



SCAN ME

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YEAR 9 COURSE OF STUDY

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

Compulsory Core Subjects

Learning Area	Subject
English	English
Health & Physical Education	Physical Education (Practical & Theory)
Humanities	Humanities (Geography, Economics & Business, History, Civics & Citizenship)
Italian	Italian or Italian Immersion
Mathematics	Mathematics
Science	Science



Elective Units

Learning Area - Art	Subject
Performing Arts	-Actor's Studio -Dance -Making Music
Visual Arts	-Art -Clay & 3D Art -Visual Communication Design

Learning Area - Technology	Subject
Multimedia	- Multimedia (Video, Photography and Animation)
Food Technology	-Bakehouse -World of Foods
Information Technology (Computing)	-Game Programming -Web Application Development -Digital Design
Technology	-Textiles

Students MUST choose three Art and three Technology subjects from the "Subject" column. They are then entered in preference order.

9 ELECTIVE INFORMATION

This booklet contains information about the Year 9 electives available at Gladstone Park Secondary College.

- Decisions regarding electives should be thoroughly considered and be based on what you enjoy doing and what you can do well.
- Don't base your choices on what your friends are doing.

 Choosing the same electives will not necessarily mean that you will be in the same class.

Students must choose ALL electives and rank them according to preference.

ELECTIVE CHANGES

PLEASE NOTE: Every effort will be made to allocate students to their preferred electives. Several 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:

Elective subjects incur materials costs beyond what is required to fulfil the standard curriculum requirements in Victorian Curriculum F-10, VCE and VCAL.

We invite financial contribution toward that cost as is detailed under each subject in the following pages. Payment can be made at the General Office or via Compass after confirmation of provisional enrolment in an elective subject.



MY LEARNING JOURNEY

A Self-Assessment

Think carefully about your experiences as a student thus far to fill out the self-assessment.

Then sit down with a family member and get their input on your interests, strengths, and goals.

I enjoy classes when... I am good at... I learn best when... In the future I hope to... My family member's thoughts are: Subjects I'd like to look at closely in this handbook are: 1.

3.
 4.
 6.



Multimedia (Video, Photography & Animation)

Course Overview:

In this subject, students are introduced to media technologies and how they function. Students will study a range of media forms including video, photography, and animation. They will become familiar with these technologies, including the use of equipment: DSLR cameras, LED lights and microphones, as well as software:



- Adobe Photoshop (Photography)
- Adobe Premiere Pro (Video)
- Stop motion (Animation)



Learning & Assessment:

Students are required to complete a series of practical tasks. This will include a video production (short film), an animated production, and a photographic series. These tasks will require students to plan out multimedia productions from pre-production (planning) to production (shooting) and post-production (editing).

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. Students will continue to focus on the development of key life skills such as teamwork, time management and organisation.

Bakehouse

Course Overview:

This semester-based subject will develop basic skills established in Year 8 and will introduce students to the world of baking.

Learning & Assessment:

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.







PARENTS AND STUDENTS PLEASE NOTE:

Financial Contribution

Bakehouse \$100

World Of Foods

Course Overview:

In this semester based subject students will continue to develop and build on skills established in Year 8 by exploring cuisines from around the world.

Learning & Assessment:

Students will investigate and research various cuisines from around the world. Students will be involved in the selection, preparation and evaluation of food items and recipes from a wide variety of cultures along with undertaking practical activities involving cooking and sensory analysis.





PARENTS AND STUDENTS PLEASE NOTE: Financial Contribution

World of Foods \$100

INFORMATION TECHNOLOGY

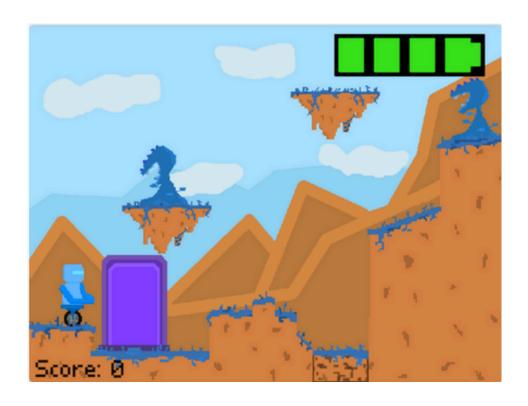
Game Programming

Course Overview:

In this unit, students are introduced to the game development life cycle. Students partake in designing, developing, and testing of games. Students become familiar an open source/free game programming environment, learning different aspects of coding and logic through a series of learning activities and demonstrations. Applications that are used are available for free online.

