



# 2023 Year 9 Elective Choices



# What to consider when choosing electives

- 4 electives that you would like to complete
  - 2 each Semester
- Are there any possible career paths you are considering?
- Elective Curriculum Contributions (previously 'Fees')
- Don't choose a subject based on what your friends choose



# How will choosing your electives work?

- Step 1- Survey on electives from last year
- Step 2- Expo / Assembly about electives
- Step 3- Elective information available on Compass
- Step 4- Discuss your elective choices with parents / guardians
- Step 5- Submit your elective preferences
- Step 6- Elective choices will be reviewed and finalised by coordinators
- Step 7- Confirmation of elective subjects for 2023 to be advised to students



# 15 Possible electives for 2022

- Art 2D and 3D
- Photography
- Textiles and Fashion
- Music Performance and Industry
- Podcasting
- 'Horrible Histories' - Gruesome events that have changed the world.
- An Exploration of Fictional Worlds (English Extension)
- Bahasa Indonesia
- Forensic Science
- Digital Technologies
- STEAM High Achievers
- Food Technology/Hospitality
- Outdoor Education
- Martial Arts
- Sport & Exercise Science



# Art 2D and 3D

*We explore a variety of art mediums on a journey to developing your own artistic style.*

You can expect to learn about:

- Japanese cartooning (Manga)
- Mixing and blending Copic markers
- Modroc design and modelling
- Press mould ceramics and glazing
- Relief printing using lino cuts
- Painting and drawing
- Creating your own folio of work in response to a nature themed experience.
- Curriculum Contribution = \$75







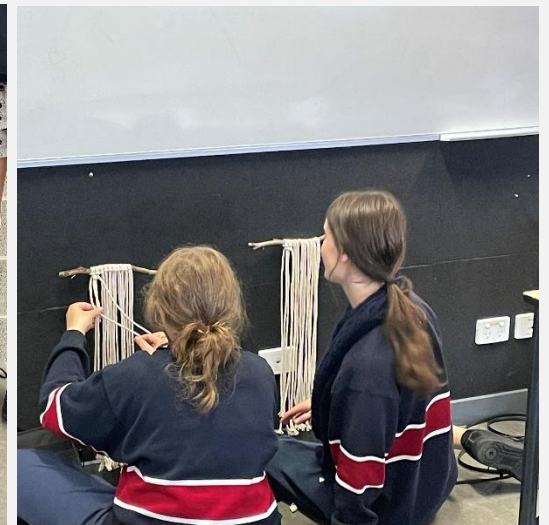
# Photography

- Learn how to use a DSLR camera.
- Continue to develop skills in Adobe Photoshop.
- Investigate renowned photographers and different styles of photography.
- Create artworks/ photographic productions based on different styles of photography.
- Attend an excursion to further develop photographic skills.
- Curriculum Contribution = \$40



# Textiles and Fashion

- Develop skills in hand and machine sewing.
- Explore different processes such as felting, tie dye and macramé.
- Design and create garments for client briefs.
- Develop an understanding of how to read and use patterns to construct various textile productions.
- Curriculum Contribution = \$75







# Music Performance and Industry

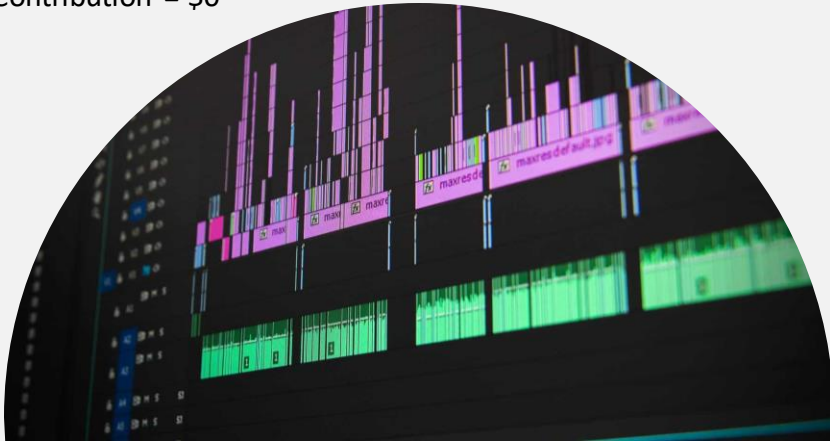
- Further develop skills on your chosen instrument
- Learn, rehearse, and perform music as part of an ensemble and as a soloist
- Develop knowledge of music theory
- Learn to use music technology including P.A systems and mixing desks to set up for gigs
- Begin ear training using cutting-edge cloud-based software
- Learn to compose and notate sheet music
- Explore music education pathways beyond Timbarra
- Curriculum Contribution = \$0






