



STRATHMORE
SECONDARY COLLEGE

YEAR 9 - 2021
CURRICULUM BOOKLET

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1. INDIVIDUAL PROGRAMS FOR YEAR 9 STUDENTS

The aim of Year 9 is that students begin to focus on areas that interest them and will extend their learning. Year 9 is a critical year in preparation for senior school pathways so it is important that students select subjects that will engage them and challenge them to achieve their best.

By the middle of Year 9, students will begin making decisions about their Year 10 subjects, VCE/VCAL pathways and their Year 10 work experience. It is important that they use their individual program to extend their experience, broaden their skill base and seek support so they are prepared to make these decisions.

For example, some students may elect to take an accelerated VCE subject in Year 10 – the recommendation for this option will be based on the student's performance and approach to learning in the first half of Year 9.

2. WHAT YOUR CHILD WILL STUDY IN 2021

Our program for Year 9 students is divided into two parts.

- 1) The core program that all students will study
 - English
 - Mathematics
 - Science
 - Humanities
 - Health & Physical Education & Sport

- 2) The individual program units offer students the opportunity to select into so that they can specialise in subjects that suit and challenge their individual abilities, interests and needs. Students will study three subjects per semester (six per year) within this Individual Program.
 - All students will have access to single semester studies in Arts and Technology.
 - All students can choose to continue a whole year study in a Language (Greek, Italian and Japanese).
 - Music is available as a whole year study for those who play an instrument.
 - The Enrichment Program is aimed at extending students who are academically advanced in a particular area and are available in English, Mathematics/Science (STEAM Project) & Physical Education.
 - Students in need of support will be able to take part in a Learning Support Program for a whole year.

Counsellors will support students in the design of their programs. The full range of subjects available to students in 2021 is shown on page 6.

3. HOW YOUR CHILD'S PROGRAM WILL BE DEVELOPED

Each class will have a counsellor to assist all students in the process of developing their individual program for 2021. The counsellor will meet with your child's class to fully discuss the program and answer their questions.

A brief description of all subjects in the Individual Program is provided for you and your child to read.

First students must complete a Career Action Plan (CAP) so that they can reflect on their school experience in Year 8 and begin to plan some steps for Year 9 and beyond. They should carefully consider the success they've had in different subject areas, as well as those that they have enjoyed or found a passion for.

Students and families need to enter course preferences into the Edval Choice portal, using section 5 "How to complete your child's individual preferences" of this booklet to guide you.

The online submission to Edval Choice must be completed by Wednesday 29th July. If you do not enter course preferences by this deadline, your child will need to see their counsellor for a paper form. Late submission will limit the choices in your child's program.

All students will also complete a career action plan, which must be signed by a parent and should then be returned to their course counsellor.

Once you have entered course preferences on the Edval Choice portal, you may print or email your preferences for your records. If your child has any questions about this process they should see their counsellor to discuss their individual program.

Please note that once courses are finalised, **changes of subjects will generally not be made**, so it is important that you and your child consider the preferences entered carefully.

If you require more information please contact:

- Your team coordinator
- Mr Josh Peterson, Assistant Principal - Teaching & Learning

4. EXAMPLES OF INDIVIDUAL PROGRAMS

All Year 9 students will study a set of core subjects, but a part of their course will be designed as an Individual Program.

THE PROGRAM FOR ALL STUDENTS

English	Mathematics	History/Geography	Science
Health & Physical Education & Sport	Individual Program Unit	Individual Program Unit	Individual Program Unit

SAMPLE INDIVIDUAL PROGRAMS

Example 1: A student with a particular interest in Science/Language				
Year 9	Semester 1	Italian	Advanced English	Art 1
	Semester 2	Italian	STEAM Project	Media

Example 2: A student with a particular interest in Art				
Year 9	Semester 1	Digital You	Art 2	Observational. Drawing
	Semester 2	Technology & Product Design	Visual Communication	Game Theory and Design

Example 3: A student needing Learning Support				
Year 9	Semester 1	Learning Support Program	Music	Food Technology
	Semester 2	Learning Support Program	Music	Drama- Acting Skills

5. HOW TO COMPLETE YOUR CHILD'S INDIVIDUAL PROGRAM

Individual Program units include Arts, Technology, Enrichment Units and Other Units.

To ensure that all students gain a broad range of skills and knowledge, students will be expected (as a general rule) during Years 8 and 9 to study a minimum of:

- Two units of Language Other Than English (compulsory at year 8 unless enrolled in Literacy Support)
- Two units of Arts [Performing Arts OR Visual Arts]
- Two units of Technology

1. Languages Other Than English

Circle if you are to continue with Language.

