



MARYMEADE
CATHOLIC COLLEGE
— In the way of Mary —

2020 - YEAR 9 ELECTIVE HANDBOOK

Should you require any further information, the following people are able to assist you with your enquiries:

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Timeline for Enrolment & Course Selection Procedures

Monday 19 August (period 1)	Year 9, 2020 Subject Selection Assembly
Tuesday 20 August	Online Subject Selection portal opens
Monday 26 August (midnight)	Online Subject Selection portal closes
Tuesday 27 August	Online Subject entry receipt due

NOTE: Subject selection timeline is subject to changes

The Structure of the Year 9 Curriculum

Core Subjects

In order to comply with the requirements of the Victorian Curriculum, at Year 9 students are required to study a number of core subjects. These core subjects allow students to continue to develop important literacy and numeracy skills whilst allowing pathways into the Senior years.

In 2020, students in Year 9 will complete the following:

Period Allocation: 60 minutes

Core Subjects - Year long

Subject	Time
Religious Education	5
English	7
Mathematics	7
Science	6
Humanities	6
Physical Education & Health	5

Non-Core Subjects

Students chose **FOUR** non-core subjects, studying two of these elective studies in each semester.

All non-core subjects will be conducted for 6 x 60-minute periods per 10 day cycle for one semester. Please note that if you choose Italian or Japanese, you will need to study this subject for the whole year so this will take up TWO of your choices.

Non-Core Subject Choices in 2020

Non-Core Subjects
Commerce
Dance
Design & Technologies – Food
Design & Technologies – Textiles
Design & Technologies – Wood
Digital Technologies
Drama
Engineering Studies
Forensic Science
Italian
Japanese
Literature
Media
Music
Outdoor Education
Photography (Industry Practice)
Sport Studies – Football Codes
Sport Studies – Hoop Time
Studio Arts
Visual Communication Design

- Please note that all subjects offered may not run based on numbers & classes available.

Year 9: Commerce

Length: One Semester

Learning Area: Humanities

Description

The course looks at a broad range of topics that introduce students to essential elements of how the commercial world works and impacts on the lives of Australians.

Content

There are two areas of study:

1. **Enterprise & Entrepreneurships** – students become actively engaged in planning, organising and running a small business and develop strategies to address problems as they arise.
2. **Economics of Sport** – this will provide an economic perspective on professional team sports in Australia (eg: AFL and the A-League) and the rest of the world. It shows how simple economic concepts and theories can be used to understand the operation of professional sports.

Assessment

Students complete four tasks.

- The \$20 Boss Program (successful completion)
- Report writing on setting up and running a successful business
- Class test on Economics Issues relating to sport
- Reports on the Business of AFL or A-League

Subject Pathways

In Year 10 students can choose the Commerce options offered, with students in Year 10 required to complete at least one semester of Humanities. These courses help students prepare to study any of the following Commerce VCE courses - Accounting, Business Management, Economics, Legal Studies.

Year 9: Dance

Length: One Semester

Learning Area: Performing Arts

Description

Students will explore the techniques and styles of Jazz, Musical Theatre, Street Dance, Hip-Hop, Ballet and Tap from the past and present. They will gain an understanding of how a variety of dance forms and styles can be utilised in their performance assessment.

Students will learn group dance routines which they will perform and be assessed in front of a live audience. They will also have an opportunity to work on their own short piece of performance which they can choreograph in small groups.

Throughout the unit students will develop analytical and appreciation skills and learn how to effectively analyse live performance. Students will also begin to develop skills in preparing them for creating solo works and acts as an excellent preparation for VCE and VET Dance.

Assessment

- Performance Task
- Written Analysis
- Practical Performance Skills

Subject Pathways

The Year 9 Dance course provides a foundation for further studies in VCE and VET Dance.

Year 9: Design & Technologies - Food

Length: One Semester

Learning Area: Technology

Description

'You are what you eat', that is what students will be investigating in this course. They will learn that what we consume can have a big impact on our health, including our physical, mental and social wellbeing. Students will examine the links between nutrition and the eating practices associated with different stages of life.

