The curriculum at Year 9 is designed to support students to succeed beyond the compulsory years of schooling, by offering them a wide range of learning experiences, while maintaining a balance between subject areas. All students are encouraged to incorporate the Australian Curriculum within the curriculum framework developed for the Victorian Essential Learning principles, (AusVELS) and capacity to:

1. Manage themselves as individuals and in relation to others.
2. Understand the world in which they live.
3. Act effectively in that world by preparing effectively for further education, work and life.

As part of the Leading Schools Fund at year nine, students will do a number of units which aim to integrate skills and knowledge across different subject areas.

COMPULSORY AREAS OF STUDY:
Students must undertake the following studies:
- ENGLISH
- LOTE
- MATHEMATICS
- P.E.
- RAPPS (Research and Presentation projects)
- SCIENCE
- HUMANITIES

ELECTIVE SUBJECTS:
In addition to the compulsory areas of study, students must choose from the following:

**They** must select - their first two electives from Group A & 2 Reserves
- and the next two electives from Group B & 2 Reserves

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SEALP & ESL students choose 1 elective from each group & 2 Reserves
In 2016 the following school fees will apply:

The Essential Education Items Charge must be paid by all students. A number of payment options are available. More information will be forwarded with booklists in term 4.

**Essential Education Items Charge - $180**

The following items for students in year 9 are covered:

- Class materials consumed or taken home by students for all subjects
- Photocopied notes in lieu of textbooks where there is no text on the booklist
- Additional class sets of textbooks
- Licence fees for specialist software
- City Project requisites and excursion
- Humanities Guest Speaker visit.

**Year 9 SEALP $315**

- Covers all the activities/materials listed for the Essential Educations Items charge plus:
  - Extension materials
  - Registration for Westpac Maths competition
  - Registration for Rio Tinto Science competition

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**Voluntary Contribution – (per family) $200**

School Council seeks the support of parents to fund projects to improve facilities for students. In 2016, funds raised through this source will be directed to:

- enhancing the computer and other technology resources, and
- improving the outdoor areas at the college.

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**Optional Education Items**

Students and parents may choose to access the following items:

**Locker Hire – (Includes provision of approved lock) $30**

If lock is retained from previous year $20
### GROUP A

#### 2D Art (AR2)

**UNIT OVERVIEW**

Students who elect to work in Two Dimensional Art will experience an exciting range of activities using a variety of drawing and painting media and techniques, which may include pencil, pastel, paint and computer art. These will be applied to a range of subject matter, including landscape, still-life and portraiture. They will be encouraged to develop their skills and creativity by producing their own artworks and broaden their knowledge of the subject through becoming familiar with the life and works of famous artists.

#### 3D Art (AR3)

**UNIT OVERVIEW**

Students who elect this unit will be involved in a variety of projects designed to develop their skills and creativity. They develop their designs and may work in a variety of media such as papier mache or clay to produce an exciting range of artworks which may be functional or non-functional. Students will also be encouraged to broaden their understanding of the subject by studying the works and techniques of famous artists.

#### Dance (DA)

**UNIT OVERVIEW**

This unit explores different ways to create dance. The emphasis is on students creating their own dance works and discovering their own movement vocabulary. Students will participate in dance making workshops in many different groups and will create and perform a group dance performance for the end of semester concert. Students are required to use ICT as well as keep a written workbook where they record theory and practical classwork.
### Drama (DR)

**UNIT OVERVIEW**

Students will develop their teamwork and performance skills in drama. They will develop scripts, vocal and physical skills and participate in rehearsals to create drama for a specific audience. They will explore different styles of performance and will be required to keep a written workbook and use ICT throughout the semester.

### Music (MUS)

**UNIT OVERVIEW**

Students will develop skills and knowledge of music theory, composing, arranging, aural training, performance techniques and music appreciation.

Class activities include:
- Composing and arranging music using conventional notation and music technology, which includes ICT applications.
- Developing musicianship and singing skills.
- Performing in group and solo contexts.
- Studying and analysing music from historical and cultural perspectives.

*It is highly recommended that all students participating in this unit have instrumental music lessons at school or privately.*

### Visual Communication Design (VC)

**UNIT OVERVIEW**

Students who elect this unit will undertake a series of interesting and challenging projects. Emphasis is placed on developing creative design skills to solve design problems. The unit explores different drawing systems, design elements and principles. Students will develop skills in a range of media including computer design programs and scanning and image manipulation.
### Computer Applications (CA)

**UNIT OVERVIEW**
This course of study is a general overview of computer software applications. These include applications such as word processing, spreadsheets, and desktop publishing. The unit prepares students who undertake this course to operate a computer system efficiently and understand the relationship between computer hardware and software.
- Basic concepts of information technology
- Word processing
- Spreadsheets

### Systems Engineering – Electronics (SE)

**UNIT OVERVIEW**
The Electrical and Electronics program requires students to use computer software to complete an I.C.T. project, and construct projects which involve many practical skills, associated with the electrical and other practical areas. From here students progress to the stage of constructing projects involving the use of circuit diagrams, both detailed and schematic.

### Animation (AN)

**UNIT OVERVIEW**
This course of study introduces students to the world of computer animation using Macromedia Flash. Flash is a presentation software which enables students to create highly interactive multimedia animations for the Internet. Students will be asked to analyse and develop solutions to information problems using Flash skills, processes and eventually create a website displaying a portfolio of all their completed animations.

### Food Technology (FT)

**UNIT OVERVIEW**
Students will undertake a study of International Cookery, looking at various cuisines and their related food preparation techniques. They will obtain an understanding of the influential factors involved in food customs and experience some of the food and cooking methods typical of the selected countries. Students selecting this unit will be required to prepare and cook a variety of foods on a weekly basis.
**Product Design and Technology – Metals (MET)**

**UNIT OVERVIEW**
Students will use a wide variety of metals and other material, and develop a knowledge of their properties, uses and limitations. They will gain hands-on experience in using a range of tools, welding equipment, and machines such as lathes and drilling machines. The students will develop an awareness of safe and correct working practices in designing and production of a model of their choice.

**Product Design and Technology - Textiles (TEX)**

**UNIT OVERVIEW**
Students selecting this unit will have the opportunity to build on their basic skills introduced at year 8. Students will design and construct a felt pin cushion and lined tote bag. Students will be given an opportunity to explore a variety of decorative techniques.

**Product Design and Technology – Wood (WW)**

**UNIT OVERVIEW**
The intention of this unit is to extend the woodwork skills of previous years and to familiarise students with the investigation, designing, production and evaluation of self designed objects. Students will be encouraged to design objects that meet a specific need or purpose. Some projects include a coffee table, CD rack, bookcase and mirror stand.
This unit also provides students with the opportunity to participate in a collaborative project utilising ICT.