

FOUNDATION SPIN 2

SPINS are single subject courses that involve just one teacher. This SPIN will run for one 80 minute Block on Tuesday and one 80 minutes block on Thursday.

Title:	Media Monster	KAMAR Code:	MMONSTER
Teacher:	Elizabeth	Learning Area:	Physical Education
Description:			
What kind of magazine would you be on the cover of? We'll be looking at identity in sport through the eyes of the MEDIA. This includes magazines, instagram, the news, youtube, the list goes on. This particular topic can be confronting but can also help you understand why certain sports or athletes have a particular image and everyday people can be stereotyped to fit into certain groups.			

Title:	Criminals	KAMAR Code:	CRIM
Teacher:	Debs	Learning Area:	Social Studies
Description:			
How do people become criminals? What are criminals thinking? Can people stop being criminals? In this SPIN we will explore the criminal mind - how it is created and manipulated, and how we understand, categorize, and treat criminals. We will investigate the role of the corrections system in dealing with criminals, and how groups of criminals influence each other. Students will evaluate various media and literature that represents various criminals and criminal groups in different perspectives, gaining knowledge and critical analysis skills in various contexts.			

Title:	The Race for Space	KAMAR Code:	SPCERACE
Teacher:	Logan	Learning Area:	Science
Description:			
Many people dream of going into Space but only a few ever manage to experience it. This SPIN will explore the ways that our modern culture has been shaped (and continues to evolve) around the desire to know what is beyond our own Earth. It will focus on the Science behind the technology and discoveries that helped us better understand what is in our Universe. We will also focus on the people who have been in space and how their worldviews shifted based on their experiences.			

Title:	Paradigm Shift	KAMAR Code:	PARADIGM
Teacher:	Andrea	Learning Area:	Science
Description:			
Did you know that for a long time, many scientists thought that the Earth was at the centre of our solar system? What evidence made them think that? (Were they influenced by religion and politics?). Many ideas within Biology, Chemistry, Physics and Earth & Space science have been explained in different ways as new evidence is found and theories formed. This SPIN will explore ways that science understanding (and the models and representations used) have changed over time; in essence exploring the Nature (or identity) of what science is all about. In this SPIN, you will select a science idea that you want to learn more about, and explore the different ways scientists have explained the idea over time (for example, Evolution, Gravity, the Four Humours, Alchemy), as well as the historical and current scientists who have contributed towards these science ideas.			

Title:	Big Event	KAMAR Code:	BIGEVENT
Teacher:	Yu-Ting	Learning Area:	Mathematics
Description:			
In this spin, you will apply number skills and number knowledge to plan for a fundraising event. Planning for a fundraising event requires you to consider a lot of aspects, especially the costs involved, the expected number of people to turn up, and timetable for the activities involved. Please do NOT choose Party Time spin if you have chosen this spin.			

Title:	THE FORGE	KAMAR Code:	FORGE
Teacher:	Glenn	Learning Area:	English
Description:			
You are who you are, at least that's what you think. You used to be a baby pooping in a nappy, then a toddler waddling around a kindergarten. You grew! And you learned and changed as you grew. And right now, you're in the magnetic pull of puberty and either currently or about to grow, go through massive changes, and learn so much more about yourself and the world. So that was you as a baby, and that's you now, but who is that you are becoming? Who will you eventually become? How do you achieve your final, most powerful form? This SPIN will explore and make sense of the ways we forge an identity. We will do this by deconstructing and connecting powerful poetry written by some real people with thoughts and ideas and opinions very similar and yet different to your own.			

Title:	Haters will say it's photoshopped	KAMAR Code:	HATERS
Teacher:	Josiah	Learning Area:	Health & Physical Education
Description:			
In this spin we are going to look at stereotypes of athletes in media. We will be looking at articles, newspapers, social media accounts of popular athletes and discussing how their popular identity has impacted on themselves and others in society. We will look at the negative and positive impacts on these athletes and why they are considered role models to many people. In our practical lessons we will explore badminton.			

Title:	PATCHWERXS	KAMAR Code:	PATCHWRX
Teacher:	Mic	Learning Area:	Visual Arts
Description:			
As we make the long transition from tiny baby to big human person-type being, we encounter a whole lot of different people, experiences and ideas which all have a major influence on the person we turn out to be. We are each a patchwork of these ideas, interactions and experiences, stitched together with threads of emotion-type feels.			

Art is all about self expression, so what is a “self” and how does one go about “expressing” it?

As our personalities develop and we are able to make more and more choices about how we express ourselves, these choices reflect both the ideas and groups we choose to belong to and those that we reject or oppose. We will look at how we express these things in our personal appearance, the art which we surround ourselves with and the media we gravitate towards. Through these things we curate the set of ideas that become our identity.

In this SPIN we will be exploring the artform of collage as we consider the way we adopt ideas and identifiers as our own and how we reject others as being those things we dislike, disagree with and maybe even hate. We’ll also explore some patchwork-based art and create a class quilt stitching together all the stuff we learn about over the term.

Title:	Painting Portraits	KAMAR Code:	PORTRAIT
Teacher:	Nicole	Learning Area:	Visual Arts
Description:			
This SPIN will involve building your painting skills through exploring a range of techniques and approaches. Students will create their own portraits incorporating elements and symbols that represent their own identity.			

Title:	Gangnam Styling	KAMAR Code:	KPOP
Teacher:	Nikki	Learning Area	Dance
Description:			
K-Pop is beginning to become mainstream in western culture. In this spin, you will have the opportunity to explore the style of K-Pop, it’s origins, music, dance and importance in Asian culture. You will be able to learn from a world class choreographer and performer (someone who danced with Beyonce!) as well as choreograph your own K-Pop dances. This will be a great class for anyone who wants to be physical and does not require previous dance experience.			