Content

The focus is on "cooking" or food production sessions that provide a huge range of culinary experiences. The course is about challenging and extending students to feel confident about safely using a range of equipment to produce food that appeals to all the senses – sight, touch, smell (aroma) and ... taste. Creativity is encouraged as well as individual innovation. By the end of the course, students will develop the skills and confidence to cook meals that are delicious and nutritious at home as well as at school.

Assessment

- Food Production Sessions (Cooking)
- Design Folio/work book - including class notes, research and evaluation
- Lunch-Pack Assignment

Subject Pathways

Year 9 Design and Technologies - Food is a pathway into Year 10 and then into VCE Food Studies.

Year 9: Design & Technologies - Textiles

Length: One Semester

Learning Area: Technology

Description

Textiles are a fundamental part of our everyday life, providing a link with our past, present and future. Students will work through the Product design process and tap into their creative design ideas whilst using a range of different fabrics, joining techniques and fabric embellishment.

Skills will be extended to give students confidence in the use of the sewing machine whilst using fabric, equipment and related techniques. Creative and innovative ideas are valued and encouraged.

Content

Starting with a design brief, students will work through a range of different drawing techniques to develop and make product/s that are functional as well as attractive to look at. Technical skills will be improved as commercial dress patterns will be provided and traditional dress making skills used.

Students will be helped to enjoy drawing as well as the safe and confident use of tools and machines whilst they make the textiles products they designed.

Assessment Tasks

- Design Folio/workbook - including drawings, research and evaluation related to the design brief.
- Production of 3 different products including a garment constructed using a commercial pattern.

Subject Pathways

An enjoyment of designing and producing garments or smaller products continues in Year 10 Design and Technologies – Textiles and also leads to VCE Year 11 and 12 Product Design and Technology- Textiles.

Year 9 Design and Technologies - Wood

Length: One Semester

Learning Area: Technology

Description

A designer value adds to any product by the use of creative and innovative ideas and in this way students will learn how to use the Product design process, whilst working with the natural beauty of wood, to design and make a small table that is uniquely their own.

Content

A design brief is the start of the Product design process that assists the students to change a creative idea into a finished product. Drawing skills are taught with the aid of drawing boards and computer aided design (CAD). Students extend their technical skills by safely using a range of different hand and portable power tools as well as fixed machines to make the product they designed. Finally, the finished table is evaluated to see if it does the job it was designed to do. The use of creative and innovative ideas is encouraged and fostered as well as developing an understanding of some of the environmental issues related to wood as a resource to be valued.

Students will be helped to enjoy drawing as well as the safe and confident use of tools and machines whilst they make the table that they designed.

Assessment Tasks:

- Design Folio/workbook - including drawings, research and evaluation related to the table design brief
- Completed small table

Subject Pathways

This prepares students with design skills and the joy of working with wood as a material to continue into Year 10 Design and Technologies – wood, as well as VCE Product Design and Technology – Wood.

Year 9: Digital Technologies

Length: One Semester

Learning Area: Technology

Description

Year 9 Digital Technologies introduces students to complex ICT tools and techniques. The course focuses on developing computational thinking skills, processes, techniques and digital systems to create solutions to specific problems, opportunities or needs. During the semester students will build a Desktop PC and investigate how Information Technology can be used for visualizing thinking, creating and communicating.

Content

- Simulated PC build
- Game Design and Creation
- Digital Imaging
- Networking
- The Internet and Website Development
- Online Collaboration
- Modular programs

Assessment

- Creation of a Website
- Network Infographic
- Data Visualisation Assignment
- 2D Game

Subject Pathways

This prepares students with technological skills needed in Year 10 Digital Technologies and is a pathway to VCE Computing & Informatics.

Year 9: Drama

Length: One Semester

Learning Area: Performing Arts

Description

Year 9 Drama focuses on creating, presenting and analysing performances. Students will work as an ensemble, using playmaking techniques and use of specific stimuli to develop group performances presented to audiences.