- Greek
- Italian
- Japanese

2. Arts and Technology Units

Visual Arts

- Art 1: Street Art
- Art 2: Exploring the Unknown! (Surrealism)
- Computer Art
- Visual Communication Design
- Observational Drawing

Performing Arts & Media

- Dance
- Drama- Acting Skills
- Performance Project- Broadway
- Performance Project- Theatre Styles
- Theatre Studies
- Music
- Media

Technology

- Product Design & Technology (Textiles)
- Product Design & Technology (Hard Materials)
- Product Design & Technology (3D Printed Design)
- Food Technology

Computing

- Digital You
- Game Theory and Design

4. Enrichment Units

- Advanced English
- STEAM Project
- Coaching and Fitness

5. Literacy Intervention Program

- Learning Support Program

Recommendations for Learning Support Program will be given to students by their counsellor.

6. Humanities Elective Units

- Infamous History
- Money and Business
- Ethics, Politics and the Law

You may only select one of these Humanities Electives in year 9

ENTERING YOUR PROGRAM PREFERENCES

After reading the unit descriptions, please login to Edval Choice using your individual webcode and nominate your course preferences from the drop-down lists provided. All preferences should be entered in your order of preference, with your most favoured selections being entered first.

When constructing your course, Edval will attempt to fulfil your higher-listed preferences first.

The preferences are arranged in Edval Choice as follows:

Preference category	Description
Arts Preference	All students must preference at least one subject from the range of Arts subjects
Technology Preference	All students must preference at least one subject from the range of Technology subjects
Course Preferences 3-6	These should be your next most favoured preferences
Reserve Preferences 1-4	Reserve preferences will be utilised if your higher preferences are not able to be fulfilled.

Please ensure all preferences are completed online by Wednesday 29th July

*** Late returns will limit the choices in your child's program.**

6. BRIEF DESCRIPTION OF SUBJECTS

LANGUAGE OTHER THAN ENGLISH

Greek

Year-long

The year 9 course aims to build students' confidence in the four skills of speaking, writing, listening and reading through a variety of class activities. Students' vocabulary range will expand as the topics pertaining to their daily lives and interests are covered. Students will also learn about Greece's vibrant popular, as well as traditional culture through classwork and individual research. To complement this, and to reinforce their language learning, students will participate in excursions and/or incursions.

Italian

Year-long

The year 9 course aims to build students confidence in the four skills of speaking, writing, listening and reading through a variety of class activities. Students' vocabulary range will expand as the topics pertaining to their daily lives and interests covered. Students will also learn about Italy's vibrant popular, as well as traditional culture through classwork and individual research. To complement this and to reinforce their language learning, students will participate in excursions and/or incursions.

Japanese

Year-long

The year 9 course aims to build students' confidence in the four skills of speaking, writing, listening and reading through a variety of class activities. Students' vocabulary range will expand as the topics pertaining to their daily lives and interests are covered. The language will be taught using both hiragana and katakana scripts and students will increase their knowledge of kanji characters. Students will also learn about Japan's vibrant popular, as well as traditional culture through classwork and individual research. To complement this and to reinforce their language learning, students will participate in excursions and/or incursions.

VISUAL ARTS

Art: Street Art

This unit explores the way Art is presented in public and encourages students to consider alternative methods for creating and displaying art. They are introduced to the approaches and techniques applied in Street Art, learning stencilling and lettering as well as making paste-ups and using various printing methods. Following this, students use their skills to create a surface design for a wooden skateboard, based on personal interests. Students develop artistic vocabulary and learn how to discuss and analyse the concept of art whilst studying artworks from a wide variety of sources, such as Banksy and Blek le Rat. They will use this knowledge to assist with reflection and evaluation of their own artworks.

Art: Exploring the Unknown! (Surrealism)

Students are introduced to the art movement, Surrealism, and use its methods to develop creative ideas to reflect this style in their own works. Key artists, such as Salvador Dali, Hannah Hoch and Rona Green, will inspire students' designs. They learn sculptural techniques and reduction lino-printing skills to produce a folio informed by surrealist approaches. By the end of this unit, students will complete a 3D artwork and a print, bringing their imagined world to life. Students analyse, discuss and compare artworks as well as evaluate and reflect on their own art practice.

Computer Art

The focus in this unit is on producing computer-manipulated imagery by utilising software such as Sketch Up, Photoshop and Illustrator. Students learn a wide range of digital techniques and explore contemporary designers and artists to inspire in their own process. Students will also learn scanning and printing methods to produce finished artworks.

