

YEAR 9

FIXED COURSES & ELECTIVES

ELECTIVE COURSES:

These courses are studied for a double period and students complete one elective each day.
These subjects are studied for a whole year.

- Australian Rules Football
- Chinese – Mandarin*
- Creative Writing
- Dance (Acrogygm)
- Dance
- Design & Technologies (CAD)
- Design & Technologies (Childcare)
- Design & Technologies (Engineering)
- Design & Technologies (Fabric)
- Design & Technologies (Food)
- Design & Technologies (Metal)
- Design & Technologies (Wood)
- Digital Technologies (Computing)
- Digital Technologies (Computer Graphics & Design)
- Drama
- French*
- Media Arts (Animation)
- Media Arts (Media)
- Media Arts (Photography)
- Music (General)
- Music (Singing & Music)
- Music (Specialist Music)
- Outdoor Recreation
- Physical Fitness-Triathlon
- Recreational Sport
- Specialist Basketball**
- Specialist Cricket**
- Sport And Fitness
- Visual Arts (Ceramics)
- Visual Arts (General Art)
- Visual Arts (Graphic Art)

Please note : Studied in two elective spots*

*** Early morning training plus additional costs.*

FIXED COURSES:

• Christian Education	1 Period
• English	5 Periods
• Humanities	5 Periods
• Mathematics	5 Periods
• Science	5 Periods
• Physical Education	2 Periods
• Health Education	1 Period
• Extended Form	1 Period

YEAR 9 ELECTIVE DESCRIPTIONS

AUSTRALIAN RULES FOOTBALL

Prerequisite: Base level of football knowledge and skills.

This course has been designed for students who wish to further develop as footballers within the areas of fundamental skill development, the development of game play strategy and structure development, team development and training principles. This course is suitable for students who are willing to learn new football concepts. Sessions will be aimed heavily on skill development and the applications of these skills within a game environment.

The College will adjust drills, skills and match rules to ensure that contact between students is separated by gender and if required, skill level.

As part of this course, students are expected to represent the College in football competitions and are strongly encouraged to play football at a local club level to further develop their skills.

CHINESE - MANDARIN

Students choosing Chinese, study it on two lines.

The Year 9 Chinese course builds on the functional literacy learned in Year 8 and includes the new topics of daily routines, travelling and holidays. Study of culture using authentic texts is an integral part of the curriculum.

Students further develop their reading and writing skills through exposure to a wide range of documents and the continued study of grammar. Listening and speaking skills are developed through language practice tasks such as group work, interview, role play and the use of ICTs. A student's progress is assessed by evaluation of their skills in listening, speaking, reading and writing.

CREATIVE WRITING

This course is designed for students who are keen to develop their literary and creative writing skills in a range of genres, including prose and poetry.

Participants will also analyse the forms and effects of language; learn about the editorial and publication process; and submit pieces in local and national writing competitions.

DANCE (ACROGYM)

In this course students are given further opportunities to build on and refine their technical dance skills to explore and include physically challenging style-specific movement skills. They will develop their choreography skills by using the elements of dance, choreographic devices and structure to develop choreographic intent. Through formal and informal performance, students continue to build their confidence, retention and clarity of movement, projection, focus, expression and musicality.

Course work includes how to warm up safely and take part in strength and flexibility exercises. Students learn techniques and body awareness skills that may include the following genres: acrobatics, gymnastics, pom jazz dance, cheerleading, improvisation and performance. Students also learn to write and respond to viewed performances choreographed by themselves and others.

As part of this course, students are expected to participate in out of school activities including after-school rehearsals and performance work.

Making – 70%
Responding – 30%

DANCE

This course aims to provide opportunities for students to discover their creative, intellectual and physical potential through dance; develop dance as a means of expression; explore dance skills; cultivate an appreciation of dance throughout history; work co-operatively and communicate effectively with others; learn to communicate in and through dance language; and finally to help develop self-esteem, confidence and individuality.

Course work includes how to warm up safely, strength and flexibility exercises. Students learn techniques and body awareness skills that may include the following genres: jazz, hip-hop, modern, classical ballet, contemporary, theatrical, folk and cultural dance, creative dance, choreography, improvisation and performance. Students are required to use dance terminology to analyse the effectiveness of the use of dance and design concepts (lighting, music/sound, multimedia, costume, props, sets, staging). Personal and group performances are also analysed.

As part of this course, students are expected to participate in out of school activities including after-school rehearsals and performance work.

