



Kerikeri High School

Years 9 and 10 Curriculum Guide for 2027

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NEW ZEALAND
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Learning areas	YEARS 7 & 8	YEAR 9	YEAR 10	YEAR 11	YEAR 12	YEAR 13
ENGLISH & LANGUAGES	English Te Reo Māori	English Te Reo Māori Spanish	English Te Reo Māori Spanish	English Or English Literacy Spanish Te Reo Māori	English Or English Literacy Spanish Te Reo Māori	English English Literacy Spanish Te Reo Māori
MATHEMATICS	Mathematics & Statistics	Mathematics & Statistics	Mathematics & Statistics	Mathematics & Statistics Or Mathematics with Numeracy	Mathematics & Statistics Or Mathematics with Numeracy	Calculus Statistics
SCIENCE	Science	Science	Science	Choose at least one Science subject from the list below Science – General Science – Biochemical Science – Life & Environmental Science – Physical, Chemical & Space	Biology Chemistry Physics Science - General	Biology Chemistry Physics
SOCIAL SCIENCE	Social Science	Enterprise & Innovation Social Science	Enterprise & Innovation Social Science	Business Economics Geography History	Business Management Economics Geography History Tourism	Business Management Economics Geography History Tourism
HEALTH & PHYSICAL WELLBEING	Health Physical Education	Health Physical Education	Health Physical Education	Physical Education Health Studies	Outdoor Education Physical Education	Outdoor & Environmental Education Physical Education
TECHNOLOGY	Life Technology Materials Technology	Food & Processing Technology Digital Technologies Spatial & Product Design Materials Technology	Food & Processing Technology Digital Technologies Spatial & Product Design Materials Technology	Design & Visual Communication Digital Technologies Hospitality Technology – Metal Technology – Wood	Automotive Studies Design & Visual Communication Digital Technologies Hospitality Fashion Design Hospitality Technology – Metal Technology – Wood	Automotive Studies Design & Visual Communication Digital Technologies Hospitality Technology
ARTS	Art Music	Art (Visual Art) Drama Music	Art (Visual Art) Drama Music	Art (Physical) Art (Digital) Drama Music Te Ao Haka	Art (Design) Art (Painting) Art (Photography) Drama Entertainment & Event Technology Music Te Ao Haka	Art (Design) Art (Painting) Art (Photography) Drama Entertainment & Event Technology Music Te Ao Haka
TRANSITION					Pathways	Pathways

Compulsory subjects are in red

Year 11: Students must take an English and a Mathematics and at least one Science subject in Year 11

Year 12: Students must study Level 1 English or Level 2 English

Years 9 and 10 Subject Choices

In Years 7 and 8 you have had the opportunity to try a lot of different subjects. As you move into Year 9 you must decide three subjects you would like to study.

All students will study the following compulsory subjects:

- English
- Mathematics & Statistics
- Social Science
- Science
- Health
- Physical Education

For 2027, Year 9 and 10 students must choose:

- ✓ One Arts subject
 - Visual Art (ART)
 - Music (MUS)
 - Drama (DRM).
- ✓ One Technology subject
 - Digital Technologies (DTC)
 - Spatial and Product Design (DVC)
 - Food and Processing Technology (FST)
 - Materials Technology (TEC).
- ✓ And one more subject from the full list below.

In total, you will choose 3 subjects. You should consider choosing a wide range of subjects.

The subjects available are:

ART - Visual Art

DRM - Drama

DTC - Digital Technologies

DVC - Spatial and Product Design

ENT - Enterprise & Innovation

FST - Food and Processing Technology

MAO - Te Reo Māori

MUS - Music

SPA - Spanish

TEC - Materials Technology

Please note that student numbers, availability of staff and specialist rooms are all determining factors in deciding whether a course will proceed. There is no guarantee that any course will proceed until these factors are considered.

Years 9 and 10 Curriculum Guide

This booklet will help you:

- ❖ Understand what each subject involves
- ❖ Explore future study and career pathways
- ❖ Find out who to talk to for more information

Choosing Your Subjects

When selecting your subjects, consider:

- Your strengths and achievements so far
- The subjects you may want to study in the future
- Your interests
- Keeping a wide range of subjects open

Who Can Help?

You should discuss your subject choices with your parents or caregivers. If you need further advice, talk to:

- The Leader of Learning for the subject
- Your Year Level Dean
- Careers Advisor, Eileen Crawford

Online Student Portal

Students will submit their 2027 subject choices online.

When the Student Portal opens, students must select their subjects from the available options. Subject choices can be edited up to ten times before the portal closes.

