



Belonging • Experiences • Aspirations • Teamwork • Honesty

Beath High School

S2 into S3 Learner Pathway

S3 Electives

2020-21





Belonging • Experiences • Aspirations • Teamwork • Honesty

S3 Learner Pathway

S2 pupils are now considering their S3 Learner Pathway as they move towards their third year at Beath High School. From the full range of courses on offer, pupils are required to choose seven different subjects to study during third year, including English and Maths. Pupils will also choose an Elective choice.

At the end of their third year, pupils will take their seven subjects forward into their fourth year and complete SQA Qualifications in the same seven subjects. It is therefore important that the correct choices are made. To ensure that they have as much information and guidance as possible, and in addition to all of the general advice given in Personal and Social Education classes, we provide pupils with an individual interview with their Guidance teacher.

A significant amount of work has been done to review our curriculum offer to deliver our curriculum rationale:

The Beath curriculum is designed to encourage the learning and development of all of our young people. Our curriculum allows learners to achieve their true potential through flexible pathways to success. Personalisation ensures that the needs of all learners are met. Our young people gain a portfolio of qualifications, experiences and skills from our curriculum. We utilise partnership working and we focus on improving attainment and achievement. Our learners are supported into a robust and sustained positive destination.

If you have any further questions, please do not hesitate to make contact with the school.





Belonging • Experiences • Aspirations • Teamwork • Honesty

S3 ELECTIVES

- **Ceramics**
- **Computer Games Design**
- **Computer Animation**
- **School of Basketball**
- **School of Football**
- **School of Sport/PE**
- **Forest & Outdoor Learning**
- **Design & Sew**
- **'TeamBeath Productions': Acting & Performance**
- **Music Technology**
- **Crime, Killers and Cannibals**
- **Eco Fashion Junk Kouture**
- **Beauty Industry Skills**



Subject: Ceramics
Year Group: S3

Course Structure and Content:

A variety of different clay skills will be taught and as this is a design process the development of a drawing idea will be the basis of most 3D models.

Skills Development:

Pupils will be learning how to follow the creative process to create an eye-catching final outcome. Relevant contemporary and historic sculptors will be researched.

Pupils will learn how to build clay relief and 3D models using a variety of specialised techniques. This course will also involve paint of models and possibly using glazing.

Progression into the Senior Phase and Beyond:

Career/Opportunities and Further Education:

This Course may provide progression to:

- National Qualification courses in Art and design, fashion Design and Photography.
- University and FE courses in a wide range of creative subjects including: Fine Art, Photography, Computer Games Design, Architecture, Interior, Graphic and Product Design.
- Primary and Community teaching qualifications
- Careers in the creative industries.

Methods of Assessment:

Continuous assessment of skills based on the visual elements and use of materials.



Subject: Computer Games Design (Elective)
Year Group: S3

Course Structure and Content:

Pupils will be involved in planning, designing, implementing and then testing their own basic Computer game.

Skills Development:

Pupils who study Computer Games Design will develop skills in:

- Planning
- Problem Solving
- Team Working
- Communication
- Digital Literacy
- Design
- Thinking
- Evaluating

Progression into the Senior Phase and Beyond:

- National 4 and National 5 Computing Science
- NPA Games Design
- Skills that could be used at College or University for Computing Science related course

Career/Opportunities:

The Scottish computer games industry is expanding with UK developers investing in new games and an estimated 3,500 jobs over the next five years. Many colleges and universities in Scotland offer computer gaming or related courses. Learning how to develop computer games offers young people opportunities to develop their skills for life and skills for work within a creative and work-related context.

Methods of Assessment:

- End of Unit Assessment
- Homework
- Peer and Self-Assessment
- Teacher Observations



Subject: Computer Animation (Elective)
Year Group: S3

Course Structure and Content:

Using a variety of software packages pupils will build on prior learning to plan and develop animations. Pupils will learn how to design animations using storyboard and basic animation techniques including key frame animation using Serif or Stop Motion animation using Monkeyjam.

Skills Development:

Pupils who study Animation will develop skills in:

- Planning
- Problem Solving
- Team Working
- Communication
- Digital Literacy
- Design
- Thinking
- Evaluating

Progression into the Senior Phase and Beyond:

- National 4 and National 5 Computing Science
- Skills that could be used at College or University for Computing Science related course

Career/Opportunities:

Animation can be taken at University as standalone courses or part of the Games Development courses. The Scottish computer games industry is expanding with UK developers investing in new games and an estimated 3,500 jobs over the next five years. There are colleges and universities in Scotland and England that offer Animation or related courses including Games Computing. Learning how to develop animations offers young people opportunities to develop their skills for life and skills for work within a creative and work-related context.