Title:	SYMTXT Literacy	KAMAR Code:	SYMTXTL
Teachers:	Georgi and Simona	Learning Area:	Literacy
Description:			
This class is designed for selected students. We will be challenging your thinking with literacy tasks to accelerate learning, help you make connections to other learning areas, and support you with strategies to learn in modules.			

Title:	Nau mai, haere mai	KAMAR Code:	NAUMAI9A
Teacher:	Whaea Leoni	Learning Area:	Te Reo Maori (Languages)
Description:			
FULL-YEAR TE REO MĀORI. Kai Māori (Māori food), waiata Māori (Māori song), tikanga Māori (Māori culture), te reo Māori (Māori language). ‘Nau mai, haere mai’ welcomes you to fun interactive games and activities combined with ‘useful’ daily expressions, providing for lots of opportunities to speak, read and write in Māori. We will also experience various aspects of Māori culture and values including exploring Māori perspectives in the wider community.			

Title:	English Language (Takahe)	KAMAR Code:	LTAKAHE
Teachers:	Heidi/Beth	Learning Area:	Languages
Description:			
Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.			

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Title:	Physical and Chemical Changes	KAMAR Code:	CHANGEME
Teacher:	Ghada George	Learning Area:	Science / Chemistry
Description:			
This Module focuses on the impact of temperature and pressure on solids, liquids, and gases. Students have multiple opportunities to develop an understanding that matter cannot not be created nor destroyed, only change. Through investigations of objects and substances, students identify materials by their properties, states, and determine if changes made to them are physical and chemical. Additionally, investigations include identifying materials that dissolve, mix, and change form and create a new substance. Students demonstrate their understanding by developing and using models, planning and carrying out investigations, constructing explanations, and using mathematical and computational thinking.			

Title:	What if?	KAMAR Code:	WHATIF
Teacher:	Maddy	Learning Area	Social Studies
Description:			
What if your parents had never met? What if you were born in 1930s Germany? What if Rosa Parks missed the bus? You are the outcome of many different ‘what if’ statements and each one shapes you. This course will explore how people’s actions in the past impact on the identity of those in the present. You will focus on interpreting different resources and will look at several case studies of your choice from the past. You will also get to inquire into your own history, you will discover the extent to which different factors influence the way you see the world. And maybe you’ll discover some ‘what if’ questions of your own along the way.			

Title:	Let’s get Physical	KAMAR Code:	PHYSICAL
Teacher:	Kogi	Learning Area:	Health and Physical Education
Description:			
Do you consider yourself a ‘physically active’ person? How about ‘sporty’? In this SPIN we will explore how and why physical activity and sport relate to our identity. We will explore the factors that influence our identity to find ways that we can celebrate our individuality and affirm our diversity. Have you ever noticed how the media tries to tell us what physical activity/sport we <i>should</i> or <i>shouldn’t</i> do based on our gender, or on our level of ability/disability? We will explore the stereotypes that hold us back. “Throw like a girl”, what does that even mean? Be adventurous, be willing to try a variety of physical activities and to see yourself and others in a new light.			

Title:	Stereotypes in Sport	KAMAR Code:	STEREOIS
Teacher:	Elizabeth	Learning Area:	Health and Physical Education
Description:			
Stereotypes can be influenced by many things like gender, cultures, religion, whanau, and sexuality. We’ll be making sense of these stereotypes, why they exist and how they influence participation in sport, and well as how sport can contribute to these stereotypes. So the question is, how can we change this? We’ll be looking at a range of national sports from New Zealand and other countries and make connections between them and the stigmas that are related that contribute to our identity.			

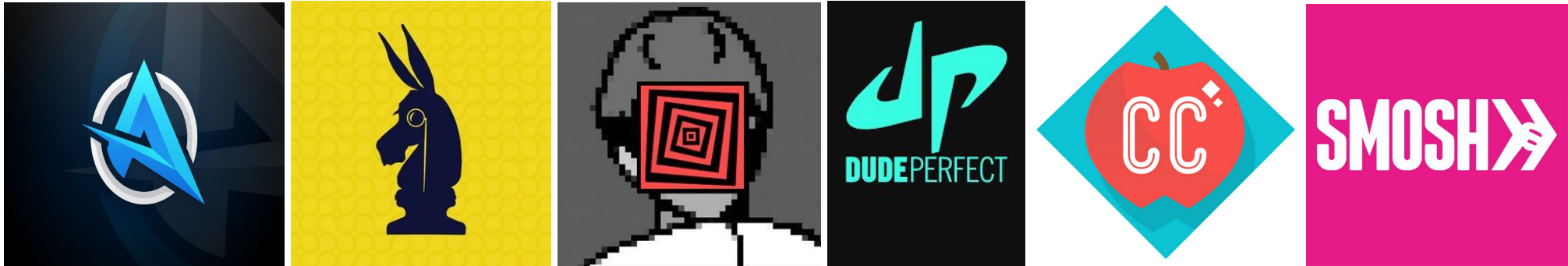
Title:	Inside Out	KAMAR Code:	NSIDEOUT
Teacher:	Mic	Learning Area:	Visual Art
Description:			
Throughout human history Art has been a symbol of the rise of civilisation: from pyramids and statues of the ancient world to portraits of famous rulers art has been a symbol of the power of ruling classes and the wealth of the elite, able to afford to employ well trained artists to preserve and document their status for posterity. This SPIN is not about this kind of art.			
In the basements and alleyways of civilisations their have also always been artists who were not trained, not employed by the wealthy and powerful - often not even noticed until after they died - but whom were somehow driven to create and produce art that was untamed, fascinating, unique and/or just plain crazy. In exploring some of these artists and ideas we’ll explore how we can release our own untamed art spirits upon the world.			

Title:	Money Money Many	KAMAR Code:	MONEYX3
Teacher:	Jess	Learning Area:	Maths
Description:			
Money makes the world go round. In this SPIN we will be exploring money in many ways including making money, credit cards, debt, tax and interest. We will also look at the people who have it all. Billionaires. How do we become billionaires? What does it take?How many of them are there? We will use number knowledge to test all things to do with money/.			