Learning & Assessment:

Students are required to complete a series of activities to hone their programming skills. In the main assessments, students design and implement simple single player games.



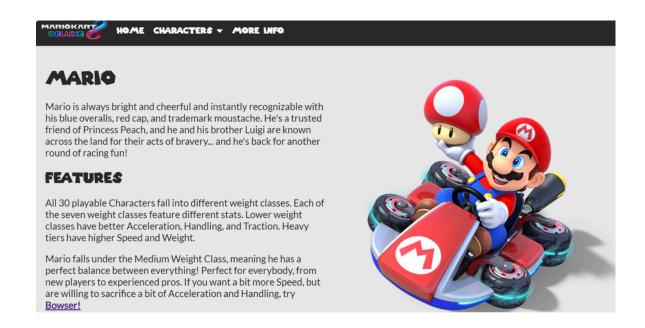
Web Application Development

Course Overview:

In this unit, students will design and develop web applications using a variety of tools and software. Students investigate a variety of websites and applications, examining style, formats, and conventions. Students will develop a series of products that incorporate several functions evident in the development life cycle. Students will learn how to create web-based applications.

Learning & Assessment:

Students will be required to undertake several learning activities that will assist them to develop skills in design and development of web products. Students will be required to produce a series of products and applications that show evidence of the design and development life cycle.



<u>Digital Design</u>

Course Overview:

This subject offers Year 9 students hands-on experience with manufacturing technologies. Through 3D printing, laser cutting/engraving, and computer-aided design (CAD), students will develop practical skills while exploring the principles of digital fabrication, prototype production, and precision engineering, fostering problem-solving, critical thinking, and design skills.

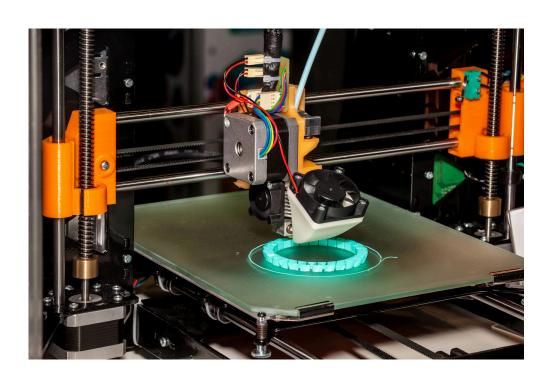
Learning & Assessment:

- Theory exercises
- Practical learning tasks
- Projects
- A portfolio

PARENTS AND STUDENTS PLEASE NOTE:

Financial Contribution

Digital Design: \$10



PERFORMING ARTS



Actor's Studio

Course Overview:

Studies in Actor's Studio will equip students with knowledge, skills, and confidence to communicate as individuals and collaboratively in social and work-related contexts. There isn't an occupation on the planet that doesn't benefit from a background in drama.

Learning & Assessment:

During Year 9, students work towards their ability to:

- Develop and sustain different roles and characters to realise dramatic intentions and engage audiences.
- Perform devised and scripted drama in different forms, styles, and performance spaces.
- Plan, direct, produce, rehearse, and refine performances
- select and use the elements of drama, narrative, and structure in directing and acting and apply stagecraft.
- Use performance and expressive skills to convey dramatic action and meaning.
- Analyse the elements of drama, forms and performance styles and evaluate meaning and aesthetic effect in drama they devise, interpret, perform and view.
- Use experiences of drama practices from different cultures, places, and times to evaluate drama.



Dance

Course Overview:

Dance is the language of movement. It is the realisation of the body's potential as an instrument of expression. Throughout history and in different cultures, people have explored the dancer's ability to communicate and give expression to social and personal experience.

Learning & Assessment:

The study of dance provides the opportunity to explore the potential of movement as a medium of creative expression through practical and theoretical approaches. During Year 9, students work towards their ability to:

- Choreograph dances by manipulating and combining the elements of dance, choreographic devices, and form and production elements to communicate their choreographic intent.
- Choreograph, rehearse, and perform dances, demonstrating safe dance practice and technical and expressive skills appropriate to the style and genre.
- Analyse choreographers' use of the elements of dance, choreographic devices, and form and production elements to communicate choreographic intent in dances they make, perform and view.
- Evaluate the impact of dance from different cultures, times, and locations.