Visual Communication Design

Students will be introduced to design and will explore manual and digital methods of creating visual communications. This will include rendering and drawing techniques (freehand, technical and computer), layout and composition, product design and promotion, using materials, methods and media. Students will be encouraged to present their work effectively and to draw upon inspiration from contemporary designers and mass media to inspire them in their work.

Assessments include; Crossy Road Character design and Concert/Band promotional poster.

Observational Drawing

Observational Drawing is a unit that offers students who have a particular interest in drawing an opportunity to strengthen their technical, visual, and creative skills. By observing various still-life set-ups and real-life environments, students build confidence in their ability to render images directly in a variety of media. Students will develop personal artistic skills and will explore unique and varied styles and approaches to creating artworks. An appreciation of the visual arts is promoted, with students studying the work of artists related to their practical activities.

PERFORMING ARTS & MEDIA

Dance

In Dance students explore different dance styles as well as the possibilities of choreography. They use a range of themes, both independently and in groups to create dance sequences. Throughout the unit, there is also a focus on developing their dance technique, coordination and flexibility. Students perform their dances to an audience as a culmination of their learning in the unit. Students analyse their own and others dance works and write responses to these in order to complete the Dance Analysis work requirement.

Drama- Acting Skills

This subject focuses on developing acting skills for the screen and stage. Students make sustained dramatic statements that show an ability to effectively use dramatic elements. During rehearsal students develop skills in vocal expression, movement and use of space. Students prepare dramatic works for the screen and stage using a variety of technical equipment and regularly present these to the school community. They analyse and interpret drama from a variety of cultural and historical sources.

Performance Project- Broadway

In this unit students observe and research the conventions and traditions of Musical Theatre. They then apply this knowledge to their own works. Through a series of practical activities the students will develop their music, drama and dance skills. This unit is designed for students who have an interest in theatre and musical performance projects and who enjoy the challenge of rigorous skill development activity in this genre.

Students are required to attend a professional performance and write a response in order to complete the Performance Analysis work requirement.

Performance Project- Theatre Styles

This subject focuses on student collaboration and theatre-making. Students devise, write, rehearse and perform an original play. They apply a range of dramatic elements to construct this performance as well as draw on a range of acting styles to create original and interesting characters. They are provided with the opportunity to work with a guest director during the play making process.

Theatre Studies

This subject focuses on introducing students to the backstage element of the performing arts, whilst at the same time developing their performance skills. They learn about the technical components that help create performance such as lighting, sound, costume and set design. They use this knowledge of stagecraft to create meaningful performances.

Music

STUDENTS LEARNING AN INSTRUMENT/VOICE AT SCHOOL WILL TAKE THIS UNIT AS A YEAR-LONG STUDY.

This subject explores music through performance, theory and composition. Students aurally and visually analyse works and performances of different styles. They evaluate the use of elements of music and defining characteristics from different musical styles. Students perform works in solo and group contexts from a diverse range of styles and genres.

Students who learn to play an instrument at the school must enrol in this subject. Students who learn instruments outside the school can also further develop their musicianship through this subject.

Students will play in a variety of ensembles and will be required to take part in school concerts. Rehearsals may be held after school and during lunchtime.

The prerequisite for this subject is successful completion of Year 8 Music. Students who did not study Year 8 Music will be required to audition to be considered for entry into Year 9 Music.

Media

Students explore the creative capabilities of photo, music and digital video editing software. They use technology as a compositional tool whilst adding music and audio effects to moving and still images. The emphasis is on the manipulation of selected software and hardware to capture, record, edit and refine their creative products. Students form small media production teams to create short films which explore themes relevant to their age group.

TECHNOLOGY

Product Design & Technology (Textiles)

Students will be exploring a range of textile processes and sewing machine techniques. The course will have an emphasis on sustainability and design thinking. Students will use the design process, critical and creative thinking skills to solve design problems and make products.

Product Design & Technology (Hard Materials)

Students will experience working with a range of materials including timber and plastics. Students will develop 3D and 2D technical drawing skills as well as skills using hand and power tools. Students will use the design process, critical and creative thinking skills to solve design problems and make products.

Product Design & Technology (3D Printed Design)

Students will be introduced to a range of new technologies such as 3D printing. They will use computer aided drawing programs to create products. Students will use the design process, critical and creative thinking skills to solve design problems and make products.

