Year 9 Electives Handbook

2022

MAZENOD COLLEGE

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In Year 9, all students study English, Maths, Science, Humanities and Social Sciences, Religious Education and Health & Physical Education as part of their curriculum.

In conjunction with these subjects, students are able to choose **elective** subjects. Elective subjects provide students with the opportunity to develop their talents in a wide variety of areas.

In Year 9, students can choose new electives or build on their experiences from Year 8.

Students are encouraged to choose a wide range of electives to broaden their experience.

The choice of elective subjects needs to take into account the student's ability, skills and interests.

ELECTIVES SELECTION INFORMATION

Elective selections are completed online.

Parents will receive an email providing the details required for making their selection. Students can choose subjects not chosen in Year 8.

Students can choose more than one unit from the same subject area and are encouraged to do so where that subject is of interest to them.

Students can choose Unit 2 of a subject area without choosing Unit 1.

Specialist Band Program is a whole year / 2-unit program. Students in this program in Year 8 are expected to continue in Year 9.

Students will need to select a total of 6 units.

You can use the following page to ensure you meet these requirements.

Electives 2022

Design & Technology Units

No. of Units	Name	No. of Units	Name
1	**Design** (1 unit course)	1	**Metalwork** (1 unit course)
1	**Design** (2 unit course)	2	**Metalwork** (2 unit course)
1	Engineering: **Electronic Engineering**	1	**Woodwork** (1 unit course)
1	Engineering: **Robotic Engineering**	2	**Woodwork** (2 unit course)

Digital Technologies Units

No. of Units	Name	No. of Units	Name
1	Digital Techologies: **Game Development**	1	Digital Techologies: **Rescue Robots**
1	Digital Techologies: **Programming for Maths & Science**	1	Digital Techologies: **Applying Adobe Software Skills**

Visual Arts Units

No. of Units	Name	No. of Units	Name
1	Visual Art: **Art of the New**	1	Visual Art: **Invention & Fantasy**
1	Visual Art: **Rapture with Sculpture**	1	Media: **Gogglebox**

Performing Arts Units

No. of Units	Name	No. of Units	Name
1	Drama: **Off the Cuff**	1	Music: **Music, Media & Mixcraft**
1	Drama: **Showtime!**	1	Music: **Practically Amped**
		2	Music: **Specialist Band Program**

Gifted & Talented Units

No. of Units	Name	No. of Units	Name
1	**RiOT** (Gifted & Talented)	1	**Explore** (Science)

Languages Units

No. of Units	Name	No. of Units	Name
1	LOTE: **Italian** (1 unit course)	2	LOTE: **Italian** (2 unit course)

Commerce Units

No. of Units	Name	No. of Units	Name
1	Commerce: **Investment Analysis**	1	Commerce: **Small Business and Entrepreneurship**

Health & Physical Education Units

No. of Units	Name	No. of Units	Name
1	HPE: **Outdoor Education**	1	HPE: **Specialised Physical Education**

Below are some samples of elective combinations you might choose.

- Design & Technology
- Digital Technologies
- Visual Arts
- Performing Arts
- Other Learning Areas

1
Six single unit electives

	Semester 1	Semester 2
Option Line 1	Art: **Art of the New**	**Off the Cuff**
Option Line 2	**Design**	**Applying Adobe Software Skills**
Option Line 3	Media: **Gogglebox**	**Music, Media & Mixcraft**

2
One 2-unit elective and four single unit electives

	Semester 1	Semester 2
Option Line 1	**Specialist Band**	
Option Line 2	**Metalwork**	**Rescue Robots**
Option Line 3	**RiOT** (Gifted & Talented)	**Practically Amped**

3
Two 2-unit electives and Two single unit electives

	Semester 1	Semester 2
Option Line 1	**Woodwork** (2 unit course)	
Option Line 2	**Metalwork** (2 unit course)	
Option Line 3	**Investment Analysis and Business Valuation**	**Explore** (Science)

Specialist Programs

Specialist Band

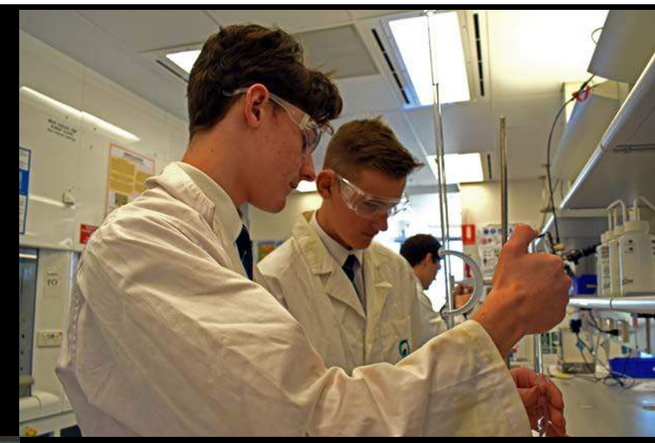
This is the College's most prestigious music scholarship program, offered to 20-25 of our most dedicated and determined music students. All students selected must demonstrate a willingness to learn and have a strong commitment to practice.

