COURSE SELECTION HANDBOOK

YEAR 9 2024

> PORTLAND SECONDAY COLLEGE Creating the Opportunities

Year 9 Course Selection Handbook

Contents

PRINCIPAL'S MESSAGE	3
YEAR 9 COURSES	4
PARENT PAYMENTS	5
CAREERS INTRODUCTION	6
COURSE PLANNING PAGE	7

Core Subjects

English	9
Maths	10
Humanities	11
Humanities - Indonesian	12
Science	13
Health and Physical Education	14
The Arts	
Art	16
Drama	17
Graphic Design	18
Media	19
Photography	20
Technology	
Creative Wood Skills	22
Systems Engineering	23
Fabric and Fashion	24
Food Studies	25
Pathways	
Extension Maths	27
Game Design	28
Indonesian	29
Instrumental Music	30
Investigating Asian Futures	31
Journalism	32
Marine Science	33
Outdoor Education	34

PRINCIPAL'S MESSAGE

We are pleased to present this Year 9 Handbook as part of the College's subject selection program to assist students to select suitable courses as they develop their pathway through secondary education.

The Handbook contains up-to-date information on the content of subjects to be offered in 2024. Year 9 Core subjects are compulsory for all students, and students choose <u>two</u> further subjects from each of the elective lines; Arts, Technology and Pathways. All elective units are dependent on a sufficient number of enrolments for the class to be timetabled. If not enough students choose a particular subject, it will be withdrawn from offer.

This Handbook is only a guide and should be used in conjunction with advice from the Subject Selection Information Evening, Career's Coordinator, Students' Classroom Teachers and Mentor.

Any questions about the material in this booklet can be directed to your Mentor or Year Level Manager or Assistant Principal of Teaching and Learning.

Staff at the College have a core belief that all students can be learners and leaders, and we work hard to create opportunities for all students to be active and engaged global citizens who are equipped with strategies to successfully deal with an ever-changing world.

- **College Mission Statement** To provide all students with opportunities to become creative, successful, respectful and resilient members of their local and global communities.
- **College Motto** Creating the Opportunities.
- College Logo Represents four students around a table working collaboratively.
- College Values Be Respectful, Be Successful, Be Resilient, Be Creative.
- **Be Respectful** and treat others as you would like to be treated as yourself.
- **Be Successful** and strive to be the very best you can be.
- **Be Resilient** as you have the right to feel safe and to learn.
- **Be Creative** and have a positive impact as a global citizen.



Joanne Kindred

Principal Portland Secondary College

PORTLAND SECONDARY COLLEGE – YEAR 9 – 2024 COURSE SELECTION HANDBOOK

Be Successful

YEAR 9 COURSES

The Year 9 curriculum is based on the premise that increasing student choice and providing good career pathways advice will increase the level of student engagement within the College. However, at PSC we also understand it is important to ensure our junior students are getting the depth of understanding in their core subjects to enable them to maximise their opportunities in their senior years. It is important that they continue in their core subjects of English, Maths, Science, Humanities and Health and Physical Education to enable them to have all of the skills/knowledge required to maximise their VCE results and future pathways.

Our Year 9 program has a heavy focus on careers, and students undertake extensive careers counselling. This includes the My Career Insights program where students undertake Morrisby Testing and careers interviews. This program is very insightful and rich in resources pertaining to careers, and students will be able to draw on this knowledge when making decisions moving forward into Year 10 and VCE.

At Year 9, students are able to select three elective each semester. Students select these electives from the three lines: the Arts, Technology and Pathways (two from each).

PSC recently reviewed the Year 9 curriculum structure, resulting in the implementation of a new elective program. This is designed for more engagement and hands-on learning. Year 9 students in 2024 now have more choice to complete Art, Technology and cross-curricular subjects. It is important for parents and students to read through the electives included in the pathways line, as these have been specifically developed to meet the interests and needs of all Year 9 students, while also providing opportunities for students to continue with their Indonesian language studies.

Year 9 Subject breakdown (based on a two-week timetable)

- English 9 Periods a cycle
- Maths 9 Periods a cycle
- Science 7 Periods a cycle
- Humanities <u>or</u> Humanities-Indonesian 7 Periods a cycle
- Health and Physical Activity 8 periods a cycle
- One elective each semester;
 - The Arts 7 Periods a cycle
 - Technology 7 Periods a cycle
 - Pathways 6 Periods a cycle

In choosing subjects at Year 9 level, you should always make sure you keep all your options open and select a wide a range of subjects. In other words, do not decide to drop subjects which you may later decide to take up again. This especially applies to subjects where you progressively build your knowledge and skills each year, such as Indonesian.

