2017

GLADSTONE PARK

Year 9 Course Handbook

Knowledge is Power

YEAR 9 COURSE OF STUDY

Students will study seven subjects per semester; six core and one elective

COMPULSORY CORE SUBJECTS - all of the following

Learning Area	**Subject**
English	English
Mathematics	Mathematics
Health & Physical Education	Physical Education
Science	Science
Humanities	History
	Geography
Languages other than English	Italian & Italian Immersion

ELECTIVE UNITS

Learning Area	**Subject**
Arts	Actor's Studio
	Dance
	Making Music
Digital Media	Animation
Information Technology (Computing)	Game Programming
	Web Building
Technology	Bakehouse
	World of Foods
	Materials and Systems
	Textiles
Visual Arts	3D Art
	Art
	Visual Communication Design

ELECTIVE CHOICES

PLEASE NOTE:
Every effort will be made to allocate students to their preferred electives. A number of factors can result in students not getting into their first choice:

- Insufficient number of students to run elective.
- Too many students to run sufficient multiple classes.
- The availability of staff and specialist rooms.
- Timetable constraints.

The electives that students do in Year 9 have no effect on their choices for Year 10 or VCE

SUBJECT CHARGES (ELECTIVES)
PARENTS AND STUDENTS PLEASE NOTE:

Due to the expense of materials for some elective subjects, there is a materials charge per student per subject. These are stated under each specific subject description. This may be used for materials like food, ink, glue, paper or fabrics.

This charge is to be paid to the General Office after confirmation of provisional enrolment in the subject. School Council has directed that only students who have paid the materials charge will be enrolled in these subjects. Enrolment confirmation will only occur after this payment is made.

Please note that the material charges printed in this handbook are correct at the time of printing however, may be subject to change.

ARTS

ACTOR'S STUDIO

Students will be introduced to a variety of acting methods and styles. They will explore the difference between acting for stage and acting for film. Practical components include rehearsals and solo and ensemble performances.. Theoretical components include production process tests and the exploration of stagecraft in performance. This course is designed for beginners and experienced actors alike, and aims to help develop students' teamwork skills as well as individual confidence in front of an audience.

DANCE

Students become more aware of their bodies and show technical and expressive skills through dance. Throughout the term students become more confident, creative and intelligently choreograph and perform dance works. In the practical component they will learn stage craft, choreographic development and dance vocabulary. Students will have many performance opportunities and be exposed to performing for wide audiences. In theory, students study performer preparation and various production techniques.

MAKING MUSIC

This subject is aimed at students who have had experience at playing a musical instrument or intend to start an instrument this year. Students will be introduced to music performance and composition using various styles and techniques. They will use ICT to analyse and assess their work as well as perform in both solo and group formats. Units include a study of African music and The Blues, as well as an in depth study of professional performance techniques.

DIGITAL MEDIA

ANIMATION

In this unit of work, students will design, manipulate and create images and animated movie clips using Adobe Flash and Photoshop. Students will develop their skills by completing various image manipulation and animation tasks in class.

Assessment:
Students will be required to complete a number of learning activities that will assist in developing their skills with Adobe Flash and Photoshop. At the end of the Photoshop component, students will produce an image of their own design using Photoshop. At the end of the Flash component, students will design and create a short animated feature incorporating various aspects of Flash animation.

INFORMATION TECHNOLOGY (COMPUTING)

GAME PROGRAMMING

In this unit, students are introduced to the game development life cycle. Students partake in designing, coding and quality testing of games. Students become familiar with the Scratch game programming environment, learning different aspects of code and logic through a series of learning activities and demonstrations.

Assessment:
Students are required to complete a series of activities to hone their coding skills in Scratch. In the main assessment, students design and implement a simple single player game. The task requires students to document their designs, analyse their code and assess the quality of their game through various forms of testing.

WEB BUILDING

In this unit of work students will design and build web pages using a variety of tools and software. Students will also be introduced to a scripting language. Students will develop a series of webpages and websites.

Assessment:
Students will be required to undertake a number of learning activities that will assist them to develop skills in a scripting language. Students will be required to produce a series of web pages that show evidence of sound, movement and animation.

TECHNOLOGY

FOOD TECHNOLOGY

In Year 9 Food Technology students will further expand their skills developed in Year 8 while also gaining better understanding of the practical and theory elements involved in Food Technology. The two subject options offered at Year 9 allow for students to undertake the study of food technology for the entire year.

Bakehouse

This semester based subject will develop basic skills established in Year 8 and will introduce students to the wonderful world of baking. Students will focus on the ingredients, equipment and techniques required to create fabulous baked savoury and sweet treats. This course will guide students through the wonderful but sometimes daunting world of baking with ease.

World of Foods

In this semester based subject students will continue to develop and build on skills established in Year 8. Focusing on international foods, students will investigate and research various different cuisines from around the world. Students will be involved in the selection, preparation and evaluation of foodstuffs and recipes from a wide variety of cultures as well as focusing on the social functions of food in Australian families.

MATERIALS AND SYSTEMS

Students work safely with a range of tools and equipment, materials, components and processes to design and produce a mirror footstool and an electronics project.

Assessment:

- Practical work
- Assignments
- IT skills (use of Google sketch up)
- Theory covered throughout the semester

TEXTILES

Students will complete units of work including various ways to dye and print fabric, t-shirt garment construction, pattern making and fashion illustration and design. The course develops existing skills and introduces new ones designed to increase students' knowledge and technical ability with fabrics and fibres. Students will become confident in sewing machine and overlocking techniques, in preparation for Year 10 and beyond.

Assessment:

Students will design and manufacture a t-shirt and a printed bag. Students will investigate and report upon aspects of the textile industry.

PARENTS AND STUDENTS PLEASE NOTE:

Materials charge

World of Foods $80.00

Bakehouse $80.00

Materials and Systems $25.00

Textiles $30.00

VISUAL ARTS

3D ART

This course aims to give students a working knowledge of processes in three dimensional art including hand-building and finishing techniques.
Students will explore sculptural ceramics with a particular emphasis on form and volume. An appreciation of the tactile nature of 3D materials including wire and plaster will develop as they realise their ideas and look to the works of artists who use both modern and traditional techniques.

ART

This course is aimed at improving artistic skills and awareness in the student. It is designed to assist each individual to attain a level of competency in a range of art experiences. Students are able to select appropriate and adequate means of artistic expression within the discipline of Visual Art.
Students are introduced to the History of Art and then apply this new appreciation and understanding to the development of their folio.

VISUAL COMMUNICATION DESIGN

Students experiment and extend skills and techniques to generate and refine ideas for two- and three-dimensional drawing solutions to design briefs. To gain ideas, students explore Visual Communications from a wide variety of sources.
The theoretical component includes visual analysis and a test with consideration of cultural and historical influences.