

Year 9 Course Guide 2024



Carrum Downs Secondary College
Respect Integrity Effort

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IMPORTANT DATES

Students Receive Course Guide & Edval Code	18/07/2023
Edval Course Selections Open	18/07/2023
Students Finalise Course Selections	26/07/2023
Confirmation of Courses	Late Term 3

INTRODUCTION

Year 9 at Carrum Downs Secondary College is an exciting opportunity for students to further explore their interests and passions by selecting from a range of elective subjects. It is a time when we encourage students to consider their upcoming years of education and possible future careers.

Carrum Downs Secondary College supports our young people to make informed decisions; setting them up to achieve the most out of their education. This year in Pastoral Care classes, all Year 8 students will research and complete their Career Action Plan and then investigate and discuss information relating to Year 9 subjects. Parents are actively encouraged to discuss the elective subjects offered with their child to assist the decision making process.

MAKING SELECTIONS

While the selections allow students to follow an area of interest it is important to maintain balance in the course. Not selecting a particular unit in Year 9 does not exclude further future study in that area but it would be useful to think about units which might link to areas of interest beyond Year 9. It is important students select subjects that are best for them and not simply pick subjects their friends are picking.

Students submitting their selections late may not get a full range of elective subjects to choose from. Whilst every effort will be made to give every student as many first choices as possible, timetable constraints sometimes mean that compromises have to be made. Students with significant timetabling problems will be contacted to discuss these issues.

EDVAL PORTAL

A personalised Edval code is required for students to log on to their Edval portal to make their selections. These codes are given to students in their pastoral care classes. Students can make their course selections by following the instructions accompanying the code and may be made at school with their pastoral care teacher or at home with their parents.

TWO copies of the Edval summary page should be printed, one being kept for student reference, and one signed by parents and submitted to the student's house office.

Year 9 Curriculum Structure

CORE SUBJECTS

All students must complete the following core subjects for the entire year:

- English
- Maths
- Humanities
- Science
- Physical Education
- Health
- Pastoral Care

Students will then have the choice of up to 4 additional elective subjects which can be selected from the list provided in this course guide. *Students must have at least ONE Art or Technology elective* in their final course and the remaining selections are open to personal preference and interests from any elective subject area.

All elective subjects run for ONE semester in length, with the exception of LOTE which runs for the entire year. Students selecting LOTE will study only TWO elective subjects.

ELECTIVE SUBJECTS

- Art
- Basic Forensic Investigation
- Business Management (Economics)
- CAD/CAM with Laser Cutter
- Café Cooking
- Computing
- Creative Writing
- Dance
- Digital Photography
- Drama
- Electronics
- Engineering
- Food Studies
- Geography Issues
- Japanese
- Maths & Fantasy Sports
- Media, Film & TV
- Medicine and Disease
- Music Performance
- Outdoor Education
- Politics and the Law (Civics)
- Psychology
- Spanish
- Sport & Fitness
- STEAM
- Visual Communication Design
- War and Conflict (History)
- Women's Health & Fitness
- Wood - Production Design Technology

TIMETABLE STRUCTURE

Without LOTE

SEM 1	ENG	MAT	HUM	SCI	PE	HEA	PC	Elective 1	Elective 2
Periods per fortnight	9	9	7	7	4	2	2	5	5

SEM 2	ENG	MAT	HUM	SCI	PE	HEA	PC	Elective 3	Elective 4
Periods per fortnight	9	9	7	7	4	2	2	5	5

With LOTE

SEM 1	ENG	MAT	HUM	SCI	PE	HEA	PC	LOTE	Elective 1
Periods per fortnight	9	9	7	7	4	2	2	5	5

SEM 2	ENG	MAT	HUM	SCI	PE	HEA	PC	LOTE	Elective 2
Periods per fortnight	9	9	7	7	4	2	2	5	5

Bring Your Own Device

(BYOD)

The vision for Carrum Downs Secondary College is one in which all students can access the necessary ICT tools to be successful learners within the 21st century. The use of technology to support student learning needs to be multi-faceted, flexible and adaptive in approach, and the various devices utilised should enable students to have continual access to relevant information and knowledge whenever required, and perform a variety of other functions necessary to support their learning.