This the second part of a two-year program , which is a full scholarship in Year 9. The students selected will be continue to be provided with an instrument, be provided with individual tuition and a structured music program with at least 4 group performance opportunities. Under the tutelage of our expert music staff, the focus for Year 9 will be on Jazz with students developing performance skills in Blues, Swing, Film Music and improvisation. During the second year students will become increasingly familiar with their instruments, learning advanced performance techniques, composition, keyboard skills and experience working in a recording studio.

Understanding one's place within a larger ensemble and being able to play under a Band Conductor are a key focus for this second year. 'Grade 2 Jazz and Contemporary' is the level of the musical arrangements to be learnt, with dynamics, rhythm, melody, tone and articulation as the key focus elements of performance. Theoretical lessons will develop both musical understanding and knowledge of music notation and an historical analysis of their chosen instrument

Explore Science

This course is designed to cater for those students who have a talent and passion towards science. Explore Science will give students the opportunity to enrich and extend their knowledge and inquiry skills in Science. The course includes real world Science topics not currently covered in the compulsory Core Science course such as Forensic Science. It is designed to allow the students to apply their knowledge and explore their interests through practical work and investigations. Explore Science is hands-on, fun and rewarding.



RiOT

(Research, Inquiry & Original Thinking)

Research Inquiry and Original Thinking is the key for the great minds of the next generation. RiOT is an exciting opportunity for students who want to go beyond their everyday learning to engage with Big Ideas that challenge them intellectually and creatively. The program complements the Explore program in Science, which means that students can do both the RIOT and Explore programs.

The program is for one semester and is tailored specifically to extend and challenge each student's ability and to develop their critical thinking and problem-solving skills. Students in this program will be given opportunities to compete against other schools in competitions that allow them to engage with other like-minded students.

The semester will culminate in students showcasing personally and collaboratively developed Big Ideas projects for parents and the College community.

RiOT is part of the College's gifted and talented offerings but it is also available to all students. If you think this is for you, feel free to select it and Ms Biffin will catch up with you.

Design & Technology

Design (1 or 2 unit course)

Design

This is a course for those who want to design big things and small things.

Students will learn to use Computer Aided Design through a number of different software applications such as Autodesk Inventor, ArchiCAD, and 2D Design to do architectural design. Students will then test their designs through manufacture by making use of 3D printers, 3D Modelling and VR software.

Moving from the large to the small, students will use 3D printers to produce their own imaginative works that they design on their computers, including small toys, keychains and other objects.

Engineering

Electronic Engineering

In this unit, students develop and apply their understanding of electronics to build a Bluetooth compatible music player. The body of the player will be designed and 3D printed by the students. The course will provide students with the theory of electronics, such as electrical safety, basic electronic principles, understanding and recognition of components, calculations in resistance, capacitance and simple circuit laws. This theory will be applied to the construction of integrated circuitry on manufactured printed circuit boards, culminating in a device to power whatever your musical tastes might be.

Engineering

Robotic Engineering

Rather than wait for robots to take over the world, take over the robots! This course brings together design and robotics. In this course, you will use Arduino to program robots such as robotic arms, robotic boom gates for model railways, and traffic light junctions. These will all realistically emulate real life situations. Students will use design software such as AutoCAD and do practical activities that involve the construction of bread board circuitry using Arduino Interfaces.

Metalwork (1 or 2 unit course)

Metalwork

While this subject follows on from the skills that were taught in Year 8, it can also be studied by students new to the course. It is designed to encourage and broaden the students' knowledge of metalworking practices and processes. The course also expands their knowledge of various machines and specialised metalworking equipment as well as developing an understanding of plans and working drawings. Students in this course will become skilled in the safe use of basic tools and a limited range of metalworking machines. Safety will underpin all teaching and learning experiences.

A focus of this subject will be product design. Students will be asked to solve a design problem in which they will need to come up with their own solution. In doing so the students will learn the relevant design processes needed as well as how to communicate their ideas through the use of Free Hand Sketching and Computer Aided Drafting. Throughout the course the students are introduced to a range of machines and tools and safe working practices are promoted.