Title:	I am a Scienchef	KAMAR Code:	SCICHEF
Teacher:	Cairan	Learning Area:	Science
Description:			
Cooking is science for hungry people. In this SPIN we will learn about the specific physics of cooking, the chemical reactions that occur, and the biology of digestion. We will use all this learning to help create new and innovative things in the kitchen using science!			

Title:	So you wanna be a Vlog Star	KAMAR Code:	LIKESHRE
Teacher:	Adam Glover	Learning Area:	Digital Technology
Description:			
“I don’t need to learn that. I’m going to make a Youtube channel and make millions” Cool. So tell me, do you know about tax rates, accounts, video editing, copyright laws, all that stuff right? No?!? Well in that case let’s start right from the beginning. With our theme of Identity this spin, we will look at where did the phenomenon of a Youtube star come from, what preceded them, what will			

follow them, and the issues that come with being one?
While we look at the history and the bigger picture of what being an online personality is all about. We will also look into the skills needed to film, process and create an online persona, and just how much of it is about skills, and how much it is about luck?



Title:	Straight lines	KAMAR Code:	LINEAR
Teacher:	Dhiren	Learning Area:	Mathematics
Description:			
The physical and natural world is full of linear shapes and objects. In this spin we will look at unpacking linear relationships and equations. We will investigate the connections between patterns, tables, relationships, and graphs. We will also look at linear relations and solving linear equations. The focus of this term is linear algebra. We will look at modelling the natural world or the physical world with straight lines.			

Title:	He kākano ahau	KAMAR Code:	KĀKANO1B
Teacher:	Whaea Leoni	Learning Area:	Te Reo Māori (Languages)
Description:			
TE REO MĀORI TASTER. In this SPIN you will experience various Māori cultural practices, values and knowledge including exploring the idea of transformation through the concept of tūrangawaewae, pepehā and whakapapa. You will also learn some useful language expressions that will enable you to meet, greet, and acknowledge others, talk about yourself, your family, and your place of origin.			

Title:	SYMTXT10	KAMAR Code:	SYMTXT10
Teachers:	Marion and Georgi	Learning Areas:	Literacy and Numeracy
Description:			
This class is designed for selected year 10 students. We will be exploring literacy and numeracy through passion projects and workshops. This class will provide exciting ways to think about aspects of numeracy and literacy and connect them to something you are passionate about.			

Title:	English Language (Whio)	KAMAR Code:	ELWHIO
Teacher:	Beth	Learning Area	Languages
Description:			
Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.			

TERM 2 ONLY


FOUNDATION SPIN 1

SPINS are single subject courses that involve just one teacher. This SPIN will run for one 80 minute Block on Tuesday and one 80 minutes block on Thursday.

Title:	Dream Home	KAMAR Code:	DREAM
Teacher:	Yu-Ting	Learning Area:	Mathematics
Description:			
In this spin, you will apply measurement skills and measurement knowledge to help design a dream home. You will be learning how to calculate perimeter, area, volume, surface area, as well as work with mass, capacity and distance. Please do NOT choose Holiday Resort spin if you have chosen this spin			

Title:	Migration	KAMAR Code:	MIGRATE
Teacher:	Debs	Learning Area:	Social Studies
Description:			
Why do humans move from place to place? Where have people moved from and to in the past? What impact does human migration have on people, places, ecosystems, culture, and politics? How do humans create and regulate geographic borders? In this SPIN we will investigate human migration, the causes and effects of people moving around the world, and consider what future migrations might look like. We will focus on developing our mapping skills - students will improve their knowledge of the world map, and gain an understanding of spatial patterns and how humans interact with and relate to geographic locations.			

Title:	Under the sea	KAMAR Code:	MERMAID
Teacher:	Danielle Myburgh	Learning Area:	Science
Description:			
“The seaweed is always greener in somebody else's lake. You dream about going up there, but that is a big mistake. Just look at the world around you, right here on the ocean floor. Such wonderful things surround you, what more are you looking for? Under the sea, under the sea. Darling it's better, down where it's wetter, take it from me! Up on the shore they work all day, out in the sun they slave away. While we devotin', full time to floatin', under the sea.” In this module we will explore life under the sea. We will look at the incredible ways in which organisms are adapted to live in the extreme depths of the ocean, in shallow tide pools, tropical reefs and more.			

Title:	Ripple Effects	KAMAR Code:	RIPPLEFX
Teacher:	Toni	Learning Area:	English
Description:			
<div></div> <div>Your thoughts and actions are like stones dropped into still waters. They create ripples that spread and expand as they move outward. The impact you have on the world is greater than you could ever imagine. Every transformation, just like every ripple, has a point of origin. Every day we impact someone in our own way, creating powerful ripples of aroha, whanau, and manaaki. Without giving it a second thought, we are creating ripples in so many different ways. This term we will look at a range of visual texts and explore the concept of actions having ripple effects through spaces and in places.</div>			




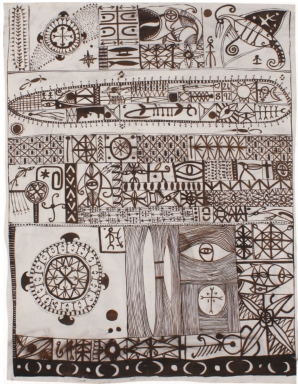

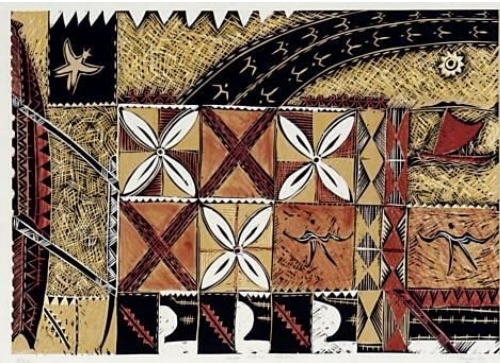




Title:	Instrumental Expression TWO	KAMAR Code:	EXPRSON2
Teacher:	Jeni	Learning Area:	Music
Description:			
Research has shown that listening and playing music can reduce anxiety, improve focus, improve sleep quality, mood, mental alertness, and memory. Let’s explore the genres of music and how they have come about, and why they are important today.			