Students will use conventions from different performance styles to shape their work, and use production areas, such as costume and set design to enhance their performance. They will analyse professional live theatre performances.

Content

- Creating and presenting Ensemble work using playmaking techniques
- Dramatic Elements
- Conventions and Performance Styles
- Practical workshops
- Analysing Professional Theatre Performances
- Developing acting skills through Expressive and Performance Skills
- Production Areas

Assessment

- Creating and presenting Ensemble performances
- Documentation of rehearsal work
- Performance analysis
- Homework tasks

Subject Pathways

The Year 9 Drama course provides a foundation for the Year 10 Drama course and leads on to Units 1 & 2 and Units 3 & 4 Drama.

Year 9: Engineering Studies

Length: One Semester

Learning Area: Technology

Description

This course provides an opportunity to gain the basic skills and knowledge in the Engineering trades.

Content

A taster course that provides students with an experience of vocational learning in the Trade Skills Centre. Students will be able to experience Fabrication, Machining and Drawing at a basic level. The course is made up with the emphasis on students being able to gain a range of important introductory skills required in Engineering.

Assessment

- Theory – components in the form of written work
- Demonstration of practical skills

Subject Pathways

- Certificate II in Engineering
- Certificate III and IV in Engineering

Year 9: Forensic Science

Length: One Semester

Learning Area: Science

Description

Year 9 Forensic Science Elective is designed to provide students with hands-on experiences in various aspects of a forensic criminal investigation. Students will explore the types of crimes committed and they will engage in active inquiries, investigations, and interactive activities as they develop and demonstrate conceptual understanding, research and laboratory skills. As participants in the elective, students will be required to define problems, develop and use models, plan and conduct investigations, analyse and interpret data, construct explanations and design solutions as they consider crime scenes.

Content

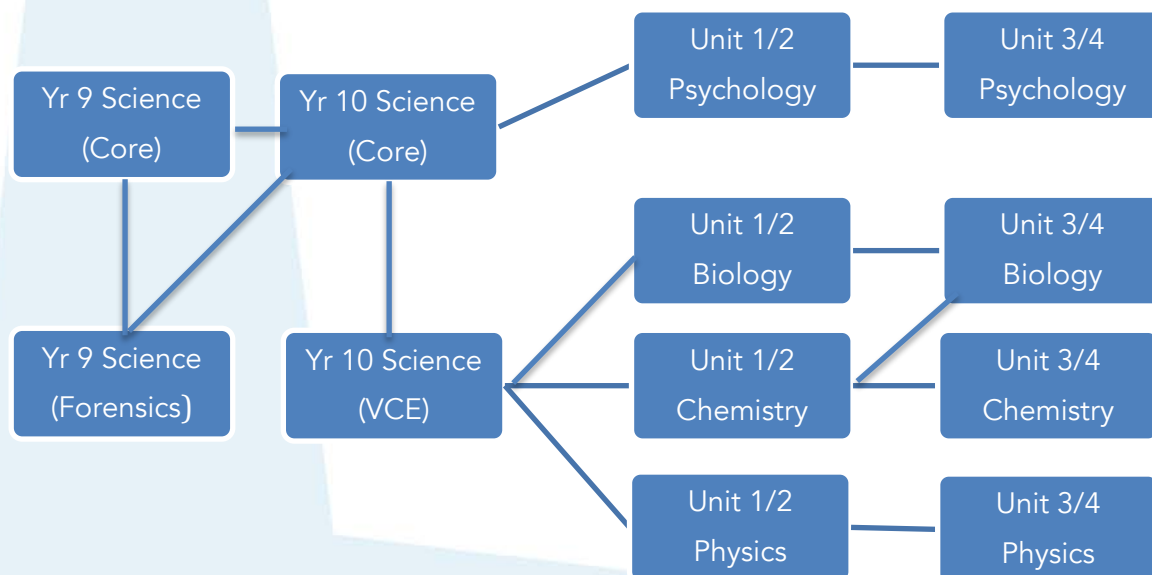
Students will identify evidence and employ various scientific techniques to analyse these materials, which include:

