2017

Fountain Gate Secondary College Pre CAL Information Booklet

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INTRODUCTION

The Pre Certificate of Applied Learning (Pre CAL) Program for 2017 will now be offered at the Year 9 and 10 Level. The new program will be structured to support students to enter a VCAL or workforce pathway. Goal setting, career advice and planning will be a major focus of the new program. Digital skills for beginners to advanced users will be catered for. It is clear that the Digital Revolution is the future of any workplace environment and that students need to be technologically savvy. Therefore, both the Year 9 and 10 programs will be delivered as self-paced Digital Modules. The Modules offered will cover Digital Technology, Science, Art and Graphic Design, Retail and Business Strands.

Year 9 Program

The Year 9 students will complete a core curriculum that includes Literacy, Numeracy, Careers, and iTeachMe Modules. In addition to the core curriculum, students will select electives from the mainstream program, which are not part of the Pre CAL program. These may incur an extra cost. Year 9 Pre CAL students will attend the Narre Community Learning Centre (NCLC) every Friday. At NCLC, students will complete a range of competency units that will be beneficial to their future employment pathways or accredited to further TAFE training.

Year 10 Program

The Year 10 Pre CAL students will complete a core curriculum that includes Literacy, Numeracy, Careers, Physical Education and iTeachMe Modules. In addition to the core curriculum, students will select electives from the mainstream students' program at FGSC. Electives can incur an extra cost depending on which ones are selected. On Mondays students will attend the Narre Community Learning Centre (NCLC) to attain experience and qualifications that will be credited towards a VCAL or TAFE pathway. From Term 2, each student will be placed in a workplace setting to gain practical experience each Friday. Therefore, for Terms 2,3 and 4, students will attend FGSC three days per week on Tuesdays, Wednesdays and Thursdays.

To satisfactorily complete Year 9 or 10 Pre CAL, students must attain a minimum of 1050 points at Year 9 and/or 790 points at Year 10. Points are attained through the completion of Assessment Tasks from each Learning Area. One point is equivalent to one hour of work.

Feedback is continuous with live reporting via COMPASS. Semester reports will be provided and at the end of the year students will be given a Certificate of Completion for the Pre CAL Program as well as a printed report from the NCLC and written reports from employers.

COSTS

Year 9 Pre CAL program will be $460.00 payable to the school.

Year 10 Pre CAL program will be $350.00 payable to the school.

*The school will fund a further **$1900** in support of the student as part of our commitment to cater for all students within our school community.*

Additional costs:

- Public transport during excursions or camps.
- Student mainstream Electives
- Booklist

NEW PATHWAYS

In years 10, 11 and 12, programs such as Victorian Certificate of Applied Learning (VCAL), Berwick TEC, TAFE programs, NCLC or apprenticeships are often pathways students can choose to take in order to gain employment or go on to further education at a University. At Fountain Gate Secondary College, we have introduced the Pre CAL Program as a way of bridging the gap for students not wishing to pursue a VCE pathway. After completing the Year 9 and 10 Pre CAL Program students are able to select:

University-
Bachelor/
Degree/Master

TAFE-
Certificates/
Diploma

WORK/CAREER
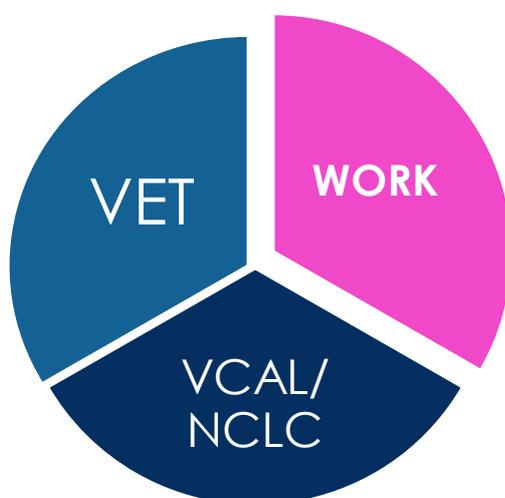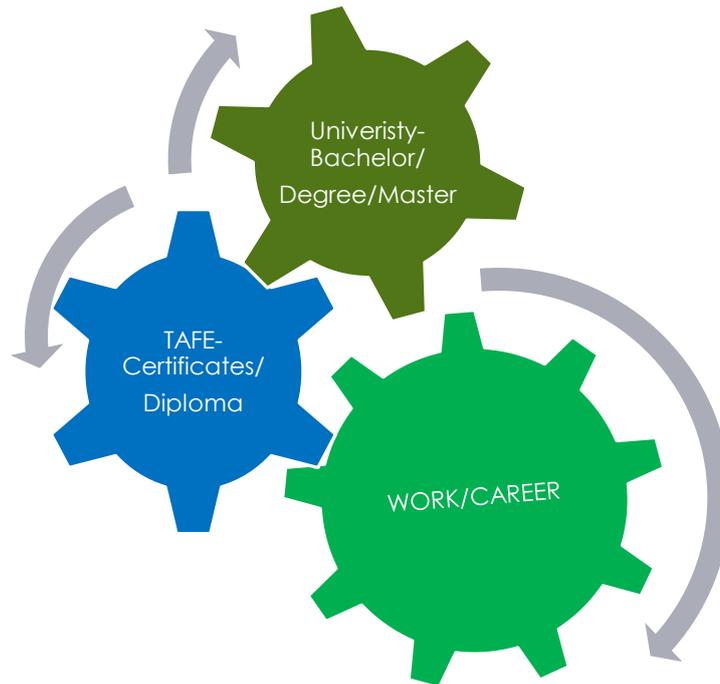
FUTURE JOBS

As educators we are constantly asked to predict future job growth and careers with the aim of developing a strong and viable curriculum program that supports this premise. We have analysed recent economic data sets to establish a sense of what skills and competencies students should have attained before entering the future workforce. The visual information provided below gives you an idea of workforce skills and jobs in the future.

Victorian Curriculum:
eight learning areas; four capabilities

Learning Areas	English	Mathematics	Science	Health and physical education
	Technologies	The Arts	Humanities and social sciences	Languages
Capabilities	Critical and creative thinking	Intercultural understanding	Personal and social capability	Ethical understanding

The data below forecasts a decrease in Office Administrative and Manufacturing and Production jobs. An increase in the job sectors is indicated in blue.

Figure 6: Net employment outlook by job family, 2015–2020
Employees (thousands, all focus countries)

−4,759	Office and Administrative	+492	Business and Financial Operations
−1,609	Manufacturing and Production	+416	Management
−497	Construction and Extraction	+405	Computer and Mathematical
−151	Arts, Design, Entertainment, Sports and Media	+339	Architecture and Engineering
−109	Legal	+303	Sales and Related
−40	Installation and Maintenance	+66	Education and Training

In the past 25 years there has been a decrease in Machine Operators, Technicians and Trades, with the largest decrease in Admin and Labourers. Significant growth in the labour forces has been in Community and Personal services and Professionals.

Exhibit 1: Growth in occupations over past 25 years

Growth in number of jobs by occupation – growth in total labour force, %, Australia

Occupation	Growth
Community & Personal Services	87%
Professionals	54%
Managers	6%
Sales	0%
Machinery Operators	-19%
Technicians & Trades	-19%
Admin	-35%
Labourers	-37%

High touch
High skill
Lower skill

Source: Foundation for Young Australians & AlphaBeta (2015) "New Work Order: Ensuring young Australians have skills and experience for the jobs of the future, not the past"

Fig 3. Australia has substantially grown the services it has bought and sold abroad

% growth of trade in services (1999-2014)

