



CHRISTIAN
COLLEGE

GEELONG

ELECTIVE HANDBOOK

YEAR 9 - 2018

MIDDLE SCHOOL - HIGHTON CAMPUS

Education at Christian College

Christian College embraces the needs and passions of 21st century learners and our students are blessed to have on offer a vast array of new learning opportunities. Our students are encouraged to become active participants in their own educational journey, as they are given greater autonomy to learn and a voice to direct where that learning might seek relevance.

Christian College is proud of the engaging subjects and pathway programs that we offer our Middle School students, with specialisation and experiential learning being implemented from Year 5.

This course selection handbook provides an overview of the studies available in 2018.

The core and elective offerings are part of the learning landscape at Christian College that aims to support each student to identify their passion for learning, their ability to think, solve problems and to manage their individual learning.

We want our students to become well rounded positive contributors through the way that they make global connections and seek to connect with others to make a positive difference. At the end of their journey at Christian College, our students will be ready to make a positive difference to the lives of others, through 'good work' that is excellent, ethical and engaged in local, national and global contexts.

Our students are being prepared for a world that requires them to be active participants in their learning with a capacity to learn beyond just facts and skills. They will need to collaborate, think critically, use technology and communicate effectively to be equipped for the challenges that lie ahead.

As you consider the many options for your child for next year, we encourage you talk with them about their passions for the future and to discuss the broader benefits of 21st century learning for them with their respective teachers.

Yours faithfully,

A handwritten signature in black ink, reading "Glen McKeeman", is enclosed within a thin black rectangular border.

Glen McKeeman
Principal

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Digital Technologies - App Enterprise

Imagination, initiative and resourcefulness are important characteristics in a world that is constantly changing. The ability to identify a problem, need or market and respond with an appropriate digital solution developed through critical thinking, a methodical design process and competent coding is a valuable commodity. In this elective, students will hone these skills by acting as entrepreneurs in identifying a market, need or problem that they will address through the creation of a smartphone or web app. Students will build their understanding of the fundamental skills and development tools that are common to computer coding to create functional apps. They'll develop familiarity with the design process that includes consideration of their particular context and audience, as well as performing market research to inform their app's design. Students will then work to design, produce and promote their app for their intended audience.

Digital Technologies - Game Design Studio

In today's digital world, individuals are increasingly required to understand how digital systems work and to apply this knowledge to new and challenging situations. Employers seek individuals with skills and dispositions for communicating and collaborating effectively in a creative team. Critical analysis, creativity and innovation are highly prized. Within the context of their own game design studio, students will have the opportunity to develop these capacities. Game development isn't child's play, though. A successful game requires a compelling narrative, engaging media elements and logical computer code. Only by working together and drawing on analyses of data and model games, will a design team achieve their goal. Students will work with peers to design, prototype, test, produce and share their own video game. They will explore the roles and approaches to game creation employed by real-world game designers and emulate this on a smaller scale for their own game project.

Drama - All the World's a Stage

All The World's a Stage- exploring theatre traditions from around the world. The subject of Drama is about the Performing Arts and communication. In this elective, students develop knowledge, skills and understanding about Drama as an art form through improvisation, rehearsal and performance. This unit of work will assist students in developing the skills and knowledge to create theatre works in a range of styles, including Greek theatre, Shakespeare and Brecht's Epic theatre. Students will also explore the theatre forms of surrealism and absurdism and create performance works inspired by the artworks, poetry and stories of the surrealists such as the crazy world of Lewis Carroll's 'Alice in Wonderland'.

Drama– from Page to Stage; Performing to an Audience

The subject of Drama is about the Performing Arts and communication. In this elective, students develop knowledge, skills and understanding about Drama as an art form through improvisation, rehearsal and performance. The focus in this Unit is on creating theatre in different contexts and environments.

This may include developing leadership skills by working with kinder kids on building performance and exploring the imaginative worlds of the outdoors, or participating in cross campus collaboration by rehearsing and refining a text for public performance. Students will explore a range of playmaking and stagecraft skills such as scriptwriting, direction, costume design and acting.



English – The Editorial

There are stories all around us, just waiting to be told. This dynamic subject allows students the opportunity to tell stories in ways that capture and captivate readers. Students will learn about, and experiment with, all elements of story-telling, from selecting subject matter, to research and interview skills, to writing and editing, creating and manipulating visual mediums (including photography), and publishing. Students will work on the creation of individual stories as well as working collaboratively through the editing process, with opportunities to publish work to authentic audiences.

