

### **S3 Elective Subjects**

In S3 we offer a wider range of subjects than pupils have been previously exposed to. The descriptors below cover subjects that pupils may be unfamiliar with and should allow pupils and parents to identify which of these subjects they would like to study next session.

#### **Administration and IT**

The course is comprised of three main units – Communication in Administration, Administrative Practices and IT Solutions in Administration. Pupils will be taught through both theory and practical tasks using software packages such as presentation, spread sheet, databases and word processing. They will also complete a unit of work which will bring all these software features together in order to give pupils a true understanding of the tasks undertaken by an administrative assistant.

#### **Bridge**

Bridge is one of the world's most popular trick-taking card games and is played by four people in two competing partnerships. In addition to being great fun, bridge helps develop teamworking skills and trains the mind to see patterns and consider options, enhancing general cognitive and thinking skills.

#### **Business Management**

This course allows pupils to build on outcomes delivered in S2 Financial Education and prepare themselves for the National courses if they choose this as their progression route later in school. The course covers a variety of topics such as "Business Basics" - An introduction into Business Management, Marketing, Operations and Finance

#### **Classics**

Pupils will gain an overview of Roman Society, and the settlements in Britain. They will go on to study the mysteries of the ninth legion, Vindolanda, Hadrian's Wall and Caledonia. They will also learn some basics of latin. Skills gained will include reading for information and analysis, report writing and creative writing.

#### **Computing**

S3 work, through delivery of Level 4 ICT and Computing Experiences and Outcomes will allow pupils to build on knowledge gained in S1/2 IT classes. It is also building skills in analysis and report writing, as well as web design using HTML, Binary, Computer Systems, Graphics and Programming using Python which is required in the Senior Phase.

#### **Creative Cupcakes**

Pupils will acquire knowledge and understanding of methods of cake production and will develop technical and creative skills involved in cake baking and finishing. The course is practical and relevant to the world of work. It enables candidates to develop a range of artistic techniques and to consolidate them through practical activities. Drawing on all aspects of design, such as shape, colour, texture, balance and precision, pupils will be given the opportunity to produce a variety of individualised cakes and other baked items.

#### **Creative Writing/Book Club/Debating**

Pupils will develop their creative writing skills, sharing ideas and providing each other with a sympathetic critical friend. Debates in the class will be linked to current affairs/ news items with pupils researching and learning how to formulate effective proposals and deliver talks or to take part in formal debates. Active listening as well as higher order skills such as refutation will be developed.

#### **Dance**

Pupils will work through the National progression award for dance (NPA). They will develop their knowledge and experience of different dance styles and cultures from around the world and will learn to choreograph and perform their own dances.

## **Design and Graphics**

The activities in this course are divided into 2 key areas:

- **Design and Manufacture**  
Pupils produce a Folio of Work following the Design Process to determine a Final Design Proposal for a Frame. This Frame can hold a Mirror, Photographs, iPad or any combination of these items. The Manufacturing aspect of this project involves the production of the frame in the workshop using the Materials, Tools and Equipment available. Pupils will then determine the success of their Design and Manufacturing Skills through an Evaluation which will enable them to suggest how they could improve future Projects.
- **Graphic Communication**  
In this unit of work Pupils carry out a range of activities relating to a “Lego Character”. These activities include Manual Graphical tasks such as Sketching and Rendering, and Computer Graphics such as 2D Production Drawings, 3D Modelling and Desk Top Publishing. There are also elements of Research and Design within the task to evolve creativity. The task also incorporates Computer Aided Manufacturing where pupils will have the opportunity to manufacture the accessories they Design for their “Lego Character”.

## **Duke of Edinburgh Award**

In this elective, pupils will complete all aspects of the Bronze Duke of Edinburgh Award. Class time will consist of training sessions covering the skills which will allow them to safely participate in the expedition element of the award: navigation, camp craft, first aid, dealing with emergencies, planning and route preparation. There is a significant additional cost to this course which in the current session is approximately £130. This includes costs related to the expedition component of the award.