Methods of Assessment:

- End of Unit Assessment
- Homework
- Peer and Self-Assessment
- Teacher Observations



Subject: School of Basketball
Year Group: S3

Course Structure and Content:

This course is designed to give pupils the opportunity to train in a Basketball performance environment as part of their school curriculum. They will develop a range of simple and complex Basketball skills whilst learning to apply them under pressure in game situations.

This programme is designed to not only improve learners Basketball skills and physical competencies, but to also develop their social skills such as confidence, communication, discipline and respect. This is a physically demanding course which will also develop learner's fitness levels.

Skills Development:

- Movement and performance skills/competencies and tactics in Basketball
- Knowledge and understanding of principles and approaches to take to improve and refine skills and fitness
- Tactical understanding and application
- Planning and implementing solutions in straightforward performance situations
- Working independently and collaboratively within teams to develop thinking and interpersonal skills
- Analysing, evaluating, planning, decision making and problem-solving skills

Progression into the Senior Phase and Beyond:

- National 3 Physical Education
- National 4 Physical Education
- National 5 Physical Education
- Higher Physical Education
- This course would be extremely helpful in preparing pupils for one of their special practical performance exams in National and Higher PE
- Sports Leadership in S5/6

Career/Opportunities:

- Employment in Health, Leisure and Recreation industries
- Further study at College or University to help become:
- PE teacher, Primary teacher, Active Schools Coordinator, Sports Development Officer
- Sports Coach, Fitness advisor, Analyst, Nutritionist, Personal trainer

Methods of Assessment:

- Ongoing Practical assessment
- Peer and Self-assessment
- Special performance event – Practical assessment

Please see Mr Jarvie for further information.



Subject: School of Football
Year Group: S3

Course Structure and Content:

This course is designed to give learners the opportunity to train in a Football performance environment as part of their school curriculum. They will develop a range of simple and complex Football skills whilst learning to apply them under pressure in game situations. This will be taught using a combination of drills, small sided games and competitive games.

This programme is designed to not only improve learners Football skills and physical competencies, but to also develop their social skills such as confidence, communication, discipline and respect. This is a physically demanding course which will also develop learner's fitness levels. Learners must also be prepared to be outside on the astro in all weathers throughout the year.

Involvement in a Football team is **not** an essential prerequisite.

Skills Development:

- Movement and performance skills/competencies and tactics in Football
- Knowledge and understanding of principles and approaches to take to improve and refine skills and fitness
- Tactical understanding and application
- Planning and implementing solutions in straightforward performance situations
- Working independently and collaboratively within teams to develop thinking and interpersonal skills
- Analysing, evaluating, planning, decision making and problem-solving skills

Progression into the Senior Phase and Beyond:

- National 3 Physical Education
- National 4 Physical Education
- National 5 Physical Education
- Higher Physical Education
- This course would be extremely helpful in preparing pupils for one of their special practical performance exams in National and Higher PE
- Sports Leadership in S5/6

Career/Opportunities:

- Employment in Health, Leisure and Recreation industries
- Further study at College or University to help become:
- PE teacher, Primary teacher, Active Schools Coordinator, Sports Development Officer
- Sports Coach, Fitness advisor, Analyst, Nutritionist, Personal trainer, Football Referee

Methods of Assessment:

- Ongoing Practical assessment
- Peer and Self-assessment
- Special performance event – Practical assessment

Please see Mr Stevenson for further information.



Subject: PE/School of Sport
Year Group: S3

Course Structure and Content:

This course will be of interest to all learners who enjoy performing in physical education and have an enthusiasm for developing their performance skills. The course will be physically demanding, and performers will take part in a range of activities that may include a selection of: Athletics, Badminton, Dance, Fitness, Gymnastics, Handball, Netball Short Tennis, Softball and Volleyball. This will be based on the needs of the class and facilities available. In each activity performers will work towards improving their practical performance / fitness and knowledge and understanding.

This programme is designed to not only improve learners' physical competencies, but to also develop their social skills such as confidence, communication, discipline and respect. This is a physically demanding course which will also develop learner's fitness levels.

This course will be developed through practical experiential learning.