Title:	Get to the Point	KAMAR Code:	THEPOINT
Teacher:	Elizabeth	Learning Area:	Physical Education
Description:			
Fitness, sweat, burpees, burn burn burn. This spin will involve using outdoor facilities and equipment to design exercise course around hobsonville point. These will cater to both fitness and weight training activities. Once you’ve created and mapped out these courses, you will be given the opportunity to make these available to the wider community who live at the point. You will be required to test out the course you make so that we know if there is personal improvement/change.			

Title:	Nothing But Net	KAMAR Code:	NET
Teacher:	Anna Colby	Learning Area:	Physical Education
Description:			
In this SPIN, you will take part in a programme aimed at improving your badminton, volleyball and tennis skills. We will focus on the basic skills required to participate confidently in the sports. We will also look at understanding the space on the court and how to place ourselves and the ball/shuttle in order to be successful.			

Title:	Shelter from the sun 2	KAMAR Code:	SHELTER2
Teacher:	Rachel	Learning Area:	Technology
Description:			
With this term’s focus on Space and Place, what better space and place to look to than a place that is special to you or your family. Taking inspiration from the environment of			

your special place, you will design and produce a scaled model of a shelter which you will then test and evaluate for fitness for purpose. You will follow the design process from research*, sketching initial ideas*, through to development and model making. You will develop skills in construction and manipulation of materials.
*If you have already completed Spin one you will be starting with the development (refinement) of your ideas.

Title:	Connected to place	KAMAR Code:	IPUKAREA
Teacher:	Di	Learning Area:	Visual Arts
Description:			
Kua hōhonu ki te whenua ngā pakiaka o te rākau e kore e taea te huhuti. <i>The roots of the tree are deep into the ground and cannot be pulled out.</i>			
Ipukarea 1. (noun) ancestral home, homeland, native land, inherited land - significant geographical feature of a tribe's homeland relating to identity and the source of their livelihood. Describes a place that represents the history and emotional attachment of the people, a place central to the identity of the people where they can go to be rejuvenated, a place that represents the hopes and aspirations of the people.			
We all have deep connections to special places. In this SPIN we will explore your connections to place and land through pepehā and art. We will investigate landscape and place-based art that explores and celebrates the links we all have to particular places. We will use drawing, painting, printmaking and other processes and techniques. There may be a gallery visit.			
         			

Title:	He kākano ahau	KAMAR Code:	KĀKANO1C
Teacher:	Whaea Leoni	Learning Area:	Te Reo Māori (Languages)
Description:			
TE REO MĀORI TASTER. In this SPIN you will experience various Māori cultural practices, values and knowledge including exploring the idea of transformation through the concept of tūrangawaewae, pepehā and whakapapa. You will also learn some useful language expressions that will enable you to meet, greet, and acknowledge others, talk about yourself, your family, and your place of origin.			

Title:	Spanish	KAMAR Code:	FIESTA2
Teacher:	Simona	Learning Area:	Languages
Description:			
In this full year SPIN you will learn a lot of useful, conversational Spanish so that in a Spanish-speaking situation you can say a lot about yourself and find out about others. This will happen as we look at various cultural aspects of life in Spain and South America, through the topics of food, daily routine, sports, leisure activities and the Mexican Day of the Dead.			

Title:	SYMTXT Numeracy	KAMAR Code:	SYMTXTN2
Teacher:	Georgi	Learning Area:	Numeracy
Description:			
In this spin we will look at numeracy in a real-life context and make links from what we already know to new ideas that may seem challenging or overwhelming. You will work closely with a small group and we will explore concepts using various concrete materials to help problem solve and give you strategies to use in modules.			

Title:	English Language (Hihi)	KAMAR Code:	ELHIHI2
Teacher:	Heidi	Learning Area:	Languages
Description:			
Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.			

TERM 2 ONLY

FOUNDATION SPIN 2

SPINS are single subject courses that involve just one teacher. This SPIN will run for one 80 minute Block on Tuesday and one 80 minutes block on Thursday.

Title:	Different Sized Spaces	KAMAR Code:	SML
Teacher:	Elizabeth	Learning Area:	Physical Education
Description:			
This spin will involve testing out games that require small, medium, and large spaces. Space is very important to consider when planning activities for others to participate in it. You'll need to organise and run 3 games throughout the term that can be played in a small space (learning space or half the gym), a medium space (the gym), and a large space (the field or a rec park). The overall aim is to increase participation through a variety of games and change our perspective of PE and what it means to be active and play games.			

Title:	Prisons	KAMAR Code:	PRISONS
Teacher:	Debs	Learning Area:	Social Studies
Description:			
What is the point of prisons? What are the different types of prisons, and how do we decide how they operate? In this SPIN we will investigate the function of environments where people have been imprisoned in historic and modern societies. Students will gain mapping knowledge and skills by exploring the geographic location of prison facilities around the world, and also gain an understanding of the type of resource management required for imprisoning people.			

Title:	Circle of Life	KAMAR Code:	CIRCLE
Teacher:	Logan Coleman	Learning Area:	Science
Description:			
The Earth is a fascinating and unique place. We are still uncovering the intricate ways in which our planet works to provide suitable ecosystems for the diverse creatures that call it home. In this SPIN, we will learn about the four main spheres of the Earth (Biosphere, Geosphere, Hydrosphere, Atmosphere) and learn how they are all connected and dependent on each other to sustain life on Earth. We will learn about some of the problems facing your generation and those to come as the human population grows, and the continued demand for the precious resources the Earth provides.			

