



Year 9 2024

Elective Subjects

Students to select the subjects below via the online subject selection platform. Students will undertake 2 elective subjects per semester.

Art

The major units of work covered throughout the semester include Bookmaking and Printmaking. Students will experiment with a range of media and techniques including tonal drawing, collage and linocuts. Students will expand their knowledge of the elements of art and design. The theory aspect of the course includes a self-directed research task, and learning to view and analyse Artwork through Visual Thinking Strategies.

Assessment: Practical 60%, Theory 40%

Samaritan Apprentice

Become the next celebrity apprentice and entrepreneur by creating your own start up company. Delve into the business world, develop a prototype, speak to experts and market and sell your produce to the Samaritan Community.

Assessment: group work, short answer responses, business development project.

Clothing and Textiles

This course caters to students with varying levels of skill and ability. The students learn how to use a sewing machine and overlocker as they make an apron, Laptop bag and a craft item of their choice. After each practical task they will self-evaluate to improve their future outcomes. Students are taught some practical skills, such as sewing on a button and taking up a hem.

Assessment: Practical 60% and Theory 40%

Design and Technology (Woodwork)

Design and Technologies studies will focus on the development and evaluation of design solutions for identified needs or opportunities. Students will explore the design process in the technologies contexts of Engineering Principles and Systems, and Materials and Technologies Specialisations. Students will develop their skills in woodwork, ComputerAided Design (CAD) and Computer-Aided Manufacturing (CAM). Through this year-long course, students will first develop an interactive toy that aims to engage young children in story-telling. Following this project, students will set out to identify a problem or need in their lives and will design, construct and evaluate a product that responds to this problem or need through the integration of technologies and materials.

Assessment: Practical 70% and Theory 30%

Italian*

Students learn more about the grammatical conventions of the language and Italian culture, and learn to construct meaningful and detailed texts, communicating in a variety of forms. Students look meaningfully at Youth Culture and make connections to life in Australia. Students also have the opportunity to connect Food and Italian Cooking to the curriculum.

Assessment: Combination of written, oral and aural tasks.



Ultimate Gaming

Theory topics underpin these subjects relating to design principles, computer software and hardware, networks and communication, and the ethical/social/environmental issues that digital technologies present/overcome. This course introduces computer programming/coding through the medium of 2D game design. Jump into the world of ultimate gaming. Use digital technologies to design the next big thing! Learn what it takes to be a software designer, and the job opportunities that present themselves in the technical world. Can you create a game that might change your generation?

Assessment: 80% Practical, 20% Theory

Food and Nutrition

Students are introduced to an informed understanding of food poisoning and bacteria, dietary related disease and the key nutrients required to maintain a healthy body, and make comparisons between homemade and convenience foods. Students complete practicals that raise their awareness of high-risk foods, cultural influences and special dietary requirements. A collaborative approach towards learning is strongly encouraged with an emphasis on skill development and understanding.

Assessment: Practical 70% and Theory 30%

Hero or Villian?

Your mission, is to determine who were the true heroes or villains of modern history. Discover historical civilisations and stories of true heroism, why we tell them and why they're important. In the 21st Century, who will be the next "hero or villain"?

Assessment: case studies, short answer questions, project based inquiry.

Performing Arts

Performing Arts consists of Drama and Dance. Students learn a range of techniques and skills, they will also explore the history of Performing Arts. Students form their own ensembles/bands, as well as create their own performances to present to their peers and the wider Samaritan Community.

Assessment: Theory 30%, History 10%, Practical 60%

Music

Music comprises three units: Theory – Students learn a range of techniques and skills including listening skills, scales and key signatures. History - Students explore the history of Rock and Film Music. Practical - Students form their own ensembles/bands and choose their own music to learn and perform. Students are also required to perform as soloists on their chosen instrument. Students are encouraged to undertake music tuition either at the college or privately.

Assessment: Theory 30%, History 30%, Practical 40%

Outdoor Living

This course concentrates on safe, healthy outdoor living and develops students' outdoor recreation skills. Students will also look at the study of natural environment and environmental factors. They will have the opportunity to experience Bushwalking, Camping (a camp is planned with an approximate cost of \$170 per student), Team Building, Navigation, Weather, Kayaking, Orienteering, Environmental Awareness and First Aid.

Assessment: Practical 50% and Theory 50%



Big Australia

Science, Technology, Engineering and Mathematics (collectively titled STEM) are areas vital to all aspects of humanity's future, particularly in fields such as health, the environment, sustainability and innovation. Come to understand the pressures of overpopulation and the impact that has on the environment. Using innovative technologies, scientific understandings and a sustainable mindset, students will create their own new livable city or suburb OR regenerate the place you live!

Assessment: Practical 70% and Theory 30%

Aboriginal Studies

In this subject, students learn about the diverse range of First Nations cultures through indigenous food, art, language and music. They explore the contributions of First Nations cultures on modern-day Australia, and how these cultures are depicted in the mainstream media.

Assessment: Practical (50%), Review (30%), Reflection (20%)