



Merrimac
State High School
Gold Coast, Australia

Pride in Excellence

YEAR 9 ELECTIVE BOOKLET

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THE ARTS

THE ARTS

FACULTY	The Arts
YEAR LEVEL	9
DURATION	12 Months
WHY STUDY	Studying The Arts allows a student to express themselves creatively through a variety of mediums and technology. Students develop skills in creative thinking, problem solving, teamwork, informed perception and appreciating different cultures. It develops fine motor skills and higher order thinking. It also prepares the student to handle a challenging world and nourishes creativity. The Arts comprises of five Arts subjects – Dance, Drama, Media Arts, Music and Visual Arts.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>DANCE</p> <p>Digital Dance - Music Video Clips are modern variations of musicals from yesteryear. Students will be involved in a focused study of dance video clips, learning how to make video representations of our lives and the popular culture in which we live.</p> <p>Danza (World Dance) - This unit explores world dance with a focus a world dance style that will be performed at Multicultural Night.</p> <p>Reveal - Exploration of political and social comment made through dance.</p>	<p>Students will create, film and edit their own versions of modern-day film clips. Through performance and appreciation, they will focus on how dance is used in the medium of film and television. They will explore the historical significance and development of dance in movies and on television.</p> <p>Students will examine the history of a selection of world dance styles, including Chinese Dances, Latin Dances, and Dance in India. They will rehearse one of these styles for an opportunity to perform on Multicultural night.</p> <p>Through the manipulation of the elements of dance and own choreographic style, students will use movement to communicate a message that makes people stop and think.</p>	

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>DRAMA</p> <p>Performance Improvisation This unit provides students with the opportunities to explore the nature of a story and the conventions of Improvisation through creating and performing.</p> <p>Scripts - This unit examines, in depth, how perceptions shape dramatic outcomes.</p> <p>Symbolism - Learn how items, words or even images can evoke symbolic meaning in your everyday life.</p>		<p>Students learn the art of performance. Using their acquired knowledge and skills they will create a performance from a pretext.</p> <p>Students will learn how to interpret, and perform from a script that will create an impact for social change.</p> <p>Students will perform a symbolic performance that will convey meaning through body movement and sounds.</p>
COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>MEDIA</p> <p>Photography - Students will develop the knowledge and skills required to identify shot types and develop preparation routines used in capturing appropriate images.</p> <p>Stop-Motion - is a unit that explores various animation and stop-motion styles.</p> <p>Photoshop - Students will learn how to use Photoshop to create movie posters and morph human and animals together to create life-like creatures.</p>		<p>Students will manipulate and create images through the employment of the tools of Adobe Photoshop.</p> <p>Students will develop the knowledge and skills required to create a design proposal for a Pixar-style animated short film using Adobe Premiere Pro.</p> <p>Students will use images and learn how to edit using Adobe Photoshop through fun and engaging lessons.</p>

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>MUSIC</p> <p>Film, Television and Game Music - This unit will explore the use of music to reinforce both still and moving images in multi-media platforms including video games</p> <p>Rock, Pop & Hip-Hop - This unit explores the evolution of music and genres over the last century.</p> <p>Indigenous Australian & World Music - This unit investigates music from a variety of cultures both in their traditional form and in a contemporary / fusion sense.</p>		<p>Students will learn to produce music for a video game, film and television show. They will be given skills in music composition using computer software. This unit gives students practical skills that are used in real-world applications behind the scenes in music production.</p> <p>Students will use their knowledge of a chosen genre to perform a short piece of music as an individual or part of a band/ensemble.</p> <p>Students will evaluate the meaning and purpose of music within a variety of cultures including our own.</p>
COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>VISUAL ART</p> <p>Gridscape – This unit explores the sense of order and the systems that we rely on for our urban environments to operate on a daily basis.</p> <p>Pop Art – Students explore and create oversized, popular food items that are bright and interesting, along with exploring social through complimentary symbolic painting.</p>		<p>Students will focus on the role of the 'Grid' in Modern Art, architecture and design to create and make works that include: Digital Photography, a Photo Shop Portfolio, an A2 Dry Media drawing, printmaking, and painting.</p> <p>Students will create large 3D artworks using multiple techniques and skills. Students also explore the 2D media of painting in a POP Art style.</p>

FUTURE**PATHWAYS**

Some career pathways from studying Thye Arts include;
 Commercial/Advertising Photographer, Media Photographer,
 Industrial/Architectural Photographer, Animator, Sound Recordist, Video
 Arts, Arts Directors, Technical Operator, Video and Audio Production
 Manager, Gaffer, Grip, Floor Manager, Commercial Producer, Performer,
 Teacher, Script Writer, Song Writer.

