



## Yr 9 Electives 2014

**Student Name:**

In 2014, Year 9 students at Atwell College will have the opportunity to select six semester long, elective courses. Students must pick at least one List 1 (Technology and Enterprise) and one List 2 (The Arts) elective. Two "Reserve" electives, must be selected to be issued to the student should their first choices be unavailable.

Select six electives and two reserves by numbering the corresponding boxes 1 – 8 (Electives marked "Year long unit" count as two selections.):

List 1 (Technology and Enterprise)			List 2 (The Arts)		
TEXTILES	\$20		VISUAL ART	\$25	
FOOD FOR ME	\$30		DESIGN ART	\$20	
CARING FOR CHILDREN	\$20		MEDIA	\$20	
GROOMING AND DEPARTMENT	\$20		DANCE	\$20	
TECHNICAL GRAPHICS	\$20		DRAMA	\$20	
METALWORK	\$30		MUSIC (Year long unit) (SIM Students must elect this option.)	\$30	
WOODWORK	\$30				
INFORMATION TECHNOLOGY	\$20				
ELECTRONICS	\$20				
Other Learning Areas					
FUTURE PROBLEM SOLVING	\$20		OUTDOOR EDUCATION	\$20	
JAPANESE (Year Long Unit) (Compulsory for AEP Students)	\$30		RUGBY / NETBALL ENGAGEMENT PROGRAM (Year Long Unit) (Only Students who have been accepted into this program should mark this box.)		

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Parent / Carer Signature

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Student Signature



**ATWELL COLLEGE**

**2014**

**Year 9**

**Electives**



## ***YEAR 9 TECHNOLOGY AND ENTERPRISE***

### **TEXTILES**

This is a practical subject focusing on developing the student's creativity and construction skills in textiles and fashion areas. Students will develop their skills using the sewing machine, overlocker, embroidery machine and in hand stitching.

The content will include:

- Creative use of various textiles and the use of colour
- Pattern reading and interpretation
- Garment construction

Principles and elements of design

Students will produce:

- A notebook cover
- Pajama pants
- A practical portfolio

### **FOOD FOR ME**

In this unit, students learn how to select, use and store raw and processed foods for optimum quality and safety. Students will classify food for purchase as either raw or processed. They learn the important function of food in the body. Students will investigate factors that influence food choices and relate these to health, diet and exercise. Students demonstrate safe food handling and workplace practices. They recognise the steps involved in following a recipe and practice measuring ingredients.

### **WOODWORK**

Students design projects in wood and learn the unique characteristics of the material. They are expected to design their own projects and develop skills in reading and interpreting technical drawings. Production processes that include the use of a wide range of power tools will be expected.

### **METALWORK**

Students design projects in various types and shapes of metal and develop skills in working with these materials. Skills include marking out, cutting, shaping, grinding, welding, polishing, drilling, machining. Students will be expected to learn and practice work-safe procedures.

## **INFORMATION COMMUNICATION TECHNOLOGY**

Developing your ability to use ICT is essential for success in the 21<sup>st</sup> century; the ability to effectively use ICT within and without the classroom will enhance success at school and effectiveness in future careers. Students in this course will learn essential Microsoft Office and Adobe software skills that will improve their performance in other subjects as well as a number of fun and innovative uses of ICT including game and comic creation. Students should have internet access and a laptop as course content may be enhanced via online eLearning; access to a video camera at home is also an advantage.

## **ELECTRONICS**

Students investigate electronic components and material to produce printed circuit boards. As knowledge and skills develop students are given the opportunity to design and program microcontrollers to perform simple tasks, providing a great stepping stone into the upper school Robotic and Electrical Engineering course. Students are expected to produce a folio outlining the design process as they build and manufacture an electronic project based on an identified challenge often incorporating a microcontroller or sensor based circuit.

## **GROOMING AND DEPARTMENT**

Personal presentation and looking after your self are the areas that are covered in this course. The students will learn how to present themselves nicely using products they make themselves which in turn will build their self confidence. They will also learn the basics of sewing when they make a cosmetics case to store their products. The students will trial store bought vs. home made products such as: hair treatments, face masks and lip balms.

- Hair Care and Styling
- Manicures
- Skincare and Make-up
- Personal Style
- Personal Hygiene
- Self Esteem/Confidence

## **CARING FOR CHILDREN**

This course will teach the students the basics of looking after a child through practical and theory tasks. The students will learn the basics of using a sewing machine. Producing simple meals for young children and understanding the importance of meeting children's needs. The students will have an opportunity to interact with a group of young children to reinforce their new learned skills.

