

MELBA COLLEGE

Year 9

Elective Handbook



Welcome to Year 9 2018

at

Melba College

You are about to embark on a stage of your secondary schooling where you begin to decide on the pathways and subjects that are of interest to you. In Year 9, you become the leaders of the Junior School. A wide and exciting curriculum is offered to students at Year 9, with the opportunity for all students to broaden their educational experience through the selection of semester based elective subjects.

You are encouraged to select as many different electives as possible over the two semesters, with a view to extending and developing your personal interests and skills. In addition you can begin to explore areas of study which might be pursued further, into VCE studies and beyond.

The Junior School Leader and Year Level Leaders are available most lunchtimes and at recess to assist you in researching areas of interest. You are encouraged to begin thinking about the career pathways that interest you, and computer facilities are available in the Junior Centre to assist in this. Aspects of career information will be integrated into the Year 9 curriculum.

The key criterion for success in these years is being satisfied with your choice of subjects, and understanding their relevance to your future career directions.

Course Selection

The Year 9 course is divided into 2 main sections: core and elective. In the normal 40 period fortnight, the following will be studied by all students:

English/EAL	6 periods per fortnight	Full Year
Maths	6 periods per fortnight	Full Year
Science	4 periods per fortnight	Full Year
Humanities	4 periods per fortnight	Full Year
Physical Education	3 periods per fortnight	Full Year
Community	1 period per fortnight	Full Year
4 Elective Studies	4 periods per fortnight	Each semester
Health	4 periods per fortnight	One Semester (Either Semester 1 or 2)

In any semester, core studies total 24 periods per fortnight. The remaining 16 periods are devoted to the Elective Program – students will select 4 electives each semester, to be studied for 4 periods each per fortnight. It is compulsory for students to study Health in one semester, either semester one or two. The elective program covers areas including the Arts, Technology, LOTE, Humanities, ICT, Physical Education and Health. Students will be asked to select a total of 7 electives over the course of the year.

Students are encouraged to select at least one elective from the Arts and Technology areas. If students elect to study a LOTE it will take up two elective choices as it is a full year subject. The remaining elective choices can be made from any of the available elective offerings.

The subjects that you select in this program will depend on your skills and interests. You will perform better in areas that you enjoy, rather than ones that you feel you should choose, or that you select because a friend has chosen it. It is important that you select a broad range of studies, so that you are gaining a wide appreciation of subjects, particularly if you are still unsure of your future career pathways.

Assessment for each elective subject will consist of two Common Assessment Tasks for each semester of study. Common Assessment Tasks (CATs) are compulsory for all electives. They form the basis of summative assessment for that subject and contribute to the allocation of ACE points for each student.

Subject selection may involve some time and the need for course counseling interviews. Subjects which do not gain sufficient numbers will be deleted from the available list – this may affect your choices. It is important to realise that the school aims to meet as many individual needs as possible, but not every first preference can be given. Read the descriptions of units carefully, and seek advice from teachers if necessary.

Some electives are ‘high cost’, due to the cost of materials or activities provided for students, and parents are asked to consider the charges involved when they are selected.

An indication of the costs for elective subjects has been provided, however, these are based on 2017 costs and may be subject to minor changes. It should also be noted that there may be additional costs for some studies where excursions (or camps – Duke of Edinburgh) are planned.

* These fees are a guide based on 2017 costs. Please note, they may change.

Languages	Arts	Technology	Community and Personal Development	Health and Physical Ed
German (pg. 6)	Art – Painting and Printmaking (pg. 8) \$50	Café Craft (pg. 17) \$75	Duke of Edinburgh Award (pg. 26) \$50 plus camps	Improving Your Game (pg. 28)
	Art – Sculpture and Ceramics (pg. 9) \$50	The Business of Baking (pg. 18) \$75		Peak Performance (pg. 29)
	Dance (pg. 10)	Product & Design Technology – Wood (pg. 19) \$50		Health
	Drama (pg. 11)	Textiles (pg. 20) \$25		
	Film Studies (pg. 12)	Coding (pg. 22)		
	Music Performance A (pg. 13)	Game Development (pg. 23)		
	Music Performance B (pg. 13)	Web Development (pg. 24)		
	Photography (pg. 14) \$50			
	VCD (pg. 15) \$25			

Languages

Full year subjects

GERMAN

Learning Goals:

This is an intermediate course with a focus on consolidating speaking, reading, writing and listening skills in different settings. There is also an emphasis on vocabulary acquisition associated with a range of topics and the extension of the grammar and structures covered in Years 7 and 8. Students will study and deepen their understanding of the German culture.

