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**OUR KEY VALUES**

At Footscray City College our key values are:

<table>
<thead>
<tr>
<th>ACHIEVEMENT</th>
<th>RESPECT</th>
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<tbody>
<tr>
<td>• A culture of achievement and the pursuit of personal excellence in learning</td>
<td>• Respect for others, the environment and self</td>
</tr>
<tr>
<td>• Development of the full potential of the individual student, including their intellectual, creative, social, emotional and physical aspect</td>
<td>• Respect for learning</td>
</tr>
<tr>
<td>• Development of skills, attributes and confidence to meet the challenges of the future</td>
<td>• Respect for each other’s differences and talents</td>
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From these three key values come a set of basic rights that are fair and applicable to everyone

**OUR KEY RIGHTS ARE**

- Students and teachers have the right to do as much work as possible
- Students and teachers have the right to feel comfortable and safe
- Students and teachers have the right to expect we all make a positive contribution
The Year 9 Program at Footscray City College allows students to choose a range of subjects that suit their interest as well as following the curriculum defined by AusVELS.

Every subject in the Year 9 program presents curriculum based upon a central VELS discipline and includes a number of dimensions from the other strands. There is an emphasis upon Civics and Citizenship through the Community Action & City Experience.

Year 9 presents an opportunity for students to choose a large part of their course, so they should take care to think not just about interests, but also areas of strength and potential. This handbook should be read carefully by students and subject selection must also be discussed with parents/guardians.

### YEAR 9 SUBJECTS

<table>
<thead>
<tr>
<th>Core Curriculum</th>
<th>50 minute lessons per week</th>
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<tbody>
<tr>
<td>English or EAL (English as an Additional Language)</td>
<td>4 - Full year subject</td>
</tr>
<tr>
<td>Mathematics</td>
<td>4 - Full year subject</td>
</tr>
<tr>
<td>Humanities</td>
<td>5 - Semester long subject</td>
</tr>
<tr>
<td>Science</td>
<td>5 - Semester long subject</td>
</tr>
<tr>
<td>Physical Education</td>
<td>3 - Semester long subject</td>
</tr>
<tr>
<td>Health Education</td>
<td>3 - Semester long subject</td>
</tr>
<tr>
<td>Sport Education</td>
<td>2 – A different Sport each term</td>
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<table>
<thead>
<tr>
<th>Arts/Technology and Electives</th>
<th></th>
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<tbody>
<tr>
<td>Art</td>
<td>3 - Semester long subject</td>
</tr>
<tr>
<td>Technology</td>
<td>3 - Semester long subject</td>
</tr>
<tr>
<td>Elective choice from full range</td>
<td>3 – Semester long subject</td>
</tr>
<tr>
<td>Elective choice from full range</td>
<td>3 – Semester long subject</td>
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</tbody>
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<tr>
<th>Futures Centre Projects</th>
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<tbody>
<tr>
<td>Community Action &amp; City Experience</td>
<td>6 - Semester long subject</td>
</tr>
<tr>
<td>Student selected project</td>
<td>6 - Semester long subject</td>
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</table>
ENGLISH
In a range of formal and informal contexts, students explore and respond to a variety of themes, genres and forms. Through reading, writing, speaking and listening, students analyse different texts including print and digital media, novels, poetry, plays and films. Key tasks involve students developing a collection of writing, reading and text interpretations as well as engaging in forums based on spoken language. The range of activities allows students to extend their literacy strategies in order to deal with increasingly challenging texts.

ASSESSMENT TASKS
- Writing Tasks
- Reading Tasks
- Speaking Tasks
- Listening and Viewing Tasks

ENGLISH AS AN ADDITIONAL LANGUAGE
Students read a variety of texts and write in a variety of styles for different audiences, study issues and develop responses, and participate in a range of oral activities based on the set texts and issues. The emphasis is on strengthening skills in speaking, listening, reading and writing. As students range from beginners onwards, their level of development varies and hence the assessment tasks they complete may also vary.