- Immunohaematological investigation of blood samples
- Forensic odontological investigation of teeth marks
- Analysis of the motion and dynamics of projectile units such as bullets and bombs using forensic ballistics
- Geological analysis of soil
- Forensic palynology of pollen and spores
- Dactyloscopy – the identification of fingerprints
- Questioned documents examination
- Analysis of impressions and patterns caused by tyres, tools and shoes
- Hair and fibre analysis
- Audio analysis of voice recordings

Assessment

- practical work
- assignments/projects, tests
- group activities
- classwork
- homework
- semester examination

Subject Pathways



Year 9: Italian & Japanese

Length: LOTE in Year 9 is studied for two semesters

Learning Area: Languages other than English (LOTE)

Description:

Following on from their Year 8 language studies, students will have the opportunity to extend their understanding of Italian or Japanese through learning to live, travel and work in Italy or Japan. The benefits of studying languages, opens multiple pathways to the study of languages in the senior years. An emphasis on practical, “spontaneous” language use which is enjoyable for students, improves their fluency and gives them real life language skills. Students leave school with skills for which they may find useful when travelling and working in later study pathways. Language learners are open-minded, culturally sensitive individuals, who will have greater choices in life.

Content:

The Languages program has a communicative focus in that students must demonstrate their capacity to understand and use the language to communicate. The tasks involved require students to be able to interact with a range of people, in a range of settings – both in social settings and in the workplace. For example, students are required to demonstrate competency in areas such as: talking about themselves, asking and responding to questions, asking for and offering help, explaining, giving directions, and inviting, declining and accepting invitations.

Some example tasks might be:

- Make a booking to see a doctor (e.g. days, dates, times) and write it in a diary
- Ask for and give directions (e.g. places in a city, imperatives, question forms)
- Give instructions (e.g. classroom instructions, recipes)
- Write an email (e.g. ask tourist office for information re places to visit in city overseas)
- Read a letter (e.g. complaint re accommodation)
- Chat on the phone to a friend (e.g. basic conversation re plans)
- Leave a voicemail for a friend to call (e.g. name, day, request, call back, phone number)
- Make arrangement to meet (e.g. day, date, time, place, indicate on map)

- Ask a colleague how to find toilets / photocopy room (e.g. directions, names of places)
- Ask permission from boss to modify work hours (e.g. days, times, give / deny permission)
- Read postcard from friend overseas on holidays (e.g. past tense, places, tourist activities)
- Write thank you note accepting/declining invitation to a dinner (e.g. future tense)
- Write text message to a friend arranging to meet (e.g. days, times, places, prepositions)
- Write entry on Facebook about activities (e.g. leisure activities, past tense)
- Read instructions from boss re preparation for meeting (eg. imperatives, places in workplace)
- Read office memo regarding workplace attire (e.g. obligation, clothes)
- Write note for colleague re requirements for meeting room (e.g. technology vocabulary)

Assessment:

Students are assessed in the following units:

- The individual: Personal identity and lifestyles, relationships, educations and aspirations.
- The Japanese and Italian speaking communities: Italian / Japanese cultural heritage, historical / contemporary people and events, living in an Italian / Japanese community.
- The world around us: Global and contemporary society, communication and media and the influence of science and technology.

Assessment methods could include:

- Role plays / Interviews
- Portfolio tasks
- Assignments and Research Projects
- Class quizzes, tests and exams
- Speak Up! (CEM data recording app.)
- Education Perfect

Please note: It is compulsory for students to study Year 9 and 10 Languages in order to be considered to participate in the Italian or Japanese Study Tours offered by the College.

Subject Pathways

Year 9 Italian or Japanese	Year 10 Italian or Japanese	Year 11 Italian or Japanese	Year 12 Italian or Japanese
Year 9 Language Program: Learning to live, travel and work in Italy or Japan	Year 10 Language Program: Learning to live, travel and work in Italy or Japan	VCE Units 1 & 2 Italian/Japanese	VCE Units 3 & 4 in Italian/Japanese

Year 9: Literature

Length: One Semester

Learning Area: English

Description

In Year 9 Literature, students will develop a deeper understanding and appreciation of literature across the ages. Year 9 Literature has been designed to complement the Year 9 English core subject; the Literature course will consolidate and strengthen students' analytical, creative and verbal and written communication skills through the close study of texts.