# Podcasting

- Learn to write, record, edit, and distribute a podcast series
- Formulate your own ideas and opinions on a topic of interest to you
- Discover how to create original music and sound effects
- Learn to upload and distribute your product online
- Share your ideas with the world and have your voice heard.
- Gain hands-on experience using high-end industry-standard recording equipment and software.
- Publish and promote your digital products to a global audience.
- Learn powerful life-changing communication tools.
- Curriculum Contribution = \$0





# ‘Horrible Histories’ – Gruesome incidents that have changed the world

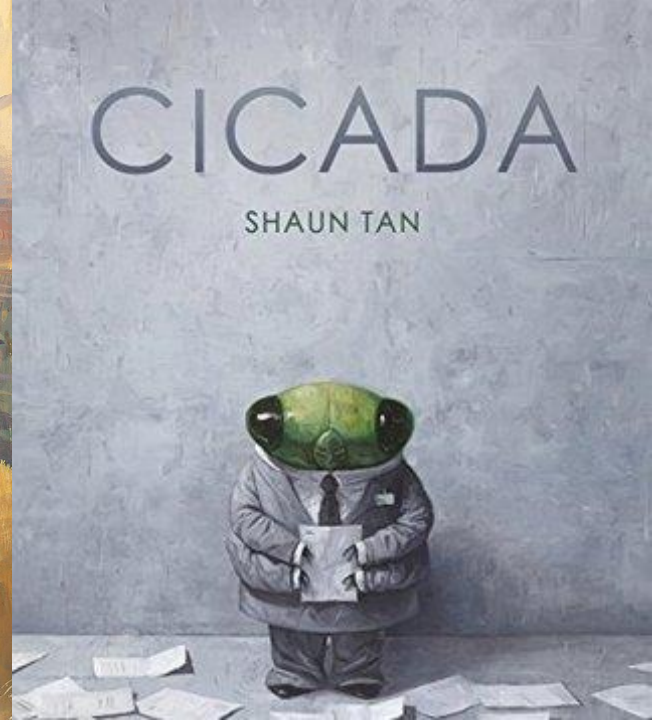
- In this unit, we focus on the events throughout history that you find interesting and gruesome!
- Students will research, analyse, and evaluate the impact of significant historical events on the course of history and the modern world.
- You will be able to develop research and communication skills to construct logical historical arguments supported by relevant and reliable evidence.
- In the past we looked at *Dictators and Power*, the *Vietnam War* and the *Salem Witch Trials*.
- Curriculum Contribution = \$0





# 'Beyond the Page' An Exploration of Fictional Worlds (English Extension)

- Students will explore the work of Australian author, artist and Oscar winning film maker Shaun Tan.
- They will delve deep into a variety of texts and text types to discover hidden meanings interpret symbols.
- Students will explore the theme of identity by completing a comparison of two film texts.
- Students are given autonomy to select how they would like to demonstrate their learning through a variety of student choice activities.



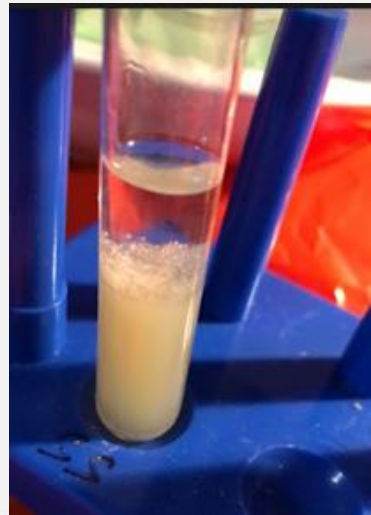


# Bahasa Indonesia

- Improve your language skills!
- Cook Indonesian food/Eat out at an Indonesian restaurant!
- Interact with the wider Indonesian community both in Melbourne AND in Indonesia!
- Enter school/state competitions!
- ... and much more!
- Curriculum Contribution = \$0