After the closing date, any changes must be made through the Year Level Dean.

Instructions for submitting subject choices will be emailed to ***each student's school email address***.

Key Dates

Term 3, Week 10

Student Portal Opens: 4:00 pm, Wednesday 23 September 2026

Term 4, Week 1

Student Portal Closes: 8:00 am, Wednesday 14 October 2026

How Does It Work?

You will receive an email to the address you selected for correspondence in Term Three. The email will outline how to enter each student's subject preferences online and will look like the example below.

1 Internet Access	You will need a computer with an internet connection.
2 Log In	Log In to www.selectmysubjects.com.au using: Click here to open Web Preferences Student Access Code: This will be in the email sent to you. Password:
3 Home Page	To view your subject information, click "View Subject Details" at the top right of the screen. To select/change your preferences, click "Add New Preferences" at the top right of the screen.
4 Preference Selection	Select your subjects from the drop-down lists, you have 30 minutes to do so. Once complete, click "Proceed". Note: You are not finished yet.
5 Preference Validation	If you are happy with your preferences click "Submit Valid Preferences" which will open your "Preference Receipt". Or if you would like to make changes to your preferences click "Cancel" and this will take you back to the Preference Selection page.
6 Preference Receipt	You can print your "Preference Receipt" by clicking "Open Print View" and clicking "Print Receipt". To continue click "Return to Home Page". If you want to change your preferences, repeat the process by clicking "Add New Preferences", otherwise exit by clicking "Log Out". End of steps.

Subjects Offered

Years 9 & 10

- ART - Visual Art
- DRM - Drama
- DTC - Digital Technologies
- DVC - Spatial and Product Design
- ENT - Enterprise & Innovation
- FST - Food and Processing Technology
- MAO - Te Reo Māori
- MUS - Music
- SPA - Spanish
- TEC - Materials Technology

Art – Visual Art (ART)

Art is a dynamic and creative subject that encourages students to explore ideas, develop practical skills, and communicate meaning through visual forms. Students engage with a range of art practices, materials, and technologies while investigating how artists respond to personal, cultural, social, and historical contexts. Through creating, analysing, reflecting, and refining, students develop curiosity, confidence, and critical thinking skills.

Course Content

In Year 9 Art, students develop practical skills in drawing, painting, photography, printmaking, sculpture, and design. They create artworks that express ideas and experiences, using experimentation, feedback, and reflection to develop and refine their work. Students explore art from different cultures, places, and time periods, investigating how artists communicate ideas and use visual elements, symbols, and cultural influences to create meaning and connect with audiences.

In Year 10 Art, students strengthen their creative and technical skills creating more refined and purposeful artworks. Through the investigation of a range of materials and processes reflection, and experimentation, students develop ideas, and build confidence in making informed artistic decisions that respond to personal, cultural, social, and historical contexts.

Where Does It Lead?

- Year 11 Physical or Digital Art
- Year 12 and 13 Visual Arts - Design/Painting/Photography
- Beyond secondary school, the study of Visual Arts leads to a broad range of tertiary courses and career opportunities in the creative industries, which are becoming progressively more important to economic well-being. The industries of the twenty-first century will depend increasingly on the generation of ideas and knowledge through creativity and innovation.
- Career pathways in the Visual Arts may include Advertising, Architecture, Artist, Design (Concept, Graphic, Interior, Fashion, Landscape, Product, Transport), Signwriting, Technology Development (App, Animation, Software and Gaming Development), Performing Arts, Costume Design, Event Management, Public and Community Arts, Gallery or Museum Curator, Media, Television and Film Industry (Creative Technologies, Special Effects, Video and Photography), Online Publishing and Development.

FURTHER INFORMATION FROM

Mrs Wise or any member of the Art Department

Drama (DRM)

Create. Collaborate. Communicate.

Drama is about creating, performing and working together. You'll perform, write, devise and direct while learning how to communicate ideas, take creative risks and contribute to a team. You may also work alongside senior students, experiencing how different roles and skills come together to create a production. You'll also discover what happens behind the scenes – exploring lighting, sound, costume, makeup, props and set design. Drama is a place to have a go, solve problems, support others and create something together. You don't have to want to be an actor to choose Drama – be ready to have a go, work with others and make something happen.

Course Content

Year 9

Work as a Team – Build confidence, communication and collaboration skills.

Make & Perform – Develop performance, design and technical skills and explore the many roles that bring a production to life.

Create – Experiment with improvisation, devising and different ways of telling stories, including audio theatre and podcasts.

Explore Theatre – Discover different forms, styles and ways of making theatre.