Skills Development:

Pupils who study Physical Education in S3 will develop the following skills:

- Movement and performance skills/competencies in a range of individual and team activities
- Knowledge and understanding of principles and approaches to take to improve and refine skills and tactical understanding and application
- Creating movements and sequences
- Planning and implementing solutions in straightforward performance situations
- Working independently and collaboratively within teams to develop thinking and interpersonal skills
- Analysing, evaluating, planning, decision making and problem-solving skills

Progression into the Senior Phase and Beyond:

You will be able to continue your study of Physical Education as follows:

- National 3
- National 4
- National 5
- Higher
- Sports Leadership level 4 and level 5 (including Sports Development NPA)

Career/Opportunities:

- Employment in Health, Leisure and Recreation industries
- Further study at College or University to help become:
- PE teacher, Primary teacher, Active Schools Coordinator, Sports Development Officer
- Sports Coach, Fitness advisor, Analyst, Nutritionist, Personal trainer

Methods of Assessment:

- Ongoing Practical assessment
- Peer and Self-assessment

Please see your PE Teacher for further information



Subject: Forest Outdoor Learning Award (FOLA)
Year Group: S3

Course Structure and Content:

The Forest Outdoor Learning Award offers a learner centred approach to developing skills and understanding to work sustainably in forest and outdoor environments. The course is based in the outdoors and therefore is weather dependant with written work being undertaken in the classroom. The course will cover:

- Ecology
- Safe practice in outdoor situations
- Use of tools
- Building shelters
- Fire making
- Outdoor cooking

Skills Development:

Pupils who undertake FOLA will develop skills in the following areas;

- Using tools safely (saws, loppers, knives)
- Starting and maintaining fires
- Building shelters
- Risk assessment

Progression into the Senior Phase and Beyond:

Young people will progress through the levels of the award from level to 7

Career/Opportunities:

This course has been endorsed by Forestry Scotland and anyone interested in a career in Forestry would benefit from attaining this award.

Methods of Assessment:

The course is practical based with candidates showing their competence in the different areas of the course. There will be written assessments covering various aspects of the course, based on the experiences gained in the forest.



Subject: Design & Sew Elective (Fashion & Textiles)
Year Group: S3

Course Structure and Content:

Design & Sew Elective is an opportunity for you to learn and develop your design and manufacturing skills in Fashion and Textiles, using them to create a range of items.

This elective is either a free standing S3 course or it can prepare you for progression in S5 / S6 to the National Fashion and Textile Technology course at all levels for N4 to Higher.

Skills Development:

Within this Design and Sew elective you will:

- Develop and use your knowledge of fabrics, equipment and sewing skills;
- Develop a range of sewing skills to create more complex items throughout the elective;
- Develop critical thinking and evaluation skills, relating to fashion, textiles and design;
- Understand the design process and use this to produce your own textile items;
- Compare and evaluate fashion trends and manufactured textile items.

Progression into the Senior Phase and Beyond :

This elective is aimed at anyone interested in sewing, fashion design or textiles. We will work together through several practical projects to familiarise you with all aspects of the National Fashion and Textile Technology course. This will allow you the choice to progress in the senior phase to all levels from National 4 and 5 through to Higher.

Method of Assessment

Continual assessment throughout the course with teacher assessment of your design & practical skills, combined with opportunities for self and peer assessment.

The course is predominantly practical based, with all activities allowing you to demonstrate your potential level of study if choosing Fashion and Textile Technology in S5 and S6.



Subject: "TeamBeath Productions" Acting and Performance (elective).
Year Group: S3

Course Structure and Content:

Over the course of a year pupils will be involved in developing their Acting and Performance skills in a workshop and project-based environment.

Pupils will engage with a variety of texts for performance including published play texts and short stories.

Pupils will cooperatively create pieces of theatre from different stimuli for a variety of target audiences.

Pupils will design and produce all aspects of the performance including:

- Technical requirements (lights, sound, set, props, costume, hair and makeup)
- Marketing
- Fundraising

We will create and present a variety of short plays and devised drama to different target audiences. Taking into account local history, educational drama, and contemporary Scottish texts we aim to entertain the pupils and staff of Beath High and beyond!

Skills Development:

In addition to the production skills developed through these courses, pupils will develop the following skills:

- Working cooperatively with others
- Interpersonal skills
- Listening and talking skills
- Thinking skills
- Problem solving
- Skills for work
- Evaluative skills
- Planning and preparation; time management
- Literacy, numeracy and health and wellbeing.
- ICT Skills

Progression into the Senior Phase and Beyond:

- National 4
- National 5
- Higher
- Advanced Higher
- NPAs (National Progression Award; S6 only)
- Further Education

Career opportunities in the following sectors:

- Theatre performance
- Theatre direction.
- Technical theatre (lighting, sound, design, etc.)
- Television/Film
- Stage management
- Project management
- Teaching
- Finance
- Marketing

Methods of Assessment:

Continuous assessment of participation in acting exercises and group led performance will take place throughout the year through teacher feedback, self-evaluation and peer assessment of planning process and performances.



