



Swan View Senior High School



Subject Selections
2020

Year 9

Curriculum Overview

The Year 9 curriculum further develops broad educational knowledge and skills, with 16 of the 25 hours of schooling comprising the four compulsory learning areas of English, Mathematics, Science and Humanities and Social Sciences (MESH subjects). A further 2 hours of Physical Education and 1 hour of Health are also compulsory subjects. A Year 9 student's week will be as outlined below:

Learning Area	Hours of Study Per Week
Compulsory Subjects	19 Hours
English	4 hours
Mathematics	4 hours
Humanities and Social Sciences	4 hours
Science	4 hours
Physical Education	2 hours
Health	1 hour
3 Elective Subjects (see more information below)	6 hours
Total Overall Hours	25 hours

Electives Subjects

All Electives are full year courses, and will occur for 2 periods a week for the whole year.

All elective selections are submitted using the *Year 9 Elective Subject Selections – 2020 Form*. Information about each subject that is being offered is contained in the Year 9 Subject Selection Handbook, which is also available online.

Forms must be returned by the due date that is printed on the form, after which the student preferences will be collated and decisions will then be made by the school about which subjects will be running in 2020. This is dependent on a number of timetabling factors, so it is essential that students follow the directions on the Subject Selection form carefully and make sure that they rank the subjects they wish to do in order.

Students should select subjects that they find interesting and will lead to a pathway in upper school that prepares them for their chosen career, course, etc. If there are questions regarding pathway planning, students should speak to their year coordinator or the Head of Learning Areas.

Once it has been decided which subjects will run, classes will be created according to student preferences. Every effort will be made to place students in their most preferred subjects but as this is not always possible, it is important that ALL choices are ranked in order of choice.

Students and parents need to choose subjects carefully, as once the new year commences, subject changes are difficult. The timetable is constructed on student preferences and so changes become difficult for class sizes to accommodate, and staffing and rooming are already finalised.

Invoices for compulsory and elective subjects are normally sent out early in December once the timetable and staffing are completed. **If high cost options have been selected, a 50% deposit will be required to secure a position in the class.** If this is not received, there is a chance that students will be removed and placed in a lower cost elective.

Regards

Mrs Pamela Moss
Deputy Principal – Operations

THE ARTS LEARNING AREA

Media and Marketing

This is a practical, hands-on course which allows students to learn how to use a variety of activities to study a range of topics relating to Media Arts. Emphasis will be placed on developing technical skills relating to film production. Students will also explore the world of how films are 'sold' to their audience. This will include making movie trailers and movie posters. These skills will form the basis for all future Media courses studied at school. Skills will be assessed using written and production tasks and observations made during classes. This course leads to senior school courses in Media Production and Analysis, Photography, Certificate II in Creative Industries and other Arts and Design contexts.

Visual and Graphic Art

Visual Art allows students to learn how to use visual art language and artistic conventions to create greater complexity in their designs and production processes. They will learn how to adapt, manipulate materials and techniques when producing 2D and 3D artwork while communicating artistic intention. Students will critically analyse traditional and contemporary artwork using analysis frameworks and appropriate visual art language and terminology.

Graphic Arts is a practical, hands-on course which allows students to learn how to use a variety of activities to study a range of topics relating to Visual Arts. Emphasis will be placed on developing technical skills relating to digital/graphic design using Adobe Photoshop and Illustrator to create 2D images which will then be reproduced as 3D works through printmaking and sculpture techniques. These skills will form the basis for all future Visual Arts courses studied at school. Skills will be assessed using production tasks, self-reflective (written) and observations made during classes. This course leads to senior school courses in Visual Art, Photography, Certificate II in Visual Art and other Arts and Design contexts.

Dance

Dance students concentrate on creating performance pieces using the elements of dance (B.E.S.T.), choreographic devices and structures that reflect choreographic intent. They will continue to develop technical exercise, body control, accuracy, posture/alignment, strength, balance, flexibility, and coordination with a focus on Jazz dance and Hip Hop genres. Students will investigate the history of these two genres, and be given the opportunity to present a dance to an audience. Please note that performing in front of an audience is a requirement of this course and an integral part of the assessment schedule. This course leads to senior school courses in Dance, Certificate II in Creative Industries and other Arts and Design contexts.