Title:	World where you live	KAMAR Code:	BIOGEO
Teacher:	Andrea T	Learning Area:	Science
Description:			
This SPIN will explore scientific evidence for evolution, with a focus on the biology and geography of Aotearoa over time. How and why does New Zealand have such unique ecology? Why are our endemic species so under threat? Ideas we will look at include geological processes (plate tectonics, land formation), geography (land features and inhabitants, fossils), and biology (anatomy, genetics). We will also look at the historical understanding of these ideas, and how scientific theories change over time.			

Title:	Holiday Resort	KAMAR Code:	HOLIDAY
Teacher:	Yu-Ting	Learning Area:	Mathematics
Description:			
In this spin, you will apply measurement skills and measurement knowledge to help design a holiday resort. You will be learning how to calculate perimeter, area, volume, surface area, as well as work with mass, capacity and distance. Please do NOT choose the Dream Home spin if you have chosen this spin.			

Title:	THE FORGE TWO	KAMAR Code:	FORGE2
Teacher:	Glenn	Learning Area:	English
Description:			
One thing that musicians and poets and song-writers have always done is, to create art that speaks of their home - nga toi e korero ana i nga whenua. In this SPIN we will build on the skills we learned in FORGE - deconstructing poetry - by doing the same with song lyrics while also learning the language of film through music videos.			

Title:	Moneyball	KAMAR Code:	MONEYBAL
Teacher:	Josiah	Learning Area:	Health & Physical Education
Description:			
In this spin we will look at the biomechanics of a throw in baseball, softball and cricket. You will learn how to correctly throw a ball and you will be required to analyse your throwing technique. In class you will look into video analysis of ideal performance of professional athletes throwing the ball and then applying in your practical lessons.			

Title:	Art Streetz	KAMAR Code:	ARTST
Teacher:	Mic	Learning Area:	Visual Arts
Description:			
Painting on walls has come a long way since our cave-based tipuna first began scrawling their art in clay and ash. From the time the first penis was crudely drawn on a rock face, humans have been compelled to mark their presence in a given place. In this SPIN we will be looking at the development of different styles, methods, motivations and places that have been part of the evolution of street art. We will look at the development of street art as an antisocial act of expression and the more modern acceptance of street art and muralling as ways of making cities more interesting and inspiring places to be.			

Title:	Site Specific Sculpture	KAMAR Code:	SITE
Teacher:	Nicole	Learning Area:	Visual Arts
Description:			
Students in this SPIN will have the opportunity to create a variety of sculptures within nature and manmade environments. You will explore the works of artists who use a range of materials to create sculptures and use this as inspiration for your own artworks.			

Title:	SYMTXT Literacy	KAMAR Code:	SYMTXTL2
Teacher:	Georgi and Simona	Learning Area:	Literacy
Description:			
This class is designed for selected students. We will be challenging your thinking with literacy tasks to accelerate learning, help you make connections to other learning areas, and support you with strategies to learn in modules.			

Title:	Nau mai, haere mai	KAMAR Code:	NAUMAI9B
Teacher:	Whaea Leoni	Learning Area:	Te Reo Māori (Languages)
Description:			
FULL-YEAR TE REO MĀORI. Kai Māori (Māori food), waiata Māori (Māori song), tikanga Māori (Māori culture), te reo Māori (Māori language). ‘Nau mai, haere mai’ welcomes you to fun interactive games and activities combined with ‘useful’ daily expressions, providing for lots of opportunities to speak, read and write in Māori. We will also experience various aspects of Māori culture and values including exploring Māori perspectives in the wider community.			

Title:	English Language (Takahe)	KAMAR Code:	ETAKAHE2
Teacher:	Heidi/Beth	Learning Area:	Languages
Description:			
Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.			

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Title:	Chemistry of the Earth and Beyond	KAMAR Code:	ERTHCHEM
Teacher:	Ghada George	Learning Area:	Science / Chemistry
Description:			
Although the earth is a very complex system, there are only four main components of Earth that are the building blocks of life. These components are referred to as Earth's materials and include minerals, rocks, soil and water. These four resources are the most common, there are other Earth materials that are important and unique known as metals and precious rocks. In this Module we will learn about what we are walking on and what is the earth made of? The outermost layer of the earth is known as the crust, and this layer is responsible for the majority of life on Earth. It supports the growth of plants, the survival of animals, the structure of our land, and the development of human civilization.			

Title:	We Built This City	KAMAR Code:	ROCKROLL
Teacher:	Maddy	Learning Area:	Social Studies
Description:			
More than 50% of the world’s population is currently living in a city, yet most of our cities are not set up to accommodate for the increasing number of people. Better public transport, more cycle lanes or rooftop gardens? What do you think the answer to this problem is? This course will explore how people have moved into urban areas and will analyse how different people’s values impact the way a city is built and used. It will also look at the opportunities and challenges for both people and the city environment. You will get to create and present an environmentally and socially sustainable solution to the problems that our cities face today.			

Title:	Mindset	KAMAR Code:	MINDSET
Teacher:	Kogi	Learning Area:	Health and Physical Education
Description:			
How does your mind affect your ability to learn new skills and to perform physical activity? In this SPIN we will use sport psychology skills, such as self-talk and imagery, to test how the mind affects the body. These mental skills may be useful for a range of situations where you need to focus and perform. Be willing to try new skills, to step out of your comfort zone and to accept a challenge.			

Title:	Inclusive for All	KAMAR Code:	INCLSVE
Teacher:	Elizabeth	Learning Area:	Health and Physical Education
Description:			
How accessible are sports and nearby recreational parks available to people with physical disabilities here in NZ? We will be exploring some existing sports that are designed to be inclusive for people with physical disabilities. Does every sport in NZ have a version for them? Some of the sports we may look at are Wheelchair Basketball, Blind Cricket, and games within the Paralympics. As well as using our school facility, we will be putting Hobby Point and its parks to the test.			