It is necessary for all students to have access to a personal netbook device in all of their classes through our Bring Your Own Device (BYOD) program. Students must have access to their own personal netbook device and are responsible for bringing it to the college each day. Students bringing their device will be able to login to our college network allowing them access to the internet, Office 365 software, any other subject specific software they may need.

There are many benefits to learning for students who bring their own device;

- Access at all times to our Compass portal through which students can access learning resources, become up to date with daily organisational changes, submit work and communicate with teachers
- Access to learning software such as digital textbooks and Edrolo (Yr 12 only)
- Capacity to bring the resources and information from the internet into their learning environment at any time
- Easy transfer of school work between school and home
- Opportunities to collaborate in their learning using ICT resources through an ever developing list of platforms including (but not limited to) Google Docs, Padlet, Kahoot just to name a few
- Greater independence in managing their own learning and better preparedness for either further study or work.
- Less interruption to learning due to the current delays associated with accessing technology in class via our netbook trolleys

Whilst there are minimum requirements for devices most netbooks with minimum of windows 10 operating system or Mac ios 11 with permanent keyboards will comply with our requirements. (Please note Chrome books and tablets do not work on our network system)

If you do not yet own a suitable device, please consider the following options:

- Purchase or lease a device outright from a retail provider – our Department of Education approved supplier is Edunet, however any provider or retail store would stock suitable devices
- Obtain a school assisted device through application to our Business Manager

Further information is available from our front office or the IT office.

Financial Support

PARENTS & CARERS

Carrum Downs Secondary College understands that some families may experience financial difficulty. The Camps, Sports and Excursions Fund, CSEF, payment \$225.00 is available to all families with a Health care card or Pension card.

For a confidential discussion about support for textbooks, uniform or laptop computers, please contact the college on 9788 9100 to make an appointment with Bev Boys, Business Manager / Hardship Officer.

Email: beverley.boys@education.vic.gov.au

Elective Descriptions

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English

CREATIVE WRITING

At Year 9, students have the opportunity to choose an English elective called *Creative Writing*. In this subject students study a range of fictional texts including novels, short stories, poems and films. They will learn about the processes involved in the narrative craft such as character development and the use of literary tropes.

Students learn about different literary genres such as gothic fiction and draw inspiration from famous authors when creating their own original compositions.

Mathematics

MATHS & FANTASY SPORTS

- Compete in online fantasy sports (major focus on AFL)
- Data Analysis
- Graphing
- Making statistical based arguments

LOTE

JAPANESE (WHOLE YEAR)

- Learn to read, write, listen to and speak Japanese
- Explore Japanese culture; modern and traditional
- Investigate Japanese food including school lunches, set meals and character bento

SPANISH (WHOLE YEAR)

- Develop skills writing, reading and speaking Spanish
- Learn greetings, food and travel vocabulary
- Explore the rich and diverse culture of Spain and Latin America

Humanities

BUSINESS MANAGEMENT (ECONOMICS)

- What makes a small business successful?
- Innovation and competition
- Set up a mini business

GEOGRAPHY ISSUES

- Changes in global environment
- Environmental conservation
- Human responsibility for changes
- Prevention and management of issues
- Particular focus on Desertification, The Great Barrier Reef, Amazon Rainforest, Alpine areas and Tourist Hotspots

POLITICS & THE LAW (CIVICS)

- The ism's of politics (Communism, Totalitarianism)
- Extreme governments – North Korea in focus
- Crime and punishment/police powers
- The role of NGOs in the world

WAR & CONFLICT (HISTORY)

- Investigating reasons for war
- Locations of war and conflict
- Impacts of war and conflict
- Change over time
- Famous figures in recent Wars

Science

BASIC FORENSIC INVESTIGATION

- Crime scene basics
- Eyewitness basics
- Fingerprinting
- Blood and DNA evidence
- Handwriting/chromatography

MEDICINE & DISEASE

- Cells and immunity
- Pathogens
- Pharmacology and different classes of drugs/medicine
- Synthesis of aspirin
- Drug addiction
- With aspects of biology and chemistry

PSYCHOLOGY

- What is psychology?
- Research methods
- Mental health
- Vision and perception
- Sports psychology
- Brain and nervous system

STEAM

The new STEAM program combines Science, Technology, Engineering, Arts and Mathematics into one subject focused around developing our students' capacity to think critically and solve real world problems.

