The eXeL Program
2006-2008

For the first time at Maffra Secondary College, students can make some real choices about the subjects they study and the direction they might like to follow in later life.

OUR VISION: For students to:

- Have strong literacy/numeracy skills
- Think creatively
- Be able to plan for their future
- Identify & solve complex & meaningful problems
- Take an active interest in their own learning

QUALITIES OF eXeL STUDENTS: For students to be:

- Self motivated & self sufficient
- Able to move outside their comfort zone
- Independent Thinkers
- Effective Researchers
- Community minded
- Confident

QUALITIES OF eXeL STUDENTS: For students to be:

- Willing to develop life skills
- Prepared to use their Higher Order Thinking Skills
- Resilient & Tolerant
- Accepting of being challenged
- Striving to do their best

OUR VISION: For students to:

- Know their passions, strengths & challenges
- Communicate & work well with others
- Be informed & caring citizens of a diverse world
- Lead healthy lives

HOW TO CONTACT US AT MAFFRA SECONDARY COLLEGE:
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e-mail: Maffra.sc@edumail.vic.gov.au
Internet: www.maffrasc.vic.edu.au
The Structure:

Core
18 PERIODS PER WEEK
• interAction
• Issues & Brainteasers
• Fit for Life
• Learning Coach

Pursuits
12 PERIODS – (2 PUSRUITs PER SEMESTER)
CULTURAL CAFE
DIG THIS!
ACTION
FLYING START
...MOTION SICKNESS
THE RHYTHM OF LIFE
MUD & MASSACRE

IT’S ALL CONSUMING!
LIGHTS, CAMERA,
A MATERIAL WORLD
GAMES PEOPLE PLAY
PERSONAL BEST
FINDING NEMO PERFORMING

Community
Sport
The Environment
Science
ICT
History
The Arts
Health
Technology

- interAction covers the core curriculum and consists of integrated units based around central themes. There is a strong emphasis on Science and Humanities and a focus on Personal Development, Interpersonal Learning, Thinking and Communication domains from the Essential Learnings.
- Issues and Brainteasers covers essential elements of Literacy and Numeracy and are taught as a separate subjects so that specific skills can be taught and developed.
- Pursuits: Are an elective structure which offers a range of new and revised options that run over six periods per week to allow students to focus in depth on their particular interests. Many of these electives are project based and incorporate community and ICT elements.
- Learning Coach: Each group of students has one staff member who is responsible for their pastoral care. There is also a strong focus on digital portfolios, community involvement, careers and health and wellbeing.
## interAction

### Integrated Core Themes & Topics

<table>
<thead>
<tr>
<th>Theme</th>
<th>Examples of topics</th>
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<tbody>
<tr>
<td><strong>LEADERSHIP</strong></td>
<td>• Campaign: Want to have your say? Run a campaign to get your candidate elected to Middle Years Captain.</td>
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<td>• United Nations: What is the U.N.? What do they do and how is Australia involved?</td>
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<td>• Leadership: Investigate the leadership styles of famous leaders &amp; develop an understanding of your own leadership skills.</td>
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<td><strong>WATER/LAND</strong></td>
<td>• The Swamp: Are the Maffra Wetlands in a healthy condition? Conduct tests to find out!</td>
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<td>• Resort: Design &amp; develop your own Island! Look at environmental impacts of eco-tourism vs. commercialisation.</td>
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<td>• Strathfieldsaye: What happened when Europeans arrived in Gippsland? Take an historical look at a homestead in the local area.</td>
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<td><strong>ENERGY</strong></td>
<td>• Green Issues: Concerned about climate change? Develop an understanding of alternate energy sources and what you can do to save our planet!</td>
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<td>• Food for thought: Interested in nutrition for healthy living? Find out about the life style diseases that can result from an imbalanced diet!</td>
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<td>• Watts Up?: Investigate a science topic of your choice and show off your discoveries at our Science Fair!</td>
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<tr>
<td><strong>CAREERS/BUSINESS</strong></td>
<td>• Snack Time: Like chocolate? Develop and market your own chocolate bar!</td>
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<td>• “Be Real” Game: Learn how to apply for a job. Sit an interview and then wait to see whether you are successful! Develop a budget for the wage you are given or discover how to make ends meet on Centrelink payments.</td>
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The successes of eXeL’s first 3 years are clearly evident, with students enjoying the integrated rich tasks of *interAction* and the extended time spent on their *Pursuits*. Our Student Satisfaction data has shown that students have connected strongly with the small group of Year 9 teachers. The students have enjoyed the variety of tasks offered, but have also been faced with the challenge of taking responsibility for their own learning, as well as setting personal goals and working towards achieving them.
Students choose 4 Pursuits for the year (2 per semester).

Pursuits involve working inside and outside the classroom and within the local and school community.

Each Pursuit covers 6 periods per week and involves many areas of

Students choose whatever Pursuits they are interested in.

<table>
<thead>
<tr>
<th>PURSUIT</th>
<th>AREAS OF LEARNING</th>
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<tbody>
<tr>
<td>COMEDY CAPERS</td>
<td>Drama, Community, Literacy, Teamwork</td>
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<tr>
<td>CULTURAL CAFE</td>
<td>Culture, Food, Health, Community, Language</td>
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<tr>
<td>DIG THIS!</td>
<td>History, Science, Geography, English, Community</td>
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<td>FLYING START</td>
<td>Sports Science, Fitness, Drugs in Sport, Technology, Skills, Sports Management</td>
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<td>GAMES PEOPLE PLAY</td>
<td>Computer programming, Communications, Community</td>
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<td>THE GOOD, THE BAD &amp; THE UGLY</td>
<td>Art, History, Animation, ICT, Community</td>
</tr>
<tr>
<td>IT’S ALL CONSUMING!</td>
<td>Food, Nutrition, Budgets, Publishing, Community</td>
</tr>
<tr>
<td>LIGHTS, CAMERA, ACTION!</td>
<td>Visual communication, Art, Digital photography, History, Geography, Community</td>
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<td>A MATERIAL WORLD</td>
<td>Fabrics, Design, Technology, Materials, Community</td>
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<td>MOTION SICKNESS</td>
<td>Technology, Science, Wood, Metal, Plastics, Community</td>
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<td>MUD AND MASSACRE</td>
<td>History, Design, Art, Technology, Community</td>
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<td>PERFORMING THE ISSUES</td>
<td>Health, Drama, ICT, Multi media, Community</td>
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<td>PERSONAL BEST</td>
<td>Team work, ICT, Communication, Research, Community</td>
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<td>REACH FOR THE SKIES</td>
<td>Technology, Design, Art, Energy, Science, History</td>
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<td>THE RHYTHM OF LIFE</td>
<td>Music, Performing, Technology, Recording Studio, Community</td>
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<tr>
<td>FINDING NEMO</td>
<td>Environment, Duke of Edinburgh, Community, Expeditions</td>
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