When choosing your elective subjects think about your interests and ability in the different subject areas. Don't just pick what your friends choose to do.

You have been asked to select **four** electives in each line. This is so that if your first choices do not run due to low class sizes, you will be placed in your next choice as much as possible. So, it's important to list electives in order of priority. The electives offered will depend on staff availability, student demand and certain other organisational arrangements.

Any questions about the material in this booklet can be directed to our PLAT Leaders or Assistant Principal of Teaching and Learning, Ms Kirsten Mitchell.

PORTLAND SECONDARY COLLEGE – YEAR 9 – 2024 COURSE SELECTION HANDBOOK

4 | Page

PARENT PAYMENTS

Portland Secondary College is looking forward to another great year of teaching and learning and would like to advise you of anticipated voluntary financial contributions for 2024.

Schools provide students with free instruction to fulfil the standard Victorian curriculum and we want to assure you that all contributions are voluntary. Nevertheless, the ongoing support of our families ensures that our school can offer the best possible education and support for our students. We want to thank you for all your support, this has made a huge difference to our school and the programs we can offer.

Within our school this support has allowed us to offer a varied curriculum with opportunities to learn and discover.

Our Voluntary Financial Contributions is expected to be \$230.00 per student for all core and elective subjects (including VET). We invite parents to make a Curriculum Contribution of \$230.00 to help cover the costs associated with delivery of the curriculum so that the school can continue to provide for all students.

For further information on the Department's Parent Payments Policy please see a one-page overview.

CAREERS INTRODUCTION

Year 9 students in Victorian Government Secondary Schools will engage with the My Career Insights program.

My Career Insights will help students discover, develop and drive their career planning. It is a unique opportunity for students to learn more about their strengths and abilities, while exploring potential career options – giving them the confidence to start taking control of their future.

Students will begin by completing a series of online questions on the Morrisby website. These questions have been designed to help students learn more about themselves. These personal insights help open up a variety of possible career pathways, specifically tailored to their abilities and interests.

Once students have completed their Morrisby profile, they will be given an opportunity to discuss their results with a Morrisby-trained Careers Consultant. This discussion may be face-to-face at school or through a video conference.

There are three factors to be considered when deciding on subjects:

- 1. Do you think you would enjoy learning about the topics in this subject?
- 2. Do you think you will be able to handle the academic demands of this subject? (if you are not sure, ask your teacher)
- 3. Will this subject help you towards your future pathways?

You should now begin, finding out as much information as possible about different careers. To do this, you should:

- 1. **Talk to People** a good way of finding out what jobs are most likely to appeal to you is by talking to as many people as possible about the work they do.
- 2. Vocational Guidance There are people who can offer you specialised help in the careers area. Begin by making an appointment with the Careers Coordinator.
- 3. **Teachers** Talk to your teachers about your strengths and areas of interest.
- Vocational Opportunities As you progress through Years 9 and 10, many opportunities will be offered to you to try something new. Take advantage of programs such as TAFE Taster Days, University Open Days and work experience.

COURSE PLANNING PAGE

Students will receive a Course Planning Page from their mentor teacher on Monday 31st July. This will assist students to complete the online subject selection. An example of the page is included below. This form also includes important dates for subjection selection.

In order to make some smart choices about future subject selections all Year 8 students need to do four things.

- 1. Download onto your device the Year 9 2024 Course Selection Handbook (available from 31 July) and read through it.
- 2. Attend the Year 9 Course Information night on Wednesday, 2nd August at 5.30pm.
- 3. Complete the questions on this page prior to making your Course Selections.
- 4. Discuss your choices with your mentor and attend the Subject Selection Parent Teacher Interviews on Friday 4th August.
- 5. Complete your subject selections for 2024 online using the details you will be given by your mentor after you have had a discussion.

Please complete this activity:

My favourite subject is	because	
Careers I am interested in and the rea	isons why they interest me	
My passion is		
In Year 9 I understand I will complete and Health.	the subjects of English, Maths, Science, Humar	nities and Physical Education
The Arts:	Pathways:	
1	1	
2	2	
3	3	
4	4	
Technology:		
1		
2		
3		
4		
Teacher Name:	Teacher Signature:	

Show this sheet to your mentor who will then give you your subject selection code and instructions to enable you to complete your selections online.