Content:

Semester 1

- Freetime
- Sport and hobbies through the seasons
- Eating Out
- Restaurant Reviews
- German History from 1870 to present day

Semester 2

- Health & Illness
- Going to the doctor
- Shopping
- Travelling in the city
- Touring around the German speaking countries

Common Assessment Tasks:

- Reading, writing, listening and speaking skills
- German conversations, listen to recorded German texts and announcements, read German texts and articles and write in German in a variety of text types
- German culture topics of *German History 1870 - today* and *Touring around the German speaking countries of Europe*.
- Students will also complete two rich Common Assessment Tasks each semester relating to Victorian Curriculum standards.

Duration: Two semesters. It **must** be selected in both semesters.

Cost: No cost

The Arts

Students should choose at least one Arts subject.

ART – PAINTING AND PRINTMAKING

Learning Goals:

Students are given the opportunity to gain the necessary skills to create artworks from a variety of materials. Developing traditional and abstract techniques will be the focus of this course providing a solid foundation for further studies in the Arts at senior levels.

Art practice encompasses skill development in painting and printmaking as well as the exploration of a variety of mediums. Students are encouraged to express their own ideas while developing techniques within structure and guidelines of the practical course.

Over the course of the unit students will:

- Extend their creative and practical skills at intermediate level in preparation for further studies in the Arts
- Develop an understanding of the Elements and Principles of design in printmaking.
- Be able to identify key words and understand Printmaking in the Arts
- Communicate creative ideas, concepts and design using a range of techniques and producing multiple copies.
- Apply the Design Process.
- Use analysis, discussion and written responses to develop skills in literacy and visual literacy.

Content:

- Drawing from observation and abstraction techniques
- Painting techniques and Mixed media
- Artworks from recycled / found objects
- Exploration of three major printmaking
- The Design Process of concepts, exploration, reflections, annotations and evaluations.
- Art appreciation

Common Assessment Tasks:

- Folio – Three major artworks
- Visual Diary –
- A research report

Duration: One Semester

Cost 2017: \$50.00

ART - SCULPTURE AND CERAMICS

Learning Goals:

Art practice encompasses skill development in sculpture and ceramics. Students are encouraged to express their own ideas while developing techniques within structure and guidelines of the practical course. A visual diary will be used to record ideas and develop the design process as preparation for art works.

This elective offers students the opportunity to gain the necessary skills in hand building and wheel throwing and three dimensional art works such as sculpture.

Content:

Working in developing “functional art” that serves a purpose:

- Cup
- Vase
- Coaster
- Tea Pot
- Bowl
- Instrument

Students develop purpose of product and design labels to accompany products.

Common Assessment Tasks:

- Skills - handbuilding and wheel throwing
- Research Task

Duration: One semester

Cost 2017: \$50.00

DANCE

Learning Goals:

Students gain an understanding of

- Students will develop skills in a range of dance styles.
- Students will develop skills in choreographing and performing a dance work.
- Students will develop an understanding of safe dance practice.

Content:

Students will develop skills in a range of dance styles that develop a kinaesthetic and cultural awareness of the body as a medium of expression. Students will learn and perform dance works created by another choreographer. They will also apply their understanding of the elements of movement and the dance-making process by choreographing their own small group dance works. Ultimately, students will learn about a range of problem solving techniques to structure their own creative intention through dance. Students will research culturally specific dance styles and apply their knowledge of dance terminology when reflecting upon and evaluating their own dance practice. Students will also learn about safe dance practices, including warm-up, stretching, alignment and postural relaxation.

Common Assessment Tasks:

- Dance Composition: Exploring a specific dance style (Contemporary or Hip Hop Learnt Work)
- Dance Composition: Exploring themes and ideas in dance (Small Group Choreography of a Dance Work)

Duration: One semester

Cost: No cost

DRAMA

Learning Goals:

Students gain an understanding of

- Acting skills
- Characterization
- Improvisation skills
- Ensemble development
- Analysis of performance

Content:

- Non naturalism
- Improvisation
- Voice
- Body language
- Gesture
- Dramatic elements

Common Assessment Tasks:

- Ensemble performance
- Performance analysis

Duration: One Semester

Cost: No Cost

NB: Any excursions/ Incursions will incur a cost to be paid at the time of the event

FILM STUDIES

Learning Goals:

Students will be introduced to, and gain an appreciation of, film as a media form. Students will look at film history and what constitutes genre in film.