ASSESSMENT TASKS
- Writing Folio
- Issues Response
- Text Analysis Exercises
- Oral Presentations

HEALTH EDUCATION
Students will identify and describe a range of social and cultural factors that influence the development of personal identity and values in contemporary Australia. Identification and explanation of the rights and responsibilities associated with developing greater independence will be explored, including those rights and responsibilities related to sexual matters and relationships.

An investigation of the major mental health and food consumption/nutritional issues relevant to young people will be made as well as an identification of the provision of health services provided by government/non-government sectors and how these can be used to support the physical and mental health needs of youth.

Students will also compare, contrast and evaluate their perceptions of challenge, risk and safety. This will lead to demonstrated understandings of appropriate assertiveness and resilience strategies in a range of personal behaviors and community actions.

ASSESSMENT TASKS
- Essay
- Party Safe Assessment
- Classwork Portfolio
HUMANITIES

Students will study the modern world and Australia, with a focus being between the years 1750 to 1918. Students will examine how new ideas and technological developments contributed to societal change in this period. Further investigations into the origin, development, significance and long-term impact of imperialism will be made. World War 1 will be a key study area, where students will learn about Australia’s involvement in the conflict.

ASSESSMENT TASKS

- Research Assignments
- Oral presentation
- Extended writing task

MATHEMATICS

In Year 9, students begin to develop their ability to analyse problems while furthering their conceptual understanding of numerical skills. Students will undertake increasingly efficient use of scientific and graphing calculators, continue their use of computers as well as their use of conventional mathematical language and symbolic expressions.

Areas of study include:

**Number:** Irrational numbers and basic operations with surds; negative indices and scientific notation; use of ratios in scale drawing.

**Space:** Construction and properties of 2D and 3D figures; congruency; similarity. Probability: long-run proportion; compound events; simulation; measures of centre and spread; box plots and dot plots

**Measurement, Chance and data:** Length, area and volume relationships involving triangles, quadrilaterals, circles, prisms and pyramids; Pythagoras’ Theorem; trigonometric ratios and solving right-angled triangles.

**Structure:** Expanding products of linear factors; factorising quadratic expressions; linear, quadratic and simultaneous linear equations; graphs of linear and quadratic functions.

ASSESSMENT TASKS

- Project
- Skill Exercises – including homework book
- Tests
- Problem Solving Assignments
PHYSICAL EDUCATION

Students in Year 9 Physical Education will undertake a course of study designed to develop their proficiency in movement and manipulative skills via engagement in a wide range of organised physical activities. As students participate in the activities they will learn to implement ways of improving their performance. A key element of performance analysis will be peer analysis where constructive feedback is offered to other students and this feedback is used to improve future performances. Students will also participate in peer teaching with a focus on skill development. Students will then be expected to clearly articulate how they benefitted from the effectiveness of their learning. Students will also be required to apply their knowledge and skills to explore community based Sport and Recreation Activities.

ASSESSMENT TASKS

• Practical Participation
• Theory Portfolio
• Individual analysis of fitness testing

SPORT EDUCATION

Sport Education provides students with the opportunity to participate in a variety of sports in the local and wider community. Undertaking sport allows students to experience and follow the cooperative and competitive requirements of those sports. Students select a different sport each term and sports are offered according to the availability of venue and staff as well as taking account of the season. Sports that are usually offered include: tennis, baseball, softball, netball, table tennis, football, soccer, hockey, cricket, badminton, volleyball, rowing and basketball. More recreational activities are also offered including roller blading, martial arts and ten-pin bowling. Team oriented sports compete in round-robin competitions against other schools in the region at the end of terms 1-3.