Making – 60%
Responding – 40%

DESIGN & TECHNOLOGIES (CAD)

In this course students use Computer Aided Design (CAD) and Freehand techniques to convey concise and accurate information through a range of design drawing techniques in both 2D and 3D formats.

Many types of drawing methods are covered to provide students with the opportunity to develop a sound background in this important mode of communication. Students will be using industry standard CAD software to produce detailed and accurate mechanical and architectural drawings. These skills form the basis for many professions such as: Architecture, Interior Design, Electrical, Mechanical and Civil Engineering and prepares students for Design and Engineering courses in Senior School.

Production – 70%
Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (CHILDCARE)

Students will gain an understanding of the needs of a foetus and newborn as well as the responsibilities required to look after children from newborn to preschool age. Students will also make a puppet, a toy, create a baby hat and track pants. Students will plan a child's birthday party and bake a cake.

Production – 70%
Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (ENGINEERING)

Students complete practical mechanical and electronic projects and use a combination of skill areas to learn about electricity, forces and motion, coding and robotic systems. Problem-solving skills will be developed through careful use of the Design process. This course provides a foundation for Engineering Studies in Senior School.

Production – 70%
Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (FABRIC)

This course provides students with the opportunity to develop their skills in the design and textiles field. Topics covered include the use of a sewing machine and overlocker, development of fibres, how to care for and use fabrics, and modify a commercial pattern to construct simple garments. Students are required to investigate how designers draw from life around them in order to design and produce fashion wear. They will produce a waitress apron, pyjamas, a hoodie and pin cushion.

Production – 70%
Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (FOOD)

Students learn about nutritional concepts through practical experiences. Throughout this course students learn about the nutrients which are present in all foods and food products. Students work in small groups and through this they learn to cooperate and communicate with their peers. There will be opportunities to develop social and communication skills related to social occasions.

Production – 70%
Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (METAL)

This course provides an opportunity for students to experience the design and production of metal products. To create metal objects, the material must be cut, shaped and joined using a range of methods which may include folding, bolting, riveting, screwing or welding. Students will be taught a range of skills and techniques to use a wide range of equipment in the metal fabrication workshop to create metal products safely and competently.

Production – 70%

Knowledge & Understanding – 30%

DESIGN & TECHNOLOGIES (WOOD)

This course focuses on the development of their design, machine and manufacturing skills, as well as learning new hand skills. Students will learn to think creatively, communicate ideas graphically and use workshop tools and machines safely to produce and evaluate projects. The course provides pupils with the opportunity to design, plan and build simple furniture and products.

Production – 70%

Knowledge & Understanding – 30%

DIGITAL TECHNOLOGIES (COMPUTING)

Students continue to develop their understanding and skills in computational thinking to analyse problems and design, implement and evaluate a range of solutions individually, collaboratively and interactively for sharing in cloud environments.

Students consider how human interaction with networked systems introduces complexities surrounding access to data of various types. They consider the privacy and security implications of how data is used and controlled and suggest how policies and practices can be improved to ensure the sustainability and safety of information systems.

At the completion of the unit, students should improve their computational and problem-solving skills using software like Gamemaker, Python, Arduino Microprocessor Systems and Excel.

Production – 70%

Knowledge & Understanding – 30%

DIGITAL TECHNOLOGIES (COMPUTER GRAPHICS & DESIGN)

Students build their knowledge and skills in editing, manipulating graphics and designing colour layouts to make compelling, professional-looking graphic designs. Using Photoshop, printers and 3D printers, students learn to create a variety of original products with a visual impact. Once products are created, students will use a variety of software applications to create animations, videos and packaging to promote their products. Towards the end of the course, students will have the opportunity to showcase their products.

Production – 70%

Knowledge & Understanding – 30%

DRAMA

Students will develop their performance skills in Drama using devised drama processes and appropriate script excerpts. Forms and styles of Drama include Melodrama, multi-formed devised Drama and non-realist Drama.

Students will be engaged in developing their own creative ideas to present to an audience. Responding to the performance work of others as well as reflecting on their own work will include the use of drama terminology and language. Course work focuses on effective group work processes and safe practices in Drama.

It is expected that students will participate in at least one performance to an outside audience.

Making – 70%

Responding – 30%

FRENCH

Students choosing French, study it on two lines.

The Year 9 French course builds on the concepts learned in Year 8 and includes the new topics of clothing and fashion, health, television and cinema, daily routine, holidays and travel. Study of culture and cinema is an integral part of the curriculum.