FURTHER ADVICE

Joanna Filmer

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TECHNOLOGY

DIGITAL PATHWAYS AND ENGINEERING

FACULTY	Mathematics
YEAR LEVEL	Year 9
DURATION	12 months
WHY STUDY	Are you good at or do you enjoy all aspects of computer science? This course is designed for future IT professionals and offers a wide range of activities including but not limited to: robotics, coding, relational data systems and ethical practice.

COURSE OUTLINE Year 9	LEARNING EXPERIENCES
Digital Solutions is a complex intellectual discipline which deals with the ways information is gathered, structured, represented, sorted, assessed, manipulated and communicated.	<p>Students will be engaged in learning activities including the following:</p> <ul style="list-style-type: none"> • Using SQL to solve problems • Designing algorithms for programs and then translating these algorithms into different programming languages to develop applications or games through the use of VEX VR • Developing an understanding of Artificial Intelligence and Robotics through the use of Lego Robotics Kits and compete in FIRST Lego League • Developing an understanding of Computer Systems both hardware and software • Understanding the social and ethical implications of Information Technology through Cyber Security • Using Blockly.

ASSESSMENT	<p>Students will be required to complete three assessment items per semester which include: research reports, written and practical exams, project work and writing tasks.</p> <p>Students may need to purchase an Arduino kit approx. \$50</p> <p>It is essential that students have access to a computer with internet access for the duration of the course, as much of the coursework will be made available online.</p>
FUTURE PATHWAYS	<p>Future studies in areas of Information Technology (Degree or Diploma courses) leading into areas such as Systems Analysis and Design, Software Engineering, Games Programming and Development and Robotics and Automated Systems. Possibility to study at University level whilst at Merrimac SHS.</p>
FURTHER ADVICE	<p>Paul Gray EMAIL pgray14@eq.edu.au</p>

TEXTILE/FASHION TECHNOLOGY (MATERIALS & TECH 2) - TMZ

FACULTY	Business and Design Technology
YEAR LEVEL	Year 9
DURATION	12 Months
WHY STUDY	<p>Textiles technology is a 'hands-on' practical course that builds on student's creativity.</p> <p>Students will be introduced to e-textiles where they will use electronics in textile products to add functional and decorative effects.</p> <p>They will see how technology influences the textiles world and learn how to design, produce and evaluate textile items. Students will carry out design projects that allow them to broaden their knowledge of textiles and put into practice the things they learn.</p>

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<ul style="list-style-type: none"> • Textile basics – construction techniques • Decorating textiles • Item for personal use • Fashion in the sun 		<p>Students will learn basic construction techniques and gain an understanding of how to use a sewing machine and other sewing resources.</p> <p>Students are exposed to microcontrollers and the concept of programmability when producing a plush monster with microcontroller, LEDS, conductive thread and battery holder. They will also be introduced to circuits.</p> <p>Students will explore different ways of decorating textiles and applying decorative techniques to a top.</p> <p>They will combine construction techniques, decorative techniques and e-textile resources to design and produce an item for personal use (hoodie, cushion, wall hanging.)</p>

ASSESSMENT	<p>Design Portfolio</p> <p>Practical Activities eg construction of textile items</p>
FUTURE PATHWAYS	<p>Year 11 and 12 Fashion Studies, Design</p> <p>Certificate courses in Fashion are offered at TAFE, University and local Fashion Academies</p> <p>Related job opportunities range from retail work to fashion designing eg retail buyer, window dresser, machinist, cutters, production assistant, garment repair and alterations, dressmaker, pattern maker, wardrobe supervisor, stylist, footwear designer, fashion journalist, jewellery and accessory design, movie/theatre costume design</p>
FURTHER ADVICE	<p>Lisa Cowderoy EMAIL lcowd1@eq.edu.au</p>

