



2024 Year 9 Elective Booklet

Year 9 Curriculum

Year 9 students study a mixture of core and elective subjects. In 2024, Year 9s will have great choice in which electives they study.

Electives

Japanese is now an elective at year 9 and it is a year long subject.

Health is studied for one semester in the elective block.

Students must include one art and one technology subjects in their electives.

Year Level	Subject	Periods per week
Year 9	English	4
	Humanities	3
	Maths	4
	Science	3
	3 Electives per Semester	
	Art	9
	Technology	
	Japanese (Year Long)	
	Health (compulsory for 1 semester only)	
	Physical Education	2
Total Periods	25	

Health

Health, The Year 9 health unit aligns with the health & wellbeing needs of our middle school students. Topics include youth health & wellbeing, health status, relationships & identity, sex education, drug education, first aid and 'fit for life.'

Arts

Art – Students will extend their prior understanding of art elements and principles. Students will trial different materials, techniques and processes in a range of art forms. Students will explore different styles and periods of art as a basis for research and for their own art making.

Ceramics – In this unit, students will extend their knowledge of ceramic techniques and vocabulary. They will use elements and principles of 3D design and practice the skills and techniques needed to produce work in clay.

Drama – Students develop sophisticated approaches to making, responding, and performing Drama independently and in groups. Students explore expressive skills, dramatic action and identify characteristics of performance in a range of theatrical styles. Students will have the opportunity to perform original, historical, and improvised works.

Music – Students will develop instrumental skills on guitar, bass, drums, keyboard, vocals (or an instrument of their own choice) and learn how to play their chosen instrument as part of a band. Students will have the opportunity to perform pop and rock repertoire as a whole class as well as in small, self-directed groups. Students will also have the opportunity to compose pieces of music and create performances and/ or recordings of their work. We'll take musical influences from across the last century, hearing and discussing the ways in which contemporary music today has developed through various popular genres from its original roots in blues music.

Photomedia – Students will complete practical exercises in a variety of photographic tasks. Skills in the use of the SLR and digital cameras, photographic processing and printing, darkroom procedures, manipulation in *Photoshop* and art elements and principles are focused on. Students will explore a range of styles and periods in photography as a basis for research and inspiration for their own work.

Visual Communication Design – Students will look at the work of designers and create their own final presentations based around such topics as graphic design, advertising, packaging and architectural design. Students will also explore a range of different methods, materials and media in the development of their design ideas. Students will use computer aided design programs such as *Illustrator*, *Photoshop* and *SketchUp* to refine their final presentations.

Technology

Food Technology – In this unit of work students investigate staple foods, their origin, availability and processing techniques. They implement the design process in order to produce nutritious meals incorporating these foods. They also produce a Gingerbread House.

Metal Technology – Students are introduced to a diverse range of new technical skills starting with casting metal through to welding. They will create solutions to design briefs, using a variety of materials and build products as a way of developing creativity and innovation.

Wood Technology – Students develop design briefs that are used as a starting point to generate ideas and respond to design problems. Students will progress into more advanced construction skills, encouraging the use of a variety of materials, construction techniques, skills and processes related to the use of tools and equipment.

Digital Technology – Students follow the design process to create a number of computer games. They will extend their skills in creating algorithms and have the opportunity to use the industry development tool, Unity.

Systems Technology – Students use computer aided design, 3D printing, laser cutting and electronics to complete a project of their choice. They use the design process to create an innovative solution to a problem or design opportunity that sparks their interest. In the past student projects have included battle robots, heart rate monitors, remote controlled cars, artistic light displays and many more.

Japanese

Japanese - students will continue to build knowledge of their Japanese language skills and explore in depth language features and culture. Topics covered will include making and accepting invitations, negotiating time and place, describing houses, school subjects and timetable, seasons, shopping, and food menu. Students will continue to develop their script skills including Hiragana, Katakana and Kanji.