CORE SUBJECTS



English

Topic Overview	At Year 9, students interact with peers, teachers, individuals, and groups in order to work on communication skills and to develop understanding. They experience learning in familiar and unfamiliar contexts, including local community, vocational and global contexts. The study of English helps create confident communicators, imaginative thinkers and informed citizens and helps young people develop the knowledge and skills needed for education, training and the workplace.
Content/Skills	 In English, students learn to: Listen to, read, view, speak, write, create and reflect on spoken, written, and multimodal texts Develop interest and skills in inquiry into various forms of texts Engage in non-fiction analysis and persuasive skill development, improve their understanding of the world through the study of themes in films and novels, practice their creative writing skills, and learn how to compare similarities and differences across different modes of communication
Assessment	 Throughout the year students will complete a range of assessment pieces including: Essays Reviews Oral Speeches Language Analysis Writer's portfolio

Maths

Topic Overview	Students will develop their fluency, problem solving and reasoning skills through a range of different topics outlined in the Victorian Curriculum. Skills developed in this subject will include independent learning, time management, homework completion, number skills and the applying of concepts to real life scenarios.
Content/Skills	 In Year 9 Maths, students will develop skills and knowledge relating to: Algebra Graphs Index laws Financial & Simple interest Graphing of linear relations Solving linear equations Areas of composite shapes Surface area and volumes of right prisms and cylinders Using Pythagoras Theorem and trigonometry ratios to solve problems involving right angled triangles Listing outcomes for two-step experiments Using arrays and tree diagrams Using Venn diagrams and two-way tables to calculate probabilities Identifying categorical and numerical data Using stem-leaf plots and histograms
Assessment	 Throughout the year students will complete a range of assessment pieces including: Tests Mathematical Projects Textbook Exercises

Humanities

Topic Overview	Humanities provides a framework for students to examine the complex processes that have shaped humanity through the study of history, geography, civics and citizenship and economics and business. Humanities is the study of how individuals interact with their environment and their community, with the Humanities term divided into four strands, each with the study of one aspect of Humanities over the course of the year: the Industrial Revolution and the Making of Australia, World War One and Australia's role, Biomes and Food Security, and Economic Systems and the Future of Work.
Content/Skills	 In Humanities, students will study four different topics: History will consider the impact of the Industrial Revolution and Imperialism on Australia, additionally considering Australia's relationship with Asia History will evaluate and reflect on WW1/The Great War (1914-1918) which will consider the reasons for fighting including some of the key causes and consequences behind the bloody conflict Civics and Citizenship will enable students to become active and informed citizens by questioning where laws come from and the basics of Australia's legal system Geography explores the processes that shape food security and in an ever- changing world Economics allows students to investigate how individuals, families, the communities, workers, business and governments make decisions in relation to the allocation of resources, and explore the factors influencing the future of work
Assessment	 Throughout the year students will complete a range of assessment pieces including: Source and Text Analysis Geographical Inquires Essays Research Tasks Case Studies Posters

* Students must select either Humanities or Humanities – Indonesian

Humanities - Indonesian

Topic Overview	Humanities provides a framework for students to examine the complex processes that shape humanity through the study of history, geography, civics and citizenship, and economics and business. Humanities-Indonesian integrates the study of Indonesian into the Humanities curriculum by building on the synergies between the two areas of study. Indonesia is included as a case study in each topic to draw links between the language and Humanities content. The key Humanities skills and knowledge relate to: the Industrial Revolution and the Making of Australia, Australia's Engagement with Asia, Biomes and Food Security, and Economics and the Future of Work.
Content/Skills	 In Humanities-Indonesian, students study four different topics: In History, students learn about the Industrial Revolution, its impact on human societies and in the making of Australia. Students also evaluate and reflect on the development of Australia's Engagement with Asia, including long-standing trade relations and migration Civics and Citizenship gives students skills to become active and informed citizens by questioning where laws come from and the basics of Australia's legal system In Geography, students explore the processes that shape food security in an ever-changing world Economics allows students to investigate how individuals, families, the communities, workers, business and governments make decisions in relation to the allocation of resources, including factors influencing the Future of Work Indonesian language learning is integrated into each area of Humanities study. Around 20% of class time is spent on language learning. Students considering Year 10 and VCE Indonesian are encouraged to take both Humanities-Indonesian (year-long), and Indonesian elective (semester) in Year 9.
Assessment	 Throughout the year students will complete a range of assessment pieces including: Source and Text Analysis Geographical Inquiries Essays Research Tasks Case studies Posters Indonesian language assessments