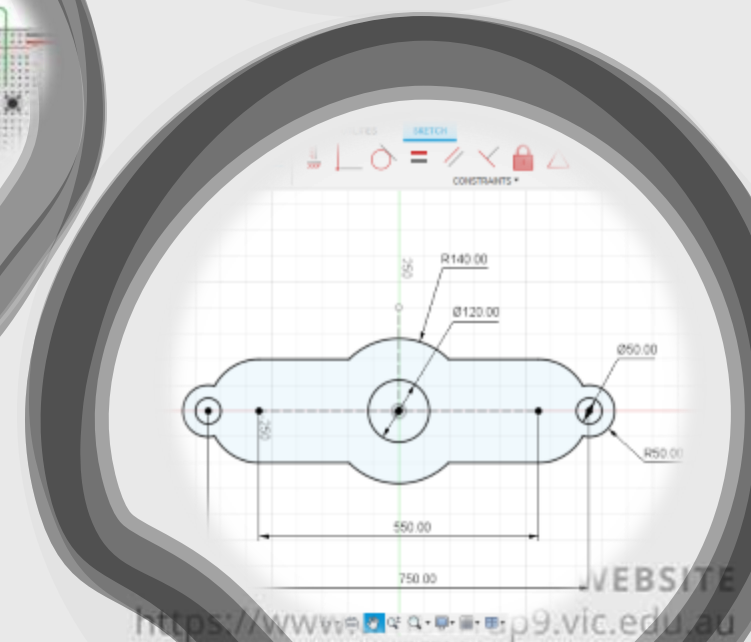
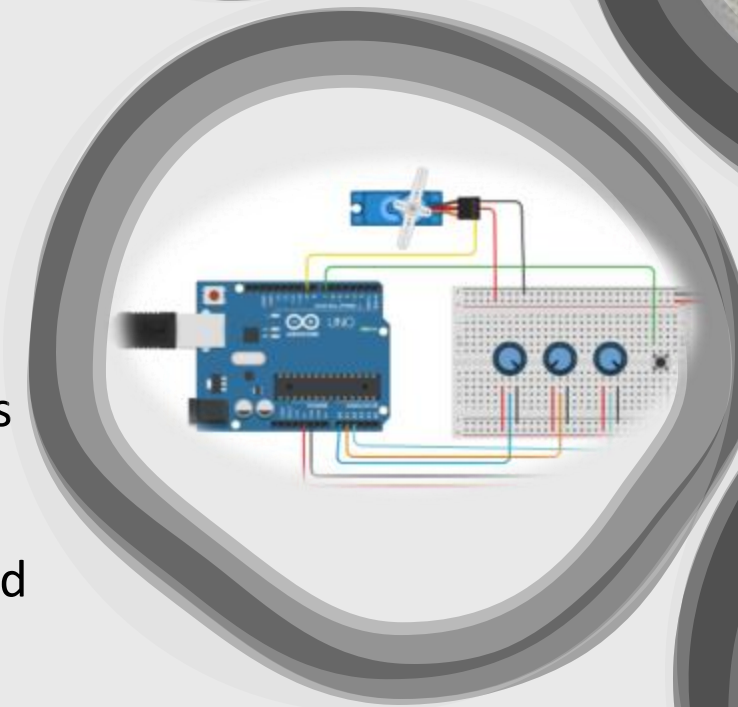
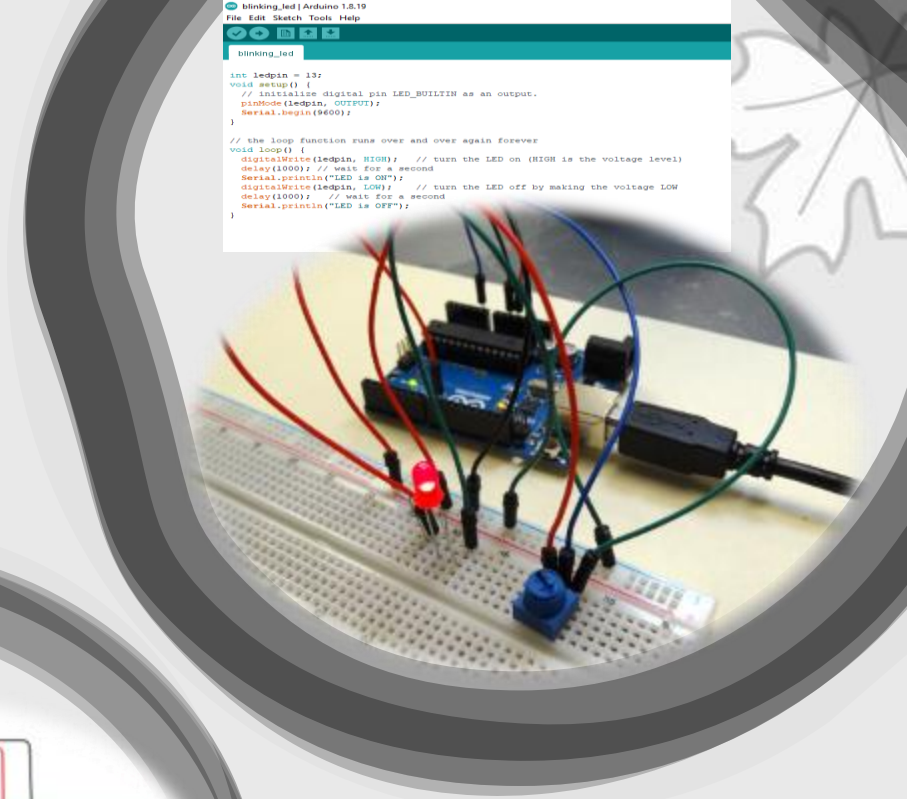