ASSESSMENT TASKS

• Participation in the sport
• Theory component based upon an understanding of the rules of the sport being undertaken.
SCIENCE

Throughout Year 9 Science students further their understanding of the atom as the ‘building blocks of the universe’. They will learn how atomic instability results in the release of radiation and consider some of the benefits and dangers of natural radiation. Students will explore local and national marine, aquatic and terrestrial ecosystems and develop their understanding of ecosystems as communities of interdependent organisms and abiotic components of the environment. They will learn about the impact human activities are having upon the environment and what this means for individual organisms. For example, they will explore the link between burning fossil fuels, ocean acidification and loss of coral on Australia’s shores. In doing so they will further their understanding of chemical reactions. Students will also investigate how matter and energy flow through these ecosystems. Students will discover that scientific understanding, including models and theories relating to the environment and Earth’s geological processes are contestable and are refined over time through a process of review by the scientific community. They will also learn how the values and needs of contemporary society can influence the focus of scientific research.

ASSESSMENT TASKS

- ICT Research & Project
- Practical Reports
- Tests
- Workbook
ELECTIVES

In Year 9 students will undertake four elective units (two per semester).

Each elective will run for three periods a week for a semester.

Of the four electives, one must be an Arts Elective, one must be a Technology elective and the remaining two electives can be chosen from any curriculum area.
STUDENTS MUST SELECT AT LEAST ONE ART ELECTIVE

ART

This study provides students with the opportunity to further develop their own creativity. In Art, students will use a variety of media to produce a folio of personal artworks involving Drawing, Painting, Printmaking and 3D construction. Students will be introduced to the works of artists in association with folio tasks and develop an appreciation of Art and Culture through the study of selected artists.

ASSESSMENT TASKS

- Folio of drawing, construction and paintings
- Visual diary
- Written research and analysis tasks

DANCE

Students will be involved in practical activities during classes. They will learn and perform a group dance work and also be involved in the choreography and performance of a solo/duo/small group dance work. Students will complete research and analysis of a dance from another cultural background. Students will also learn to critically recognize and evaluate the processes involved in choreographing. This understanding will be used in the refining and performing their own choreography.

ASSESSMENT TASKS

- Performance of Learnt Group Work
- Performance of solo/small group choreography
- Dance in Other Cultures assignment
- Write up of Choreographic process
DIGITAL ART

Students will learn skills in digital animation, digital drawing and digital photography applying the tools and techniques of Photoshop Elements and Flash Animation. Each student completes a series of skill building exercises and makes a product exploring a theme in each area. Students learn to design and plan for the making of their products as well as documenting the decisions they have made and the skills they have developed. Students will also learn about the works of artists from the field of digital art.

ASSESSMENT TASKS

- Folio Tasks
- Research Tasks

DRAMA

In this unit, students will continue to develop their improvisational and performance skills through a variety of activities. Students will experience and learn the theoretical and practical aspects of performance and theatre. These include tension, focus, space, role and motivation.

Students will undertake a performance work that involves working with a script and a detailed rehearsal process to culminate in a final presentation of a group ensemble.

ASSESSMENT TASKS

- Practical Performance
- Creative Performance
- Research Tasks
- Journal

MUSIC

Students will develop and enhance skills in creative music production and ensemble playing. Key skill elements such as an understanding of music language and notation, aural recognition, listening and responding to music will be covered. A focus for some of the activities will be the musical genre of The Blues.

ASSESSMENT TASKS

- Practical Rehearsing and Performing
- Creative Music Production
- Musicianship
- Music Styles Listening Task
PHOTOGRAPHY

Students will use photographic materials to creatively explore a range of techniques including photograms, sunprints and pinhole photography. The course also includes an introduction to the diversity of photography in society, the analysis of selected artworks using the elements and principles of design.

ASSESSMENT TASKS

- Photographic darkroom tasks
- Visual analysis tasks

VISUAL COMMUNICATIONS

In this unit students will be introduced to the notion of visual communications being a truly global language. Students will learn about communicating ideas, information, solutions and feelings through drawings, images and graphics. A variety of internationally accepted drawing conventions which are studied and practised in order to allow students to develop ideas and solutions to specific visual needs. Students will apply a design process and consider design elements/principles in the development of their productions. Traditional freehand and instrumental drawing skills are utilized along with the use of specialised ICT software and equipment to expand students range in defining and producing their presentations.

