



**Craigroyston Community High School**

**S2 Inter Disciplinary Learning (IDL)  
2016**

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## Course Title: Art & Technologies (Art & ICT)

- **Possible career opportunities from this course:**

Make students aware of and enable them to work towards a job within the Creative Industries Sector. Broadcasting, film and interactive animation industries (Animation; film, theatre, computer game and TV production) are possible career pathways. The course will encourage students to develop their understanding of employee responsibilities e.g. self-evaluation skills, flexible approaches to solving problems, adaptability and a positive attitude to change and also the confidence to set goals, reflect and learn from experiences. Pupils will gain the skills and confidence to embrace and use art and technologies, broaden their understanding of the role that the creative industries and communications technology (ICT) has in Scotland and in the global community.

- **Course description:**

Pupils will use a combination of Art and ICT to produce short animated films that will include a soundtrack, sound effects and animated characters. Possibility of contributing to an Expressive Arts Showcase at the end of their school year. By working in groups pupils will have the opportunity to feed into a final project using the skills they are most interested in developing, e.g. a pupil keen to be involved in sculpture/model making can lead animation and character development whilst a pupil more interested in ICT would guide the group in the use of animation and editing software.

- **How will I learn:**

Active learning through experimenting with new technology, co-operative learning through group work, talk by invited guest (Peter Greeves artist from Ninja Kiwi Video Games Edinburgh?). Students will take on leadership roles in any area of expertise and seek advice from one another and their teachers. Students will also develop ICT skills through using iPads and the Expressive Arts computer suite.

- **How will I know that I am progressing:**

Peer and self -assessment with the use of a learning log/sketchbook and a showcase of the finished product.

- **How can I take this course forward after the year:**

Creative thinking and technology skills; familiarity with animation software; improved computer skills; use of fine motor, communication and cognitive skills; all contribute towards a successful start in Art & Design and ICT National 4.

- **Links to any partners:**

Peter Greeves artist from Ninja Kiwi Video Games Edinburgh, Leith Puppet Lab workshops.

- **Employability skills that will be covered?**

- |                              |                       |
|------------------------------|-----------------------|
| • Creativity                 | • Problem solving     |
| • Leadership                 | • ICT                 |
| • Team work                  | • Learning new Skills |
| • Presentation               | • Participation       |
| • Listening/Reading/ Writing | • Committed to task   |

- **Experiences and Outcomes that will be delivered?**

• <b>Art &amp; Design: EXA 3-01a, 3-02a, 3-03a, 3-06a, 3-07a</b>	• <b>ICT: TCH 3-03a, 3-06a, 3-08a, 3-08b, 3009a</b>	• <b>HWB: HWB 3-09a, 3-11a, 3-14a, 3-19a</b>
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## **IDL Activity: Young Farmers' Project**

### **Course Description:**

Pupils will study and experience life on a real farm. They will research the lifelines of different animals and the process and production of food.

**Timeline:** Whole year

## **Course Title: Rap/Song Writing**

### **Possible Career Opportunities:**

Pupils can go into music production. Recording, editing and mastering music.

### **Course Description:**

Pupils will work with their teachers to create song or words. These words should make an impact on the writers and the listeners. People should ask questions about songs and the writer should be able to tell their story. They will develop music writing skills to help put their words to backing beats or chords. The pupils will learn to use computer programmes like protools and garageband to record, edit and master their songs.

### **How will I learn?**

By taking part in a song writing/English lessons. Writing a poem or story about something that effects you. In your head you should be already creating a song or rap.

You will learn to add backing beats or chords to your song. You will enhance your playing on one instrument and your voice.

You will learn to use recording equipment by helping with setting up microphones and other recording equipment. You will record into protools using the computer in the recording studio and then will edit and update your music. AND/OR you will learn to use garageband to record your song, choose backing tracks and then edit and master your song.

### **How will I know I am progressing?**

You will know you are progressing by adapting your words to fit with your best or music. By helping put together and tidy away recording equipment. You will learn to use other programmes and can perhaps start creating a 2<sup>nd</sup> song/rap.

### **How can I take this course forward after the year?**

There are college courses for song engineering and production that help further your understanding of recording music and setting up for live gigs. You can take part in a Music Technology course that will better your understanding of other media industries like film music and radio.

### **Links to Partners:**

Edinburgh College, other schools working on music technology

### **Music Experiences and Outcomes:**

EXA 4-17a, EXA 4-17b and EXA 4-18a

Literacy is also a huge part of this course.