# Forensic Science

- Analyse crime scene techniques  
e.g fingerprinting, handwriting, blood splatter, DNA extraction, teeth bite marks, lip prints, footprints and ballistics – bullet analysis
- Apply your understanding of Science theory by solving unknown powders, inks, fibers and dirt
- Design your own crime scene and display the set using a diorama
- Explore different psychological behaviours and criminal profiling  
e.g inkblots or the Polygraph lie detector
- Conduct pro-social behaviour tasks including 3D printing a pro-social behaviour badge
- Curriculum Contribution = \$0

# Digital Technologies

- Explore the current software packages used in the real world AND be prepared to use it in Year 10, 11 and 12.
- Learn to create high tech engineering CAD (Computer Assisted Design) drawings on Fusion 360.
- Use TinkerCAD to design your own electronics circuits and watch it work when simulated.
- Make a real prototype of your electronics circuits using Arduino programming and Arduino electronics components kit.
- Use the 3D Printer to construct a plastic body and assemble it to protect the Arduino electronics circuit.
- Curriculum Contribution = \$50





# STEAM High Achievers

Extend your knowledge and skills in the areas of Science, Technology, Engineering and Maths.

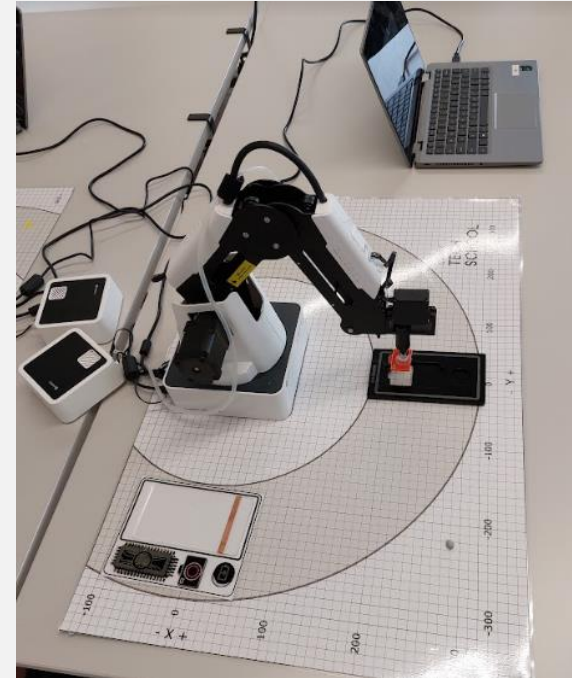
Activate your higher-order thinking skills to solve authentic issues within society.

STEAM is very hands-on involving planning, engineering and conducting – endorsing student agency and motivation.

In this elective, we use a wide variety of resources to tackle challenges such as creating assistive devices, future cities, and designing moulds for chocolates.

You will build skills in design and 3D printing, while developing your knowledge of content areas.

Curriculum Contribution = \$0



## THE E – ZEE GRIP



The E – Zee Grip separates the hand from the sponge or cloth so the hands stay drying during cleaning. The handle is designed for easy use, especially for people with hand injuries.