Music

Students continue to develop their aural skills and theoretical knowledge. They also prepare performances on an instrument and compose their own pieces. They listen to and analyse a variety of pieces, developing an insight into historical and cultural context. Year 9 has a focus on music in TV/film and rock music. This course leads to senior school courses in Music, Certificate II in Creative Industries and other Arts and Design contexts.

FAME

We study a wide range of styles including Neoclassical Theatre, Children's Theatre, Improvisation and the skill of developing a strong character in performance. Students will devise their own performance pieces and will also learn to work from scripts. A highlight of the course is the primary school Book Week tour. The year culminates in a whole class scripted production which is performed as part of the Arts Open day showcase. Please note that performing in front of an audience is a requirement of this course and an integral part of the assessment schedule. This course leads to senior school courses in Drama, Certificate II in Creative Industries and other Arts and Design contexts.

TECHNOLOGIES LEARNING AREA

Design & Technology - Gateway to Engineering

This is a practical, hands-on course which aims to extend students' skills in the exciting world of Engineering. They will look at design problems that engineer's face and how they work out solutions to overcome them. The projects will include manufacturing a CO2 Dragster that is then raced against classmates. The students will then be introduced to the workshop looking at the tools and equipment manufacturing a Nut man from mild steel. This course leads to senior school courses in Certificate II in Engineering Pathways, MDT – Metalwork and other Design courses.

Design & Technology – Food Specialisation

The Food Specialisation course allows students to explore a range of principles of food including safety, nutrition, preservation, preparation, presentation, physical and sensory properties. Students will have an opportunity to discover the world of café culture and cuisine. This course leads to senior school courses in Food Science & Technology, Children, Family and the Community and health-related fields.

Design & Technology – Materials (Woodwork)

Students develop a range of practical skills related directly to woodwork and gain a greater understanding of working with soft & hard woods. Specific projects include making mobile phone holders, tool boxes and working on the lathe. Students interested in carpentry, furniture making and the building industry would benefit from choosing this subject. This course leads to senior school courses in Materials, Design & Technology (Wood), Certificate II in Engineering Pathways, and other Arts and Design contexts.

Digital Photography

This is a practical course which allows students to develop a greater understanding of digital photography techniques and is an introduction into basic photo-shop skills. Students interested in journalism, graphic design, interior design, and photography would be recommended to choose this subject

Trash to Treasure

The focus of this course is to embrace and explore the philosophy 'reduce, reuse, recycle'. Students can complete projects in a range of contexts where they will develop design process, problem-solving, sustainability and marketing skills. For example, in a music context, students will use pre-loved or recycled materials to create musical instruments. In an Art or Design context, students will use pre-loved materials to create furniture, fashion and art works. This course leads to senior school courses in Visual Art, Design, Certificate II in Visual Art, Creative Industries, Engineering Pathways and other Arts and Design contexts.

Game Design

Students will use Unity 3D Game curricula to learn how to create and critique games using game design principles. Student analyse the rules of contemporary games in order to understand the game play experience. They will critique video games explaining their strengths and weaknesses. Students will develop their computational thinking by using the Unity 3D game develop environment to develop a series of increasingly complex games. They investigate the roles of hardware and software in managing game data in a digital system, why compression is necessary, types of data formats, social contexts for gaming, communicating and collaborating online. This course leads to senior school courses in Applied Information Technology, Certificate II in IDMT, and other ICT and Design contexts.

HUMANITIES LEARNING AREA

Humanities – Career Education and Commerce (combined)

Why wait? Get ready for a job before it's too late!

Are you looking for or do you want a job? Choose Career education and commerce! This course allows you to learn key skills including communication, teamwork, problem solving, initiative, planning and organising as well as skills specific to get you ready for the job you want to go for. Many employers and companies look for general job skills; these are sometimes called 'employability skills' or 'soft skills'. Students will also learn about money management. These skills along with resume writing, interview practices and portfolio creating are what you can expect to gain when you choose this course.