## Description of Course:

You will learn how to take a product from idea to market. This will involve working cooperatively in teams to develop a product. This product will be branded and marketed in Business Education. The packaging and promotional material will be created in Design Technology. A website and radio/TV advert will be created in Computing Science.

## My Learning

### What will I learn?

- How to develop a Product
- Research competitors and decide on a Price
- Create a business plan including deciding where to sell your product
- Promotion of your product via a number of different media
- Creating and branding your product packaging

### How will I learn?

This course will enable you to work as part of a group as well as take individual responsibility for specific tasks.

### How will I know I am progressing?

You will meet regularly with your group, discussing and agreeing progress as per your business plan. The group as a whole will be required to meet deadlines set by staff.

### What skills will I develop?

- Problem solving
- Literacy
- Numeracy
- Research
- Digital Literacy skills
- Team work
- Creativity
- Responsibility
- Leadership
- Time Management
- Organisation

### How can I take this course forward in the future?

Using your transferrable skills you have gained within this course, you are increasing your opportunities to succeed within a variety of subjects. For example, Business Management, Computing Science and Design & Manufacture.

### What career opportunities will this course allow me to move onto?

These transferrable skills are essential for success in any career path.

## Experiences & Outcomes

SOC 2-22a	TCH3-07a	TCH3-07b
TCH 3-08b	TCH3-09a	TCH3-13a
TCH 3-14a	TCH3-15a	

## **Course Title: School of Football**

- **What are the possible career opportunities from this course?**

Sports Coaching

- **Course description?**

The course will continue the School of Football course offered in S1/2. The downfall of the programme has been highlighted as the longevity of the course and the transition for pupils from S2 to S3 without School of Football.

- **How will I learn?**

LI and SC encapsulating skills for work.

- **How will I know that I am progressing?**

Running portfolio throughout the year and documenting pupils work and achievements through ICT.

- **How can I take this course forward after the year?**

Join Sport and Recreation Sport Leader Group and/or begin coaching/Ref badges.

- **Links to any partners?**

SFA and Spartans.

- **Employability skills that will be covered?**

- |                   |                 |
|-------------------|-----------------|
| • Literacy        | • Communication |
| • Organisation    | • Social        |
| • Listening       | • Respectful    |
| • Time Management | • Leadership    |
| • Organisation    | • Confident     |
| • Set Goals       | • Honest        |

- **Experiences and Outcomes that will be delivered?**

- HWB 3-15a
- HWB 3-19a
- LIT 3-02a
- TCH 3-04a

## **Course Title: Citizen Science**

- **Possible career opportunities from this course:**

This course is designed for those who care about wildlife and the environment. Pupils will work with organisations such as Scottish Wildlife Trust, Butterfly Conservation Trust and SEPA, to name a few, and will gain experience on how to monitor and sample wildlife. The course will provide a valuable insight on how to work with wildlife and the environment.

- **Course description:**

Pupils will sample and monitor the environment outside on the school grounds and in their community and see how it affects the wildlife in the area. There will be an opportunity to build a wildlife garden. Pupils will work for various organisations and the data gathered will be given to the organisations to help them with their work. Activities will include; air and water sampling, wildlife watching, building homes for animals and creating a wildlife garden.

- **How will I know that I am progressing:**

Possibility of gaining a John Muir Award.

- **How can I take this course forward after the year:**

Complete a National 4 and 5 in Biology and Environmental Science in S4 and S5.

- **Links to any partners:**

John Muir, SEPA, Scottish Wildlife Trust, RSPB, SSPCA, Bat Conservation Trust and the Butterfly Conservation Trust.



## **Course Title: STEM**

- **Possible career opportunities from this course:**

This is for all those budding Future Scientists out there. STEM involves using your problem solving and thinking skills to solve problems and design fun experiments in Science, Technology, Engineering and Maths. Students are encouraged to get creative with science develop the skills in research, experimental design, analysis and presentation.

- **Course description:**

You will get the chance to take part in a number of fun hands-on activities, pick up new skills, and learn more about exciting future career paths.

- **How will I know that I am progressing:**

Gain silver or bronze CREST awards.

- **How can I take this course forward after the year:**

Complete a National 4 and 5 in Chemistry, Physics or Biology. CREST awards can be used as part of your application for college, university or work.