- ASSESSMENT TASKS
  - Pictorial Drawings Collection
  - Technical Drawing Package
  - CAD Project
  - Project Folio
  - Test
TECHNOLOGY ELECTIVE SELECTIONS

STUDENTS MUST SELECT AT LEAST ONE TECHNOLOGY ELECTIVE

BAKERY

Students will be introduced to the life of a chef in a commercial bakery kitchen. The focus of the unit is preparation of products made from cereals. In practical sessions students will expand their food preparation skills in preparing a range of baked products as well as designing recipes for a bakery. The theory sessions will cover the functional properties of ingredients, testing and tasting new foods. Students will learn to investigate, design, produce and evaluate a variety of flour-based products. Topics will include food hygiene, different types of breads, cakes, slices, muffins savoury items and biscuits using different processes.

ASSESSMENT TASKS

- Design Brief
- Practical Activities
- Research Tasks
**CAD/CAM** [Computer Aided Design & Manufacturing]

This unit provides students with a range of design briefs increasing in complexity to allow them to develop skill and understanding of how to design products using Computer Aided Drawing [CAD] software. Some of the designs can then be manufactured using CNC or computer controlled machinery. Dedicated 3D modelling software allows students to design various parts and assemble them on screen. Experience in Computer Aided Machining [CAM] and 3D rapid prototyping are also features of this course.

**ASSESSMENT TASKS**

- CAD tutorials
- Research Assignment
- Project Work
- Project Folio
- Test

**CODING & APP DESIGN**

This course introduces students to programming in the java script coding language and the creation of small web based applications (apps). This introductory course places a heavy emphasis on understanding the principles of computer programming (coding) and revealing those items that are universal to all computing and programming languages. Students will program in an environment created by Code.org called App Lab that allows the user to write java script programs with click and drag blocks and/or text typing. The unit begins with students solving problems with classic turtle style programming, focusing on the power of procedural abstraction and personal expression with code. After learning some basics of programming with the turtle, we gradually blend in elements more commonly seen in apps, like buttons and text inputs, images and so on, teaching programming from an event driven perspective. The course concludes with students creating a small app of their own to share with friends and family.

**ASSESSMENT TASKS**

- App Design
- Major Assignment on Global Impacts

**DESIGN & TECHNOLOGY: WOOD**

This unit provides students with a primarily project based experience where they will learn how to design and make products using a range of design and technological processes. Students will learn how to assess and control risks, describe and quantify materials before using tools and machinery to manufacture projects made predominantly from timber. CAD software and wood machining including CNC machining are also features of the unit.

**ASSESSMENT TASKS**

- Practical Skills Project
- Project Folio
- Research Assignment
- Safety Assignment
CAD/CAM [COMPUTER AIDED DESIGN & MANUFACTURING]

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- Research Assignment
- Project Work
- Project Folio
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ASSESSMENT TASKS

- Practical Skills Project
- Project Folio
- Research Assignment
- Safety Assignment
FOOD TECHNOLOGY

The study of food technology provides students with a broad knowledge and understanding of food properties, processing, preparation and their interrelationship, nutritional considerations and consumption patterns. It addresses the importance of hygiene and safe working practices and legislation in the production of food. Students will develop food specific skills, which can then be applied in a range of contexts enabling students to produce quality food products. They will learn to plan healthy meals according to the Australian Guide to Healthy Eating, the revised Healthy Eating Pyramid and the Dietary Guidelines for Australians. They will look at the influences on our food choices including culture, sustainability, seasonality, food intolerances and allergies.