Woodwork Unit (1 or 2 unit course)

Woodwork

While this subject follows on from the skills that were taught in Year 8, it can also be studied by students new to the course. It is designed to develop the skills and working practices learnt in Year 8 and to prepare students for the more individual and independent project organisation expected in Year 10. The course also expands their knowledge of various machines and specialised woodworking equipment as well as developing an understanding of plans and working drawings. Students in this course will become skilled in the safe use of basic tools and a limited range of woodworking machines. Safety will underpin all teaching and learning experiences.

A focus of this subject will be product design. Students will be asked to solve a design problem in which they will need to come up with their own solution. In doing so the students will learn the relevant design processes needed as well as how to communicate their ideas through the use of Free Hand Sketching and Computer Aided Drafting. Throughout the course the students are introduced to a range of hand tools and safe working practices are strongly promoted.

Digital Technologies

Digital Technologies

Programming for Maths & Science

Programming an equation in Maths and molecule in Science helps you understand them better. Learning how to manipulate a line of code to change a shape can help you better understand the properties of that shape. This subject is for students who would like to improve or extend their learning in Programming, Maths and Science through programming languages.

Digital Technologies

Applying Adobe Software Skills

If you enjoy learning how to use the Adobe software this course is for you. You will learn the basics functions of a variety of industry standard Adobe software and how to apply design concepts to enhance your creations. Applications like Adobe XD, Photoshop, Illustrator, InDesign and Animate will be covered during the unit. If you are interested in Programming or Game Design, this course will teach you how to create an exciting User Interface for the Programs and Games that you code.

Digital Technologies

Rescue Robots

Learn how to build and program robots for applications like saving stranded earthquake victims. Students will learn how to use Python code to program autonomous robots. Students will be working toward participating in the RoboCup, competing against other schools to see who can create the best solution.

Digital Technologies

Game Development

In this course students will deepen their understanding of Programming and Algorithmic thinking in the context of creating computer games. Rather than just being consumers of video games, students will learn the principles of game theory so they can make a game people want to play, design so they make a game that looks appealing; and programming, so they make a game that is functional.

Humanities & Social Sciences

Commerce

Investment Analysis

Students will use a variety of share investment decision making tools including Fundamental, Technical and Behavioural analysis techniques, manage a $50,000 virtual share portfolio, gain an understanding of accounting terminology, study the principles of valuation and complete a market appraisal of an actual business. Students should develop skills in data interpretation, business decision making and become proficient users of Excel.

Commerce

Small Business and Entrepreneurship

Students will experience being an entrepreneur, planning and creating an invention as well as working in a small team to operate a school market stall. They will record simulated and real business transactions and produce simplified financial statements in Excel, complete an individual Income Tax return with capital gains events and dividends, study current bank lending practices and assess a home loan application.

Health & Physical Education

Specialised Physical Education

This course is offered to students who enjoy HPE and want to further develop their skills and strategies. A variety of sports that are not covered in Physical Education classes are selected, such as flag gridiron, lacrosse, floorball, softball and badminton. Students are given the opportunity to improve their skills and understanding of the methods to improve performance. Students ability to transfer tactical knowledge and strategies from one sport to the next is a focus. Practical performance in the selected sport forms the basis for student assessment in this course.

Outdoor Education

The initial emphasis in this one semester course is on the principles of leave-no-trace, sustainability and risk management. From that point on there is a mixture of theory and practical lessons in each cycle.

Theory component: Students relate to aspects of the seven leave-no-trace principles and how they can inform practice in the outdoors. In particular we consider the first principle, Plan Ahead and Prepare. Students look at simple risk management strategies, learn the common first aid skills and hygiene considerations needed in the outdoors, develop equipment lists and consider how climate and weather can affect their outdoor activities. Students also prepare a report on a famous walking trail.

Practical component: The students relate to the Plan Ahead and Prepare principle and train for their hiking expedition. This training generally consists of swimming and walks in the area of the College to develop their core strength. The students also learn and practise camp cooking, setting up shelters (tents and hootchies), knot tying and packing rucksacks.

The course culminates with a 2-3 day expedition where the skills and knowledge learnt in the course are put into practice.

Please note there is a limited number of places offered in Outdoor Education for logistical and safety reasons. Selection criteria will be based on suitability to the subject and recommendations from classroom teachers and the Head of the Health & Physical Education Department.

Italian

Italian (1 or 2 unit course)

Italian

This course builds on ideas, vocabulary and basic grammar structures acquired in Year 8 and is designed to provide students with the necessary skills to communicate at an elementary level with native speakers in both written and spoken exchanges. Students who choose to study Italian in Year 9 will deal with various topics and emphasis is placed on a wide range of practical activities including role-plays and games. The cultural and background content is further encouraged through multi-media, audio-visual programs, excursions and incursions. The wonders of Italian culture are further enhanced with the Italian cuisine component of the course, which allows students to experience a taste of Italy as they prepare delicious, classic Italian food for their families.

