YEAR 9

COURSE SELECTION HANDBOOK

2026-2027

KEILOR DOWNS COLLEGE

The Year 9 Curriculum at Keilor Downs College is designed to support students to succeed beyond the compulsory years of schooling. The program offers a breadth of study through both core and elective subjects, ensuring that a balance is achieved between meeting the educational needs of students and providing students with the opportunity to specialise in areas of interest and prepare for their VCE or VCE Vocational Major studies.

The Year 9 curriculum will provide students with opportunities to develop their 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.
4. Be 21st century thinkers and develop creative solutions to real world scenarios by working collaboratively with others.

CURRICULUM OUTLINE

As part of Year 9, students will complete a number of units which aim to integrate skills and knowledge across different subject areas. These units are aligned to the Victorian Curriculum Standards and priorities.

COMPULSORY AREAS OF STUDY - Students must undertake the following studies:

- **ENGLISH**
- **HUMANITIES**
- **LANGUAGES**
- **MATHEMATICS**
- **PHYSICAL EDUCATION**
- **EXPLORE**
- **SCIENCE**

ELECTIVE SUBJECTS: I*n addition to the compulsory areas of study, students must choose* ***4*** *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 **Group A**	**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 **Group B**	**AC**	Animation and Coding
	CA	Computer Applications
	FT	Food Technology
	PDT	Product Design and Technology
	SE	Systems Engineering (Electronics and Robotics)

N.B. SEALP students choose 1 elective from each group & 2 Reserves

GROUP A

2D Art (AR2)

UNIT OVERVIEW

Students who elect 2D 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 printmaking. 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 3D Art 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 be encouraged to broaden their understanding of the subject by studying the works and techniques of artists from historical and contemporary periods.

Dance (DA)

UNIT OVERVIEW

If you love to dance – this is the subject for you! 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 a class dance – with performance as an option. Students will learn dance technique, with the enjoyment of dance being the focus, while they develop their skills. Students will also be taken on an excursion to attend a professional live dance performance

Drama (DR)

UNIT OVERVIEW

Students will develop their teamwork and performance abilities 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. Students will also be taken on an excursion to view a professional live theatre performance. Many students say it is the most fun you can have at school!

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 subject also has some practical elements, which includes a unit on **Zine Making**, and incorporates some digital photography and image editing.

Music Performance (MUS)

UNIT OVERVIEW

If you love Music – look no further! Students will develop skills and knowledge of group performance, music theory, song writing, aural training, performance techniques and music analysis.

Class activities include:

- Performing in groups.
- Composing and arranging music using both instruments and ICT.
- Developing music language 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 orthogonal drawing, as well as creative illustrative projects.

GROUP B

Animation and Coding (AC)

UNIT OVERVIEW

This course of study introduces students to the world of computer animation and coding using a variety of animation tools. Students will create multimedia animations in response to design problems. This will include researching, designing and coding animations and then evaluating them in response to a design brief.

Computer Applications (CA)

UNIT OVERVIEW

This course of study is a general overview of computer software applications. These include Microsoft suite 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

Food Technology (FT)

UNIT OVERVIEW

Students will study 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 (PDT)

UNIT OVERVIEW

Within the Product Design and Technology curriculum, you will create designed solutions for client driven projects from start to finish. You will be exposed to a wide range of materials including timber, textiles and plastics, as well as technologies such as laser cutting, 3D printing and CNC routing. You will apply design thinking and design processes in both individual and collaborative projects to create innovative and contemporary design solutions. Sustainability is an important component in PDT. Throughout this unit, you will explore the sustainability of the materials available to you and investigate how you can contribute to creating a more sustainable future.

Systems Engineering (Electronics and Robotics) 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.

Please note: Some subjects require the use of additional resources and materials.
Parents are invited to support the college by providing the following contributions:

- *Food Technology - $55*
- *PDT - $25.00*
- *Systems Engineering - $25*
- *2D art - $25.00*