Content

Students will study a variety of texts chosen to inspire a love of reading, whilst also challenging students to read literature they may not have previously encountered. There will be a strong focus on text type, with students exploring how form and structure impact upon the meaning and message of both written and multimodal texts. Students will respond to texts both creatively and analytically, and ultimately start to develop an appreciation of how authors present ideas, opinions and beliefs about life and humanity through literature

Assessment

- Creative Response to a text
- Analytical Response to a text
- Oral Presentation
- Group Presentation

Subject Pathways

The Year 9 Literature course provides students with skills for Year 10 English, and later Units 1-4 English at VCE. Year 9 Literature is also an excellent introduction to Unit 1 & 2 Literature and Unit 3 & 4 Literature, to be studied at Year 11 and Year 12 respectively.

Year 9: Media

Length: One Semester

Learning Area: Visual Arts

Description

In Year 9 Media, students learn about DSLR camera techniques and storytelling in photography. They also examine the teen film genre and produce 2D digital animations.

Content

Through a series of practical workshops, students experiment with manual camera settings then create photographic narratives in a range of genres and present their work as a digital online portfolio. This unit culminates with an exhibition titled '#nofilter', which features the students' photographic works, and is curated and installed by the class. Year 9 Media students study a teen film and analyse the filmic conventions used in this genre. Students also understand how themes are shaped by history and reflected in the film. They then apply this knowledge to construct a trailer for their own teen film idea. Later in the semester, students may complete a production design plan that documents a concept for a 2D stop motion animation before producing the animated sequence they have designed.

Areas of Study

- Photography
- Teen Film
- Animation

Assessment

- Photography Portfolio & Exhibition
- Teen Film Trailer
- Production Design Plan and 2D Stop Motion Animation

Pathways

- Year 10 Media
- Unit 1 & 2 Media
- Unit 3 & 4 Media
- VCE VET Creative & Digital Media

Year 9: Music

Length: One Semester

Learning Area: Performing Arts

Description

In Music, students build on their performance skills both as a soloist and as a member of a group. Students study The Blues, popular chord structures, improvisation skills, theoretical knowledge and develop aural recognition skills. Students develop a variety of performance repertoire which will prepare students with the skills to undertake VCE Music Performance in Years 11 and 12. Students undertaking elective music should be prepared to participate in co-curricular music groups to build on the skills acquired through the creative classroom projects.

Content

The Blues: Students are introduced to the 12-bar chord structure. They learn the importance of structure, repetition and sequence in musical composition. Students learn the chords of A – D – E on the guitar and/or keyboard. Students are then introduced to the notes of the A Blues Scale (A-C-D-Eb-E-G) and they work independently, collaboratively, or as part of a team to produce a short, improvised tune to go with their chord structure.

4 Chord Song Phenomenon: Students explore the 4-chord song phenomenon by choosing a variety of songs which use the progression I-V-vi-IV. Students work in pairs and/or groups to prepare and perform their chosen 4 chord songs in a medley to the class.

Theory / Musicianship: Students develop their understanding of 'Theory of Music', through close analysis of the elements of music using their workbook for both theoretical and aural course work.

Subject Pathways



Year 9: Outdoor Education - Surf & Bike (S1) or Ski & Hike (S2)

Length: One Semester

Learning Area: Health & Physical Education

Description

The focus of this Outdoor Education course is to provide students with a deeper understanding of natural environments, the motivational reasons why people participate in outdoor adventure activities and media portrayals of nature. Students will have the opportunity to become proficient in practical outdoor skills such as tramping use and other outdoor equipment as well as exploring concepts of risk and sustainability. This program is designed to challenge students physically, socially, emotionally and spiritually by taking them outside their comfort zones while participating in a range of practical learning components. This course is a great pathway towards VCE Outdoor and Environmental Studies Unit 1 & 2. This program will involve a significant theoretical aspect and some practical application.