They will analyse films of a particular genre. Students will develop an understanding of film narrative structure and apply this to reviews and film analysis. They will learn about the basics of film production, in particular storyboards and scripts. They will aim to produce a short film based on the genre studied.

Content:

- Films of a Particular Genre
- Narrative Structure
- Scriptwriting and Storyboards
- Film History

Common Assessment Tasks:

- Review of a film of a particular genre
- Film Making Project

Duration: One semester

Cost: No Cost

MUSIC PERFORMANCE

Please Note: This is a performance subject and you are required to perform in front of the class.

To enroll in Music Performance students must have the ability to play an instrument or sing.

Learning Goals

Students will develop their skills playing and performing on an instrument or voice in solo and group settings. Students are encouraged to showcase their performance skills at the FONO concert held at the end of each semester.

Students will explore the use of technology to compose, record and perform contemporary music styles. Students will also develop skills in aural recognition and music theory. This will include listening to, and learning about, different styles of music.

Content

- Music Theory and Aural Training
- Performance
- Composition

Common Assessment Tasks

- Group / Solo Performances and compositions
- Written Theory and Aural Examination

Duration:

Music Performance A – Semester 1

Music Performance B – Semester 2

May be selected in either semester or both

Cost 2017: No cost

PHOTOGRAPHY

Learning Goals:

Students learn the skills of black and white, 35mm photography and digital photography, camera operation; film processing, printing and presentation. Students are expected to complete written evaluations of their work in assessment tasks and an Investigation of Photography assignment.

Content:

- Learning to use the camera both digital and film
- Learning to process film
- Learning to edit digital photographs
- Learning to enlarge prints
- Practical folio assignments, each comprising two mounted photographs and a student self-evaluation sheet
- Written investigation of photography/photographers

Common Assessment Tasks:

- Folio of practical assignments
- Written photographic analysis assignment

Duration: One semester

Cost 2017: \$50.00

VISUAL COMMUNICATION AND DESIGN

Learning Goals:

This unit focuses on developing an understanding of the design process and visual communication techniques. Students use presentation drawing methods that incorporate the use of Instrumental drawing methods to communicate information and ideas. They develop skills using ICT with consideration for the design elements and design principles to produce a visual communication to a brief. Students investigate a designer and produce a research task. This research introduces students to the broader context of the place and purpose of design. Students using a visual diary record all research, generation, development and refinement of a range of ideas and trialing different methods, media and materials.

Content:

- Instrumental drawing
- Introduction to ICT
- Research Assignment

Common Assessment Tasks:

- Create an instrumental drawing exploring perspective drawing techniques using a range of media.
- Understanding of the design process by using the visual diary to record research, generation, development of a range of ideas. Introduction to ICT to refine the final design for output to print.

IMPORTANT: The visual diary is a major assessment requirement for all outcomes and is used to record all research, generation, development and refinement of a range of original ideas. It is also used to authenticate your work and design development.

Duration: One semester

Cost 2017: \$25.00

Technology

Students should consider choosing at least one Technology subject.

FOODS - CAFÉ CRAFT

Learning Goals:

Students gain an understanding of:

- The food safety laws relevant when preparing food for sale
- The importance of presenting food attractively
- How to photograph food to bring out its best
- Preparing a variety of café menu options
- The Design Process in relation to creating and producing café menu items

Content:

Combining practical and investigation activities, students will cover:

- Keeping food safe
- Food presentation and photography
- Practical preparation techniques for café menu items
- The Australian Guide to Healthy Eating and the rising popularity of healthy café menu options
- Designing, producing and evaluating a café menu item

Common Assessment Tasks:

- Café Menu - Research and design
- Café Menu - Production and Evaluation

Duration: One semester

Cost 2017: \$75.00

Learning Goals:

Students gain an understanding of

- The functional roles of the ingredients used when baking
- The main baking techniques and guidelines for success
- The importance of presentation on the appreciation of the end product
- The Design Process in relation to creating a decorated butter cake

Content:

Combining practical and investigation activities, students will cover:

- Safe food handling
- The principles of baked goods
- The functional properties of ingredients used in baking
- Baking techniques – eg. melt and mix, creaming, aeration, pastry making, coagulation of eggs, yeast cookery.