Students further develop their reading and writing skills through exposure to a wide range of documents and the continued study of grammar. Listening and speaking skills are developed through many activities such as pair work, role play and the use of CDs and DVDs. Student progress is assessed by evaluation of their skills in listening, speaking, reading comprehension and writing.

MEDIA ARTS (ANIMATION)

This course focuses on animation genres, styles and techniques. Students will create their own animations from a variety of materials and using a variety of animation software packages. Activities include stop motion, rotoscoping and 3D CGI.

Making – 80%

Responding – 20%

MEDIA ARTS (MEDIA)

Students complete a number of production tasks in this project-based course, including analysis activities.

Projects are comprised of video, audio, and computer-based media activities. Students will study radio, film production techniques, television across a variety of genres. The emphasis is on creativity and developing understanding and practical skills across a range of audio-visual mediums.

Making – 80%

Responding – 20%

MEDIA ARTS (PHOTOGRAPHY)

This course introduces students to basic theory and practical skills in photography. Students use DSLR cameras to create photographs around the College and on location. Students also gain knowledge and skills using Adobe Photoshop.

Making - 80%

Responding – 20%

MUSIC (GENERAL)

This course is aimed at students who want to develop and consolidate music skills and knowledge on their chosen instrument across a range of performing, composing, aural and analysis activities. They will continue to develop aural skills and sing/play contemporary scale forms and chord progressions. It is ideal if the students undertaking this subject are participating in weekly instrumental lessons, either through the College or private tuition.

Students will analyse and examine the similarities and differences between different contemporary works and identify cultural, historical and stylistic features. This course will provide students with opportunities to explore their personal style and musical ideas through combining the elements of cultural, historical and stylistic features and conventions when composing and arranging contemporary music.

Students will have opportunities to perform in and out of class throughout the year. They will practice and perform a wider range of solo and ensemble repertoire, developing and consolidating technical and critical analysis skills, expression and style on various instruments such as keyboard, bass, guitar, drums and vocals.

Making –75%

Responding – 25%

MUSIC (SINGING & MUSIC)

This course is aimed at students who want to develop their abilities in music, focusing on singing. The practical component of this course includes choral, ensemble and individual performance tasks, developing vocal skills and learning basic skills in vocal technique, arranging and melody-writing. The written component of this course will include aural and theory skills, composition, historical understanding and listening analysis, and self-evaluation. Students are strongly encouraged to participate in the College Vocal Ensemble to broaden their skills in performance, vocal technique and group music-making.

Making –75%

Responding – 25%

MUSIC (SPECIALIST MUSIC)

Prerequisite: This course is for developing musicians currently enrolled in weekly individual instrumental lessons either through the College or private tuition.

Students will continue to build on their music skills and knowledge across a range of performing, composing, aural and listening activities. They will continue to develop aural skills and aural memory to identify, sing/play and notate rhythmic and melodic phrases based on modern scale forms and chord progressions.

The repertoire includes blues, rock, pop and original compositions, using scores and relevant music terminology to identify and discuss differences in genre and style. The practical component of this course includes ensemble and individual performance tasks.

The written component of this course will include extension work in aural, theory and composition skills using music technology and self-evaluation.

Making - 75%

Responding – 25%

OUTDOOR RECREATION

Prerequisite: Moderate level of swimming ability.

This course is designed to familiarise students with the outdoors and build students' knowledge and skills towards a day trip/excursion. Activities may include snorkeling, bush games, bodyboarding and canoeing. Students must be willing to move out of their comfort zone and to be challenged. This is a great opportunity for students who want to extend themselves in outdoor activities and possibly select Outdoor Education in Senior School. If you enjoy the outdoors and being actively involved in physical activities, this course is for you.

As part of this course students participate in all weather conditions and it is highly recommended for students to have their own wetsuit, particularly during winter conditions.

PHYSICAL FITNESS - TRIATHLON

Prerequisite: Base level of aerobic fitness.

This course is designed to prepare students to lead healthy active lifestyles through the sport of Triathlon. Students will participate in various training circuits to develop their muscular and cardiovascular system. They will be taught the basics of Triathlon including open water swimming, running and road and path cycling. Training for each component will culminate in a final assessment in Term 4 that involves students competing in a Triathlon at alternating locations, Coogee Beach and Rottnest Island. Training will include running, cycling and swimming tests to qualify for the triathlon and will require students to have access to their own bicycle.

As part of this course students are encouraged to participate in Triathlons for a club.