Subject: Crime, Killers and Cannibals

Year Group: S3

Course Structure and Content:

This elective will delve into the depths of historical and recent crimes of the most unusual, gruesome and terrifying ends. We will study the killers, their motives and their ultimate demise. We will evaluate the success of various forms of punishments from medieval times and debate whether these should be used in today's society.

Skills Development:

Much of this elective will be based on research, analysis and debate. We will be working as a team to investigate crimes and act as juries to decide on a accused criminals fate.

Progression into the Senior Phase and Beyond:

The skills from this elective will be beneficial to any of the Social Subjects.

Methods of Assessment:

Continuous 'informal' assessment of throughout to monitor progress.



Subject: Music Technology (elective).
Year Group: S3

Course Structure and Content:

This Course will provide opportunities for learners to develop their interest in music technology and to develop skills and knowledge relevant to the needs of the music industry.

Music Technology Skills:

Learners will develop skills and techniques relating to the use of music technology hardware and software to capture and manipulate audio. Learners will explore a range of uses of this technology through practical activities.

Activities include:

- ✓ **TERM 1: Audiobook** – learn about correct microphone placement and record your own audiobook, adding in sound effects and atmospheric music
- ✓ **TERM 2: Multitrack** – learn how to record and edit a multitrack. Record drum kit, guitar, bass, voice, synth. Edit tracks by cutting spillage, fade (in/out), gate, reverb, equalisation, panning.
- ✓ **TERM 3: Foley** – During this unit you will learn what film Foley is and the job of a Foley Artist and how to be creative with sound. Your production brief is to record and produce the audio for a scene from Jurassic Park.
- ✓ **TERM 4: Radio Broadcast** – create your own radio show, jingle, presenters, guests, news and weather, adverts and Top 5 Countdown.

Skills Development:

- develop basic skills in the use of music technology hardware and software to capture and manipulate audio
- use music technology creatively in sound production in straightforward contexts
- develop understanding of a range of 20th and 21st century musical styles and genres
- knowledge of music technology hardware
- knowledge of features and functions of music technology software
- application of music technology in creative ways
- planning, implementation and simple evaluation of a sound production
- reflect on their own work and that of others

Progression into the Senior Phase and Beyond:

This Course or its Units may provide progression to:

- other qualifications in Music Technology, Music or related areas
- further study, employment and/or training

Methods of Assessment:

Learners will be assessed during normal classroom activities, rather than through formal assessments. Oral, written and observational evidence will be gathered throughout the course. Assessment of learners can be carried out at any point during teaching and learning in this Unit, where evidence of competence is demonstrated.



Subject: Junk Kouture
Year Group: S3

Course Structure and Content:

A variety of different eco fashion and recycling, upcycling design-based projects. This will be based around fashion design. Pupils will develop ideas and create a final outcome based on design brief.

Skills Development:

Pupils will learn how to follow the creative process to create an eye-catching final outcome. Relevant contemporary fashion designers will be looked at. A variety of themes and stimuli will be researched as starting points.

Pupils will learn how design and create wearable outfits and accessories. A range of working methods involving sculptural design and sewing will be taught.

Progression into the Senior Phase and Beyond:

Career/Opportunities and Further Education:

This Course may provide progression to:

- National Qualification courses in Art and design, fashion Design and Photography.
- University and FE courses in a wide range of creative subjects including: Fine Art, Photography, Computer Games Design, Architecture, Interior, Graphic and Product Design.
- Primary and Community teaching qualifications
- Careers in the creative industries.

Methods of Assessment:

Continuous assessment of skills based on the visual elements and use of materials.



Subject: Beauty Industry Skills (Elective)
Year Group: S3

Course Structure and Content:

Learning a variety of different skills across the beauty industry. Beginning with nails and learning how to complete a gel manicure. Moving on to makeup skills. Beginning with general equipment hygiene and culminating in learning how to complete makeup on someone else. As this will be funded by social enterprise, learners will offer a nail bar within school to stakeholders and staff. They will also go out to local care homes to offer this service for free, giving back to the community. Local college staff will assist with the delivery of this as will a local makeup artist.

Skills Development:

- Working with people.
- Creative ideas for customers.
- Building a successful business and working with money.
- Understanding how to complete a manicure.
- Entrepreneurial skills.
- Researching skills.
- Literacy and Numeracy skills

Progression into the Senior Phase and Beyond:

These courses are offered by Fife college:

- Beauty Therapy Make-up: VTCT Level 2
- Gel Nails
- Learning for a Career in Hair and Beauty - Certificate (Schools Pupils Only)

Methods of Assessment:

Continuous assessment of skills based on the visual elements and use of materials.