FOOD TECHNOLOGY (FOOD SPECIALISATION) - TFD

FACULTY	Business and Design Technology
YEAR LEVEL	Year 9
DURATION	12 Months
WHY STUDY	The basic food preparation skills learnt in Food Technology will help prepare students for everyday life and leisure, while providing them with a strong foundation for students pursuing a career in any aspect of the food industry, from production to teaching or hospitality. Students will receive both theoretical and practical experience in all units of work. They will use a range of technology and processes to investigate, design and produce food and/or menus while evaluating and reflecting on the processes used to produce food in society.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<ul style="list-style-type: none"> • Food Hygiene • Kitchen Safety • Introduction to Food Technology • Best Breakfasts • Lunches • Delightful Dinners • The 6 nutrients 		<p>Students have practical lessons during all units of work to develop cooking skills. These areas of cooking include snacks, breakfasts, lunches and dinners. Students will design a swirly scone, a healthy burger, and a preserve with label.</p> <p>While students are involved in these practical lessons, they are exposed to and experience a range of technology to develop different cooking and preparation methods. Students are also asked to put their knowledge into practice by writing a magazine article about the importance of breakfast for teenagers, a persuasive essay about sugar in the diet and an information report about sustainable living.</p>

ASSESSMENT Both practical and theory

FURTHER ADVICE Lisa Cowderoy

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INDUSTRIAL TECHNOLOGY (MATERIALS & TECHNOLOGIES) - TMT

FACULTY	Business and Design Technology
YEAR LEVEL	Year 9
DURATION	12 Months
WHY STUDY	In this course students will gain a deeper understanding of the design process and manufacturing techniques through structured units of work.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>Students further develop their knowledge of manufacturing techniques while working with timber, sheet metal and other materials. As well as learning to use hand tools, students gain experience in the use of power tools and some static machines with a high emphasis on safety. Students will develop design solutions and communicate their ideas using fundamental graphics techniques, including the use of Computer Aided Drafting (CAD).</p> <p>Topic include:</p> <ul style="list-style-type: none"> • Timber manufacture • Sheet metal manufacture • Graphic communication • Dragster design and manufacture 		<p>Students demonstrate evidence of their learning over time in relation to the following assessable elements:</p> <ul style="list-style-type: none"> • Knowledge and understanding • Investigating and designing • Producing • Evaluating • Reflecting

ASSESSMENT	Projects including feedback and self-assessment
FUTURE PATHWAYS	Building and Construction, Senior Industrial Technology Skills Engineering Skills, Design
FURTHER ADVICE	Lisa Cowderoy
EMAIL	lcowd1@eq.edu.au

HUMANITIES AND SOCIAL SCIENCE (HASS)

CIVICS & CITIZENSHIP (THE LAW & YOU)

FACULTY	Social Science
YEAR LEVEL	Year 9
DURATION	12 months
WHY STUDY	In this course students will gain a deeper understanding of Australia's political and system of justice, through the understanding of the courts and legislative processes. Students will also develop an understanding of how our systems connect and contribute globally.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>In this course students will gain a deeper understanding of the key principles of Australia's system of justice and how Australia contributes globally as a connected community. Students will analyse the cause and effect of current issues, make judgements about their importance and provide possible recommendations.</p> <p>Topics include:</p> <ul style="list-style-type: none"> • Legal system foundations • Criminal vs Civil Law • Let's vote • Media influences • Worldwide connectiveness 		<p>Students demonstrate evidence of their learning over time in relation to the following assessable elements:</p> <ul style="list-style-type: none"> • Questioning and Research • Analysis, synthesis and interpretation • Problem-solving and decision-making • Communication and reflection <p>Assessment tasks will be varied to ensure engagement of the student body. Possible types of assessment include:</p> <ul style="list-style-type: none"> • Investigations • Projects • Examinations <p>Excursion to Boggo Road Gaol, Police Museum and various guest speakers will be organised.</p>

ASSESSMENT	Investigations, projects and/or examinations
FUTURE PATHWAYS	Future pathways include study and employment as a Solicitor, Barrister, Police Officer, Small Business, Media, Commercial Law, Marketing, Politics, Government, Public Service, Education, Insurance, Finance, Real Estate Agent.
FURTHER ADVICE	Kay Simpson
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GEOGRAPHY

FACULTY Social Science

YEAR LEVEL Year 9

DURATION 12 months

WHY STUDY In this course students will gain a deeper understanding of society and the environment, by investigating interconnections between people, places and environments and explain how these interconnections influence people, and change places and environments.

Students will be provided with inquiry questions that are geographically significant and use the skills taught throughout the subject to determine relevant outcomes.