Extra requirements: Students must own and have the capacity to bring to the College a functional bicycle, preferably a road bike.

RECREATIONAL SPORT

This course provides the opportunity for students to participate in a variety of sports. The focus of the elective is on competition with students participating in Disc Golf, Indoor Beach Volleyball, Floorball, Gaelic Football, Futsal, Table Tennis and Beach-based activities.

SPECIALIST BASKETBALL

Prerequisite: Base level of basketball knowledge and skills and preferably playing club or WABL Basketball. Currently attending morning training sessions.

This course is designed to allow students to develop their basketball skills in areas such as fitness and training, individual fundamental skills, team concepts and officiating. The course has been designed for students who are enthusiastic and serious about basketball. It draws on the experience and expertise of Coaching Hoops who provide coaches to develop the skills of each student in the course.

As part of this course, students are expected to represent the Kennedy Baptist College Interschool Basketball teams. Students are strongly encouraged to be actively involved in club/representative basketball outside the College.

Extra requirements: Students must purchase a basketball uniform consisting of a representative reversible singlet to wear to every class/training session and will be required to pay an annual fee. Students enrolled into the elective will be required to attend compulsory morning training sessions at the College from 6:45 to 7:45am.

SPECIALIST CRICKET

Prerequisite: Base level of cricket knowledge and skills and preferably playing club and or district cricket on weekends. Currently attending morning training sessions.

This course has been designed for those students who have solid fundamental cricket skills and who wish to improve their knowledge and understanding of the game. The program will operate in partnership with Elite Cricket Training and Athlete X and includes access to state-of-the-art indoor facilities at Elite Cricket Training. With access to first class coaching facilities and techniques, the program specifically targets maximising technique efficiency and the application of these skills to a competitive match situation. A large focus of this program will be on developing the students' strengths and working on correcting any deficiencies that may exist. This program is a great opportunity for students who have a passion for playing cricket and wish to further their own cricket development.

As part of this course students are encouraged to play cricket at a local club level to further develop their skills, however, interschool cricket must take priority over club training sessions.

Extra Requirements: Students are expected to be involved in the 36 week before-school program on selected days from 6:30 to 7:45am and will be required to pay an annual fee. Students will be transported by bus back to the College at 7:45am. Students are expected to provide their own 'kit' including helmet, pads, bat, gloves, and spikes.

Training mornings will be selected at the beginning of each year. Students must purchase a representative polo to identify them as part of the cricket program.

SPORT AND FITNESS

Designed to enhance the skills and fitness levels of athletes and to provide a variety of sports in which students can represent Kennedy Baptist College. This course will both test and challenge students. Sport & Fitness will provide an environment that demands elite participation in order for skilled athletes to discover and explore their potential. This elective is split by gender. The female only class will focus on Netball, Touch Rugby, Cricket, Volleyball and various fitness activities. The male only class will focus on Soccer, Tennis, Touch Rugby, Basketball and various fitness activities.

Recommended: Club representation in a sport.

VISUAL ARTS (CERAMICS)

In this course students create ceramic and three-dimensional artworks. Both functional and decorative pieces will be designed and produced with a focus on clay and mixed media sculpture. They will learn to manipulate materials in the development of unique artworks that are influenced by a range of artists and art styles, from Ancient Art through to Contemporary Australian Art, craftspeople and designers. Students will research contextual influences and critically analyse traditional and contemporary artworks using various analysis frameworks, incorporating appropriate visual art language, art terminology and conventions.

Making – 70%

Responding – 30%

VISUAL ARTS (GENERAL ART)

The General Art course allows students to experience a broad range of studio areas. These studio areas include drawing, painting, ceramics, printmaking, sculpture and textiles. Students will have the opportunity to create several 2D and 3D artworks inspired by various art styles along with both International and Australian contemporary artists and craftspeople. They will research contextual influences, critically analyse traditional and contemporary artworks using various frameworks, incorporating appropriate visual art language, art terminology and conventions.

Making – 70%

Responding – 30%

VISUAL ARTS (GRAPHIC ART)

This course explores the role of graphic artists as illustrators in contemporary society. Students will explore a variety of techniques used in historical and contemporary design. These techniques include drawing, illustration, printmaking, text and merchandising/production. Exploration of artforms such as picture books, comics and character development, T-shirt design and posters will be included. Students will research contextual influences and critically analyse traditional and contemporary artworks using various frameworks, incorporating appropriate visual art language, art terminology and conventions.

Making – 70%

Responding – 30%