Food Technology

In this unit students investigate the characteristic properties of food in the raw and cooked state. Basic ingredients such as cereals, fibre and eggs are studied through practical work. Safe and appropriate use of tools and equipment is emphasised as students work through design briefs to create new food products.

Digital You

This subject will connect directly with the skill areas required in years 10 – 12 Computing. Students will learn how to professionally document projects, use data visualisation techniques, design surveys and analyse collated data. *Digital You* is designed to create and support confident digital citizens. Students focus on content delivery and publishing and use a variety of digital tools to construct written analyses of the digital world. Classwork involves the use of desktop computers, not iPads.

Game Theory and Design

Students will be introduced to scripting/coding language and be required to develop basic skills. Students will investigate methods of designing and making games using game making software. They will design and produce a variety of games understanding the theory behind it. Classwork involves the use of desktop

ENRICHMENT PROGRAM

Advanced English

This unit is aimed at extending students with high ability and enthusiasm in English. Students research the development of journalism and its influence on society. They investigate the variety of ways in which news is reported and create a wide range of multimedia reports based on an individual topic for investigation and the demands of a real audience. Students consider how to adapt their language choices to suit the purpose, audience and context of their reports.

STEAM Project: SmartSAT: Analysing the Earth

This subject aims to teach and apply science, technology, engineering, the arts and mathematics curriculum through an integrated student based project.

Students will work on projects that are meaningful and relevant to their culture, their lives and their future. They will learn deeply, think critically, and strive for excellence by collaborating with other students with the guidance from mentors and experts.

Students will learn to use a project management process that enables them to proceed effectively from initiation to completion, and will reflect on their work and learning throughout the project.

Students will publicly present their final submission to teachers, parents and peer for discussion and critique.

Coaching & Fitness

Coaching and Fitness is designed to provide students interested in sport and physical activity the opportunity to pursue in greater depth the factors that are important in sports performance for the junior athlete and player.

Students develop effective lesson plans that enable them to teach and coach young athletes at a high level. Key areas include the coach's role in developing athlete's skill, conditioning and development as well as sports officiating and safety. Energy systems, sports nutrition and hydration are also studied within this subject.

Literacy Intervention Program

Learning Support Program

Students study this subject throughout the year

This program caters for students who require assistance with their learning. The Learning Support teacher negotiates with each student the goals to be achieved each semester in all academic subjects. There is regular communication with class teachers and the Special Learning Needs Program Coordinator to ensure a successful collaborative approach. Selection is based on assessment by the Special Learning Needs Program Coordinator.

Other Units

Infamous History

Students study this subject throughout the year

This unit provides enthusiastic History students the opportunity to take part in interesting and challenging activities based on key historical events, people and ideas. Much of the work will be based around enquiry and students will be expected to ask and to answer their own questions about the past. Students will use their skills in critical thinking and research to draw from a range of primary and secondary sources to make conclusions about historical significance, change and continuity and cause and consequence.

Ethics, Politics, and the Law

This subject consists of three units.

A study of ethics through the film, “The Avengers” and the ethical motivations of the character, Thanos. Students will develop philosophical skills and knowledge, and engage in thought experiments that will encourage them to reflect on the actions of others, the implications and consequences of those actions, and enrich their awareness of cultural norms, world views, and philosophical thought.

The Politics unit will examine how citizens participate in an interconnected world. It will look at Australia’s democratic system, how and why governments are formed, the role of political parties, how political choices are made, challenges to democracy, how groups participate in civil life, and the role of the media.

The Law unit will examine key features of Australia’s court system and legal system, including how courts apply and interpret the law, the key principles of the legal system. It will feature research on some of the most famous criminal cases in Australia’s history.

The subject will serve as an introduction to further study in Philosophy, Politics and Legal Studies in Year 10 and VCE.

Money and Business

This subject will introduce students to the basics of accounting, business, and financial skills that are necessary to navigate everyday life. It will use a thematic approach to engage students in researching areas such as personal finance, paying tax, investing and buying their first car. It fosters ‘real world’ skills through involving students in case studies to position their thinking to experience, as close as possible, the real commercial world. The subject will serve as an introduction to further study in Economics, Accounting and Business Management in Year 10 and VCE.



FEE SCHEDULE 2021- YEAR 9

Please find the itemised list of Essential Student Learning Items and Optional Items for your child. Strathmore Secondary College (SSC) also continues to welcome your voluntary contributions for 2021.

All Essential Student Learning items and Optional items will be listed on your Compass Parent Portal six weeks prior to the end of each school year.

Essential Student Learning Items – Core Subjects

Below is a list of items and activities which are essential for your child to learn the standard curriculum.