Common Assessment Tasks:

- Skills folder (using Evernote or similar app)
- Design plan - butter cake design and decoration

Duration: One semester

Cost 2017: \$75.00

PRODUCT AND DESIGN TECHNOLOGY - WOOD

Learning Goals:

Over the course of the unit students will:

- Develop a deeper understanding of the Product Design & Technology process
- Develop an understanding of Risk Assessments and Safety procedures
- Develop an understanding of the Elements and Principles of designing a product with references to a range of Design Factors
- Be able to identify key words and understand Design Practice and Product.
- Communicate multiple creative ideas, concepts and product design options using a range of techniques to develop viable solutions to design problems
- Apply the Production Planning Process

Content:

Students will be guided through the Technological Process of Investigate, Design, Produce and Evaluate:

- Outline of a design problem through a Design Brief.
- Analyse the brief to identify constraints and considerations
- Evaluation criteria
- Identify and carry out research including existing designs, construction techniques, materials, finishes and issues of sustainability.
- Sketches to record individual design development work.
- Justify in a statement the Preferred Design Option
- Complete working drawings and a simple cutting list
- Review prior learning relevant to production and introduce new production processes
- Carry out risk assessment and identify ways to reduce the hazards when using small power tools and finishes
- Production Diary
- Final Evaluation of a completed product.
- Complete a guided research task

Common Assessment Tasks:

- Design folio & production tasks
- Research assignment

Duration: One semester

Cost 2017: \$50.00

TEXTILES

Learning Goals:

- To gain skills at using the main techniques used when constructing with fabric
- To recognise and successfully interpret the symbols used in commercial patterns and gain experience at utilising commercial patterns
- To gain experience at constructing at least one fabric article
- To investigate the properties, examples and purposes of manmade and synthetic fabrics
- To investigate the many ways fabrics can be embellished and enhanced by using a wide range of surface decoration techniques such as fabric painting, dyeing, appliqueing, free motion stitching and stenciling.

Content:

- Technique journal - learn about and practise techniques used in fabric construction such as seam finishes, darts, zip insertion, hand stitching techniques.
- Fibres & fabrics investigation – the properties of manmade and synthetic fabrics, how to identify different fabrics, the care properties of each type of fabric and the designs and styles best suited to each fabric.
- Using commercial patterns – learning the symbols used in commercial patterns, how to understand a patterns envelope, using a commercial pattern to produce at least one fabric article of your choice.
- Surface Decoration techniques

Common Assessment Tasks:

- Main Item – Research and planning
- Main Item – Construction and Evaluation

Duration: One semester

Cost 2017: \$25.00

NB – Students will be required to purchase their own pattern and fabric for their main item.

ICT

Information and Communication Technology

CODING

Learning Goals:

Computer coding introduces students to Object Oriented Programming through the creation of custom developed software using Visual Basic and web scripting using JavaScript.

- To investigate computational logic and basic logic structures commonly used in programming
- Understand conventions used in coding and ways of representing coded logic.
- To work with design principles and use them in the production of local and web applications

Content:

- VisualBasic
- JavaScript

Common Assessment Tasks:

- Interactive adventure story for younger readers written in VisualBasic and PowerPoint.
- Web application built to meet an identified user need written in JavaScript and HTML

Duration: One semester

Cost: No cost

Required Equipment: 2 GB USB stick and ear/headphones

GAME DEVELOPMENT

Learning Goals:

Students are introduced to the logic of programming in a fun and engaging way. Students use a drag and drop IDE interface called Game Maker Studio to create their own original playable games. Students begin by following guided tutorials to make a game and then move to creating their own original games. Along the way they learn to use image and audio editing software and become familiar with the principles of storytelling, fun and human interaction.

- To investigate simple structures in computational logic.
- To understand the elements of storytelling and story archetypes.
- To become competent in simple graphic design.
- To be able to use the principles of human interaction and game-flow to produce and engaging game.

Content:

- Guided Multimedia tutorials covering programming structures and animation controls.
- Set game development project centered around a maze
- Game project of students own design that follows the archetype of the Hero's Journey and is peer assessed in a festival of game development called VirgFest.

Common Assessment Tasks

- Maze Game Project
- VirgFest submission

Duration One semester

Cost: No Cost

Required Equipment : 2 GB USB stick and ear/headphones

WEB DEVELOPMENT

Learning Goals:

- Building technical skills in web page design
- Developing understanding of elements and principles of creating effective web design
- Using web based products as well as Photoshop to create effective graphics
- Working to a brief and creating a web design that meets the needs of a client

Content:

- Based on building practical skills in using appropriate software
- Recording theoretical components to generate understanding
- Following client needs and meeting expectations of a brief
- Final presentations

Common Assessment Tasks:

- Developing a brief to meet client needs, real or made up
- Recording a theoretical component to record understanding

Duration: One semester

Cost: No Cost

Community & Personal Development

DUKE OF EDINBURGH – BRONZE AWARD

Learning Goals:

- Working in Teams
- Independent personal development
- Achieving goals
- Developing commitment and perseverance skills
- Increased community awareness

Content:

	Volunteering	Skills	Physical	Expedition
Time Requirement	3 months	3 months	3 months	Preparation and training for the Adventurous Journey expedition occurs prior to the camp during class. Satisfactory completion however of the necessary skills required for this component, are finalised during the camp.
	Plus a further 3 months in one of these sections. Time spent on these activities can be flexible, but should average at least an hour a week.			