Get Behind the Scenes – Try lighting, sound, costume, makeup, props and set design.

Share Your Work – Work together to create and perform for others.

Year 10

Collaborate & Create – Take greater ownership of your ideas and work as a team to create theatre.

Make & Perform – Develop your skills as a performer, designer, technician or production team member.

Explore Theatre Styles – Experiment with forms and styles including physical theatre and naturalism.

Respond – Watch and discuss performances, developing your understanding of how theatre works.

Make It Happen – Develop practical skills in lighting, sound, costume, makeup, props and set design.

Create for an Audience – Work collaboratively to create and present theatre for public audiences.

Special Requirements

Drama works as a team. Be prepared to participate, contribute, support others and have a go – whether you are on stage or behind the scenes. Be prepared for occasional after-school or evening rehearsals and performances.

Where Does It Lead?

Drama develops skills that are useful in life, learning and the workplace - communication, creativity, collaboration, confidence, problem-solving, adaptability and leadership.

Drama can lead to:

- Drama (Performance or Technical strands) in Years 11, 12 and 13.
- Theatre, film, television, events and the wider creative industries
- Careers where communication, teamwork and presentation matter – including business, law, education, tourism, hospitality and more.

FURTHER INFORMATION FROM

Mrs Crooks or Ms Bowers

Digital Technologies (DTC)

Students learn how technology is designed, developed, and used to solve real-world problems. Students build practical skills that prepare them for future study and employment in an era shaped by Artificial Intelligence (AI), robotics, and emerging technologies. The course gives students a strong foundation for future study in an area linked to a wide range of growing industries.

Course Content

- Python programming and computational thinking
- Designing, developing, testing, and debugging computer programs
- Algorithms, data representation, and problem-solving strategies
- App, game, and interactive digital product development
- Digital media design principles and user experience
- Design, Make, and Innovate processes including ideation, prototyping, testing, and refinement
- Artificial Intelligence (AI) and emerging technologies
- Evaluating the opportunities, strengths, risks, and ethical considerations of AI
- Digital citizenship, responsible technology use, and online safety
- Innovation, creativity, and entrepreneurship in digital environments

Where Does It Lead?

- Digital Technologies
- AI training and development
- Robotics and Mechatronics
- Programming and Software Development
- Game Design and Development
- Mobile App Development
- Cybersecurity
- Web Design and Development
- Digital Media and Multimedia Production
- Engineering and Computer Science
- Information Technology (IT)
- Data Science and Analytics
- A wide range of future-focused careers in the rapidly growing digital economy and technology sector.

FURTHER INFORMATION FROM

Mr Clark

Spatial and Product Design (DVC)

Spatial and Product Design has an emphasis on structured drawing styles, rendering, model making and the design process. Students will gain an understanding of what design is and learn a variety of freehand and ruled drawing.

Course Content

- The Year 9 course introduces basic drawing styles and the design process. Year 10 extends these skills. The emphasis is for students to enjoy drawing and designing items that are relevant to them.
- Freehand isometric, oblique and perspective drawing
- Design process and model making
- Architecture and product design
- Media design briefs such as poster design, logo development and typography
- Computer aided design (ArchiCAD, Photoshop, Minecraft)
- Fashion design

Where Does It Lead?

- NCEA Design and Visual Communication
- Possible career opportunities in:

Engineering	Advertising	Product Design
Illustration	Surveying	Fashion Design
Sign Writing	Drafting	Graphic Design
Landscaping	Architecture	Building
- Further secondary and tertiary study

FURTHER INFORMATION FROM

Miss Crawford/ Mr Jarman

Enterprise & Innovation (ENT)

*Enterprise and Innovation is designed to develop the skills students need to become the next group of New Zealand entrepreneurs and innovators, this is a mix of business, creative and people skills. Students will experience entrepreneurship through authentic learning with real life context, creating products that add value. The course has both practical and theoretical elements. Students will have opportunities to **work in teams, be creative, take risks, make mistakes, build things and pitch their ideas**. This course is about gaining the skills, confidence and resilience needed to be enterprising as well as understanding how entrepreneurs add value, create opportunities and solve problems.*

Course Content

Content may include but will not be limited to a range of the following topics:

Year 9

Enterprising skills, opportunities, risk and reward.
Identifying kiwi innovators.
What is innovation and what attributes do innovative people demonstrate.
Creative thinking, invention, design thinking, identifying problems.
Developing ideas for a successful business.
Managing risk-taking in business.
Presenting ideas verbally.
Producing a product or service for sale.
Preparing effective branding and marketing.
Explore pūtake and Kaitiakitanga.
Identify social enterprise solving community problems.