* Students must select either Humanities or Humanities – Indonesian

Science

Topic Overview	The Year 9 Science course aims to provide the skills and knowledge students need to answer interesting and important questions about the biological, physical, chemical and geological world around them. With a term dedicated to each of the key science strands, students are given the time to explore each topic in detail. The curriculum aims to provide opportunities for students to develop an understanding of important scientific concepts and processes and the practices used to develop scientific knowledge.
Content/Skills	 In Science, students learn: To develop critical and creative thinking skills To challenge themselves to identify questions, apply new knowledge, explain science phenomena and draw evidence-based conclusions using scientific methods To develop an ability to solve problems and make informed, evidence-based decisions about current and future applications of science How the interrelated systems of our human body supply us with the energy we need to do work How the theory of plate tectonics explains global patterns of geological activity and continental movement How electric circuits can be designed for diverse purposes using different components; the operation of circuits can be explained by the concepts of voltage and current Explore magnetism and how magnets are used in the generation of electricity and the operation of motors
Assessment	 Throughout the year students will complete a range of assessment pieces including: Experimental design tasks Practical reports Research Posters Key Knowledge tests

Health and Physical Education

Topic Overview	Health and Physical Education provides students with the knowledge, skills and behaviours to develop their physical, mental, social and emotional health and well- being. Participation in community sports such as Squash/Racquetball, Croquet, Netball and Soccer broaden our understanding and participation in sport in our region. The 'Bay Swim' sets a personal challenge for all students, after a series of lead up activities, which enable students to develop their knowledge and confidence in and around our ocean. In Health, students will extend their knowledge of respectful relationships and being able to make safe choices as a teenager navigating senior school and home life.
Content/Skills	 The course is designed so that you will develop: Physical skills in a wide range of activities: specifically community sports within our region, including touch football and ultimate Frisbee A level of personal fitness and knowledge of the ocean to complete the 'Bay Swim challenge' This will incorporate being safe in and around water, recognising the dangers of the ocean; including rips, tides and wave types A positive attitude towards health, physical education and recreation, including fair play and good sportsmanship, to respect individual differences, and develop leadership qualities while participating To become familiar with theoretical aspects of Physical Education and their practical application and become aware of the importance of lifelong physical activity.
	 Positive interpersonal relationships through improved knowledge around various health scenarios including; drugs and alcohol, healthy relationships in both a physical and emotional sense, learning how to be safe online and knowing how to get help when needed
Assessment	 Throughout the year students will complete a range of assessment pieces including: Beach Safety Sport specific skill rubrics Respectful relationships CAT Bay swim completion Case studies Poster

The Arts



Art

Topic Overview	In Year 9 Art, the students use a Visual Diary to explore different artists, themes, concepts, materials and techniques. They refine their skill levels in different mediums and use their exploration to inform the creation of a folio of artworks.
Content/Skills	 The course is designed so that you will develop: Practical skills in a range of different mediums A positive attitude towards art and creativity Critical and creative thinking that promotes problem solving and working through a creative process An understanding of the application of materials and techniques, as well as how the Art Elements and Principles are used in the creation of artworks Literacy skills in analysis and interpretation of your own and other artists work from different times and locations Skills in communicating visually
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Painting techniques such as spray paint and using stencils Mixed media Clay and sculpture Artist Studies and responses Development of personal style

Drama

Topic Overview	In Year 9 Drama, students work towards level 10 with a focus on building the skills needed at VCE level. They learn about the elements of drama (such as conflict, tension, symbol and mood) and the ways they can manipulate stagecraft and expressive skills to present engaging dramas for an audience. They research, improvise, rehearse and refine their work in response to reflection and feedback to improve. Students perform both improvised and scripted works and write analyses of their own and others' work.
Content/Skills	 The course is designed so that you will develop: Different roles and characters to realise dramatic intentions and engage audiences Skills in performing devised and scripted drama in different forms, styles and performance spaces An understanding of how to plan, direct, produce, rehearse and refine performances Knowledge of how to use the elements of drama, narrative and structure in directing and acting and apply stagecraft They ability to use performance and expressive skills (such as voice and movement) to convey dramatic action and meaning Literacy skills in analysing the elements of drama, forms and performance styles and evaluating meaning and aesthetic effect in drama to devise, interpret, perform and view Skills in reflection and using feedback to improve their work in both group discussions and written responses in their workbooks
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Ensemble performance Solo performance monologues Theatre styles Working with stimulus materials Analysing and evaluating performance Analysing live performance