# Food Technology/Hospitality

- In Food Technology, students will be engaged in learning experiences related to the topic of Café Cultures, requiring them to:
- Respond to design briefs & create solutions that meet dietary, cultural, sustainability and ethical requirements; the knowledge, skills and the capacity to source, prepare, cook and share food in a sustainable manner to promote a healthy and balanced lifestyle.
- Develop an understanding of the personal attributes required to run a successful café, and the factors that govern the operation of cafés
- Develop an understanding of how issues of global food industry impact diets and availability







# Food Technology/Hospitality

- Undertake an industry-standard Barista training course
- Operating a morning Café once a week, serving barista made coffee, developing industry standard skills and competencies.
- Continuing to develop safe, hygienic and healthy practical skills in food production classes.
- Develop evaluation skills by reviewing dishes prepared in areas of taste, appearance, presentation and nutritional values.
- Curriculum Contribution = \$195

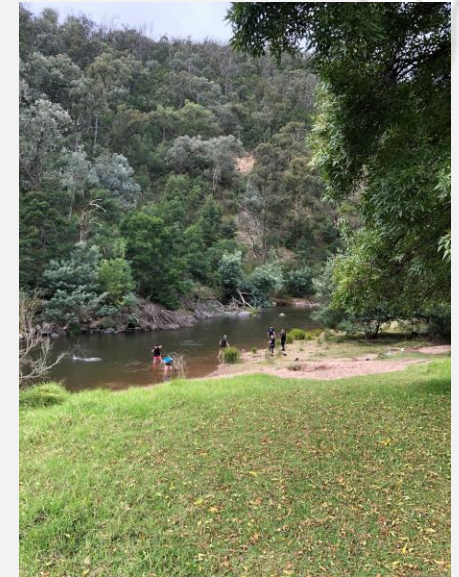


# Outdoor Education

This program will introduce students to many outdoor pursuits. Students will learn skills in a range of outdoor activities and gain a better understanding and an appreciation of the environment. The activities will be seasonally affected and will cover activities such as mountain biking, bronze medallion training, kayaking, stand up paddle-boarding, navigation and first aid and includes a 2-day camp to Paradise Valley.

It is recommended that the students are comfortable riding a bike and can swim at least 50 meters.

- Curriculum Contribution = \$200







# Martial Arts/ Brazilian Jiu Jitsu

- Brazilian Jiu Jitsu (BJJ), also known as the “Gentle Art”, is a Martial Art, Sport and Self-Defence system that focuses on the safe and measured control of an opponent, using technique, leverage and strategy.
- BJJ is a Martial Art that focuses on positional control and controlled submissions without the use of strikes (punching or kicking).
- Students learn about self-control and self-regulation, as well as verbal communication and conflict resolution skills.
- Training methods include technique drills in which techniques are practiced against;
  - A non-resisting partner
  - Isolation sparring (commonly referred to as positional drilling) where only a certain technique or sets of techniques are used
  - Traditional sparring where each practitioner tries to subdue their opponent through technique rather than force.

# Martial Arts/ Brazilian Jiu Jitsu

- Martial Arts helps students nurture their potential in the following areas;
- Increases their sense of self-worth and personal initiative
- Inclusive sense of community among students.
- Mental and emotional wellbeing
- Communication and conflict resolution skills
- Increased attention
- Develop an understanding of the importance of physical health and well-being
- Teach students how to accept, respect, and advocate for themselves and others.
- Body awareness and coordination
- Increase understanding of self defense principles
- Resilience and diffusing bullying situations
- Goal setting
- Self assessment
- Respect for self and others
- Humbleness



Curriculum Contribution = \$0



# Sport & Exercise Science

- Investigate efficient skill execution to become better at running, AFL, basketball and a sport of your choice.
- Complete video analysis using iPads to improve the technique of your athlete.
- Learn about human anatomy and how the body works during physical activity.
- Develop an understanding for fitness and training principles and programs.
- Expand your knowledge on exercises and how they can help you on the sporting field.
- Act as a personal trainer while using the school's excellent gym facilities.
- Curriculum Contribution = \$0



# Extra Information about Curriculum Contributions (previously Fees)

For some of your electives, there are Curriculum Contributions attached. These are divided into two different areas. Further information will come out to parents once you choose your electives.

Here are some examples:

Curriculum Contribution	Opt-in (User Pays Basis)
Outdoor Education - (Mountain Biking and Kayaking)	Outdoor Education (Camp, Bronze Medallion, Mountain Climbing)
Food Tech - Materials for Cooking (Ingredients)	Food Tech – Barista Training and Responsible Service of Food (RSF) Training
	Music Academy
	Sports Academy





# A few key things to remember and where to from here:

- 4 electives that you would like to complete
  - 2 each Semester
- Are there any possible career paths you are considering?
- Elective Curriculum Contributions (previously 'Fees')
- Don't choose a subject based on what your friends choose
- Keep an eye on Teams and Compass, the link to submit your elective preference choices will be open soon!