Year 10

Creative thinking and Entrepreneurship.
Kiwi innovation, looking at case studies.
Developing ideas for a successful business by identifying problems and trends.
Looking at how innovation can provide solutions to problems like; global warming, use of plastic and chemicals and environmental destruction.
Managing risk-taking in business.
Writing and presenting a marketing and a business plan.
Producing a product or service for sale.
Māori enterprise, and understanding pūtake, kaitiakitanga, maanakitanga and rangatiratanga.
Sustainability, circular production processes and environmental impacts of business.

Special Requirements

All students in this subject are expected to take part in the school market day usually held in Term 4 (most students work in a group to plan, design and produce a product for this part of the course).

Where Does It Lead?

- Senior Commerce
- Senior Business Management
- Young Enterprise Scheme at Year 12 and Year 13
- Self-Employment (Run your own business)
- Sales & Marketing, Advertising
- Business and Management

FURTHER INFORMATION FROM

Mrs Dickson

Food and Processing Technology (FST)

Food and Processing Technology is a practical and engaging subject that equips students with valuable life skills they can use every day. Students learn how to prepare meals, make informed food choices, and understand how food contributes to personal and whānau wellbeing.

Through hands-on learning experiences students are encouraged to be creative, innovative, and experimental. They have opportunities to design, create and evaluate a range of food products while exploring flavours, ingredients, and food technologies. This course combines practical cooking and theory lessons with problem-solving, creativity, teamwork and critical thinking, in meaningful and enjoyable ways.

The skills developed in Food and Processing Technology extend beyond the classroom. Students gain confidence in preparing food for themselves and others, managing resources effectively, and making informed decisions about health and nutrition. These are essential skills for everyday life, future study, and a wide range of career pathways.

Course Content

- Learn and apply food safety and hygiene practices.
- Develop an understanding of safe working procedures.
- Build practical food preparation and cooking skills.
- Experiment with ingredients and cooking techniques to achieve desired outcomes.
- Investigate how food processing and ingredient choices affect products.
- Research and analyse current food-related issues and trends.
- Design, create, and evaluate their own food products.
- Strengthen skills in self-management, teamwork, collaboration, and time management.

Year 9

- Understanding of kitchen organisation and procedures / Health and Safety in food handling procedures / Experimenting with ingredients and recipes / Basic cooking techniques and methods / design and evaluate food products / Understanding how ingredients and food processing affect outcomes

Year 10

- Advancing practical and technical cooking skills / Food safety and safe handling practices / Design, produce, evaluate and innovate a range of food products / Developing food literacy and informed food choices

Where Does It Lead?

Food and Processing Technology provides an excellent foundation for further study in senior Food Technology and related subjects. It also opens pathways into a wide range of careers, including hospitality, nutrition, food science, health, education, product development, and the wider food industry.

The knowledge and skills gained through Food and Processing Technology help students become confident, capable, and independent in preparing food, managing resources, and making informed decisions about health and wellbeing. These lifelong skills are valuable in both personal and professional contexts.

FURTHER INFORMATION FROM

Mr Brazier

Te Reo Māori (MAO)

Nau mai haere mai ki Te Ao Māori.

He akoranga tēnei hei whakawhanake i ō wheako ki roto i te ao Māori, kia kite ai koe i tōna hohonutanga, kia rongo ai koe i ōna reo katoa, kia whiti ai koe ki te ao mārama. Ko te reo kia tika, ko te reo kia rere, ko te reo kia Māori.

Welcome to Te Reo Māori. This course will allow you to experience te ao Māori through a range of contexts such as waiata and haka (traditional and contemporary), mihimihi, tauparapara, whaikōrero, mau rākau, rongoā Māori, pūrākau, pepeha, whakapapa, raranga etc. These contexts also provide a safe and inclusive space to practise and grow your te reo Māori should you choose to pursue te reo through the senior school.

Course Content

- Karakia
- Waiata
- Haka
- Whaikōrero
- Pepeha
- Mihimihi
- Ngā Tikanga Māori
- Ngā āhuatanga o te ao Māori
- Kēmu Māori
- Rongoā Māori
- Raranga
- Kaupapa Māori
- Hītori Māori

Where Does It Lead?

This course leads to Te Reo Māori and Te Ao Haka (MPA) in the senior school.

