2020 ELECTIVE OPTIONS - YEAR 9

PROPOSED ELECTIVE SUBJECTS YEAR 9 - (4 electives for year)

Students are to nominate their top 4 preferences, as well as 6 reserve units.

No restrictions apply at Year 9

THE ARTS	DESIGN & TECHNOLOGY	DIGITAL TECHNOLOGIES	OTHER SUBJECT AREAS
MUSIC - UNIT 1	DESIGN - FOOD & FIBRE	CODING & GRAPHICS	SPORT SPECIALISATION
MUSIC - UNIT 2	DESIGN - MATERIALS & CONSTRUCTION	DIGITAL PRODUCTIONS	MATHEMATICS ELECTIVE
DRAMA	DESIGN - ENGINEERING & MECHANICAL		
DANCE			
VISUAL ARTS			

THE ARTS ELECTIVE OFFERINGS

MUSIC - UNIT 1 & UNIT 2

- Music full year is designed for those students who have completed Year 8 Music or have been having private tuition on an instrument.
- If students wish to pursue Music into the Senior years they are encouraged to select Music for a full year.
- There is the option for students to do Music in a Semester with a strong encouragement that they continue private instrumental lessons (at own cost) in the Semester not doing Music.
- This course begins to prepare students who are intending to continue Music into senior school with the ability to choose from all Music units (Music Performance (Solo and Ensemble), Music Studies, and Music Explorations) at Stage 2.
- Students will analyse different scores and performances aurally and visually and use their understanding of music from different cultures, times and places to inform and shape their interpretations, performances and compositions.
- Students will improvise and arrange music, using aural recognition of texture, dynamics and expression to manipulate the elements of music to explore personal style in composition and performance.
- Students will practise and rehearse to refine a variety of performance repertoire with increasing technical and interpretative skill.

DRAMA

- Year 9 Drama provides opportunity for students to analyse the elements of drama, forms and performance styles and evaluate meaning and aesthetic effect from different viewpoints.
- Students will develop different roles and characters and perform devised and scripted drama in different forms, styles and performance spaces.
- Students collaborate with others to plan, direct, produce, rehearse and refine performances to convey dramatic action.
- There will be opportunities for stage and set design, costume design and advertising in preparation for an end of semester performance.

DANCE

- Year 9 students analyse the choreographer's use of the elements of dance, choreographic devices, form and production elements to communicate choreographic intent in dances they make, perform and view.
- Students evaluate the impact of dance from different cultures, places and times on Australian dance.
- Students choreograph their own piece to share a story or an issue, moving through the elements of a narrative, demonstrating technical and expressive skills appropriate to the genre and style.
- Culminating performance opportunities may include Celebration of Learning, and End of Year Services.

VISUAL ART

- Year 9 students in Visual Arts evaluate how representations communicate artistic intentions in artworks they make and view.
- Students evaluate artworks and displays from different cultures, times and places
- Students will manipulate materials, techniques and processes to develop and refine techniques and processes to represent ideas and subject matter in their artworks.
- Students skills will be supported by developing a knowledge and understanding of the application of techniques by well known artists and the message or story that can be portrayed through visual artworks.
- Students are guided to analyse connections between visual conventions, practices and viewpoints that represent their own and others' ideas

DIGITAL TECHNOLOGIES ELECTIVE OFFERINGS

CODING & GRAPHICS

- The Coding & Graphics course aims to equip students to harness the power of coding, animation and modelling software such that students can use these skills to contribute to problem solving and effective communication in the digital world.
- No prior knowledge is required. The course will allow both those at an entry level and those who have experience in digital technologies to be challenged and acquire skills, producing products reflective of their learning level. The course is undertaken in 3 units:
    - Flash Animation 2.
    - Coding animation with ActionScript
    - Business modelling with Excel
- In each of these units students learn the computational thinking and technical skills associated with the specific software. They are then presented with a real world problem to which they apply the design cycle to create, model, modify and evaluate the development of a digital solution.

DIGITAL PRODUCTIONS

- This digital technologies subject aims to equip students to be skilled contributors to the digital environment able to unleash the power of media in communicating messages and stories.
- No prior knowledge is required. The course will allow both those at an entry level and those who have experience in digital technologies to be challenged and acquire skills, producing products reflective of their learning level. This course will be undertaken in 3 units:
    - Digital editing with PhotoShop
    - Coding virtual Machines with Flowol
    - Logo Design with Adobe Illustrator and/or plan, create and edit video productions in Adobe Movie Premiere Pro.
- In each of these units students learn the computational thinking and technical skills associated with the specific software.
- They are then presented with a real world problem brief to which they apply the design cycle to create, model, modify and evaluate the development of a digital solution.