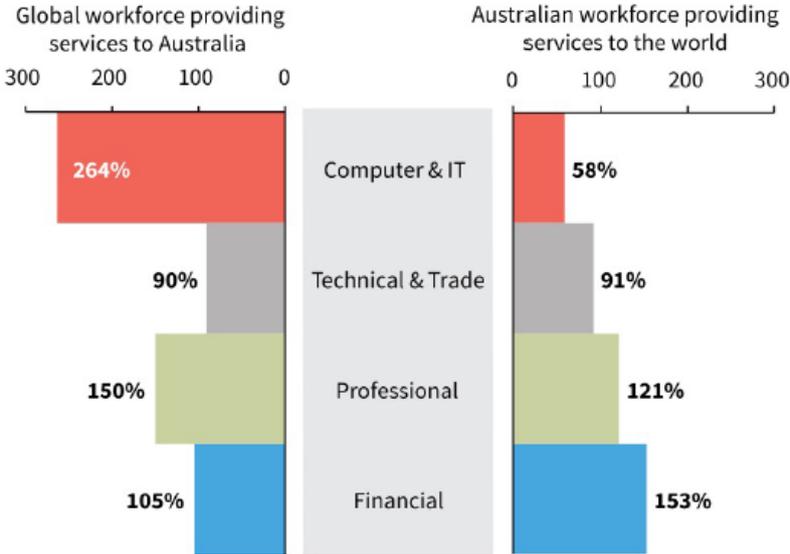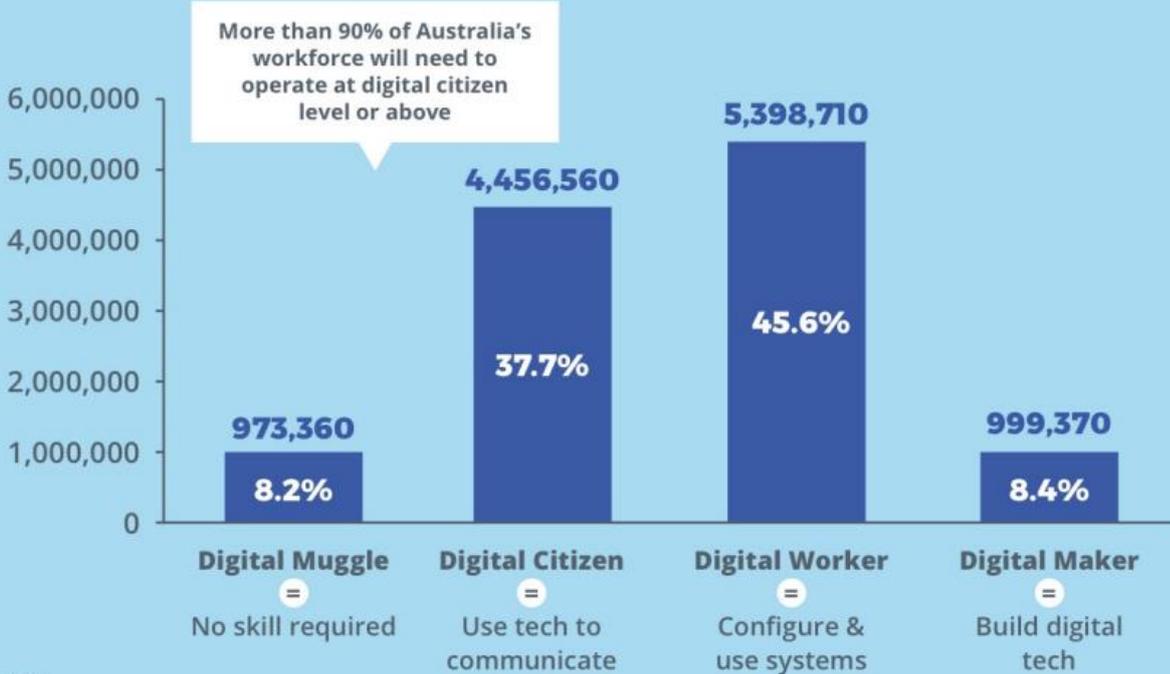Outsourcing services such as Call Centre support

The global workforce has sold its services to Australia at growing rates, particularly in the computer & IT sector