Graphic Design

Topic Overview	In year 9 Graphics students are involved in learning about Visual Art and Communication and Design and are introduced to a variety of creative and skill-based tasks.
Content/Skills	 The course is designed so that you will develop: The skills to present visual communications that demonstrate the application of methods, materials, media, design elements and design principles that meet the requirements of a specific brief and target audience. The skills to use manual and digital drawing methods to create visual communications. The ability to analyse and evaluate the factors that influence design decisions in a range of visual communications. The ability to analyse and evaluate the use of methods, media, materials, design and design principals in visual communications.
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Joker Card Design – Use of mixed media Comic Book Cover – Includes Isometric Drawing Drawing Unit – Including 2D and 3D illusion drawing

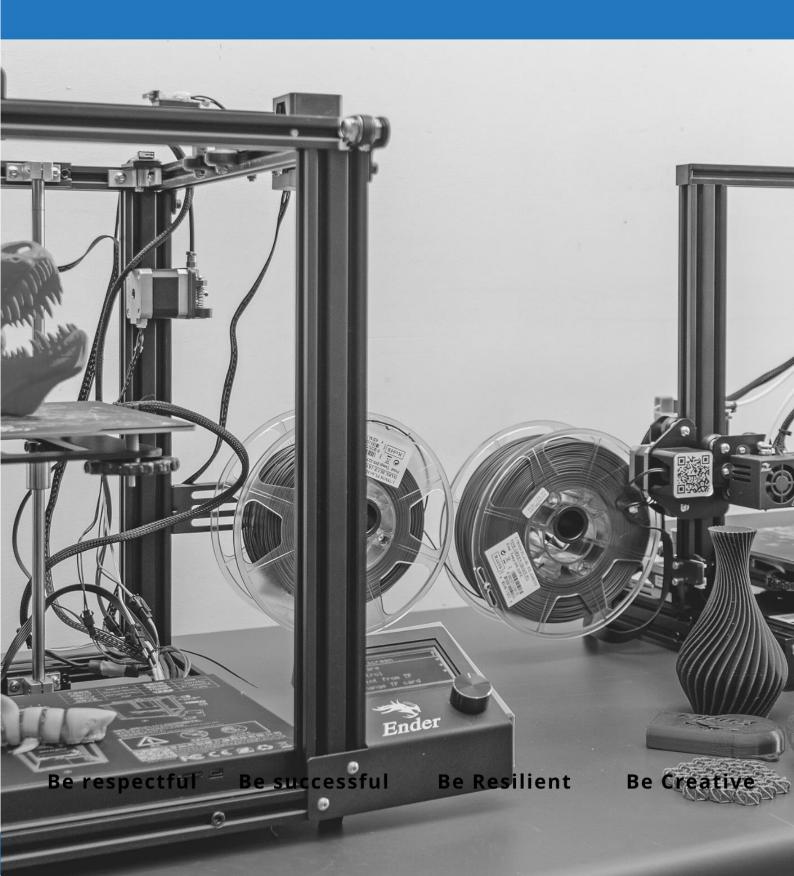
Media

Topic Overview	This subject will introduce students to the mass media, media production, cinematography techniques and mise-en-scene elements. Students will develop skills in producing multimedia content including film, animation and/or radio. Students will also gain skills in creating, making and presenting multimedia products.
Content/Skills	 The course is designed so that you will develop: The ability to refine and extend your understanding and use of structure, intent, character, settings, viewpoints and genre conventions in their compositions. An understanding of media technologies and how to extend the use of media elements such as time, space, sound, movement and lighting. Literacy skills through analysing the way in which audiences make meaning and how audiences interact with and share media artworks. An experience with media arts from a range of cultures, times and locations. An understanding of media arts in a range of forms, and how over time, there has been a development of different traditional and contemporary styles in media arts. An understanding of the local, global, social and cultural contexts that shape the purposes and processes in producing media artworks, and evaluate the social and ethical implications of media arts. Skills to safely use media technologies. Ethical practices and consider regulatory issues when using media technologies. A sophisticated understanding of their roles as artists and audiences as they engage with diverse media artworks.
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Film Studies and Production (Storyboarding and Planning) Re-creating Scenes Animation Radio

Photography

Topic Overview	In Year 9 Photography students use a Visual Diary to explore different artists, themes, concepts, materials and techniques. They refine their skill levels in different photographic mediums and use their exploration to inform the creation of a folio of Photographs.
Content/Skills	 The course is designed so that you will develop: Practical skills in a wide range of photographic mediums. A positive attitude towards art and creativity. Critical and creative thinking that promotes problem solving and working through a creative process by planning and creating artworks. An understanding of the application of materials and techniques, as well as how the Art Elements and Principles are used in the creation of artworks. Literacy skills in analysis and interpretation of their own and other artists work from different cultures, historical and contemporary contexts. Visual Communication skills.
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Digital Photography Photoshop Editing Artist Studies and responses