DESIGN TECHNOLOGY ELECTIVE OFFERINGS

FOOD SOLUTIONS - FOOD & FIBRE

- Year 9 Food Solutions students will complete two units. The first unit considers the opportunity to promote social inclusivity presented by developing an appreciation of multicultural foods. Each week a variety of multicultural dishes are prepared and then a series of case studies on Chinese, Mexican and Islamic Indonesian food is undertaken in preparation to solve one of three problems.
    - Firstly a Chinese student has enrolled at the school and is disappointed with the current canteen offerings.
    - Secondly, a student who is Islamic has asked to attend your birthday party and you are concerned that your food choices could make her feel unnecessarily uncomfortable.
    - Thirdly, a new family has moved into Port Lincoln from Mexico and you have been asked to host them for a welcome dinner.

- The second unit builds on students previous consideration of developing healthy food choices for families. Students will explore the constraints to healthy eating practices including economic, education, access, time and convenience obstacles. Students are presented with the challenge of preparing a two course meal for a family of four people spending less than $12 in total.

- It is important that students choosing Year 9 Design (Food) understand that the design cycle is applied to utilise food to solve a variety of societal issues. The application of an open minded approach, willingness to work collaboratively with others and apply critical and creative thinking strategies are important learner attributes in this subject.

DESIGN - MATERIALS & CONSTRUCTION

- This is a hands on design subject where students employ rigorous design thinking and collaboration to develop an innovative solution to a real world problem affecting our local or global community.
- Our rapidly changing world demands that we innovate. It is desperate for people who are equipped with the thinking skills and ability to take action to solution problems in new ways. Design Thinking, provides a framework to empathise with people affected by a problem, generate ideas, develop prototypes, test and reflect on their success, and modify and refine the solution.
- This course is designed to drive student voice, choice and ownership.
- The group seeks to understand the challenges faced within our local or global community and select a problem to solution.
- They immerses themselves in the problem and develop empathy for those affected.
- They develop competence in the safe and effective use of a range of hand and power tools
- apply the design thinking, with a mindset of 'using a combination of technologies' to ideate possible solutions, develop, prototype and evaluate one or more of these.
- They seek feedback from real world audiences, and gather design insight from knowledgeable professionals.
- The subject culminates in the creation of an original solution to the selected real world problem.
- This subject will require students to develop robust creative, collaborative, critical thinking, and communication skills applied highly effectively in the management of the team project.

DESIGN - ENGINEERING & MECHANICAL PEDAL PRIX

- This course is a hands on design course with a focus on understanding the principles of engineering and mechanics in the innovative design of products to specific purposes.
- The course aims to empower student understanding of:
    - Minimising negative forces
    - Maximising productive forces
    - The importance of and practice of mechanical maintenance
- The course may connect strongly with the context of Human Powered Vehicles in regard to
    - Aerodynamics
    - Structural design and integrity
    - Minimising friction
    - Maximising power and efficiency through gearing
    - Servicing and Maintenance of vehicles

OTHER SUBJECT AREAS

SPORT SPECIALISATION ELECTIVE

- Students must be passionate about their sport and have high levels of enthusiasm for both practical application and theory based content.
- Students will be participating in the practical component of basketball focusing on tactical knowledge, skill development and leadership. The theory concepts will relate specifically to basketball, learning the concepts required to enhance skill and physiological development.
- Students will explore how the body acquires skill and what characteristics elite performers have that separates them from other sportspeople. This is combined with a short table tennis practical that looks at the different skill acquisition elements compared with basketball.
- Students will investigate how our body reacts to exercise depending on the training program. Students will create and participate in designing their own fitness goals, generating a program that specifically relates to their needs. This will be guided with rich content specifically designed for elite junior basketball competition.
- Injury prevention strategies and management will be explored in order to sustain the body whilst putting it through rigorous training programs.

MATHEMATICS ELECTIVE

This new elective offers opportunity for students who enjoy the challenge of Mathematics and are keen to accelerate their knowledge and application of year Year 9 concepts in preparation for pathways through the Senior Years. Proficiency in Mathematics moving into Year 10 opens up a range of opportunities with regard to Mathematics options for Stage 1 and Stage 2 Subjects. Particularly students with aspirations in field such as Engineering might consider this elective.
The elective will provide deeper enrichment of the following topics, and offer exciting ways to apply the associated skills:

- algebraic expansion and factorisation,
- index laws,
- fractions and number skills,
- solving linear equations,
- theoretical graphing of straight lines

- geometry,
- Pythagoras and trigonometry application
- statistics, money and chance