Title:	Dimension X	KAMAR Code:	DMNSNX
Teacher:	Mic	Learning Area:	Visual Art
Description:			
What is a dimension? How do we make sense of space? In this SPIN we will be looking at how a variety of different artists have thought about and utilised space. We will also think about time as the 4th dimension and how artists can utilise it within their creations. We will be using a variety of artmaking processes to create 2D and 3D artworks that help us to explore these ideas.			

Title:	Dora the Explorer	KAMAR Code:	EXPLORA
Teacher:	Jess	Learning Area:	Mathematics
Description:			
Pack your backpack with knicks and knacks, we are going on an adventure. In the SPIN we will be exploring our local space and making a model map and characters to move. You will use 3d shapes and nets to create an exciting game map for Dora to explore based on the Hobsonville Point community, with all the highlights for her to visit, and design a walking track so that she can see the best of the west!			

Title:	Space is Very Very Blg	KAMAR Code:	WOWBIG
Teacher:	Cairan	Learning Area:	Science
Description:			
Space is big. Really big. You just won’t believe how vastly hugely mindboggingly big it is. I mean you may think it’s a long way down the road to the supermarket, but that’s just peanuts to space. When confronted by the sheer enormity of distances between the stars, better minds than mine have faltered. Some invite you to consider for a moment a peanut in Wellington and a small walnut in Johannesburg, and other such dizzying concepts. The simple truth is that interstellar distances will not fit into the human imagination. Even light, which travels so fast that it takes most races thousands of years to realize that it travels at all, takes time to journey between the stars. It takes eight minutes from the star Sol to the place where the Earth used to be, and four years more to arrive at Sol’s nearest stellar neighbour, Alpha Proxima. In this SPIN we will try to appreciate the scale involved in astronomy, and hopefully find a sense of humility when faced with just how tiny and unlikely we really are.			

Title:	Stay awhile and Listen	KAMAR Code:	DIGILORE
Teacher:	Adam Glover	Learning Area:	Digital Technology
Description:			
“Video game revenue in 2018 reached a new peak of \$43.8 billion, up 18 percent from the previous year, surpassing the projected total global box office for the film industry,” - https://tinyurl.com/y26dyrdj .			

In this day and age, when people read the above, they think about programming and all of the skills required within. However, if we take a sideways step there is a world of creativity in the gaming industry that stands side by side with the creation of the code. With this term’s focus on space and place, this course will look at the creation of the worlds these games live within, we will research and find how these stories were created, developed and have taken on their own value within the larger online community.

With this research as our foundation, we will then look into the writing and creation of our own worlds, and the characters within them. We will be combining strands of creative writing, sketching and computer illustration to give our own worlds a life for others to interact with.



Title:	Quadratic Relationships	KAMAR Code:	PARABOLA
Teacher:	Dhiren	Learning Area:	Mathematics
Description:			
Curves are essential in everyday objects. We will be looking at a special type of curve in this spin, parabolas. We will look at skills around expanding, factorising and solving quadratic equations. We will also look at tables, patterns and graphs of parabolas. We will look at different ways of solving a quadratic equation including the quadratic formula. We will use the context of everyday objects or motion to analyse and make sense of parabolic curves.			

Title:	He kākano ahau	KAMAR Code:	KĀKANO1D
Teacher:	Whaea Leoni	Learning Area:	Te Reo Māori (Languages)
Description:			
TE REO MĀORI TASTER. In this SPIN you will experience various Māori cultural practices, values and knowledge including exploring the idea of transformation through the concept of tūrangawaewae, pepehā and whakapapa. You will also learn some useful language expressions that will enable you to meet, greet, and acknowledge others, talk about yourself, your family, and your place of origin			

Title:	SYMTXT12	KAMAR Code:	SYMTXT12
Teacher:	Marion and Georgi	Learning Area:	Literacy and Numeracy
Description:			
This class is designed for selected year 10 students. We will be exploring literacy and numeracy through passion projects and workshops. This class will provide exciting ways to think about aspects of numeracy and literacy and connect them to something you are passionate about.			

Title:	English Language (Whio)	KAMAR Code:	ELWHIO2
Teacher:	Beth	Learning Area:	Languages
Description:			
Students will be allocated English language classes based on their language proficiency. EL classes will focus on developing core language and learning skills to support students with learning at HPSS.			

FOUNDATION SELECTIONS SHEET

Name		NSN		Hub Coach	
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- Rank your choices 1, 2 and 3. Course choices **MUST** be balanced to ensure that you are taking **AT LEAST ONE** Module or SPIN from each Learning Area (excluding languages).
- All Year 9 students will be assigned to a ONE TERM SPIN (in SPIN 1) of Te Reo Māori in Community based groups.

Term 1: Waiarohia, Term 2: Tiriwa, Term 3: Taheretikitiki, Term 4: Onekiritea.

LEARNING AREA COVERAGE							
The Arts	English	Mathematics	Science	Social Science	PE & Health	Technology	Languages