Source: ABS, AlphaBeta analysis

Global workforce providing services to Australia

300   200   100   0

Australian workforce providing services to the world

0   100   200   300

Global	Category	Australian
264%	Computer & IT	58%
90%	Technical & Trade	91%
150%	Professional	121%
105%	Financial	153%

Exhibit 9: Australia's digital literacy workforce needs in the next 2-5 years

# of employed persons, Australia

More than 90% of Australia's workforce will need to operate at digital citizen level or above

Digital Muggle	Digital Citizen	Digital Worker	Digital Maker
973,360	4,456,560	5,398,710	999,370
8.2%	37.7%	45.6%	8.4%
=	=	=	=
No skill required	Use tech to communicate and find info	Configure & use systems	Build digital tech

Source: *ABS, UK Digital Taskforce, AlphaBeta analysis*

The demand for enterprise skills is on the rise

Presentation skills
↑ 25%

Creativity
↑ 65%

Critical thinking
↑ 158%

Digital literacy
↑ 212%
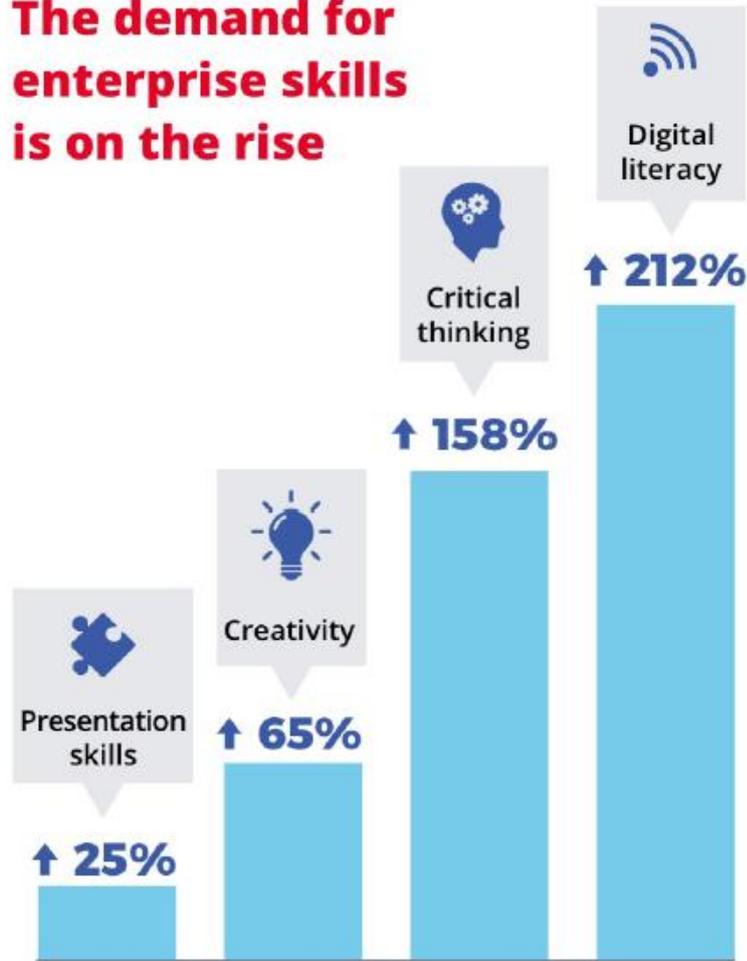
Figure 3: Timeframe to impact industries, business models

Impact felt already

» Rising geopolitical volatility
» Mobile internet and cloud technology
» Advances in computing power and Big Data
» Crowdsourcing, the sharing economy and peer-to-peer platforms
» Rise of the middle class in emerging markets
» Young demographics in emerging markets
» Rapid urbanization
» Changing work environments and flexible working arrangements
» Climate change, natural resource constraints and the transition to a greener economy

2015–2017

» New energy supplies and technologies
» The Internet of Things
» Advanced manufacturing and 3D printing
» Longevity and ageing societies
» New consumer concerns about ethical and privacy issues
» Women's rising aspirations and economic power

2018–2020

» Advanced robotics and autonomous transport
» Artificial intelligence and machine learning
» Advanced materials, biotechnology and genomics

All slides sourced from the 2016 Principal conference.

