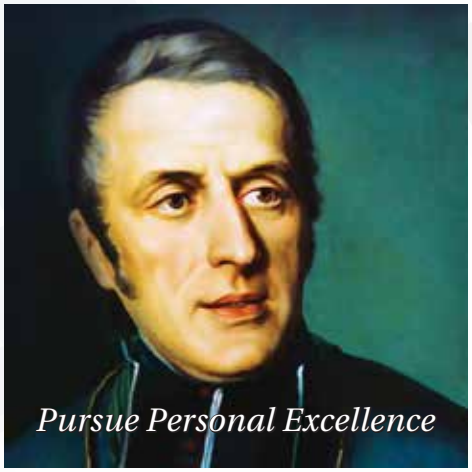
MAZENOD COLLEGE



OPTIONS SELECTION for YEAR 9, 2020

Introduction

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

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

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

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

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

OPTIONS SELECTION INFORMATION

Option 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

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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 contunue in Year 9.

The following pages outline the subjects available followed by brief descriptions to assist with understanding what each involves.

Please bear in mind that students need to choose a total of 6 units.

Option	No of Units	Option	No of Units
Art (Unit 1) - Be Like an Artist	1	Music (Unit 1) - Triple M	1
Art (Unit 2) - Rapture with Sculpture	1	Music (Unit 2) - Practically Amped	1
Art (Unit 3) - Invention and Fantasy	1	Digital Tech (Unit 1) - Cyber Security	1
Commerce (Unit 1) - Investment Analysis and Business Valuation	1	Digital Tech (Unit 2) - Web Development and Design	1
Commerce (Unit 2) - Finance and Applied Entrepreneurship	1	Explore Science	1
Design (1 Unit course)	1	Electronic Engineering (1 Unit Course)	1
Design (2 Unit course)	2	Electronic Engineering (2 Unit Course)	2
Drama (Unit 1) - Off the Cuff	1	Outdoor Education	1
Drama (Unit 2) - Showtime	1	Specialised Physical Education	1
Italian (1 Unit Course)	1	Specialist Band Program	2
Italian (2 Unit course)	2	Woodwork (1 Unit Course)	1
Media (Unit 1) - Truth and Lies	1	Woodwork (2 Unit Course)	2
Media (Unit 2) - Silver Screen	1	RIOT Program (Gifted and talented)	1
Metalwork (1 Unit Course)	1	Digital Technology (Unit 3) - Rescue Robots	1
Metalwork (2 Unit Course)	2	Digital Technology (Unit 4) - Programing: Coding 101	1

Note:

You need to choose a total of 6 units.
1 unit courses run for 1 semester
2 unit courses run 1 unit each semester

Some possible ways you could choose 6 units

	Semester 1	Semester 2
Option line 1	Media - Silver Screen	Digital Tech - Cyber Security
Option line 2	Outdoor Education	Specialised Physical Education
Option line 3	Woodwork (2 unit course)	

	Semester 1	Semester 2
Option line 1	Drama - Off the Cuff	Drama - Showtime
Option line 2	Digital Tech - Rescue Robots	Art - Be Like an Artist
Option line 3	Specialist Band Program	

	Semester 1	Semester 2
Option line 1	RIOT Program	Explore Science
Option line 2	Metalwork (2 Unit Course)	
Option line 3	Electronic Engineering (2 Unit Course)	

Specialist Programs

The College offers Gifted and Talented students the following options. Entry into these programs is selective and is based on achievement, aptitude and/or by audition.

Specialist Band

Students in the Specialist Band Program in Year 8 are expected to continue into Year 9. Questions regarding this program can be directed to Ms Parkinson (Head of Performing Arts Department).

RIOT Program (Gifted and Talented)

Students who select the Gifted and Talented Program will be contacted to confirm their place in the program. Questions regarding this option can be directed to Ms Biffin (Gifted and Talented Coordinator).

Explore Science (Gifted and Talented)

Students who select the Gifted and Talented Program will be contacted to confirm their place in the program. Questions regarding this option can be directed to Ms Gale (Head of Science).

Option Descriptions

Specialist Band Program

This is the College's most prestigious music scholarship program, offered to 35 to 40 of our most dedicated and determined music students. All students selected will not necessarily have had previous music experience, but must demonstrate a willingness to learn and have a strong commitment to practice. This is a two year scholarship, beginning as a bursary in their first year followed with a full scholarship in Year 9. The students selected will be given an instrument, be provided with individual tuition and a structured music program with at least 4 group performance opportunities.

Selection into this prestigious program is determined in Year 7 and students are committed to the two years under the tutelage of our expert music staff. During the first year students will become increasingly familiar with their instruments learning correct posture, embouchure, major/minor scales and instrument care and maintenance. Understanding one's place within a larger ensemble and being able to play under a Band Conductor are a key focus for this first year. 'Stage 1 Preliminary Orchestral' music is the level of the musical arrangements to be learnt, with 'dynamics' and 'timing' 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 will also form part of the students' development.

RIOT Program (Gifted and Talented)

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.

Explore Science (Gifted and Talented) (1 Unit program)

This course is designed to give students the opportunity to explore Science through creative, inquiry based project work. The inquiry process involves exploring the natural and material world in a way that leads to asking questions, making discoveries and testing those discoveries. The students in this course will be doing 'real science' through open investigations in which science is applied to solve real world problems. This is a hands on, fun and rewarding option.

Performing and Visual Arts Subjects

Art (Unit 1)

Be like an Artist - Art that breaks with Tradition (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 skateboard, music hero caricatures and recycled wood portrait. Students will explore and challenge recontextualised artworks to see if they are the next Banksy!