Food Studies - Pasture to Plate

Being able to safely prepare nutritional meals and snacks is an integral part of our lives. This combined with developing an understanding of where our food comes from are important components that are explored in Pasture to plate. Student will increase their understanding in safe food handling, build on their knowledge, analysing links between current health issues and diet and extend their practical capabilities. Students will investigate how industries produce food and consider sustainable futures. They will research topics around the responsible consumption and production of food and life on the land. Students will design, source local ingredients and prepare nutritious meal options based on a variety of needs or opportunities utilising locally produced ingredients. They develop criteria for success, including sustainability considerations and use these to judge the suitability of their ideas and designed solutions and processes for an authentic audience.

Food Studies - The Business of Food

This food based enterprise elective aims to embrace students design thinking and entrepreneurial skills. The unit has a core business focus where students will have the



opportunity to research, design and produce their food products with a view to making and selling their creation to the school community. Students will have a hands-on experience designing new food products, with an emphasis on healthy food choices. Students will increase their understanding of safe procedures and hygienic work practices in the kitchen whilst developing more complex production processes. They will undertake promotion and marketing as well as looking at what is involved in running a small business and factors that can influence success.

Health - Australia's Health

Students explore the health and physical wellbeing of Australians. The course focuses on two main areas: How Australia's youth grow physically, socially, emotionally and intellectually. There will be comparison to the health of the Indigenous youth of Australia. The second focus area looks at the contrast of Australia's health and wellbeing to world health. This is a theory-based course and is a preferred elective if students are considering undertaking VCE Unit 1 & 2 in Health & Human Development in Year 10.

Humanities – Law and Order

The law plays a significant role in all aspects of society, from our relationships with each other, to the way in which our system of government operates. Our legal system is constantly being challenged by crime trends, changing societal attitudes and differing views about the meaning of justice. In this elective, students will investigate a range of case studies in both criminal and civil law. They will take part in mock court cases to examine the role of judges, juries and legal teams in the judicial system. Students conduct research to analyse the facts and judgements behind some of Australia's most well-known court cases. They will also examine the ways political parties, interest groups, media and individuals influence government and decision-making processes. This elective aims to provide students with a pathway into VCE Legal Studies.

Indonesian – Everyday Communication

Language is a part of culture – a way of communicating with others. Students studying Indonesian at Christian College are aware that language has the ability to shape their thinking, and that language can influence how others perceive them. Students are becoming increasingly aware of the role they play in a global society. Learning Indonesian provides students with an enhanced intercultural understanding and the skills necessary to communicate in ‘Bahasa Indonesia’, a widely spoken language in countries of South East Asia. Students will be exposed to a large volume of high-frequency, everyday vocabulary and language, in order to further develop their skills and confidence in communicating on a variety of topics, and for a range of purposes. Topics could include: food, school life, occupations and interests. Participation in the Senior School Study Tour to Christian College’s sister school in Lombok is also an option, where skills in basic communicative Indonesian are essential.



Indonesian – Engaging in a connected world

The study of Indonesian at Christian College promotes global citizenship amongst the student community. It provides students with an enhanced intercultural awareness and the ability to communicate in ‘Bahasa Indonesia’, a widely spoken language in countries of South East Asia. Opportunities exist for Indonesian language students to host a visiting exchange student from SMAN2 Mataram and participate in a study tour and/or long-term exchange to Lombok during the Senior School years. Students will further develop their confidence in communicating on personal and practical everyday topics, such as holidaying, family and self, and shopping, through relevant and engaging language activities. They will also gain intercultural awareness of the differences between formal and colloquial language used in a social media context, as well as knowledge of Indonesia and its variety of culture and lifestyles.

Japanese - Communicating

In this unit Year 9 Japanese students communicate in Japanese about themselves, their daily lives and leisure activities. They will also master Katakana and some Kanji. Students will use Language Perfect and other software to enhance their vocabulary study (self- introduction, family, dates, numbers, pets, hobbies and interests, time words, time, daily routine). They will gain knowledge of Japanese culture and lifestyles through working with our language assistants and our long -term exchange student from Naga High School. They will be able to use their communication skills when participating in the Christian College Middle School and Geelong regional speech contests. At Senior School there are opportunities for short or long- term exchange with Naga High School for which skills in basic communicative Japanese are essential.

Japanese - in our local and global community

In this unit Year 9 students learn about local and regional Japanese communities. They will also master Katakana and some Kanji and utilise Language Perfect and other software to enhance their vocabulary relating to shopping, numbers, Japanese food, shops, counters for food and drinks. They will learn about our local Japanese community through a cultural excursion to Melbourne, visiting the Japanese consulate, a Japanese supermarket and restaurant. Opportunities exist for Japanese language students to host an



exchange student from Naga High School and participate in a three-week study tour or five-month long-term exchange to Japan during Senior School years. We offer a one-week scholarship to attend a forum for students in the Asia Pacific region. These opportunities enhance students' relationship with Japan, a major player in our global community. They will gain intercultural awareness and knowledge of Japanese culture and lifestyles, and continually develop as informed global citizens.