THE EDUCATION STATE

VICTORIA State Government | Education and Training

THE PROGRAM

SELECTION CRITERIA

Students are invited to apply for the Pre CAL Program at Fountain Gate Secondary College by completing the application form and attending an interview with their parents. Successful applicants will be recognised as meeting one or more of the following criteria:

- Applicants are self-driven and have a desire to do better at school and better themselves as a person.
- Applicants are ready to begin their learning journey and see teachers as partners in their quest.
- Applicants may have below level in English, Maths but show potential with good results in subjects they enjoy.
- Applicants desire a self-paced program using Technology as a platform for learning.
- Applicants intend on engaging in a VCAL or VET program, apprenticeship, TAFE program in 2018 and beyond.
- Participants are willing to demonstrate a willingness to learn and to be part of a team.
- Students will be required to assist each other to explore new technologies, learn, change and develop themselves in preparation for making choices about their path in life.

PROGRAM OUTCOMES

At the completion of the program each student will:

- Develop life skills;
- Build confidence in their abilities;
- Have a clearer educational or workforce pathway;
- Develop the ability to make appropriate choices;
- Develop strategies to allow them to adapt to different life circumstances;
- Develop a greater sense of self-worth;
- Develop a sense of responsibility for themselves, and their immediate and wider community;
- Develop a portfolio of digital skills.

The Pre CAL Program aims to provide students with a well-rounded curriculum that does not solely focus on content. Features of the Pre CAL Program include:

  ✳ The fostering of student leadership and responsibility, self-reflection and accountability;

  ✳ A curriculum jointly planned by the Year 9 and 10 Pre CAL team;

  ✳ Differentiated teaching to meet varying learning needs;

  ✳ Engagement with experts from the broader community;

  ✳ The fostering of student decision-making;

  ✳ Allocated classroom for all core strands/subjects;

  ✳ Focus on building students' social and digital competence and confidence;

  ✳ Teaching and reinforcement of interpersonal skills;

  ✳ Responsiveness to research about adolescent needs;

  ✳ The support of students to be active within the community;

ASSESSMENT

Students will complete a variety of assessments that will contribute to successful completion of the Pre CAL Program. All assessment and correspondence with teachers will be conducted through OneNote. Students will be required to provide evidence for the completion of each task. Assessment may take the form of:

  ✳ Attendance
  ✳ Journal writing and reflective pieces of work
  ✳ Folios
  ✳ Practical work
  ✳ Classroom work
  ✳ Assignments
  ✳ Module completion- iTeachMe

NCLC have their own assessment for the students. This assessment includes:

  ✳ Attendance Year 9 (Friday) and Year 10 (Monday)

  ✳ Competency based assessment

  ✳ Assignments and Certificates

Each core Learning Area within the program will include the following:

* Consultation; feedback; ongoing assessment
* Student initiated learning;
* Experiential learning;
* Risk taking;
* Individual work;
* Group work;
* Community education;
* Goal setting;
* Development of personal values;
* Real world experiences

Excursions & Extra-Curricular Activities

The Pre CAL Program offers a number of opportunities for students to participate in a number of excursions and incursions. These excursions build on the content taught in class as well as encouraging students to work as a team and outside their comfort zone. These activities may include:

* Industry visits
* Career expos
* TAFE and University visits
* Hallam Senior College visits
* Incursions
* Year 9 City Experience
* End of year Graduation

Key Learning Areas/Strands/Subjects

Year 9 and 10 Pre CAL – Complete a total of 1050 points in year 9 and /or 790 points in Year 10