Performing Arts

Drama

Off the Cuff
(Improvisation & Theatre Sports)

Thank God You're Here, we need you on our team! Improvisation is not only a foundational skill in performance studies, but also in life, whether it be handling unforeseen circumstances, making it through an interview, meeting new people or navigating difficult experiences. Students will learn how to think spontaneously and creatively through a series of practical and fun skill-building exercises and games, leading towards a Theatre Sports competition for a live audience. Students will also explore how to use improvisation in playbuilding with a look into the most famous improvised theatre- Commedia dell'Arte.

Perfect pair:
Showtime
If you like this (suggested options):
Practically Amped, Rapture with Sculpture, Art of the New

Drama

Showtime
(Putting on a Production)

One of the best experiences in Drama is being part of a production, so why not do it in class? This module aims to explore all areas of production by actually putting on a production for a live audience in a short timeframe. Students will explore the role of the Actor, Director, Designer and Producer as they select a script, cast roles, rehearse, produce, design, create and perform a show for a live audience with the possibility of a short local tour. This module is perfect for both performers and the quieter achievers who might prefer to work behind the scenes.

Perfect pair:
Off the Cuff
If you like this (suggested options):
Practically Amped, Rapture with Sculpture, Art of the New

Music Technology

Music, Media & Mixcraft

The title says it all! Using Mixcraft, produce voiceovers for ads, get all "Hollywood" with a track and voice creation for a movie preview, and put any of those things together as a soundtrack to an action-packed cartoon! Students will learn the importance of music in movies, and how to put its power to use. They will explore programs, software, keyboard and theory to master their projects and develop a more critical ear for what they hear around them. The course also deals with live performance and recording. Even students with little to no experience will find successful performance opportunities in a contemporary band setting.

Perfect pair:
Practically Amped
If you like this (suggested options):
Gogglebox, Invention and Fantasy

Music

Practically Amped

Amp it up! Want to learn how to make your instrument sound awesome? This module is all about playing and doing. Students will create and work in a band as they explore how to use amplifiers, microphones, synthesisers and guitars for performance and production. Students can also expect to leave this module with a solid understanding of working a sound desk, using a recording studio, microphone technique, mixing/production, and operating within a musical group. Music experience is not a requirement and all instruments are welcome.

Perfect pair:
Music, Mixcraft & Media
If you like this (suggested options):
Gogglebox, Invention and Fantasy

Visual Arts

Art

Rapture with Sculpture
(The Art of Everything 3D)

In a 3D world, why not learn about the Art of everything 3D in one place? This module sets out to experiment and play with sculpture of all types including mould making, cement/stone casting, carving and latex. Not only will students leave this module with a deeper appreciation for the multidimensional and extended skills and experience with a variety of material- they will also have their very own latex horror mask ready for Halloween.

Perfect pair:
Art of the New, Invention and Fantasy
If you like this (suggested options):
Off the Cuff, Practically Amped

Art

Art of the New
(Fine Art)

For the contemporary artists out there, come and work your magic in a module all about doing things differently. Students will explore 'Pop' culture through alternative materials and create a T-shirt printing/painting, graffiti spray paint a skateboard, music hero caricatures and recycled wood portrait. Students will explore and challenge contextualised artworks to see if they are the next Banksy!

Perfect pair:
Rapture with Sculpture, Invention and Fantasy
If you like this (suggested options):
Off the Cuff, Practically Amped

Art

Invention & Fantasy
(Art of the Impossible)

Ever catch yourself imagining another world, or wanting to jump into a virtual reality? Think you could create a comic strip for the next generation that would challenge Marvel and DC? Enjoy reading, watching or creating Science Fiction or Fantasy? This is the module for you. Students will explore the art of the impossible through anime, illustrations, photo manipulation, animation and 3D printing in this digital design course.

Perfect pair:
Art of the New, Rapture with Sculpture
If you like this (suggested options):
Music, Media & Mixcraft, Gogglebox, Practically Amped

Media

Gogglebox
(Television & Pop Culture)

In an age where TV series are superseding film, we have to ask ourselves the question, how did this happen? Taking a step back and observing pop culture, students will examine television trends including the impact of streaming, singles and interactivity. Students will pull apart soap opera, reality TV and sitcoms before creating, pitching and filming a pilot episode for a contemporary audience.

If you like this (suggested options):
Music, Media & Mixcraft, Practically Amped, Art of the New, Invention and Fantasy

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