YEAR 9

COURSE INFORMATION

2016
THE ARTS

- **GATE Art**
  GATE Art students must select GATE Art (Full Year) which counts as two choices.

- **Kalamunda Performing Arts**
  Students must select 9KPA (Full Year) which counts as four choices.

ART AND DESIGN

- **2 Dimensional Art**
  This subject will enable students to express themselves through a range of 2D mediums which include drawing, painting and printmaking.

- **3 Dimensional Art**
  This course will allow students to express themselves through a wide range of fun mediums including clay, wire and found objects. There will also be drawing needed to design the things they make!

DANCE

- **9 Dance 1 - Creative Dance**
  This course introduces students to the world of dance-making whilst enhancing their fundamental movement skills. Students are encouraged to experience all the roles of a dancer, learning dance skills such as isolations, turns and leaps and also choreographic skills such as cannon, motif, repetition and retrograde.

  As students are given performance opportunities, technique, social skills and fitness are all important aspects of this course.

- **9 Dance 2 - Dance Through Time**
  This course will not only give students the opportunity to learn dances from the past and present, it also aims to look at dance in different cultures. Students will have the opportunity to study various dances in history including Tribal, Ancient, Can-Can, Charleston, Rock ‘n’ Roll, Spanish, Modern and Hip Hop/ Street Dance. Students examine why people dance and how people make and perform dance. Students will be given the opportunity to perform in this course.

DRAMA / THEATRE ARTS

- **9 Theatre Arts 1 – Improvisation and Melodrama**
  Improvisation is the sport of theatre, where we flex our muscles and learn to let ourselves say the first thing that comes to mind when we’re in the arena. Students will revise mime while building their improvisation skills with a series of fun ‘theatre sport’ games. This will lead into the study of melodrama and its stock characters: the hero, the villain, the damsel in distress, the greedy landlord and many more. The class will stage a performance in the Lower School Extravaganza at the end of Semester Two, for family and friends.

MEDIA

- **Media 2**
  Explore different areas of the media including film and television. The course will also involve making a media production of your own.

- **Media 3**
  Media 3 will look at the “new media” world of gaming, music videos and social networking. Students will also create a production of their own.

- **Entertainment – Stars, Celebrities & Heroes**
  Celebrities are a major part of our society. This course investigates the concept of “stardom”. Why people want to be famous, how people become famous and why society needs stars.

  You will research fame over the years, a star, look at how stars are used and abused by the media, and examine if anyone can be famous. This course is a good introduction for those wanting to do Year 11 Media Production & Analysis.
MUSIC

- **Music Full Year (Counts as two options)**

  Students who choose Music in Year 9 are required to study the course for the full year.

  The musical genres covered in Year 9 are Reggae, Funk, Classical Music and Film & TV Music. In these courses, students will be provided with activities and learning opportunities in all aspects of music – notation, Kodaly – Solfa, listening, analysing, performing, arranging, composing and music culture & history.

  Assessment types will include Performance (ensemble and individual), Listening, Composing, Theory and research (Music History). It is desirable but not essential to have completed Music in Year 8.

PHOTOGRAPHY

- **Photography**

  Photography is an interesting and fun course for students who wish to explore a wide range of skills and knowledge with cameras. This course provides students with a creative, technical and practical background of the evolution and application of photography and basic printing processes. Students are introduced to the photography darkroom environment and to the world of art/design theory and critical analysis.

  Topics covered include: history of photography; darkroom (introduction and OHS); pinhole camera; photograms; elements and principles of design; digital compact cameras (point and shoot); composition (basic); trick photography; presentation, annotation and reflection.

- **Photographic Portrait and Modelling**

  This is a course for students who wish to explore a wide range of skills and knowledge with cameras, specifically in the genre of portraiture. This course provides students with a background into portrait photography and 3D modelling of the face using natural/limited light. Students are introduced to the virtual darkroom environment (Photoshop), and begin to understand the importance of art/design theory and critical analysis as it relates to portrait photography.