Media Arts - Cinematography

The world in which we live in is increasingly becoming a digital society with a rich and wide variety of visual digital mediums, from hand held devices to cinema screens. Students will be able to analyse, interpret and create a variety of digital media that captures an audience and informs through a narrative. In this area of study students will investigate, discover and create still and moving images. They learn the code and conventions of media productions, investigate appropriate video production roles, evaluate professional film productions and using a range of traditional and contemporary media materials, equipment and technologies and discover the composition and artistry of photography. They will experiment with a variety of photographic conventions and techniques to represent a theme, concept or idea through their production pieces.

Media Arts - Design and Print Production

Printed media inundates us on a daily basis... It is used to inform, influence and persuade us. In this area of study students will investigate, discover and create a variety of Print Media formats. They learn the codes and conventions of print media productions, investigate appropriate technical, written and symbolic visual codes. They identify specific features and purposes of media artworks using a range of traditional and contemporary



media materials, equipment and technologies and discover composition. They will experiment with a variety of print media conventions and techniques to represent a theme, concept or idea through their production pieces.

Music - Performing Group and Solo Music with Flare and Style!

Music – Performing Group and Solo Music with Flare and Style continues from previous study, leads on to VCE Music and stands alone as an academic and creative subject designed to open up students to many musically creative possibilities. This subject accommodates differentiated learning so that every student can start from a place which values their skills and interests and is able to expand their creative world. In both terms of Music, students will rehearse and perform in class ensembles and as a soloist. Through this collaborative process, the students will develop their performance skills through critical reflection and feedback. The students will undertake activities in areas of interest such as lcomposition, arranging, and improvisation, inspired by a rich exploration of music making in twentieth and twenty first century styles. This subject is designed to challenge and inspire students as they actively implement the knowledge they have acquired to their practical music making.

Music - Study Considerations

Developing performance through ensemble rehearsal and solo performance. Music in Year 9 continues from previous study, leads on to VCE Music and stands alone as an academic and creative subject designed to open up students to many different musically creative possibilities. The subject accommodates differentiated learning so that every student can start from a place which values their skills and interests and is able to expand their creative world. In both terms, students will rehearse and perform in class ensembles and as a soloist. Students develop their listening skills, compose, collaborate, rehearse and perform. They will be introduced to a broad world of music making possibilities by studying music from different periods to help inform, underpin and equip them for more diverse music making. Students will learn about what came before them so that they can place their own music making within a context. Other class activities will develop their aural awareness and theoretical skill to support and inform their performance. Students will also explore and demonstrate performance/playing techniques by performing on a chosen instrument.

Outdoor and Environmental Studies—Coastal Environments (offered in Term 1 and 4 – one term of study can be undertaken)

In Coastal Environments, students utilise our local coastal environment as a means to develop confidence and study the changing way that humans interact with the natural world. Through a combination of classroom based activities, and experiential learning opportunities, students analyse beach culture and the influence that humans have had on local ecosystems. Students will investigate future threats and propose ways to



better manage these ecosystems for future generations. Regular surfing sessions will facilitate a rich and authentic means for students to connect with the outdoors, reflect on their skill development and gain a practical understanding of local surf conditions, hazards and risks associated with open water. These sessions will also allow students to develop their board handling

skills regardless of whether they have any prior experience in surf. Students will be able to use their new knowledge and skills to identify potential hazards that exist for more “at risk” user groups of the ocean and propose solutions to environmental and social problems.

Geography – Changing Coasts and Communities

The beautiful beaches and spectacular scenery along the Victorian coastline have attracted both permanent populations and a growing number of national and international tourists. Through case studies of the Bellarine Peninsula, Surf Coast and the Great Ocean Road, students will investigate the changing characteristics of coastal environments and predict the challenges such locations will face in the future. They consider the impacts of urban sprawl, as the growth of townships put increasing pressure on natural resources, infrastructure and biodiversity. A two-day fieldtrip along the Great Ocean Road provides students with an opportunity to apply a range of geographical skills including data collection and the use of spatial technologies. This elective aims to provide students with a pathway into VCE Geography and, more generally, a greater understanding of some of the economic, social and environmental challenges facing human populations. This is a preferred elective for students wishing to undertake VCE Geography Units 1 and 2 as an accelerated subject in Year 10.