The course will teach the students to:

- Produce games and activities
- Plan a Children's Party
- How to interact with young children
- Basic safety and first aid skills

## **TECHNICAL GRAPHICS**

This course has been developed around improving three dimensional visualization skills using computer software. Students are required to draw a variety of objects that increase in difficulty and dimension them appropriately. This course develops a number of computer based skills, but specifically the use of software such as Google SketchUp, Picaxe and Creo.

## **YEAR 9 ARTS**

### **VISUAL ART**

In Year 9 Visual Art students will learn to express themselves in a variety of studio disciplines including printmaking, painting, sculpture and drawing. They will learn a wide range of techniques and processes and encouraged to develop an individual style of work.

### **DESIGN ART**

Year 9 Design Art students will be introduced to user centre design and product design. Specific design tasks may include an introduction to technical drawing, graphics, photography, computer aided design, product design, fashion design and industrial design.

### **MEDIA**

Year 9 Media students will study a range of media forms including magazine publication, film, TV series and photography. The semester long course ensures students will be able to complete projects to a high standard and provide students with several opportunities to succeed to their personal best.

### **DANCE**

Year 9 Dance will span 2 terms. During the course students will compare and contrast the different dance styles, group choreography and basic dance techniques. Dancers and dance styles studied may include Hip Hop and contemporary.

### **DRAMA**

Year 9 Drama runs for 2 terms and covers basic vocal and non-verbal technique, blocking and stage directions and how to perform in various styles of theatre. There may also be the possibility of participating in a Year 9 production

## **MUSIC**

Students who are studying instrumental music through the School of Instrumental Music must elect this subject. This subject will be a year long course. The focus of this subject is the study of contemporary music and is designed for students interested in studying music and music technology. Students will have the opportunity of learning to play a musical instrument such as bass, guitar, keyboard, drums and voice. Students who already play an instrument will further develop performance skills on their chosen instrument and learn the use of a Vocal PA system, microphones and amplification and recording equipment.

## **YEAR 9 PHYSICAL EDUCATION**

### **OUTDOOR EDUCATION**

Are you interested in the outdoors? Year 9 Outdoor Education will give you an introduction into the natural environment around us, and how best to interact with it. Through exploring ecosystems, plants, and the animals that live in not only different parts of Australia, but the world over, students are able to broaden their knowledge about the environment around us and how it works. Students will investigate into weather patterns and climate, and be given a thorough introduction to camping principles and equipment, culminating in an outdoors camping experience at the end of the unit.

### **NETBALL ENRICHMENT PROGRAM (NEP)**

This year long elective should be chosen by students who are interested in Netball to develop their game fitness, skills and awareness culminating in involvement in a number of competitions and carnivals held throughout the year.

Applications and further information about the College NEP are available from Ms McKinnon or Mr Harwood in the PE Office. Only students who have successfully applied for this course through PE should select this elective.

### **RUGBY ENRICHMENT PROGRAM (REP)**

This year long elective should be chosen by students who are interested in Rugby League to develop their game fitness, skills and awareness culminating in involvement in a number of competitions and carnivals held throughout the year.

Applications and further information about the College REP are available from Mr Guthrie or Mr Harwood in the PE Office. Only students who have successfully applied for this course through PE should select this elective.

## **YEAR 9 SOCIETY AND ENVIRONMENT / ENGLISH**

### **FUTURE PROBLEM SOLVING**

Future Problem Solving is an international educational program for students of all ages that focuses on the development of critical and creative thinking skills. In particular, students will focus on the skills of problem identification and positive solutions to those problems. Students will work in teams of four to solve potential futuristic problems and will have the opportunity to compete at state and international level should their submissions be of a high caliber. This course is guaranteed to be challenging, but fun too! This unit will help you learn *how* to think, not *what* to think. Your creativity, positive attitude and ability to think outside the square are essential requirements for successful completion of this course.

## **YEAR 9 LANGUAGES OTHER THAN ENGLISH**

### **JAPANESE**

Languages education is an integral part of a balanced school curriculum. It plays an important role in preparing students for effective participation as global citizens of the 21st century. The benefits of learning languages include the ability to communicate within and across cultures, an understanding of, and respect for, diversity and difference, an extension of literacy skills and the development of cognitive and critical thinking skills. Competence in a second language can also enhance employment and career prospects.