



Government
of South Australia

Department for Education



Thebarton
SENIOR COLLEGE

THEBARTON SENIOR COLLEGE

STAGE 2 TWILIGHT CLASSES



THEBARTON SENIOR COLLEGE

Thebarton Senior College is a specialist senior secondary school funded by the SA Government.

The College offers quality education in a wide variety of South Australian Certificate of Education and vocational training courses.

As a United Nations Global Peace school with a diverse cultural community, our students actively learn peace-building and community responsibility in our curriculum. We also provide a range of support services for our students that are unique to our community.

Located just four kilometres west of the city, the college is easily accessed by bus routes 286, 287, 288, H20, H22, H30, H32, H33, B10 and B12 from Adelaide and its suburbs.



YOUR SACE, YOUR WAY

Thebarton Senior College offers SACE Stage 2 students a range of 20 credit SACE subjects in the twilight.

This provides students with:

- a variety of choices
- the chance to study a subject of interest
- small class sizes
- supportive and experienced teachers
- the advantages that come with one lesson per week:
 - Increased study time during the day
 - Flexibility to undertake part time employment

Students can study one, two or three Stage 2 twilight classes at Thebarton Senior College as part of a full-time enrolment, or combine with subjects at another school.

If you require any further information, please call Rodney Mangos, Deputy Principal Curriculum and Learning Improvement on 8159 3100. The College offers the following twilight options in 2021.

TUESDAY AND THURSDAY 3.30 - 5.00 PM

AUTOMOTIVE TECHNOLOGIES (INTEGRATED LEARNING)

Students examine the parts that make up the power, electrical, braking and steering systems of cars, gaining skills and knowledge in maintenance and repair. They service vehicles, disassemble and reassemble small engines, and conduct fault finding and repair in automotive electrical circuits.

HEALTH SCIENCE

Students develop their knowledge of scientific principles and concepts, the ability to use that knowledge to identify questions, issues, opportunities, and challenges, and the capacity to acquire new knowledge through their own investigations. There are opportunities to learn from professionals working in the Health Science field.

RESEARCH PROJECT

Students develop a research question based on an area of interest, learning about their topic through primary and secondary research processes. They produce a folio, showing evidence of capability development and planning. Students create an outcome, then reflect on and evaluate the effectiveness of their decisions and processes.

TUESDAY 4.00 - 7.00 PM

ANCIENT STUDIES

Students learn about the history, literature, society, and culture of ancient civilisations, which may include those of Asia-Australia, the Americas, Europe, and Western Asia/ North Africa, and the classical civilisations of Greece and Rome. Students also explore the ideas and innovations that shape and are shaped by societies.

CREATIVE ARTS - STAGE, SCREEN AND DRAMA

Students explore acting techniques and apply skills gained in a project of their choice. There is also the flexibility to explore other areas such as production, direction or script design.

EARTH AND ENVIRONMENTAL SCIENCE

Students explore ways in which Earth materials and processes generate environments, including habitats, where organisms live; the natural processes and human influences that induce changes in physical environments; and ways in which organisms respond to those changes.

GAME DESIGN (DESIGN, TECHNOLOGY AND ENGINEERING - INDUSTRY AND ENTREPRENEURIAL SOLUTIONS)

Students develop their skills and knowledge around the design of a Game Design Concept. This includes finding an audience, considering and researching the assets required and looking at theories such as what makes a good Game Loop. The final Game Design created is presented as a 'paper prototype' or similar solution as an entrepreneurial product. This course is part of the Game Design subject package and should be studied in conjunction with Game Development.



TUESDAY 4.00 - 7.00 PM (CONTINUED)

NUTRITION

Students explore up-to-date scientific information on the role of nutrients in the body as well as on social and environmental issues related to nutrition. The study of nutrition assists students to reinforce or modify their own diets and lifestyle habits to maximise their health outcomes.

PHYSICS

Students develop their knowledge of the principles and concepts of physics to formulate questions and hypotheses, and identify opportunities and challenges. They examine the physical world, including motion and relativity, electricity and magnetism, and light and atoms.

WOMEN'S STUDIES

Students look at the world from the perspectives of women, examine the construction of gender and how being a woman or a man may influence an individual's experiences and expectations. They explore the diversity of women's experiences and their relationships to others. They also study gender representation in cultural texts.