Common Assessment Tasks:

Successful completion of the 4 components of the DOE as described above.

Duration: One Semester

(Minimum duration to complete the course: 6 months, may take up to 12 months to successfully complete all components of the Bronze Award.)

Cost 2017: \$50 + Camps

NB: Any excursions/ Incursions or camps may incur a cost to be paid at the time of the event

Further information: <http://www.dukeofedvic.org.au/parents/>

Physical Education & Health

PE - IMPROVING YOUR GAME

Learning Goals:

1. Students should be able to:
 - a. Analyse skills and movement patterns used in performance
 - b. Plan and introduce ways of improving physical performance
 - c. Evaluate individual and group tactics used in sporting performances
 - d. Plan and introduce a game plan encompassing both offence and defence strategies.
 - e. To learn how to integrate technology (including ICT) into training and assessing of sporting performance, to thus improve sporting performance

Content:

Topic	Theory
<ul style="list-style-type: none"> ● Court Sports (9 weeks/3 weeks per sport) <ul style="list-style-type: none"> ○ Basketball ○ Netball ○ Indoor Soccer 	<ul style="list-style-type: none"> ● Games Analysis /(ICT) <ul style="list-style-type: none"> ○ Skill Frequency ○ Movement Patterns
<ul style="list-style-type: none"> ● Racquet Sports (4 weeks/2 weeks per sport) <ul style="list-style-type: none"> ○ Badminton ○ Tennis 	<ul style="list-style-type: none"> ● Skill Acquisition /(ICT) <ul style="list-style-type: none"> ○ Stages of Learning ○ Skill classification ○ Feedback ○ Practice
<ul style="list-style-type: none"> ● Field Sports (6 weeks/ 3 weeks per Sport) <ul style="list-style-type: none"> ○ Lacrosse ○ Football Codes 	<ul style="list-style-type: none"> ● Game Plan & Strategies <ul style="list-style-type: none"> ○ Principles of Offence ○ Principles of Defense ○ Game Plans

Common Assessment Tasks:

1. Skill and Movement Pattern Games Analysis
2. You be the Coach (Designing an Effective Coaching Session)

Duration: 1 semester

Cost: No Cost

NB: Any excursions/ Incursions will incur a cost to be paid at the time of the event

PE - PEAK PERFORMANCE

Learning Goals:

Students should be able to:

- Understand how to assess and develop skills and fitness components specific to a range of sports.
- To learn how to integrate technology (including ICT) into training and assessing of sporting performance, to thus improve sporting performance
- Know the major body systems associated with developing and maintaining physical fitness
- Apply both training methods and principles to enhance physical performance
- Understand and apply fundamental biomechanical principles to enhance skill development

Content:

Topic	Theory
<ul style="list-style-type: none"> ● Court Sports (6 weeks) <ul style="list-style-type: none"> ○ Volleyball ○ European Handball ○ Indoor Hockey 	<ul style="list-style-type: none"> ● Body Systems
<ul style="list-style-type: none"> ● Fitness Appraisal & Development (6 weeks) <ul style="list-style-type: none"> ○ Personal Fitness Appraisal ○ Fitness Development 	<ul style="list-style-type: none"> ● Understanding and Improving Fitness <ul style="list-style-type: none"> ○ Fitness Components ○ Training Methods/Principles
<ul style="list-style-type: none"> ● Skill Appraisal & Development (6 weeks) <ul style="list-style-type: none"> ○ Assessment of Skill & Development ○ Golf ○ Hockey 	<ul style="list-style-type: none"> ● Biomechanics <ul style="list-style-type: none"> ○ Summation of Forces ○ Balance & Stability ○ Accuracy

Common Assessment Tasks:

- Test on Body Systems
- Fitness Appraisal and Development

Duration: 1 semester

Cost: No Cost

NB: Any excursions/ Incursions will incur a cost to be paid at the time of the event