The college is currently constructing our new STEAM centre and this subject is a fantastic opportunity for students to investigate a STEAM pathway.

Students will be taught the specific skills needed to design solutions to real world problems and will get the chance to put these skills to work in developing their own projects.

Health & Physical Education

OUTDOOR EDUCATION*

CAMPS & EXCURSIONS SUBJECT COST - \$380.00

- Team Building and Introduction to Outdoor Education
- Risk and Performance
- Preparing for camp
- Basic first aid

Trips Taken:

- Wilson's Promontory camp
- Snorkel Trip to Rickett's Point
- Mountain bike/canoe at Lysterfield Park

(*) Work ethic and attendance will be considered when students select this subject.

SPORT & FITNESS

- Fitness tests
- Fitness components
- Training methods
- Training programs
- Fitness circuits
- Hybrid sports
- Create your own original sport
- Types of feedback

WOMEN'S HEALTH & FITNESS

Topics may include:

- Women's health issues
- Hormonal changes in the body and exercises to complete during which stage of your cycle
- Body image
- Women in Sport
- Gender pay gap
- Career opportunities for women in health and fitness
- Strength and conditioning
- Body, hips and thighs
- Pilates/yoga/dance/silks/hoops

The Arts

Students **MUST** select at least ONE elective subject from Arts or Technology

ART

- Observational drawing and rendering techniques
- Portraiture
- Working with a variety of media
- Exploring different art movements and styles of different artists

DANCE

- Students will learn about dance technique
- Choreography techniques
- Study the history of dance and other cultural dances

DIGITAL PHOTOGRAPHY

- Production elements of photography
- Camera skills in taking a variety of shots
- Use of Photoshop to manipulate photography
- Study of photography artists

DRAMA

- Dramatic style and elements of theatre performance
- Whole class and/or small theatre production performances
- Theatre sports competitions

MUSIC PERFORMANCE*

- Elements of Music
- Introduction to Garageband
- Theory: Rhythm Values, Treble and Bass Notation
- Theory and Aural Development

() Students intending on studying Music subjects at senior levels must select this subject. It is highly recommended that students take private lessons for their preferred instrument.*

MEDIA, FILM & TV

- Film and TV production techniques
- Short film making e.g., film, stop-motion
- Advertising TV Commercials
- Use of Adobe software

VISUAL COMMUNICATION & DESIGN

- Environmental design
- Industrial design
- Communication design
- The Design elements and principles

Technology

Students **MUST** select at least ONE elective subject from Arts or Technology

COMPUTING

- Programming
- Project 1: Visual basic
- Audience engagement
- Project 2: Game making

CAFÉ COOKING*

- Health and safety
- Icing designing
- Cupcake design brief
- Food challenges

() Students will not be working in the Café in this subject, they will just be cooking and baking food that would be made for a café.*

CAD/CAM WITH LASER CUTTER

This course involves creating basic shapes using Vectric Cut2D, Vectric Vcarve (or whatever package is provided with the lasers) as a CAD (Computer Aided Design) program. These shapes (and a number of predesigned patterns) will then be cut on the lasers by the students (CAM).

Topics may include:

- CAD/CAM
- Laser safety
- Designing and cutting basic shapes
- Combining basic shapes to make more complicated paths
- Laser cutting
- Laser engraving

Technology continued...

ELECTRONICS

This course will introduce electronic components and how they can be combined to make various circuits that the students will build.

- Making circuits using breadboards
- Soldering
- Basic circuit design
- Components: diodes & LED, transistor, IC, resistor & variable resistor, capacitor, motor etc.
- Flip-flops
- Conductivity tester / water sensor
- Electrical bug (the moving kind, not the spying kind!)

FOOD STUDIES

- OHS in the kitchen
- Food safety & spoilage
- Sustainable practices cooking
- Healthy eating cooking

ENGINEERING

Most lessons include practical builds and testing of those builds against the design parameters.

- Engineering design process
- Tension and compression loads
- Technical drawing
- Earthquake engineering
- Beams
- Bridges
- Welding
- Gears and powertrain
- Ultra-slow car race

WOOD – PRODUCT DESIGN TECH

- Design principals of wood and other materials
- Project 1: Create a clock
- Design for a client elements
- Project 2: Storage Unit