WEDNESDAY 4.00 - 7.00 PM

BIOLOGY

Students investigate biological systems and their interactions, from the perspectives of energy, control, structure and function, change, and exchange in microscopic cellular structures and processes, through to macroscopic ecosystem dynamics. They apply their understanding of the interconnectedness of biological systems to evaluate the impact of human activity on the natural world.

ENGLISH LITERARY STUDIES

Students read a range of extended texts and a number of shorter texts from past, contemporary, and everyday contexts. They focus on the skills and strategies of critical thinking needed to interpret texts.

FOOD AND HOSPITALITY

Students learn about the impact of the food and hospitality industry on Australian society and examine the contemporary and changing nature of the industry. They develop relevant knowledge and skills as consumers and/or as industry workers.

WEDNESDAY 4.00 - 7.00 PM (CONTINUED)

GAME DEVELOPMENT (DIGITAL TECHNOLOGIES)

Students study and create projects focusing on computational thinking, design, programming and data analytics. Students build skills and knowledge in coding, ethical practice, planning, testing and project management, through developing an interactive Game prototype in Unity or other industry standard tools. This subject is part of the Game Design subject package and should be studied in conjunction with the Game Design subject.

LEGAL STUDIES

Students learn about the Australian legal system from the local level to its global connections, its origins and functions. Students learn how laws are made and enforced and the legal issues affecting Australian citizens.

PHOTOGRAPHY (DESIGN, TECHNOLOGY AND ENGINEERING - DIGITAL COMMUNICATION SOLUTIONS)

Students learn and apply skills in digital photography, design and photo editing software.

SPECIALIST MATHEMATICS

Students develop their skills in using rigorous mathematical arguments and proofs, and using mathematical models. It includes the study of functions, vectors, complex numbers and calculus. The subject provides pathways into mathematical science, engineering, computer science, physical sciences, surveying, economics and commerce.

THURSDAY 4.00 - 7.00 PM

CHEMISTRY

Students develop an understanding of the physical world that enables them to be questioning, reflective, and critical thinkers. Students use chemistry to explore and explain their experiences of phenomena around them. Within the study of chemical ideas and concepts, students develop their chemistry investigation skills through practical investigations and critical analysis of chemistry issues.



THURSDAY 4.00 - 7.00 PM (CONTINUED)

CHILD STUDIES

Students learn about children's growth and development from conception to eight years, critically examine attitudes and values about parenting and care-giving and gain an understanding of the growth and development of children.

MATHEMATICAL METHODS

Students develop their skills in calculus and statistics, exploring functions and graphs, logarithms, differentiation and integration. It includes the study of discrete and continuous random variables, the Bernoulli and binomial distributions, and confidence intervals for population mean and proportion.

MEDIA STUDIES

Students explore the dynamic role of media in Australian and global contexts and develop an understanding of the ways in which media provides views of world events, interpretations of the world and entertainment. Students consider how media can exert a significant influence on the ways in which people receive and interpret information about the world.

PSYCHOLOGY

Students gain the skills to understand their own behaviours and the behaviours of others. Psychological knowledge can be applied to improve outcomes and the quality of experience in various areas of life, such as education, intimate relationships, child rearing, employment and leisure.

RESEARCH PROJECT

Students develop a research question based on an area of interest, learning about their topic through primary and secondary research processes. They produce a folio, showing evidence of capability development and planning. Students create an outcome, then reflect on and evaluate the effectiveness of their decisions and processes.

VIDEO PRODUCTION (DESIGN, TECHNOLOGY AND ENGINEERING - DIGITAL COMMUNICATION SOLUTIONS)

Students gain practical skills and knowledge in the craft of film making. They learn how to shoot, capture, edit and distribute video using consumer and industry standard equipment and software.

HOW TO ENROL

If you are interested in enrolling in any of our programs, please phone Student Services at the College on 8159 3162 or visit our website at www.tsc.sa.edu.au and follow the prompts in the Study Options section.

COURSE FEES

Affordable fees make these courses extremely accessible to all.

Centrelink Health Care Card holders may be eligible for SA Government concessions.

WINNER

SA Training Awards 2009
Small Training Provider

SA Training Awards 2008
VET in Schools Excellence Award



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Phone – Reception: 08 8159 3100

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CRICOS Provider: 00018A

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Information in this brochure was correct at time of printing and is subject to change.