  Topics covered include: History or Portraiture; Digital Compact Cameras (Point and Shoot); Portrait composition and colour theory (Basic); Portraiture in natural/limited lighting (Character Study); Introduction to Photoshop (Beginner); Symmetrical portraits; Presentation, Annotation and Reflection.

TECHNOLOGY & ENTERPRISE

DESIGN & TECHNOLOGY

- **Metal Jewellery**

  This course provides students with the opportunity to develop skills in the cutting and forming of different types of metal to a stage where they can design their own projects.

  A variety of jewellery items will be made. As skills develop students will be encouraged to design and construct items of their own choice.

- **Model Making**

  Students will develop skills and the knowledge required to manipulate a variety of materials including wood, metal and plastic to produce a variety of interesting models. The technology process will be utilised and developed whilst studying model making.

- **Technical Drawing**

  Through a variety of activities, students will learn how to read drawings and use a variety of techniques to present drawings which create impact. Throughout the course a folio of work will be developed by students.
Wood Design
This course is designed to develop skills in working with wood to construct small projects. Students will be given the opportunity to use the Technology Process to create individual projects from wood.

INFORMATION TECHNOLOGY

Multimedia
This course allows students to move into the multimedia component of Information Technology. Students will learn to design a multimedia product to be used by other students. Software usage includes Microsoft PowerPoint and Movie Maker, Adobe Flash, InDesign and Photoshop, and the Internet. Hardware used includes digital movie and still cameras and scanners.

Animation
This course allows students to work through the process of animation - starting at the planning stage and working towards the development stage. Students will create a working animation to be incorporated in an electronic product. Software usage includes MS PowerPoint and Movie Maker, Adobe Flash, InDesign and Photoshop. Hardware used includes scanners, digital movie and still cameras.

Electronic Game Design
This course allows students to further their skills in the world of electronic game design with an emphasis on developing software skills and design knowledge. The course will look at the history of electronic game design and how it has influenced current and future designs. Software usage includes Adobe flash, Photoshop and Fireworks, as well as games development software.

Webpage Design
The overall outcome of this course is for students to design and build a website. There is an emphasis on online techniques. Software usage includes Microsoft PowerPoint and Movie Maker, Adobe Flash, Photoshop and Dreamweaver.

HOME ECONOMICS

Fashion Sewing
No previous sewing experience required! The emphasis in this course is to develop basic sewing skills that can be used to create many exciting effects with fabrics, trims and products. Students will have the opportunity to design and make a variety of fashion items.

Caring for Children
Through an emphasis on craft activities, students explore caring for children aged 2 years and over. This is a great course for babysitters or anyone planning a career in childcare.

Social Aspects of Food
This elective investigates courses in a formal menu. Presentation of food is the key element. To complete the course students make a chocolate house!

International Food 2
This course investigates food from around the world. It is a great introduction to the variety and splendours of overseas cuisines. Recipes are adapted to ‘Australian’ tastes.

PHYSICAL EDUCATION

Outdoor Adventure Program (Counts as two options)
Students who have been accepted into the Outdoor Adventure Program are required to study the course for the full year.

Outdoor Recreation 1 (Roping)
This is a highly practical subject, where students get to participate in abseiling and roping activities. This usually includes a day trip to Statham’s Quarry to abseil the 35 and 40 metre cliffs.
Physical Recreation 1
This is a course for students who want to get out and have fun. The emphasis is on participation. Activities in this course will include fitness, martial arts and may also include activities such as indoor hockey and soccer.

Languages Other Than English

Indonesian, Italian and Japanese
Students must study the language in both Semester 1 and 2.

Languages are a life skill, like driving a car, and a skill highly valued by employers. Moreover, learning languages not only teaches you how to interact with speakers of other languages, it also helps you to see things from a range of different perspectives, making you more resourceful and creative.

The Year 9 language course offers students an opportunity to complete Part 1 of the Certificate II in Applied Languages as outlined by the Central Institute of Technology. The course covers Social Cluster, which focuses on developing basic speaking, reading, writing and listening skills necessary to continue towards completing the full certificate in Year 10. Students will learn a style of language appropriate to the social context, for example, school/friends/peers, family relations, daily routine or interests and pastime.