FM 1	RANK	FM 2	RANK	FM 3	RANK
In the Beginning [BEGIN] Social Science and English Nick and Kate		Game Changers [CHANGERS] Social Science and PE & Health Pauline and Josiah		Whose Land is it Anyway? [LAND] Mathematics and Social Science Tanya and Maddy	
Digital Generation [GENDIGI] Social Science and Maths Pauline and Georgi		Matt and Terry [MATTERI] Mathematics and Technology Jessica and Tony		Indigenous Science [INDIGSCI] Science and Social Science Ghada and Debs	
Breakdown [BREAKDWN] Science and Technology Logan and Cath		Morph [MORPH] Science and Visual Art James and Jade		Breaking Bread [BREAD] English and Technology Reagan and Cath	
Instrumetal [INSTRMTL] Music and Technology Jeni and Tony		Above and Beyond [BEYOND] English and Science Celeste and Andrea		Chameleon [CHAMELEO] Drama and Technology Amelia and Rachel	
A Change is Going To Come [KORURE] PE & Health and English Anna and Toni		What Makes you Human? [IDENTIFY] Social Science and Science Aidan and Brendan		Ki-o-rahi? [KIORAHI] PE & Health, Mathematics and Technology Tome, Josiah, Su Min and Liz	
Meaning in Metaphor [METAPHOR] English and Visual Art Celeste and Nicole		Where We Belong [BELONG] English and Social Science Glenn and Debs		Digidance [DIGIDNCE] Dance and Technology Nikki and Adam	
Positively Negative [POSNEG] Mathematics and Visual Art Dhiren and Jade		Relativity [REL8VITY] Mathematics and Visual Art Yu Ting and Mic		English Language (Weka) [WEKA] Languages Beth	
English Language (Ruru) [ELRURU] Languages Beth and Maryann		English Language (Kakapo) [KAKAPO] Languages Maryann			
		English Language (KIWI) [KIWI] Languages Beth			

TERM 1 SPINS

FS 1	RANK	FS 2	RANK	FS 3	RANK
Party Time [PARTY] Mathematics Yu Ting		Media Monster [MMONSTER] PE & Health Elizabeth		Physical and Chemical Changes [CHANGEME] Science Ghada	
Tribalism [TRIBES] Social Science Debs		Criminals [CRIM] Social Science Debs		What If [WHATIF] Social Science Maddy	
Dinosaurs [DINOSAUR] Science Danielle		The Race for Space [SPCERACE] Science Logan		Let’s Get Physical [PHYSICAL] PE & Health Kogi	
Back Story [BCKSTORY] English Toni		Paradigm Shift [PARADIGM] Science Andrea		Stereotypes in Sport [STEREOIS] PE & Health Elizabeth	
Instrumental Expression [EXPRSON] Music Jeni		Big Event [BIGEVENT] Mathematics Yu Ting		Inside Out [NSIDEOUT] Visual Arts Mic	
A-Team [ATEAM] PE & Health Elizabeth		The Forge [FORGE] English Glenn		Money, Money, Many [MONEYX3] Mathematics Jessica	
Around the World [WORLD] PE & Health Anna		Haters will say it’s Photoshopped [HATERS] PE & Health Josiah		I am a Scienchef [SCICHEF] Science Cairan	
Our Place in the World [OURPLACE] Technology Rachel		Patchwerxs [PATCHWRX] Visual Art Mic		So you wanna be a Vlog Star [LIKSHRE] Technology Adam	
Make your Mark [MARKMAKE] Visual Art Di		Painting Portraits [PORTRAIT] Visual Art Nicole		Straight Lines [LINEAR] Mathematics Dhiren	
He kākano ahau [KAKANO1A] Te Reo Māori (Languages) Whaea Leoni		Gangnam Styling [KPOP] Dance Nikki		He kākano ahau [KAKANO1B] Te Reo Māori (Languages) Whaea Leoni	
Spanish [FIESTA] Languages Simona		Symtext Literacy [SYMTXTL] Literacy Georgi and Simona		Symtext Num /Lit [SYMTXT11] Numeracy and Literacy Georgi and Marion	
Symtext Numeracy [SYMTXTN] Numeracy Georgi		Nau mai, haere mai [NAUMAI9A] Full Year Te Reo Māori (Languages) Whaea Leoni		English Language (ELWHIO) [ELWHIO] Languages Beth	
English Language (ELHIHI) [ELHIHI] Languages Heidi		English Language (LTAKAHE) [LTAKAHE] Languages Heidi and Beth			

TERM 2 SPINS

FS 1	RANK	FS 2	RANK	FS 3	RANK
Dream Home [DREAM] Mathematics Yu Ting		Different Sized Spaces [SML] PE & Health Elizabeth		Chemistry of the Earth and Beyond [ERTHCHEM] Science Ghada	
Migration [MIGRATE] Social Science Debs		Prisons [PRISONS] Social Science Debs		We Built this City [ROCKROLL] Social Science Maddy	
Under the Sea [MERMAID] Science Danielle		Circle of Life [CIRCLE] Science Logan		Mindset [MINDSET] PE & Health Kogi	
Ripple Effects [RIPPLEFX] English Toni		World Where you Live [BIOGEO] Science Andrea		Inclusive for All [INCLSVE] PE & Health Elizabeth	
Instrumental Expression Two [EXPRSON2] Music Jeni		Holiday Resort [HOLIDAY] Mathematics Yu Ting		Dimension X [DMNSNX] Visual Arts Mic	
Get to the Point [THE POINT] PE & Health Elizabeth		The Forge Two [FORGE2] English Glenn		Dora the Explorer [EXPLORA] Mathematics Jessica	
Nothing but Net [NET] PE & Health Anna		Moneyball [MONEYBAL] PE & Health Josiah		Space is Very Very Big [WOWBIG] Science Cairan	
Shelter from the Sun [SHELTER] Technology Rachel		Art Streetz [ARTIST] Visual Art Mic		Stay awhile and Listen [DIGILORE] Technology Adam	
Connected to Place [IPUKAREA] Visual Art Di		Site Specific Sculpture [SITE] Visual Art Nicole		Quadratic Relationships [PARABOLA] Mathematics Dhiren	
He kākano ahau [KAKANO1C] Te Reo Māori (Languages) Whaea Leoni		Boys Dance Too [BOYDANCE] Dance Nikki		He kākano ahau [KAKANO1D] Te Reo Māori (Languages) Whaea Leoni	
Spanish [FIESTA2] Languages Simona		Symtext Literacy [SYMTXTL2] Literacy Georgi and Simona		Symtext Num /Lit [SYMTXT12] Numeracy and Literacy Georgi and Marion	
Symtext Numeracy [SYMTXTN2] Numeracy Georgi		Nau mai, haere mai [NAUMAI9B] Full Year Te Reo Māori (Languages) Whaea Leoni		English Language (ELWHIO) [ELWHIO2] Languages Beth	
English Language (ELHIHI) [ELHIHI2] Languages Heidi		English Language (LTAKAHE) [LTAKAHE2] Languages Heidi and Beth			

Curriculum Coverage Check Sheet:

Foundation, 2020 (S1)

How to use this sheet: Highlight 1st choices in one colour, 2nd choices in another etc. then review the selections when timetable comes out to check coverage.