Career pathways include:

- Cultural Advisor (Government Department)
- Languages
- Performing Arts
- Kaiako
- Radio/ Television Journalist
- Police Officer
- Radio broadcaster, Television presenter
- Moko artist
- Personal, social, cultural development
- Advantages in a wide range of vocational areas

FURTHER INFORMATION FROM

Mrs Kingi

Music (MUS)

In Music, emotion, intellect, and imagination are articulated through sound. Music allows us to express feelings and ideas about ourselves and our place in the world, using live performances, compositions, symbolic notation, and analysis of existing pieces. Learning about Music opens doors to creativity and many connections around the world.

Course Content

- Understand the fundamental elements of music
 - Theory of Music – understand and use the symbolic music language
 - Aural perception/transcription – listen to music and identify/scribe what is being played
- Practical Music Making
 - Basics of playing keyboard and guitar and/or singing
 - Hands-on experiences making music and performing
 - Creation of original music, using music software and instruments
 - Preparation and performance of a variety of music as part of a group and solo
- History of Popular and Western Art Music
 - Understand the development of music genre over time
 - Investigate construction of a range of music pieces, from many contexts
- Music Technology
 - Learn about and operate Music Production Software
 - Set up, pack down and manage amplification equipment/sound gear

Special Requirements

Any students thinking about learning music in depth are encouraged to take up the subject in Year 9 and 10 so that are adequately prepared for the learning content in Years 11, 12 and 13.

Students are also recommended to undertake the study of a musical instrument, i.e. voice / woodwind / brass / string / drums / keyboard - either through the itinerant music scheme or via private tuition out of school. It is important that someone is advising them about their technique.

Brass, Wind, Drum, Bass, Guitar, Piano and Violin tuition are available to students taking Music as an option in Years 9 - 13. The fee for taking lessons at school is \$25 for per term. (A limited range of instruments can be hired through the school or through external companies).

Where Does It Lead?

Academically:

- Year 10 and 11 Music Option classes
- Year 12 & 13 Music towards the New Zealand Certificate of Education
- Tertiary training for Music Industry skills at many Polytechnics and Universities.

Music Careers:

- Performer
- Technical aspect of music – recording, sound technician
- Teaching – at various levels
- Composer

FURTHER INFORMATION FROM

Mrs McGlinchey

Spanish (SPA)

This course concentrates on developing proficiency through reading and storytelling. This course incorporates the receptive skills of listening to, reading, and viewing as well as the productive skills of speaking, writing, and performing.

Course Content

- Students will follow the SOMOS curriculum which teaches proficiency through reading and storytelling whilst allowing for creative input from students.
- Culture is fully embedded into the curriculum in a form that students can comprehend. A movie study will be included for language and cultural content.
- Students will also have access to a variety of comprehensible input-based websites that include stories, songs, and activities to further reinforce their learning.

Successful completion of the Year 10 course will enable students to be ready to undertake study at Year 11.

Where Does It Lead?

- Leads to all higher levels of Spanish
- Pre/co-requisite for other tertiary qualifications
- Travel industry
- International Affairs, External Affairs, Trade industry
- Interpreting/ translating
- The learning of other languages
- Video exchange with students from Lobos Argentina in Years 11 – 13
- The opportunity to take part in a Spanish Language Immersion Trip in Years 11 - 13

FURTHER INFORMATION FROM

Miss Williams

Materials Technology (TEC)

This course is designed to provide learners with knowledge and practical skills related to materials and sustainability. Learners will explore a range of materials, their characteristics and environmental impacts, while developing an understanding of sustainable practices in Technology. Part of the course focuses on the use of CAD (Computer Aided Design). Understanding of theory and design skills will be developed to improve the products students make. Students will learn how to use a wide range of materials to cut, shape and construct the products they design.

They will encounter projects that focus on a range of different issues. Some will require consideration of visual features and aesthetics. Some will be more technical, focusing on the function a product has to perform. Others will require a careful balance between style and function. All projects will help to develop practical skills, the ability to design successful products and an understanding of current technology and materials. Portable speakers, skateboard storage, decorative etching, computer-controlled machines, and LED torches are examples of the type of products students will work on.

Course Content

This course:

- Teaches students to design and make projects in an organised and well thought out manner
- Develops practical skills in the use of a wide range of tools and machines
- Explores how new technology can be used in innovative ways
- Examines the effects of technology on society
- Develops the ability to use creative and critical thinking skills
- Introduces the use of 3D design software, Inventor Pro, to support 3D printing

Special Requirements

- Students must wear covered shoes (no crocs or sandals)
- All Health and Safety rules must be followed to take part in practical activities

Where Does It Lead?

- Engineering and Practical Technology subjects in the senior school.

FURTHER INFORMATION FROM

Ms Kelly