GEOS – The Prom

(offered in Term 2 and 3 – one term of study can be undertaken)

Natural and urban environments are under pressure from an expanding human population. This elective blends the concepts of Geography and Outdoor Education, focusing on environmental sustainability. Through a combination of classroom-based activities and practical outdoor experiences, students will examine the key factors that contribute to changing environments. They will consider the impacts of such change and the future strategies needed to manage change, including the preservation of natural spaces. This unit involves a 4-day hiking trip to the prestigious and picturesque Wilsons Promontory National Park. Here, students will be able to test their own abilities, experience an ‘untouched’ part of the world and develop opinions and ideas about the content learnt back in the classroom.



Marine Science - Snorkeling (offered in Term 1 and 4 – one term of study can be undertaken)

In Marine Science students will investigate local and global marine issues, environments and their biological workings. Students will engage with a variety of different marine ecosystems through a range of hand-on activities (snorkeling, sea grass monitoring & rock pool investigations) to help them make real world connections and develop practical skills. These practical field based experiences will be complimented with lab based experimentation and project work. Students will develop knowledge of marine biodiversity, ecosystems, marine adaptations and scientific oceanography to investigate and understand global marine issues and their local impacts. Students will choose a specific line of questioning that engages them and follow scientific inquiry methods to help understand the ways these issues shape our contemporary lives.

Marine Science – Rock Pools (offered in Term 2 and 3 – one term of study can be undertaken)

In Marine Science students will investigate local and global marine issues, environments and their biological workings. Students will engage with a variety of different marine ecosystems through a range of hand-on activities (marine debris, sea grass monitoring & rock pool investigations) to help them make real world connections and develop practical skills. These practical field based experiences will be complimented with lab based experimentation and project work. Students will develop knowledge of marine biodiversity, ecosystems, marine adaptations and scientific oceanography to investigate and understand global marine issues and their local impacts. Students will choose a specific line of questioning that engages them and follow scientific inquiry methods to help understand the ways these issues shape our contemporary lives.



Physical Education - Principles of Training

Students develop a theoretical understanding of how the body functions and how it responds to training. This elective is broken up into a theory and practical component. In the 'theory' class, students will be introduced to topics such as energy systems, muscular and skeletal systems, fitness components, training methods and key principles of effective training. During the 'practical' class, students complete a range of fitness tests, pre and post training program, to appreciate the training principles that can be implemented to alter physical performance. This is a preferred elective if students are considering undertaking VCE Units 1 & 2 VCE Physical Education in Year 10.

Product Design - Design and Make – Light and Reflection

Product Designers invent, visualise and prototype design solutions to problems in the form of new products. Design and Make challenges students with the task of developing increasingly complex approaches to product development using low voltage lighting, a range of materials and new technologies. Utilising the design process students will create a product that meets the needs of a design brief. They develop criteria for success, and use these to judge the suitability of their ideas and designed solutions and processes. Students generate and represent original ideas and production plans in two and three-dimensional representations using a range of technical drawings. They produce rendered, illustrated views for marketing and use graphic visualisation software to produce dynamic views of virtual products. This forms the basis for the refinement and evaluation of projects and designs. Safe work practices in the handling of tools and equipment are reinforced within the workshop setting.

Product Design - Technological Design

Product Designers invent, visualise and prototype design solutions to problems in the form of new products. Technological Design challenges students with the task of developing increasingly complex approaches to product development, utilising a range of materials and new technologies. Students will encounter a series of Punchy Design Challenges, using Technologies such as 3D printing, laser cutting and Computer Aided Design. Active Investigation and experiential learning, including the production of a Take Home Product. Students will make objects, draw on computers, create models and prototypes of products, market their ideas and learn about current designers and design ideas. Students will be encouraged to take part in the current world of design, and become informed consumers.

Product Design - Textiles - Fast Fashion

For students who aspire to a career in the fast paced world of fashion. Students gain a foundation in technical fashion design developing expertise in innovative design and students will be given a strong grounding in sewing and manufacturing techniques. Using a range of textile technologies including a variety of graphical representation techniques to communicate, students generate and clarify ideas through sketching and annotated concept sketches. They develop plans to manage design tasks, including safe and responsible use of materials and tools, to successfully complete wearable garments. Students establish safety procedures that minimise risk and manage a project with safety and efficiency in mind when making designed solutions.