ASSESSMENT TASKS

- Design Briefs
- Portfolio of Weekly Production Evaluations
- Research Assignment
- Practical Activities

FOODS OF THE WORLD

Students will be introduced to a diversity of cuisines from around the world. Each week students will examine a new country and complete an investigation-based task, followed by the preparation of a food production that is rich in authentic ingredients and processes. The weekly investigation will form the basis of their portfolio. Some of the countries students will investigate are: Italy, Greece, Mexico, Spain, France and Thailand as well as the region of The Middle East.

ASSESSMENT TASKS

- Research Assignment
- Productions
- Portfolio
- Cultural Celebration Presentation

FLIGHT

Students will learn the basic principles of flight and some of the technology involved in the construction of flying machines. They also develop technical skills to construct balsa wood models of aeroplanes using working drawings and templates. Models constructed may include: a hand line controlled, motorised flying model aeroplane and a 450mm wing-span glider. Students will be introduced to the Microsoft Flight Simulator program and learn to fly remote control helicopters. The program includes an excursion to the RAAF Museum at Point Cook, followed by a two-hour aircraft observation at Tullamarine Airport.

ASSESSMENT TASKS

- Workbook folio
- Project Models
- Research Assignment
- Test
INFORMATION TECHNOLOGY

This unit will develop student’s skills in Desktop Processing, Power Point and Spreadsheets. Students will develop and enhance their awareness of file management and the theory involved in using computers. The skills developed in this course will be applicable across the broader school curriculum as well as having many uses in daily life. The unit will allow students to gaining valuable skills required to produce professional tasks in all aspects of computing. There will be the opportunity for both individual and group I.T project work.

ASSESSMENT TASKS

- Office tutorials
- Power Point presentation
- Research assignment
- Web assignment

MOTOR TECHNOLOGY: SYSTEMS TECHNOLOGY

This unit is offered to enable students to develop an understanding of the construction and application of electric and small internal combustion motors. Students investigate the application of electric motors in various devices such as DVD players, Washing Machines, Inkjet Printers, Mobile Phones and more. Students will learn practical skills in the disassembling and reassembling an electric bike and scooter.

The basic components and function of a single cylinder petrol engine will also be studied. Students will compare the design similarities and operational differences between a small engine and the engine of a motor car. Students will gain practical experience working with a variety of workshop tools to disassemble, reassemble and test one or more single cylinder petrol engines. They will also determine the fuel consumption rate of an engine by data logging and analyse performance graphs.

ASSESSMENT TASKS

- Class Theory Exercises
- Practical Motor Building Tasks
- Research Assignment
- Tests

RETRO FASHION

In this unit students will create new garments and artworks combining old and new fabrics. They will also explore relevant complementary art techniques such as tie-dying, felting and jewellery making in order to create works of their own designs. Students will be introduced to the works of artists in association with folio tasks and develop an appreciation of Art and Culture through the study of selected artists.

ASSESSMENT TASKS

- Project Work
- Project Folio
- Research Assignment
Students may select up to TWO further electives, including additional Arts/Technology electives. Languages (Italian and Japanese) are offered as TWO semesters which equals two electives.

ADVANCED ALGEBRA  (MATHEMATICS)

The Advanced Algebra unit provides an extension of the concepts taught in Algebra through Years 7 and 8. Topics covered will include equations and inequalities, coordinates and graphs, general functions, polynomial and rational functions, exponential and logarithmic function, trigonometric functions of angles and of real numbers, analytic trigonometry, systems of equations and sequences and series. Graphing calculator skills will be taught and used extensively in this course. Throughout this unit students will develop learning strategies, critical thinking skills, and problem solving techniques to prepare for future mathematical courses.

ASSESSMENT TASKS

- Skills Exercises
- Major Project
- Assignments
- Worksheets
- Tests
CREATIVE WRITING (ENGLISH)

In this unit students will explore a wide range of text genre and writing styles to use as models for their own writing. They will be encouraged to experiment with a range of styles and genre. Students will be challenged to understand and use a range of literary devices to create particular effects. They will also share and publish their work using a range of media both print, digital and imagery in order to gain understanding of audience and purpose.