Technology



Creative Wood Skills

Topic Overview	Learning to follow and use the Design Process effectively, gives students the method and skills to create designed solutions to real life situations that can be improved through creative approaches. Using critical thinking, creative ideas are analysed for their viability to meet the student success criteria. Learning and developing process skills and techniques, enables students to realise their imagined designs. Completed projects can be analysed by students, using their own criteria to establish their design, production, and project management success.
Content/Skills	 In Creative Wood Skills, students learn to: Investigate and design. Define their own design problems. Establish their own success criteria. Develop production skills and techniques. Organise and follow production plans and sequences. Construct designed products made from timber. Evaluate their project success
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Drawings Design Briefs Design development Portfolios Project work Project evaluations

Systems Engineering

Topic Overview	In an ever-evolving society, students will need the skills to stay current and be creative independent problem solvers. They will need to be able to think outside the box and operate autonomously and within teams, utilising contemporary and emerging technologies to identify and fulfil social needs. Utilising the design thinking process students will manage projects encapsulating real world scenarios and develop and prototype solutions.
Content/Skills	 In Systems Engineering, students learn to: Explore CAD software. Maximise the potential of 3D printing. Technical drawing skills. Utilise the engineering process to creatively develop solutions. Work in teams to solve problems.
Assessment	 Throughout the year students will use a visual diary to collate a range of assessment pieces including: Research Drawing and conceptual design CAD and technical renderings Detailed annotation Planning and production Evaluation

Fabric and Fashion

Topic Overview	Using the technology design process, students learn how to be designers and to create solutions using a range of materials. They learn skills to respond to a design brief and produce designs for a client. The study of textiles technology helps create imaginative thinkers and problem solvers. Students also consider the environmental impact they can make as designers and makers of the future.
Content/Skills	 In Fabric and Fashion, students learn to: Understand a Fashion Design Brief. Work with the design process. Develop sewing machine skills. Make a garment. Select appropriate textiles and explain choices. Consider environmental issues within the fashion industry such as upcycling and sustainability. Explore a range of techniques to make fashion accessories. Explore a range of fabric decoration and embellishments.
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Documenting fashion themes and styles A Fashion Design Brief, including a mood board Fashion drawing using a croquis Using the sewing machine Garment design and construction An upcycled fashion item

Food Studies

Topic Overview	This semester you will hone your cooking skills, getting back to basics, learning how to prepare ingredients and new cooking methods. You will also gain a better understanding of the Australian Guide to Healthy Eating and the benefits to a Healthy life.
Content/Skills This is an example.	 In Food Studies students will develop a deeper understanding of: Different cooking skills. Food Safety – intolerances and allergies. Australian Food Practices. Ethical and Environmental Issues. Taste testing – sensory analysis.
Assessment	 Throughout the semester students will complete a range of assessment pieces including: Investigation task Practical experience Written evaluation Sensory tastings and written analysis Design Process

Pathways



Extension Maths

Topic Overview	Students will develop their problem solving and reasoning skills in addition to building high-level fluency and understanding of maths contents. This program aims at providing Year 9 students with strong mathematical skills to start looking at Math Methods contents prior to picking their maths pathway for Year 10. It is strongly recommended for students who are considering taking Math Methods in VCE. Students who are interested in this elective should discuss this with their classroom teacher, to see if this elective is suitable.
Content/Skills	Students will develop their knowledge of Mathematics and their skills, specifically non- routine, problem solving and reasoning questions. Topics will generally follow that which are being taught in the regular maths class, but students will be pushed to extend themselves into the higher levels of thinking and skills often required for math methods. It will also explore topics that students may not usually spend much time on and focus on open ended problems and group work.
Assessment	 Throughout the year students will complete a range of assessment pieces including: Mathematical Projects Investigations Exercises