Learning Area						
English – 280points **Year 9 and 10 All Year**	TBA					
Numeracy-280points **Year 9 and 10 All Year** Numeracy for life	Covering the basics of what you need to know	Applying the basics to home and work life. Let's go shopping!		How to select a good mobile phone plan, renting a house, saving for a house and how interest works.	Apprenticeship mathematic Year 10 Option only	
Careers-140 points at Year 9 / **Year 10 Term 1 only 20 points** Self-reflection and choosing the right pathway	Creating a Digital Profile for work	LinkedIn- making a profile	Learning how to budget and why.	Applying for jobs	Workplace OHS Compulsory Year 10 50 Points	Tasks as instructed
iTeachMe-350 points at Year 9 **and 140 points at Year 10** **Compulsory Units**	Office 365 20 Points	Presentation Tools 20 Points	File Management 20 Points	Cyber safety 20 Points	Security on web 20 Points	Cyber bulling/Trolls 20 Points

Digital 1 30points	iPhone capabilities Exploring your phone(Incursion) 5 points	Coding1 Hour of coding and Scratch Beginners/Advanced 10 points	Social Media – the good the bad the ugly 10points	Bots- software and hardware Robotics-Lego 10points	Augmented Technology Pokémon Go 10points	Future technology Predictions 10points
Digital 2 30 points	Making Apps 10points	Gaming making 10points	Virtual Reality-Expeditions 10points	Computing for beginners 10points	Digital Literacy- exploring terminology 10points	Drone Flying and applications of drones in a work place 20points
Science 30points	Environmental – Biomimicry 10points	Astronomy-future in space 10points	How everything works- build an engine 10points	Physics- The physics behind inventions 10points	Chemistry- Investigate future inventions 10points	Sustainable building investigation-Earthship Simulations 10points
Arts/Graphics/Music 30points	Photoshop editing photos 15points	Free CAD 10points	Digital drawing/effects/ blender 10points	Animate-Adobe 10points	Illustrator- graphic designer Adobe in design 10points	Garage Band – Make a composition 10points
Business 30points	Web Page design 20points	Access and excel 5points	Instagram/AdWords/ Twitter/Facebook 5points	Podcasting for your business 5points	Successful business investigation 5points	3D Digital Printing 10points

Humanities 30points	Digital Story writing 5points	Historical Investigation 5points	War machines 5points	Automation- Implication to society 5points	Future timeline investigation 10points	Archaeology – Virtual dig 5points
Social Sciences 30 points	Being a teenager 10points	Dealing with conflict 5points	Helping my friends 5points	Impact of Robotics on humanity 5points		
Health and Education 30 points	Health check 5points	How to live longer 5points	Diseases of the future 5points	How technology will prolong lives- organ spare parts. 5points	Food crisis looming- vertical farming 5points	Superbugs 5points
Physical Education **Year 10 only**	70 points					

NLC Year 9	BSBWHS201	Contribute to health and safety of self and others
	BSBADM101	Use business equipment and resources
	BSBCMM101	Apply basic communication skills
	BSBLED101	Plan skills development
	BSBSUS201	Participate in environmentally sustainable work practices
	BSBWOR202	Organise and complete daily work activities
	VU21343	Undertake a simple investigation of health and wellbeing
	VU21351	Investigate driving and owning a car

NLC Year 10	Team Building/Communication styles/Body Language/Intro to Mindfulness Problem Solving Techniques Cooking classes/healthy eating Role modelling: How important are other people in your life State of Mind/Generative Collaboration/Changing patterns and establishing an anchor Making a difference/soup kitchen, Myuna farm, Aged care, Urban seed, local community project **Certificate II in General Education for Adults** PAUTEA001B Work in a Team VPAU556 Organise and participate in a practical placement VU21354 Implement and review a project **Certificate II in Information Digital Media and Technology** ICTWEB201 - Use social media tools for collaboration and engagement ICTICT103 Use, communicate and search securely on the internet ICTICT203 Operate application software packages ICTICT103 Use, communicate and search securely on the internet CUADIG303 Produce and prepare photo images CUACAM201 Assist with a basic camera shoot Term 3 and 4 program outline being developed- Social media, Addiction, IT unit, Youth Mental Health first aid, IT Unity, Drug and alcohol Challenges/Addictions/Party safe, Meditation, Group Activity- tree climbing.

Work Experience for Year 10 only		**Term 2**	**Term 3**	**Term 4**	