ASSESSMENT TASKS

- Folio of Published Works
- Oral presentation of an original piece
- Research assignment

GAME MAKING (TECHNOLOGY/ARTS)

This unit will combine elements from Media, Visual Arts, Science, Mathematics and Information & Communications Technology [ICT]. The focus of study will be upon exploring computer based games and game making processes as well as an overview of the game making industry. The mathematical and scientific skills relevant to the game making industry will be introduced along with practical game building sessions. The unit will also involve students presenting review presentations of selected current computer based games.

ASSESSMENT TASKS

- Major Game Project
- e portfolio
- Research Assignments
- Game Review Presentations

GOING BALLISTIC (SCIENCE)

Students will investigate rocketry and the Newtonian physics relevant to the launch of a rocket. The mathematical formulae applicable to the calculation of pay-load, determining maximum altitude and range will be introduced. Practical skills in the constructing and launching their own solid fuel cell rockets will also be covered. Students will also investigate how Australian scientists are contributing to the development of materials and technologies for space exploration including plasma propulsion, scram jet technology and the space elevator using carbon nanotubes. Students will develop their own space project by working collaboratively in a team to design, construct and present a project focusing on an aspect of aerospace materials technologies that contributes to our efforts to explore and colonise space.

ASSESSMENT TASKS

- Design Report
- Practical Work (Rocket Construction)
- Space Project and Presentation
- Astronomy Research
ITALIAN (LANGUAGES) SELECT FOR WHOLE YEAR = TWO ELECTIVES.

Italian at Year 9 has a dual focus, covering both the language and culture of Italy. Immersion in the language and culture will be a key feature of this unit. The emphasis will be on the enhancement of speaking, listening, writing and reading skills.

ASSESSMENT TASKS

- Visual Media Production
- Oral Presentations
- Workbook and Learning Diary
- Vocabulary and grammar tests

JAPANESE (LANGUAGES) SELECT FOR WHOLE YEAR = TWO ELECTIVES.

Japanese at Year 9 has a dual focus, covering both the language and culture of Japan. Immersion in the language and culture will be a key feature of this unit. The emphasis will be on the enhancement of speaking, listening, writing and reading skills.

ASSESSMENT TASKS

- Oral Presentations
- Workbook Activities
- Kanji and Vocabulary Dictionary
- Tests

INVASION GAMES - (HEALTH/PHYSICAL EDUCATION)

Students will both study and participate in a variety of invasion games. Invasion games are competitive team games in which the purpose is to invade the opponent’s territory while scoring points and keeping the opposing team’s points to a minimum within a designated time period. These sports will vary between those where a ball is being carried or caught across a line, thrown or shot into a target, or struck with a stick or foot into a specific target area. The unit is designed so that students can develop proficiency of movement and manipulative skills, enhance their sporting tactics, improve their sporting performance and further their use of fair play and good sporting behaviours. Games that will be incorporated into this unit include; football, rugby, basketball, lacrosse, hockey, soccer and handball.

ASSESSMENT TASKS

- Practical participation (teamwork, fair play, cooperation, persistence, appropriate attire)
- Planning and Development of a Short Coaching Unit
- Sports Assignment
MIND & BODY (HEALTH/PHYSICAL EDUCATION)

In this unit students will explore the complex factors of social, emotional, physical, spiritual and cognitive health and how to incorporate them into a balanced lifestyle. Students will investigate the positive and negative health outcomes of personal behaviours and identify community, social and cultural factors that influence the development of personal identity and values.

Students will also learn the advantages of physical health by participating in a range of theory & practical activities including: cardio fitness (aerobics, zumba and spin classes), core strength training (yoga, pilates and body balance) and relaxation techniques (meditation).

Students will learn the responsibilities associated with developing greater independence in making informed choices toward social interactions, nutritional benefits and overall well-being.