Game Design

Topic Overview	PSC Game Design is an opportunity for students to be creatively involved with analysing, designing and coding their own computer games. The aim of the unit is for students to become accustomed to the coding and creative, collaborative environment and to take industry-relatable steps in software development using games creation.
Content/Skills	The course involves storyboarding, concept art and narrative writing, investigation and documentation of setting and designing a user experience utilising the 'Dreams' software on PlayStation 4.
	The 6-step Design Process (Empathise, Define, Ideate, Prototype, Test, Publish) is the industry standard and is relevant to those who wish to take their Digital Technologies studies further. Course requirements will comprise of teacher-directed classes and a set of self-paced exercises designed to progressively develop your skills and computerisation thinking.
	While all students will be expected to reach a prescribed level of competency, the nature of the course enables you to develop at your own pace and provides scope for extension for more able and diligent learners. This course is suitable for students with little or no exposure to the applications listed above.
Assessment	Assessment will be based on the level of skills acquired in each software application and the student's ability to apply those skills in a problem-solving situation, all while working as part of a small group. This will be determined from folio or class work, skills tests, and the quality of the major projects:
	 Pitching of game concept using narrative arc and concept art Analysis of high, medium and low exemplars Reflective journals on experience of game-making Completion of coding tutorials and demonstration of knowledge Peer-focused formative feedback Presentation of completed game to class

Indonesian

Topic Overview	Learning languages broadens students' horizons by enabling them to access personal, social, cultural and career opportunities in an increasingly interconnected and interdependent world. The ties between Australian and Indonesia are constantly developing, with a growing number of Australians travelling to Indonesia for leisure, business and education purposes. The number of Indonesians visiting Australia is also increasing. Year 9 Indonesian is an elective subject in which students enhance their ability to communicate in Indonesian through experiential learning about food and food culture.
Content/Skills	 In Year 9 Indonesian, you will learn to: Interact in spoken and written Indonesian to exchange facts, ideas and opinions. Respond to and create personal, descriptive, informative and imaginative texts in Indonesian, including websites, menus, videos and recipes. Learn intermediate grammar to expand ideas and create cohesion and interest. Recall and use core vocabulary and become familiar with topic-specific vocabulary related to food and cooking. Develop more authentic pronunciation, stress and rhythm when speaking. Understand the diverse cultures of Indonesia through food and relate this to Indonesian society, geography and history.
Assessment	 Deepen intercultural awareness and reflect on your own cultural assumptions and identity. Throughout the semester students will complete a range of assessment pieces including: Conversation tasks Listening and viewing activities Research and writing tasks Vocabulary quizzes

Instrumental Music

Topic Overview	Year 9 Instrumental Music aims to provide the skills and knowledge needed to prepare and put on a performance. We will look at: selecting music to perform, how to rehearse, the sound system and other factors affecting performance. The subject will culminate in a show where students will perform pieces they have prepared in various combinations of groups and solos.
Content/Skills	 In Instrumental Music, students learn: How to select and prepare music for a performance. The roles of different instruments and their use in performance. How to play as an ensemble and how that differs from playing as a soloist. The different parts of a PA system, their uses and how to put it together. Mixing sound for live performance and recording. Physical factors affecting performance such as acoustics and space. Other factors affecting performance such as overcoming nerves and building confidence. How to connect with an audience and performance conventions. Promoting your music to a wider audience including social media and streaming services.
Assessment	 Throughout the year students will complete a range of assessment pieces including: Performance to primary school class. Practical tests on PA use. Research assignment into promotional and performance factors.

Investigating Asian Futures

Topic Overview	Asia is a significant economic and cultural power globally and in Australia - and this influence will only increase as the dynamic Asian region continues to develop. Understanding Asia and its diversity is important to prepare students for life and work in the Asian century. Beginning with connections to Asia in our local economy, such as the Port of Portland and export trade, including timber, dairy, wool and agriculture, and through to the growing influence of Asian pop culture in society – be this anime, K-pop, Bollywood, Tiktok and so forth, this course will investigate our place in Asian futures. Students who understand and are equipped to engage with Asia are better placed to make the most of the opportunities presented to them in engagement with our region.
Content/Skills	The first term of this subject will take a broad view of the Asian region: - <i>diversity</i> , to appreciate the varied ethnic backgrounds, traditions, cultures, belief systems and
	religions of the Asian region;
	- <i>achievement</i> , to explore how peoples and countries of Asia have contributed and continue to contribute to world history and human endeavour;
	- Australia-Asia engagement , to better understand the cooperation between Asian and Australian societies and economies, including connections in the local economy.
	-Students will conduct an inquiry on aspect of Asian history or culture of their choice and develop their research skills.
	In the second term,
	The second term of this course will examine how Asian cultural influences such as anime have created powerful social and historical meaning by studying film and manga including
	-History- Studio Ghibli – The Grave of the Fireflies, The Wind Rises
	-Culture - Howls Moving Castle, Tonari no Totoro, Spirited Away
Assessment	 Throughout the semester students will complete a range of assessment pieces Source and Text Analysis Geographical Inquiries Individual Research Project Film review Creative writing- Design your own anime comic based on a historical or other cultural event.