Content

Students explore outdoor environments, motivations for outdoor experiences, media portrayals of nature and response to risk in outdoor environments. Students will gain an understanding of navigation and topographical maps along with trip planning, minimal impact and sustainability

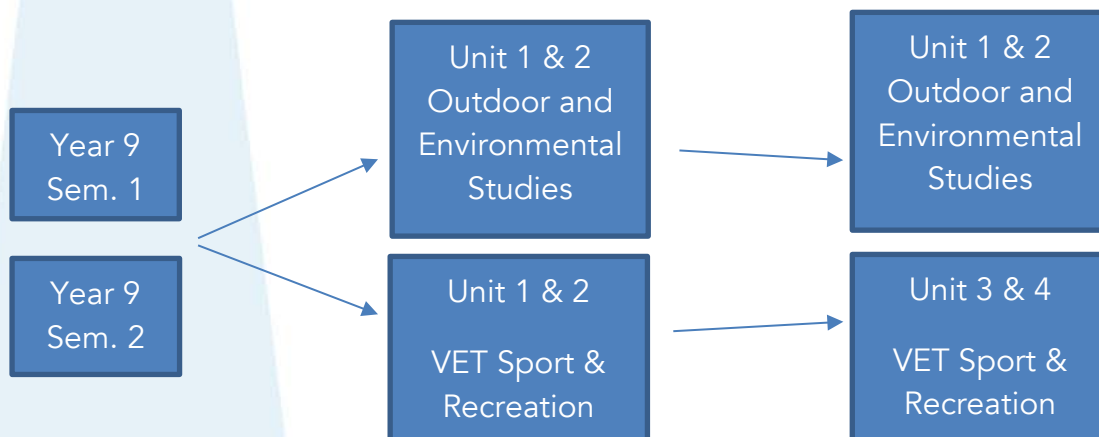
Overnight Trip: Surf Snorkel experience (Semester 1)
Overnight Hiking camp (Semester 2)

Day Trip: Mountain Bike (Semester 1)
Downhill Snow program (Semester 2)

Assessment

Assessment tasks for this unit are selected from the following: practical report, test and assignment.

Pathways



Please note: students undertaking the Outdoor Education Program will incur an additional charge of \$300 for the experiences undertaken.

Year 9: Photography (Industry Practice)

Length: One Semester

Learning Area: Visual Arts

Description

In Year 9 Photography (Industry Practice), students have the opportunity to dive deeper into what is becoming one of, if not the most popular medium in the art, design, and media industries.

Content

This course provides students with state-of-the-art equipment to develop their knowledge and understanding of the inner workings of a DSLR camera. Students will explore manual adjustments through the camera and learn how to develop, refine and present photographic works for a client. They will practise different printing techniques and applications for photography, as well as use industry software, such as Adobe Photoshop and Lightroom, to enhance their work.

Students will also take professional grade photographs of school events, learning about industry standards of the profession and contributing to the life and promotion of the College.

The theory component of the subject will focus on the history of photography and its practical use in society. Students will appreciate the important role photography has played in our lives.

Areas of Study

- Photography as a Medium
- Studio Photography
- Industry Context

Assessment

- Demonstration of DSLR skills and how to control various aspects, including shutter speed, aperture, ISO, white balance, exposure and lighting.
- Presentation of photographs according to an industry standard brief.

- Research on the work of past photographers and the impact their practice has had on the medium.

