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2027 YEAR 9 COURSE HANDBOOK

Gladstone Park
Secondary College



Knowledge is Power



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



Knowledge is Power

Elective Units

Learning Area - Art

Subject

Performing Arts

-Performing Arts
-Music

Visual Arts

-Art
-Visual Communication Design

Learning Area - Technology

Subject

Design Technology

-Textiles

Digital Technology

-Game & Web Development

Food Technology

-Food Studies

Media

-Multimedia (Photography & Video
Production)

Students must choose ALL electives and rank them from most preferred to least preferred.

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.
- 2.
- 3.
- 4.
- 5.
- 6.



DESIGN TECHNOLOGY



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



DIGITAL TECHNOLOGY



Game & Web Development

Course Overview:

In this unit, students are introduced to the game and web development life cycles. Students take part in designing, developing and testing games and websites. Students become familiar with different aspects of design and coding through the development of a series of learning tasks and activities using free web-based applications.



Learning & Assessment:

Students are required to complete a series of activities to hone their programming skills. In the main assessments, students design and implement a simple single player game and a multi-page website, showing evidence of the design and development life cycles.

MARIO

Mario is always bright and cheerful and instantly recognizable with his blue overalls, red cap, and trademark moustache. He's a trusted friend of Princess Peach, and he and his brother Luigi are known across the land for their acts of bravery... and he's back for another round of racing fun!

FEATURES

All 30 playable Characters fall into different weight classes. Each of the seven weight classes feature different stats. Lower weight classes have better Acceleration, Handling, and Traction. Heavy tiers have higher Speed and Weight.

Mario falls under the Medium Weight Class, meaning he has a perfect balance between everything! Perfect for everybody, from new players to experienced pros. If you want a bit more Speed, but are willing to sacrifice a bit of Acceleration and Handling, try [Bowser!](#)

FOOD TECHNOLOGY

Food Studies

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.

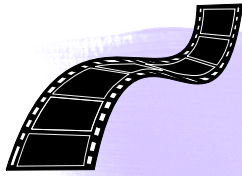
Course Overview:

Unit 1 Bakehouse - students will focus on the ingredients, equipment and techniques required to create baked savoury and sweet treats. The assessment for this unit will be a design brief.

Unit 2 World of Food – students will focus on international foods, investigating and researching various cuisines from around the world. The assessment for this unit will be a research task on a cuisine from around the world.



PARENTS AND STUDENTS PLEASE NOTE:
Financial Contribution
Bakehouse \$100



MEDIA



Multimedia (Photography & Video Production)

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:



- Photoshop
- Capcut
- Premiere Pro



Learning & Assessment:

Students are required to complete a series of practical tasks, including:

- Video production (short film)
- Animated short film (stop-motion)
- Photographic collage

These tasks will require students to plan out multimedia productions from pre-production (planning) to production (shooting) and post-production (editing).

PERFORMING ARTS



Performing Arts

Course Overview:

Studies in Performing Arts 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 the skills you develop in the arts.

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.



Music

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.





VISUAL ARTS



Art

Course Overview:

This subject is designed for students who want to take their creativity to the next level by combining drawing, painting, mixed medium and 3D artmaking. Students explore exciting art styles such as Surrealism and Expressionism while experimenting with a variety of materials including clay, wire, and other sculptural forms. Through hands-on activities and creative exploration, students develop their own artistic style and confidence in expressing ideas visually.



Learning & Assessment:

Students investigate portraiture through a range of artistic styles, using artists as inspiration to create their own unique artworks. They also gain an appreciation for the tactile and creative possibilities of 3D materials through clay hand-building and finishing techniques.

Alongside their practical work, students deepen their analytical thinking and develop an understanding of the historical and cultural influence of art and its impact on the world around them.



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 & INDUSTRY



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.