ASSESSMENT TASKS

- Workbook Portfolio
- Research Project
- Personal Health Evaluation
- Health Promotion Brochure

SPORTING EXCELLENCE (HEALTH/PHYSICAL EDUCATION)

In this unit students will develop their physical, tactical and leadership skills in several chosen sports. Students will participate in tournaments, take on a key leadership role within a team and study the history, rules and tactics of a sport. Students will also develop coaching units in these sports and deliver their coaching units to local Primary School students. The units will include a practical and theory component, including coaching ethics, lesson structure and delivery.

ASSESSMENT TASKS

- Research Tasks
- Planning and Implementation of Sports Workshops and Coaching Sessions
- Practical Participation and Team Work
In Year 9 students will complete TWO projects. Each project runs for SIX lessons in ONE DAY each week for one semester.

The COMMUNITY ACTION & CITY EXPERIENCE project is compulsory for all Year 9 students.

In addition to the Community Action/City Experience project all students will complete ONE further Project from the list on the following pages.
COMMUNITY ACTION & CITY EXPERIENCE

(COMPELLSORY FOR ONE SEMESTER)

COMMUNITY SERVICE

This project focuses on students developing values of caring, giving and respect by working with people who are at some disadvantage and in need of special care. It is centred on the local community. Students will participate in a range of workshops which will prepare them for their community service placement. At the completion of this unit students will be awarded Young Ambassador Certificate (SCOPE) and Community Action Certificate (Red Cross).

LOCAL INVESTIGATION

After completing a local tour, students will identify and research a local issue of interest to be presented at the City of Maribyrnong Town Hall.

CITY EXPERIENCE

The City School Experience will be based in our city classroom during project days over a 6 week period. Students will participate in a wide range of activities which are based on city familiarisation, exploration of wider issues, furthering their participation in community service and present a weekly radio program and explore health and lifestyle issues. The skate mentor program will be used to enhance personal development, goal setting and mentoring skills. Much of the program will be based on independent group work which uses the four pillars of independence, trust, responsibility and connectiveness as the key drivers.

ASSESSMENT TASKS

COMMUNITY SERVICE

• Humanitarian Project
• Community Service Reflection and SCOPE modules

LOCAL INVESTIGATION

• Local Investigation Folio and Presentation.

CITY EXPERIENCE

• Comprehensive City Experience Folio
PROJECT SELECTIONS
Students complete ONE project from the following selections

ART ADVENTURE (ARTS)
Students will visit different locations (such as the beach, city and the country) for inspiration in making artworks. Students will learn to use many different art materials to make art inspired by visits to these locations. Art media will include paints, fabric screen printing on different surfaces, dry point, linoleum cuts, ceramics, mosaics and murals. Students will explore the idea of public art – making their art into murals to decorate the College.

ASSESSMENT TASKS
- Developmental Folio
- Major practical task
- Research task

CSI - FORENSIC SCIENCE (SCIENCE)
Students will study the scientific, legal and analytical role that forensic science plays in society (crime, natural disasters etc.) A study of the different ways forensic science is portrayed in a range of media will also be undertaken. Investigation and practical work involving a variety of relevant techniques will be an integral component of the project. Techniques such as fingerprinting, plaster casting, blood splatter analysis, hair and fibre analysis, facial recognition software, DNA extraction and blood detection will be covered. Students will also investigate selected case studies in crime scene investigative procedures.

ASSESSMENT TASKS
- Practical Activity and Excursion Reports
- Research assignments
- Multimedia Assignment

GARDENERS AND CHEFS (TECHNOLOGY/SCIENCE)
In this project students will learn the skills and benefits of producing their own food. Students will undertake work in the Environmental Science Centre where they will grow the herbs and vegetables that are then cooked in the kitchen. The focus is on the growing and preparation of organic foods and the enjoyment and health benefits obtained from eating fresh unprocessed foods. Students also learn the skills required in plant propagation and harvesting as well as the resultant cooking and food preparation skills. The students will cover topics such as growing seasonal produce with preservation techniques such as bottling and pickling. Free-range products such as chicken and eggs are used in various recipes as well as designing and making a gourmet sausage. Students will make their own cheese they will also use fresh honey in a variety of recipes. Firsthand knowledge from experts in the field will be gained by excursions to both the Victoria Market and Botanical Gardens.