Humanities – World Myths and Legends

Our world is dominated by stories of mythical creatures, gods, heroes and villains. Are they all stories or is there some truth behind them? Did Atlantis really exist? Many myths and legends were based around historical events of the past. Students will explore a range of world myths and legends from our past including the Vikings, King Arthur, early fairy tales, serpents and dragons. Heroes and Villains is not as simple as good versus evil. History only remembers people who have dramatically changed the world whether that be for good or for bad. Student will examine how we as individuals and a society determine what makes someone a villain or a hero. You will look at the actions of people and how they have shaped our world.

Humanities – World Globalization

We investigate how, in an increasingly interconnected world, the forces of globalisation have produced many social and economic changes that affect us all. Students will understand that through increased interconnectedness the world can take action in times of crisis. Positive and negative consequences are explored along with globalisations impact in the environment and human rights. Students will be able to choose their own area of focus to research including: oceanography, rich and poor worlds, sustainability and more.

Humanities – Make the News – Journalism and Communication

What is 'fake news'? Who decides what the news is? Do you want to be part of a dynamic news team? In this 2-part elective: Part 1: you will learn how to write and present the news. You will develop skills in research, interviewing and publication of news through the production of our very own Swan View News Paper. Part 2: Crack all of the best stories as you become an investigative journalist. You will be researching current affairs around the world and present breaking stories to the Swan View community. Part 2 of the course builds on Part 1 and continues to develop interviewing, research and writing skills.

HEALTH & PHYSICAL EDUCATION LEARNING AREA

H & PE – Outdoor Education

Through interaction with the natural world, outdoor education aims to develop an understanding of our relationships with the environment, others and ourselves. The emphasis for learning is placed on relationships concerning humans and natural resources. (*Priest & Gass 2005*)

The Year 9 Outdoor Education program invites students to the following:

- Physically challenge themselves on day excursions
- Develop a respect for the human-nature relationship we all share with our connection with the land. Focusing on conservation and Indigenous cultures and practices of the world.
- Build fires from scratch then learning to cook traditional Indigenous meals.
- Up-skilling in their roping techniques, knowledge and practices
- Learn the basics of Mountain biking.
- Learn skills of leadership and group dynamics
- Become environmentally aware and practice safety and wellbeing outdoors

H & PE – Elite Basketball

The Elite basketball program aims to develop skills, game understanding and tactical knowledge. The program provides students with individual fundamental coaching and the opportunity to become involved in day competitions and excursions. Students will have the ability to: develop individual skills, develop skills in refereeing and statistical analysis, compete in competitions, engage in a close team environment, learn about nutrition. Students will be held to behaviour and engagement standards to remain in the program.

H & PE – Sport & Recreation

Year 9 Sport & Rec is a course that aims for students to develop the skills required by clubs and associations to host and run sporting competitions, rather than the development of their personal sporting skills.

Students typically participate in a variety of sports, negotiated with the teacher.

As part of the course students are expected to:

- Organise teams in a fair and considered manner
- Develop playing rosters
- Manage playing equipment
- Keep results and ladders for a competition
- Umpire & other officiating duties

Year 9 Elective Subjects – 2020

**A deposit or a payment agreement must be made to the front office for all high cost subjects to secure a position.

Costs above are preliminary costs only and are subject to change

The Arts	2020 Charges (proposed)
9 Media and Marketing	\$40
9 Visual and Graphic Art	\$40
9 Dance	\$35
9 Music	\$40
9 FAME– by audition and preapproval only (See HoLA)	\$140**
Technologies	
9 Gateway to Engineering	\$50
9 Design & Technology – Food Specialization	\$65**
9 Design & Technology - Woodwork	\$50
9 Design – Digital Photography	\$25
9 Trash to Treasure	\$40
9 Game Design	\$30
Humanities	
9 Career Education and Commerce	\$25
9 World Myths and Legends	\$25
9 World Globalization	\$25
9 Make the News – Journalism and Communication	\$25
Health & Physical Education	
9 Outdoor Education	\$30
9 Elite Basketball – by invitation only (See HoLA)	\$35
9 Sport & Recreation	\$25

Please note: A 50% deposit or a payment plan must be made to the front office for all high cost subjects to confirm your child's placement.