## **Engineering Science/Practical Craftskills**

Pupils may focus on engineering science or craft skills in this course. The majority of craftskills work will be carried out in the workshop, developing practical skills and producing items of increasing complexity to a high standard. This skills based course leads on to Practical Woodwork or Practical Metalwork in S4, and is excellent preparation for pupils considering an apprenticeship route in future. If pupils choose engineering science as the focus, the majority of work will be carried out in an IT room, learning about the different types of engineering and gaining necessary background knowledge to develop practical skills in Engineering. Pupils will work with Engineering based software and hardware. The skills developed in this course lead into N5 Engineering Science.

## **Fashion**

Pupils will have the opportunity to design and create fashion/costumes using a variety of textile techniques and equipment. They will work as a business to plan, cost and event manage a Fashion show and will learn how to design and adapt a range of items of clothing to enhance the appearance whilst encouraging upcycling.

## **German**

Learning a new language enables pupils to make connections with different people and their cultures and to play a fuller part as global citizens. Pupils will reflect, communicate and develop ideas using German language. This course provides pupils with the opportunity to develop skills in reading, listening, talking and writing, which are essential for learning, for work and for life; to use different media effectively for learning and communication; to develop understanding of how German works; and to use German to communicate ideas and information.

## **Health and Fitness**

Pupils are developing their physical health as well as social, emotional and mental wellbeing. The focus will be on leading an active and healthy lifestyle through a varied physical activity programme, making good nutritional choices through home economics and understanding about the body through

science. This will be a very practical based course will many different fitness elements as well as working with partner agencies to focus on the emotional and mental aspects of a health body, healthy mind agenda.

### **Scottish Studies**

This course allows pupils to broaden their knowledge of Scotland in terms of its people, languages, society, culture, natural and built environment, and/or heritage. Pupils will have the opportunity to learn about discoveries and inventions of Scottish origin and significant historical and contemporary events. They will learn about different traditional Scottish communities and their ways of life and explore the differences in urban and rural life in Scotland. They will be able to research about a famous Scot at home or abroad. Pupils will also explore traditional Scottish culture and how this is being influenced today. Scotland has a diverse range of places important to Scottish people and pupils will be able to discover more about them. There will also be the opportunity for pupils to explore an aspect of Scotland of their own choice, in more detail.

### **Photography**

This is a practical working course that will have a small element of written work to mirror skills expected for this type of course at a later stage and higher level. Skills developed include aesthetic qualities of the visual elements such as line, tone, colour, texture, pattern, shape and form, and an awareness of compositional elements which will enhance their photographs through framing, use of focal points, directing the eye and creating depth. These elements will be explored through a variety of genres such as landscape, still life, portraiture and built environment. Small projects will incorporate “The day in the life of” and “My Visual Diary”. This program will give the pupils opportunities to work both in a classroom and community environment.

### **Travel and Tourism**

Pupils will research holiday destinations eg. City breaks, Adventure Tourism, Winter Sun and Theme Park holidays e.g. Disneyland. They will learn about the impacts of tourism, both positive and negative and about trends in tourism – historical reasons for the growth of tourism and future trends such as Space Tourism. Pupils may have the opportunity to develop their own virtual holiday resort and give presentation to the class including their hotel policies, uniform designs, pricing guides and hotel entertainment.

### **Young Engineers**

This course involves project based learning activities, such as “F1 in Schools”, where pupils will be set into groups and given a large degree of autonomy to tackle the project. Project based learning of this nature will help develop important life skills such as working both collaboratively and independently; communicating both verbally and in written formats; developing problem solving skills; creating links with organizations / industries out with school; working to deadlines; and developing presentation skills. Pupils will have choice in the form of area of responsibility within projects, such as, Project Manager, Design Engineer, Resource Manager, Researcher or Scrutineer Supervisor The end product will be in the form of in school race days/competition; Regional / UK Finals; and/ or showcasing of projects at the Young Engineers and Science Clubs event.