Pathways

- Year 10 Media / Studio Arts / Visual Communication Design
- Unit 1 & 2 Media / Studio Arts / Visual Communication Design
- Unit 3 & 4 Media / Studio Arts / Visual Communication Design
- VCE VET Creative & Digital Media

Year 9: Sport Studies - Football Codes (Soccer/AFL) Hoop Time (Basketball / Netball)

Length: One Semester

Learning Area: Health & Physical Education

Description

This unit will provide students with the opportunity to develop the necessary skills and knowledge to kick-start their career or athletic development in AFL, Basketball, Netball or Soccer, and the sport and recreation industry. Students are encouraged to select this course if they have a deep interest in AFL, Basketball, Netball or Soccer and would like to explore a future pathway into sport science, human movement, sport coaching and sport management. Sports Studies elective will be a combination of theory (1 period per week) and practical classes (2 periods per week). The sports studies class will educate students to be better athletes, coaches and umpires.

Content

In this subject, students explore:

- Games analysis
- Fitness components
- Fitness assessment
- Training program design
- Chronic adaptations to training
- Enhancing performance
- Athlete development
- Coaching styles
- Tactics and strategies
- Types of practice
- Umpiring and officiating

Assessment

Assessment tasks for this unit are selected from the following:

- Sports specific Fitness Testing
- Sports Doping Article
- Athlete Profile

- Coaching & officiating assessment

Pathways

This subject may suit students interested in pathways in:

- Competition manager
- Program developer
- Talent development manager
- Sport development manager
- Professional athlete
- Coach

Year 9: Studio Arts

Length: One Semester

Learning Area: Visual Arts

Description

In Year 9 Studio Arts, students learn to create their own artworks, based on inspiration from the work of professional artists. Students learn new skills and how to make effective artworks in a variety of mediums.

Art appreciation is studied whereby students focus on viewing, discussing and writing about artists from different times and cultures. Students learn how to create work by following a critical development process.

All practical work is based on theory and appreciation and is reflected in the students' visual diaries and research projects.

Content

Students complete a folio of artworks that explore both 3D and 2D designs, including photography, painting and drawing mediums. Students focus on the theme of portraiture from different times and cultures in a detailed unit specifically aimed at establishing the technique of painting.

Students are then given the option to create a folio of work similar to the Year 12 study design. A proposal is written that determines the medium that will be used, and the subject matter the student has chosen to explore.

This gives students the opportunity to explore a medium they would like to focus on and develop skills in as well as a subject matter that interests them.

Areas of Study

- Painting
- Studio Process / Shared Stories
- Materials Study

Assessment

- Skills in painting and drawing.
- Research skills (artists and art styles).
- Writing skills (annotations and analysis).
- Quality of final artworks.

Pathways

- Year 10 Studio Arts
- Unit 1 & 2 Studio Arts
- Unit 3 & 4 Studio Arts

Year 9: Visual Communication Design

Length: One Semester

Learning Area: Visual Arts

Description

In Year 9 Visual Communication Design, students develop a range of designs in their portfolio that are presented as final pieces. They examine the way visual language is used to convey ideas in communication, environmental or industrial design. Visual Communication Design relies on drawing and the design elements and principles as primary components to support concept development and the visualisation of ideas.

Students learn creative, critical and reflective thinking skills (design thinking) that support their progress through the design process. The use of a range of media, methods and materials is implemented throughout stages of the folio processes and are used in the final resolution of ideas.

Content

This course teaches students about the role of the designer, the design process and how to develop new design skills. Students complete a folio of design tasks that include freehand and instrumental drawing techniques.

Design briefs create a platform for students to generate their ideas and work through the design process to resolve the client's needs. Exploring the skills required in the design fields allows students to create finished work using technical drawing standards and digital applications on the computer.

Students are driven to design by reaching specified target audiences and they must evaluate their portfolio of work using annotations and subject specific language. The subject's content also explores both historical and contemporary designs and allows students to find their own creative edge and implement this into their personal design portfolio. Finalised designs can be realised as 3D printed forms.

Areas of Study

- Logo Design
- Environmental Design
- Technical Drawing

Assessment

- Final pieces based on design briefs.
- Quality of drawing exercises using freehand and technical drawing systems.
- The quality of the design process: annotations; research; generated ideas; development and refinement work; and the resolution of ideas based on a design brief.

Pathways

- Year 10 Visual Communication Design
- Unit 1 & 2 Visual Communication Design
- Unit 3 & 4 Visual Communication Design