Requirements:

- You must take AT LEAST ONE Module or SPIN from each Learning Area (excluding Languages).
- You must choose at LEAST ONE Arts discipline each term. You are required to participate in at least ONE Visual Art AND ONE Performing Art (Dance, Drama, Music) Module or SPIN over two years.

FOUNDATION MODULE CODES

The Arts	English	Languages	Mathematics	Health & Physical Education	Science	Social Science	Technology
Instrumental [INSTRMTL]	In the Beginning [BEGIN]	English Language [ELRURU]	Digital Generation [GENDIGI]	A Change is Going To Come [KORURE]	Breakdown [BREAKDWN]	In the Beginning [BEGIN]	Breakdown [BREAKDWN]
Meaning in Metaphor [METAPHOR]	A Change is Going To Come [KORURE]	English Language [KAKAPO]	Positively Negative [POSNEG]	Game Changers [CHANGERS]	Morph [MORPH]	Digital Generation [GENDIGI]	Instrumental [INSTRMTL]
Positively Negative [POSNEG]	Meaning in Metaphor [METAPHOR]	English Language [KIWI]	Matt and Terry [MATTERI]	Ki-o-rahi? [KIORAHI]	Above and Beyond [BEYOND]	Game Changers [CHANGERS]	Matt and Terry [MATTERI]
Morph [MORPH]	Above and Beyond [BEYOND]	English Language [WEKA]	Relativity [REL8VITY]		What Makes you Human? [IDENTIFY]	What Makes you Human? [IDENTIFY]	Breaking Bread [BREAD]
Relativity [REL8VITY]	Where We Belong [BELONG]		Whose Land is it Anyway? [LAND]		Indigenous Science [INDIGSCI]	Where We Belong [BELONG]	Chameleon [CHAMELEO]
Chameleon [CHAMELEO]	Breaking Bread [BREAD]		Ki-o-rahi? [KIORAHI]			Whose Land is it Anyway? [LAND]	Ki-o-rahi? [KIORAHI]
Digdance [DIGIDANCE]						Indigenous Science [INDIGSCI]	Digdance [DIGIDNCE]

FOUNDATION SPIN T1 CODES

The Arts	English	Languages	Mathematics	Health & Physical Education	Science	Social Science	Technology	Other
Instrumental Expression [EXPRSON]	Back Story [BCKSTORY]	He kākano ahau [KAKANO1A] [KAKANO1B]	Party Time [PARTY]	A-Team [ATEAM]	Dinosaurs [DINOSAUR]	Tribalism [TRIBES]	Shelter from the Sun 1 [SHELTER1]	Symtext Numeracy [SYMTXTN]
Make your Mark [MARKMAKE]	The Forge [FORGE]	Spanish [FIESTA]	Big Event [BIGEVENT]	Around the World [WORLD]	The Race for Space [SPCERACE]	Criminals [CRIM]	So you wanna be a Vlog Star [LIKSHRE]	Symtext Literacy [SYMTXTL]
Patchwerxs [PATCHWRX]		English Language [ELHIHI]	Money, Money [MONEYX3]	Media Monster [MMONSTER]	Paradigm Shift [PARADIGM]	What If [WHATIF]		Symtext Num /Lit [SYMTXT11]
Painting Portraits [PORTRAIT]		Nau mai, haere mai [NAUMAI9A]	Straight Lines [LINEAR]	Haters Photoshopped [HATERS]	I am a Scienchef [SCICHEF]			
Gangnam Styling [KPOP]		English Language [LTAKAHE]		Let's Get Physical [PHYSICAL]	Physical and Chemical Changes [CHANGEME]			
Inside Out [NSIDEOUT]		English Language [ELWHIO]		Stereotypes in Sport [STEREOIS]				

FOUNDATION SPIN T2 CODES

The Arts	English	Languages	Mathematics	Health & Physical Education	Science	Social Science	Technology	Other
Instrumental Expression 2 [EXPRSON2]	Ripple Effects [RIPPLEFX]	He kākano ahau [KAKANO1C] [KAKANO1D]	Dream Home [DREAM]	Get to the Point [THE POINT]	Under the Sea [MERMAID]	Migration [MIGRATE]	Shelter from the Sun 2 [SHELTER2]	Symtext Numeracy [SYMTXTN2]
Connected to Place [IPUKAREA]	The Forge Two [FORGE2]	Spanish [FIESTA2]	Holiday Resort [HOLIDAY]	Nothing but Net [NET]	Circle of Life [CIRCLE]	Prisons [PRISONS]	Stay awhile and Listen [DIGILORE]	Symtext Literacy [SYMTXTL2]
Art Streetz [ARTIST]		English Language [ELHIH12]	Dora the Explorer [EXPLORA]	Different Sized Spaces [SML]	World Where you Live [BIOGEO]	We Built this City [ROCKROLL]		Symtext Num /Lit [SYMTXT12]
Site Specific Sculpture [SITE]		Nau mai, haere mai [NAUMAI9B]	Quadratic Relationships [PARABOLA]	Moneyball [MONEYBAL]	Chemistry of the Earth and Beyond [ERTHCHEM]			
Boys Dance [BOYDANCE]		English Language [ETAKAHE2]		Mindset [MINDSET]	Space is Very Very Big [WOWBIG]			
Dimension X [DMNSNX]		English Language [ELWHIO2]		Inclusive for All [INCLSVE]				

