



YEAR 9

**COURSE SELECTION
HANDBOOK**

2019

KEILOR DOWNS COLLEGE

100-110 ODESSA AVENUE
KEILOR DOWNS VIC 3038
PHONE: 9365 8000 FAX: 9367 6490

YEAR 9 CURRICULUM

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 and reflects the Victorian Curriculum standards and priorities. It demonstrates the capacity to:

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

CURRICULUM OUTLINE

As part of year nine, students will complete 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 semester length ELECTIVES:

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

Elective Group		Elective
ARTS <div style="border: 1px solid black; padding: 2px; display: inline-block;">Group A</div>	ART2	Two Dimensional Art
	ART3	Three Dimensional Art
	DA	Dance
	DR	Drama
	MED	Media
	MUS	Music Performance
	VC	Visual Communication Design
Elective Group		Elective
Technology <div style="border: 1px solid black; padding: 2px; display: inline-block;">Group B</div>	CA	Computer Applications
	SE	Systems Engineering
	AN	Animation
	FT	Food Technology
	TEX	Product Design and Technology - Textiles
	WW	Product Design and Technology - Wood

SEALP & ESL students choose 1 elective from each group & 2 Reserves

Please note in 2018 certain electives had a charge allocated to them, and a charge will also apply in 2019. The cost for these subjects in 2018 were: Food Technology - \$50, Textiles - \$20, Systems Engineering - \$25 and Wood - \$10. (This fee may vary in 2019).

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 mixed media and/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 artists from historical and contemporary periods of time.

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. 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.

Media (MED)

UNIT OVERVIEW

Year 9 Media introduces the study of Media and Communications through the study of advertising, film genre and an inquiry unit on online media.

The Year 9 Media elective will allow students to critically analyse **advertising** in both print and TV media texts by deconstructing commonly used codes and planning, as well as producing their own print or video advert for a specified audience.

In the **film genre** unit, students will explore genre as stylistic framework when looking at film trailers and scenes in a studied film text. Students will practice using a digital video camera to capture short scenes/sequences to show they can apply production techniques in their original work.

The inquiry unit on **online media** is an opportunity for students to investigate the creative and cultural phenomenon of blogging and social media. Students will critically explore the impact of blogging and social media as a news source and constructing individual identities.

Music Performance (MUS)

UNIT OVERVIEW

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

Class activities include:

- Performing in groups.
- Composing and arranging music using both instrumental and music technology.
- Developing musicianship and aural skills.
- Studying and analysing music from different genres.

Visual Communication Design (VC)

UNIT OVERVIEW

The students will develop a folio of hand drawn and digitally rendered designs while learning to analyse contemporary and historical designs. Three branches of design will be covered including units on communication design (illustration, branding/logo, typography, print media etc.), environmental design (architectural, interior design) and industrial design (product design etc). Creative and technical design strategies will be studied throughout the units. This will include perspective drawing, paraline drawing, observational, and orthogonon drawing, as well as creative illustrative projects.

GROUP B

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 (SE)

UNIT OVERVIEW

Students in Systems Engineering will become inventive learners. They will have access to hardware and software tools including electronics and Mindstorms robotics technology to create products that solve a problem outlined in a design brief. Students will need to think critically and creatively, using these technologies to work together to design and produce fun and functional robots and electronic gadgets.

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 - Textiles (TEX)

UNIT OVERVIEW

The overall theme of year 9 Textiles is recycle and reuse. Students will study traditional techniques of utilising fabrics, embellishments, and various sewing techniques to obtain a varied and textural appearance of their product. Students will learn the Japanese method of Boro-making a pincushion; they will construct a pathwork runner using appropriate patchwork equipment, and an accessory item of their choice.

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, lolly dispenser, bookcase and mirror stand.

This unit also provides students with the opportunity to participate in a collaborative project utilising ICT.