Perfect pair: Rapture with Sculpture (The Art of Everything 3D) or Invention and Fantasy- Art of the Impossible (Digital Art)

If you like this (suggested options):
Off the Cuff, Practically Amped

Art (Unit 2)

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: Be like an Artist- Art that breaks with Tradition (Fine Art) or Invention and Fantasy- Art of the Impossible (Digital Art)

If you like this (suggested options):
Off the Cuff, Practically Amped

Art (Unit 3)

Invention and 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, surreal photo manipulation and roto-scoping in this digital design course.

Perfect pair: Be like an Artist- Art that breaks with Tradition (Fine Art) or Rapture with Sculpture (The Art of Everything 3D)

If you like this (suggested options):
Triple M, Silver Screen, Truth & Lies, Practically Amped

Drama (Unit 1)

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 (Putting on a Production)

If you like this (suggested options):
Practically Amped, Rapture with Sculpture, Be like an Artist- Art that Breaks with Tradition

Drama (Unit 2)

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 (Improvisation & Theatre Sports)

If you like this (suggested options):
Practically Amped, Rapture with Sculpture, Be like an Artist- Art that Breaks with Tradition

Media (Unit 1)

Truth & Lies (Documentary & Mockumentary)

In truth and lies, who decides? This module aims to ask critical questions about the power of representation and what we choose to believe in the media that surrounds us. Before students produce, shoot and edit their very own documentary, they will explore the subgenre of Mockumentary to learn about bias and the fine line between truth and lies through comedy, satire and slapstick humour.

Perfect pair: Silver Screen (Television & Pop Culture)
If you like this (suggested options):
Be like an Artist- Art that breaks with Tradition, Triple M, Invention and Fantasy- Art of the Impossible, Practically Amped

Media (Unit 2)

Silver Screen (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.

Perfect pair: Truth & Lies (Documentary & Mockumentary)

If you like this (suggested options):
Triple M, Practically Amped, Be like an Artist- Art that breaks with Tradition,Invention and
Fantasy- Art of the Impossible

Music (Unit 1)

Triple M (Music, Media and Mixcraft)

The title says it all! Using mixcraft, produce voice overs 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 and theory to master their projects and a more critical ear for what they hear around them.

Perfect pair: Practically Amped

If you like this (suggested options):
Silver Screen, Truth & Lies, Invention and Fantasy- Art of the impossible

Music (Unit 2)

Practically Amped (Music Ensembles)

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 an ensemble as they explore how to use amplifiers for performance and production. Students can also expect to leave this module with a solid understanding of working a sound desk, microphone technique, equipment maintenance and operating within a musical group. While music experience is not a requirement, all instruments are welcome.

Perfect pair: Triple M

If you like this (suggested options):
Silver Screen, Truth & Lies, Invention and Fantasy- Art of the impossible

HASS Subjects

Commerce (Unit 1)

Investment Analysis and Business Valuation

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 (Unit 2)

Finance and Applied 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.

Languages subject

Italian (Unit 1 and 2)

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.

Digital Technologies Subjects

Digital Technologies (Unit 1)

Cyber Security

Cyber security is a growth industry and more important than ever. Students will investigate how to be safe online, encryption and network security and how to implement them. Students will become 'ethical hackers' and be able to promote secure online practices.

Digital Technologies (Unit 2)

Web Development and Design

Students will learn web development concepts and the theory of design and its impact on the user experience. We all know a well-designed product when we see one but how can we develop good digital products? Students will develop their own websites and the multimedia assets that go along with it. Applications like Adobe Muse, Photoshop, Illustrator and more will be covered during the unit.

Digital Technologies (Unit 3)

Rescue Robots

Learn how to build and program robots to save stranded earthquake victims. Students will learn how to build and develop code to control 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 (Unit 4)

Programing: Coding 101

Programing is an integral part of IT and is constantly innovating and evolving. Students will hone their skills in coding, gaining experience in a range of programing languages and development tools. Through this course students will delve into websites, scripting and database design and be exposed to advanced programing skills for mobile applications and games development.

Design and Technology Subjects

Design (1 and 2 Unit Courses)

This course is designed to further expand the knowledge and skills learnt in Year 8. Students revisit Computer Aided Design through a number of different software applications such as Autodesk Inventor, ArchiCAD, and 2D Design to design their own products and design solutions. Students will then test their designs through manufacture by making use of 3D printers, 3-D Modelling and VR software, and Laser Cutters. ArchiCAD work will be based around a residential design and Inventor work will be creating an object for a client.

Electronic Engineering (1 and 2 Unit Courses)

The content and assessment of this course is divided between theory and practical work and will build on skills learnt in the Year 8 Course, however no prerequisites are required. Theory in the course includes electrical safety, basic electronic principles, understanding and recognition of components, calculations in resistance, capacitance and simple circuit laws. Practical work involves the construction of integrated circuitry on manufactured printed circuit boards. Students will also program simple electronic and robotic devices to perform specific functions.

Students will also investigate needs, opportunities and problems that are defined in a design brief. They devise a solution that considers factors such as function, environment, materials, components and parts. As part of this process students will be introduced to elements of design and the use of Computer Aided Drafting (CAD) programs. Practical work involves the construction of integrated circuitry on manufactured printed circuit boards. Students will also program simple electronic and robotic devices to perform specific functions.

Metalwork (1 and 2 Unit Courses)

This subject follows on from the skills that were taught in Year 8 and 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 (1 and 2 Unit Courses)

The main aim of this subject is to further 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.

Health and Physical Education Subjects

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 practice 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.

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 sports to the next is a focus. Practical performance in the selected sport forms the basis for student assessment in this course.