Journalism

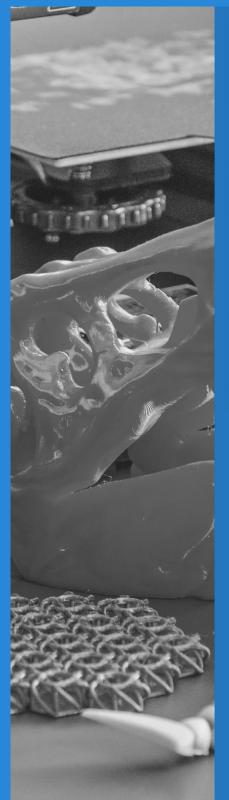
Topic Overview	Students are introduced to the historical importance of journalism in Australia. They study the basic principles of print and online journalism as they examine the role of printed news media in our society. They learn investigative skills, responsible reporting, and journalistic writing techniques as they read, respond to, and write their own news and feature articles. Students conduct interviews, research, write, and design their own publications.
Content/Skills	In the post-truth era, where anyone can report on an event through the use of a smart phone, social media and the 26 letters of the alphabet, it has never been more important to understand the power of language to shape the views of the public, and the responsibility that comes with this power. Students will explore how the impact of globalisation and digital media is transforming journalism as we have known it. Students will explore the role of ethics in reporting the news and in citizen journalism in particular. Students will look at various ways to capture and discuss the news, using modern technologies and formats (including eZines, Social Posting, Radio and Podcasts). Through a blend of theory and practice, students will learn the art of modern news gathering and production, in particular, how to write high quality print and digital news and feature stories. Students will explore the art of news reportage, interview, feature story writing and opinion pieces. Students will have the opportunity to publish for a Class News Bulletin/Podcast and will be encouraged to submit their work to local newspapers.
Assessment	 The journalism course will be assessed through: The production of a range of journalistic pieces including straight news reports, feature stories, letters to the editor, news-related podcasts, editorials, columns, blogs and interviews. A portfolio of a range of published pieces. The meeting of individual deadlines.

Marine Science

Topic Overview	The Year 9 Marine Science course aims to provide the skills and knowledge students need to answer interesting and important questions about unique marine coastal environments. The course draws from all strands of science, with students investigating the chemistry of ocean water, delving into ocean acidification and carbonate organism such as corals reefs. Students will look at the biology of fish and other ocean-dwelling organisms and investigate the biotic and abiotic features of marine ecosystems. Students will also contemplate society's ethical obligations and investigate the economic importance of our marine ecosystems.
Content/Skills	 In Marine Science, students learn: That the marine environment is a critical link in global systems such as the water and carbon cycles. That marine ecosystems consist of interdependent organisms and abiotic components. The significance of acid-base reactions in the marine environment. The ethical, environmental, and economic significance of marine aquaculture and the impact of Aboriginal and Torres Strait Islander people on aquatic environments locally. To challenge themselves to identify questions, apply new knowledge, explain science phenomena and draw evidence-based conclusions using scientific methods. To construct and use a range of representations, including graphs, keys, models and formulas, and to record and analyze data from their own investigations. To analyze patterns and trends in data, including describing relationships between variables, identifying inconsistencies in data and sources of uncertainty. To develop critical and creative thinking skills.
Assessment	 Throughout the year students will complete a range of assessment pieces including: Experimental design tasks Practical reports Research Posters Key Knowledge tests

Outdoor Education

Topic Overview	Students will develop an understanding about the environments around Portland and how they are unique while completing a range of different activities including bush walking and data collection. They will learn how to have sustainable interactions so that future generations can also experience these amazing places, while also learning about how different people have used and experienced Portland in the past. During these classes not only will students develop skills from a range of different subjects but they will also develop a connection with their local environment and develop leadership skills.
Content/Skills	 The course is designed so that you will develop: Your understanding of how to implement and evaluate personalised plans for improving you own and other fitness levels. Your understanding of how ecosystems work and how energy flows through these systems. Your understanding of the effects of people's travel, recreational, cultural or leisure choices on places, and the implications for the future of these places. Your understanding of environmental, economic and technological factors that influence environmental change and human responses to its management.
Assessment	 Throughout the year students will complete a range of assessment pieces including: Journal Visual presentation (Posters) Structured questions





To develop creative, articulate, respectful and resourceful young people able to contribute positively to the global community.