Essential Student Learning Items CORE SUBJECTS	Amount
English- Online Subscription PAT testing Comprehension, Brain pop	\$5.00
Maths- Online Subscription PAT Testing Numeracy & Smarter Maths	\$5.00
Humanities- Consumable materials including tracing paper, graph paper, coloured paper	\$5.00
Science- Consumable materials that student takes possession- Teeth Investigation including plastic vials, marble chips & liquid	\$10.00
Sport Hired Facilities- including Strathmore Tennis Club, Bowls club, Coburg Stadium, Action Indoor Sports Curriculum excursions bus travel	\$25.00
TOTAL	\$50.00

Essential Student Learning Items – Year 9 Electives

Below is a list of elective subjects that have specific charges for consumables.

Essential Student Learning Items- YEAR 9 ELECTIVES	Amount
Art 1 -Mixed media materials related to selected artist. May include 2D or 3D materials	\$75.00
Art 2 -Mixed media materials related to selected artist. May include 2D or 3D materials	\$60.00
Computer Graphics / Art -Paper and Presentation Consumables- including-A1-A4 cartridge, high gloss, matte, coloured, black, tracing, bleed proof and watercolour paper, canvas, canvas boards, foam, core and lino Printing Consumables	\$50.00
Technology & Product Design -3D Printing - Consumable- including Plastic materials, Filament, adhesives (acrylic bond, super glue etc.) Model and Pattern Making Materials- including card, graph paper, trace paper etc Decorative Finishing Consumables- including spray paint, sugar spray, varnish etc. Additional Product Components- including lanyards, magnets, USB keyring	\$50.00
Digital You -Online resource-eSmart Membership Allana and Madeline Foundation	\$10.00
Food Technology -Recipe ingredients and Food tasting products including flour, sugar etc.	\$120.00
Observational Drawing -Mixed media- including paint, inks, pastels, watercolours, spray paint, lino and modroc Paper and Presentation consumables- including-A1-A4 cartridge, high gloss, matte, coloured, black, tracing, bleed proof and watercolour paper, canvas, canvas boards, foam, core and lino.	\$40.00
STEAM - Consumables- including Graph paper, A4 card 210gsm, cartridge paper, Butchers Paper, tracing paper, hot Glue, Foam core, Misc model making	\$20.00
Technology & Product Design– Wood -Consumables- Timber materials, Plastic materials Adhesives (PVA, super glue, acrylic glue, hot glue) Finishing consumables-including oil, varnish etc. Model/pattern making materials- including card and paper etc. Electronic components	\$85.00
Technology & Product Design –Textiles -Consumables- including Fabric materials, haberdashery, sewing kit Pattern Making Materials- including paper etc Dying and printing consumables- including inks etc.	\$85.00
Visual Communication - Papers including A4/3/1 Cartridge, High Gloss, Matte, coloured, black, tracing, grid, bleed proof and watercolour Presentation Materials- including Foam core, A4/3 Sleeves, masking tape and double sided Mixed media- including watercolour, pastels, inks, paint, spray paint, copic markers and 3D modelling media Printing inks	\$60.00

Other Elective Subjects

Other elective subjects not listed above fall under the Voluntary Teaching and Learning Contribution below.

The financial support of parents/carers will enable us to continue to provide a comprehensive, challenging, academic curriculum. The amounts allocated to these contributions within Compass are suggested recommendations by College Council to meet the budget requirements for 2021; however you may nominate any amount against the contributions.

SSC continues to thank you for your voluntary contributions to support our school.

Teaching and Learning Voluntary Contribution	Tax deductible?	Suggested Amount
Voluntary Teaching and Learning Contribution- <i>Supports to maintain continued excellence in curriculum delivery and subjects taught at SSC</i>	No	\$270.00

Building Fund

Contributions to the Building Fund will support the upgrade of school facilities including air conditioning for classrooms. School council has established tax-deductible gift recipient status with the Australian Taxation Office for the Building Fund.

Building Fund Voluntary Contribution	Tax deductible?	Suggested Amount
Building Fund – <i>Air-conditioning and upgrades to buildings</i>	Yes	\$220.00

Your child will not be disadvantaged if you do not make a voluntary contribution. All records of voluntary contributions are kept confidential as well as your decision about whether to make a contribution or not.

Optional Items

SSC offers optional items and activities that are additional to the delivery of the standard curriculum. These items and activities are designed to broaden the school experience for your child.

Optional Item	Amount
Additional academic program- Instrumental Music	\$500.00
Instrument Hire	\$250.00