Product Design Textiles - Recycled and Sustainable

Textile articles may be viewed as the products of technology, as cultural symbols, as works of art, or as items of trade. Students apply creative and practical techniques to develop both hand and machine sewing skills and embellishing techniques through the production of innovative textile items. Students specifically focus on preferred futures, taking into account ethics, social values, economic, environmental and social sustainability factors and using strategies such as life cycle thinking. Using a range of textile technologies including a variety of graphical representation techniques to communicate, students generate and clarify ideas through sketching and annotated concept sketches. They develop plans to manage design tasks, including safe and responsible use of materials and tools, to successfully complete design tasks. Students establish safety procedures that minimise risk and manage a project with safety and efficiency in mind when making designed solutions.

Studio Arts - Artist in Residence

The Visual Arts is a critical way in which we communicate and express meaning in the world around us. This elective is designed to help students grow as an individual artist, through a variety of mediums including drawing, painting, printmaking, photography, film or sculpture. They will explore and experiment with a variety of ways to express meaning in their artworks around a chosen theme. They will have the opportunity to explore and create artwork in a variety of traditional and contemporary styles. In this elective students will have the opportunity to visit art galleries, both traditional and modern, as well as street art based exhibition spaces. Students will learn about the world of the art curator and have the opportunity to collaboratively curate an end of elective art exhibition.



Studio Arts - Guerilla Art

The Visual Arts is a critical way in which we communicate and express meaning in the world around us. This elective is an introduction to the lesser known art forms of Installation, Guerilla and Space specific art. In this elective students will be given opportunities to express themselves through a variety of art techniques, while also being introduced to the performative aspects of art practice. Students will have the opportunity to visit art spaces dedicated to this type of art form, as well as have the opportunity to create some site specific artwork. Students will be introduced to artists who have used this type of art in their own practice, as well as have the opportunity to exhibit their finished artwork. Past students who worked in this style have had opportunities such as the Geelong After Dark Exhibition.

Systems Engineering - Bright Spark

Alternative energies, mechanical engineering and controlling integrated systems is a growth industry in our modern society. In this elective students will design and develop a model solar vehicle to be able to compete in a national solar competition. Students will demonstrate an understanding of the design and evaluation process and analyse how motion, force and alternative energies are used to manipulate and control electromechanical systems. Students design, produce, test and refine a vehicle that will utilise solar energy to propel it around a race course. Students will explore, manipulate and build basic electronic circuits and mechanical systems and apply practical skills to produce their vehicle. Students apply project management skills to document and manage production processes. They independently and safely produce effective designed solutions for the intended purpose demonstrating lateral thinking, developing new skills related to the correct use of tools, equipment and construction, techniques.

Systems Engineering - The Robots are Rising

Coding, Engineering and controlling integrated mechanical, electrical and digital systems is a growth industry in our modern society. In this elective students will demonstrate an emerging understanding of the design and evaluation process and analyse how digital coding, motion, force and energy are used to manipulate and control electromechanical systems. Utilising Lego Mindstorms with a range of input sensors students will develop and code autonomous robots that will negotiate a dynamic course such as competing against an opposing pair of robots by kicking an infra-red transmitting ball into their designated goal. Students apply project management skills to document and use project plans to manage production processes. They independently and safely produce effective designed solutions for the intended purpose demonstrating lateral thinking, developing new skills related to the correct use of tools, equipment and construction, techniques.

Visual Communication Design -The Pitch – Promotion and Marketing

The way people consume their information is changing dramatically each and every day. With branding, marketing, packaging, and promotional material, and the rise in visual mediums such as blogging, live-tweeting, and print media, the way you connect with and reach an audience is ever changing. Visual Communication Design examines the way visual language can be used to convey ideas, information and messages. Students develop the skills to manipulate and organise design elements, design principles, in selected media and materials. Creative, critical and reflective thinking supports students to progress through and focus on the design process. Visual communication design relies on drawing as the primary component of visual language to support the conception and visualisation of ideas. Students generate and represent original ideas in two and three-dimensional representations using a range of technical skills. They produce illustrated, and rendered views, and use graphic visualisation software to produce dynamic visual communication design solutions.

Visual Communication Design - Urban Space Design

We all reside in a built environment, how we relate to and take enjoyment from these spaces, from buildings to open spaces is defined by Architecture. It is a creative and exciting design-based skill that combines art, science and technology with business, social and environmental concerns. Urban Space Design examines the way visual language can be used to convey ideas, information and messages. Students develop the skills to manipulate and organise design elements, design principles, in selected media and materials. Creative, critical and reflective thinking supports students to progress through and focus on the design process. Visual communication design relies on drawing as the primary component of visual language to support the conception and visualisation of ideas. Students generate and represent original ideas in two and three-dimensional representations using a range of technical skills. They produce illustrated, and rendered views, and use graphic visualisation software to produce dynamic design solutions.