"We don't dance because we're human, we're human because we dance!"

<u>Making Music</u>

Course Overview:

Music is an integral part of all cultures from the earliest of times, expressing and reflecting human experience. Music learning requires students' active engagement in the practices of listening, performing, and composing. An education in Music encourages the ability to coordinate both creative and critical thinking skills to achieve set goals.

Learning & Assessment:

During Year 9, students work towards their ability to:

- Interpret, rehearse, and perform solo and ensemble repertoire in a range of forms and styles.
- Demonstrate a developing personal voice and technical control, expression, and stylistic understanding.
- Use general listening and specific aural skills to enhance their performances and use knowledge of the elements of music, style, and notation to compose, document and share their music.
- Aurally and visually analyse works and performances of different styles.
- Evaluate the use of elements of music and defining characteristics from different musical styles.
- Use their understanding of music making in different cultures, times, and places to inform and shape their interpretations, performances, and compositions.





Textiles

Course Overview:

Students learn various ways to dye and print fabric, t-shirt alteration, 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 techniques, in preparation for Year 10 and beyond.

Learning & Assessment:

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



PARENTS AND STUDENTS PLEASE NOTE:

Financial Contribution

Textiles: \$30



<u>Art</u>

Course Overview:

Students take their interest in Art to the next level: exploring Expressionism and creating their own expressionistic artworks, via painting or mixed media.



Learning & Assessment:

Students investigate stencilling with IronLak aerosols, and the physiognomy and moods within Expressionist portraits with paint and pastels. Students develop their understanding of appropriation in pop culture through creating their own mixed media artwork. Students also deepen their critical and analytical skills, as well as their cultural and historical understanding of art, artists, and their influence on the world.

Clay & 3D Art

Course Overview:

This course aims to give students a working knowledge of processes in three-dimensional art, including hand building and finishing techniques in clay, wire, cardboard, and Plaster of Paris.



Learning & Assessment:

Students will explore sculptural ceramics with a particular emphasis on form and volume. Students gain an appreciation of the tactile nature of 3D materials and will develop and realise their ideas. Students will also look to the work of famous artists who use both modern and traditional techniques for creative inspiration.



Visual Communication Design

Course Overview:

Students experiment and extend skills and techniques by exploring different media, methods, and materials, including Posca Markers and IronLak aerosols, culminating in the design and execution of their own skateboard deck. Technical drawing skills are expanded and developed as students create interior designs using computer software, and design and execute a rendered technical drawing of a portable stereo/boombox. Cultural and historical influences on how, and what we as a society design, and why, are investigated and analysed.



PARENTS AND STUDENTS PLEASE NOTE:

Financial Contribution

Visual Communication Design: \$18

Sport and Industry Program

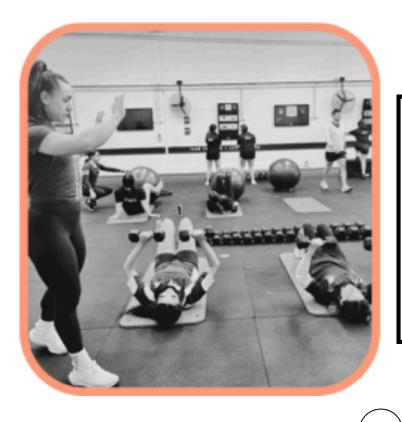
Course Overview:

The Gladstone Park **Sport and Industry Program** offers students the opportunity to develop both their athletic performance and career prospects in the sports industry.

Through a combination of education and hands-on training, students will improve their athletic abilities and prepare for the mental and physical demands of elite sport environments. Our program covers areas such as strength and conditioning, nutrition, sports psychology, goal setting, injury prevention, and leadership.

Sport and Industry Program students are:

- passionate about sports and want to improve their athletic performance in any sport.
- interested in careers in coaching, fitness training, nutrition, sports management, and more.
- dedicated learners and committed to strong attendance and PBL
- excited to gain hands-on experience and earn industry-recognised qualifications.
- ready to work hard and set themselves up for further study or a career in sports.



PARENTS AND STUDENTS PLEASE NOTE:

The Sport and Industry Program is by application only.

Please contact the Junior School if you are interested in more information.