ASSESSMENT TASKS
- Practical Kitchen Work
- Recipe Evaluation Portfolio
- Practical Gardening Work and Works Diary
HOT DOCS JOURNALISM  (HUMANITIES/ ENGLISH)

In this project students will learn what makes a good documentary film. Documentary film has become an important method of alerting our community about important issues. Students will select an issue important to themselves and in small teams learn the techniques and skills involved in planning, filming and editing their own documentary film.
Throughout the project students will work with a professional mentor who will apply their experience and expertise to assist the student groups in the planning and production of their documentary film.
Films created in the Hot Docs project are regularly entered into number of Melbourne film festivals. Numerous festival awards have been won by films created in the Year 9 Hot Docs project.

ASSESSMENT TASKS

• Writing Folio
• Team Participation
• Film Making Skills Activities
• Finished Documentary Film

MYTH BUSTERS  (SCIENCE)

In this project students will investigate and research the science behind a wide range of cultural and scientific myths to discover the truth. Many myths can be tested with practical experiments and others can be investigated by consulting the experts in the field. Are all our cultural and scientific myths true, or are they just waiting to be ‘busted’?
Students will learn a wide range of historical and scientific skills and cover vast areas of knowledge as they act as scientific Myth Busters to test the tall tales of past and present.
Why does bread always fall with the buttered side down? Is it for the same reason that cats always fall on their feet? Can drinking too much cola dissolve your teeth? Myths about natural phenomenon, both modern and ancient abound, but how many are based upon fact?

ASSESSMENT TASKS

• Practical activities and reports
• Multimedia assignment
• Class Projects

OUTDOOR ADVENTURE

This project offers practical and theory units in outdoor adventure and environmental awareness. There is a strong focus on developing an appreciation for nature and theory based units covering topics such as values of outdoor education, leadership skills, safety in the outdoors and the psychology of adventure. Students will have the opportunity to enhance individual skills in swimming, surfing, indoor rock climbing, river and ocean kayaking and camping.
Outdoor Adventure provides students with the skills and knowledge to safely participate in activities in outdoor environments and to respect and value the natural environment.

ASSESSMENT TASKS

• Research Assignment
• Camp Skills
• Adventure Activities
• Folio
SCREEN AND FILM PRODUCTION (ARTS)

Students will investigate Australian films and film making. They will analyse story elements, conventions and production techniques that Australian film makers employ to reflect Australian social and cultural issues for both national and international markets. Students will learn techniques for designing and planning a film production story. They will also learn the organisational and technical skills required to develop, produce, write, direct and edit an Australian film for public screening.

ASSESSMENT TASKS

- Folio
- Individual Research Task
- Major Film Task

ROADIE TO ROCK STAR (ARTS/MUSIC INDUSTRY)

This project is designed to provide students with an opportunity to sample the music industry in breadth, exploring the worlds of songwriters, performers, record companies and recording studios. Cover a broad range of musical styles and to give students an opportunity to sample the music industry in breadth, exploring the worlds of songwriters, performers, record companies and recording studios. Working individually and in groups, students will write, perform and record original and covered music to be showcased across the school and in the community. They will also study and complete tasks on a wide range of musical subjects such as music language, music history, music style analysis, stage craft, song-writing, arranging, rehearsal and performance techniques. Students will also record and produce a CD and full demo package.

ASSESSMENT TASKS

- Song-writing folio,
- Rehearsal activities,
- Research project on music production,
- Production of recordings
- Community performance