Students will participate in the Australian Geography Competition and partake in various excursions to conduct fieldwork.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>Topic include:</p> <ul style="list-style-type: none"> • Biomes <p>Students investigate what are the causes and consequences of change in places and environments and how can this change be managed.</p> <ul style="list-style-type: none"> • Food security <p>Understand the characteristics of agricultural practises and the effects on biomes around the world.</p> <p>Investigate food waste, food packaging, food miles, and imperfect food.</p> <p>Understand global food security issues, food security in Australia, and the consequences of food insecurity.</p> <p>Investigate genetically modified foods, organic food and ethical dietary choices influencing food production.</p> <ul style="list-style-type: none"> • Geographies of interconnections <p>Investigate why interconnections and interdependencies are important for the future of places and environments.</p>	<p>Students demonstrate evidence of their learning over time in relation to the following assessable elements:</p> <ul style="list-style-type: none"> • Observing, questioning and planning • Collecting, recording, evaluating and representing • Interpret, analyse and conclude • Communicate • Reflect and respond <p>Assessment tasks will be varied to ensure engagement of the student body. Possible types of assessment include:</p> <ul style="list-style-type: none"> • Investigations • Projects • Examinations <p>Students will participate in the Australian Geography Competition and partake in various excursions to conduct fieldwork.</p>	

ASSESSMENT

Investigations, projects and/or examinations

**FUTURE
PATHWAYS**

Surveying, Engineering, Real Estate, Tourism, Geology, Town Planning,
Environmental Science, Teaching, Park Management, Government
Organisations.

FURTHER ADVICE

Kay Simpson

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ECONOMICS AND BUSINESS - ECB

FACULTY	Business & Design Technology
YEAR LEVEL	Year 9
DURATION	12 months
WHY STUDY	This course will expose students to the role of the Australian economy in allocating resources, and analysing the interdependence of participants in the global economy. Students will be able to explain the importance of managing financial risks and rewards and analyse the different strategies that may be used. The ability to explain why businesses seek to create a competitive advantage through innovation, and evaluate the strategies that will be explored. Students will analyse the roles and responsibilities of participants in the workplace.

COURSE OUTLINE	Year 9	LEARNING EXPERIENCES
<p>Students explore the strategies to achieve individual success and the strategies to achieve business success. They examine what it means to be a consumer and the factors that influence major consumer and financial decisions. In addition, students examine the importance of managing finances and the consequences for poor financial management.</p> <ul style="list-style-type: none"> • Managing financial responsibilities, risks and rewards. • Participating in the workplace • Competing as a business in the global economy. 		<p>Students demonstrate evidence of their learning over time in relation to the following assessable elements:</p> <ul style="list-style-type: none"> • Questioning and Research • Analysis, synthesis and interpretation • Economic reasoning, decision making and application <p>Assessment tasks will be varied to ensure engagement of the student body. Possible types of assessment include:</p> <ul style="list-style-type: none"> • Investigations • Projects • Examinations • Market Days

ASSESSMENT	Investigations, projects and/or examinations
FUTURE PATHWAYS	Future pathways include study and employment as a Small Business, Media, Commercial Law, Marketing, Politics, Government, Public Service, Education, Insurance, Finance, Real Estate Agent, Importing and Exporting
FURTHER ADVICE	Lisa Cowderoy
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STATIONERY LIST

The following general stationery items are compulsory for the CORE subjects of English, Maths, Science, HASS and HPE.

- 1 x Glue Stick 35g
- 1 x Ruler Plastic 30cm
- 1 x pkt Coloured Pencils assorted
- 1 x Artline 200 Fine liner Pen 0.4m Black
- 1 x Artline 200 Fine liner Pen 0.4m Red
- 5 x Pencil Lead HB
- 3 x Highlighters Assorted Colours
- 1 x Ballpoint Pen Medium Red
- 3 x Ballpoint Pen Medium Blue
- 2 x Ballpoint Pen Medium Black
- 1 x Eraser Pencil Large
- 1 x Pencil Sharpener Cylinder Single Hole
- 1 x Large Pencil Case 325 x 165mm
- 1 x Scissors 165mm
- 1 x Stapler No.10 Compact w/ 500 Staples
- 2 x Swivel Top USB Drive 8GB
- 1 x Collins Gem Dictionary/Thesaurus 5th Edition
- 15 x Exercise Binder Book A4 8mm 96pg
- 3 x Display Book A4
- 1 x Scientific Calculator – TI- 30XB
- 1 x Protractor
- 1 x Manilla Folders Foolscap Yellow
- 1 x Pair Wired Headphones

ELECTIVE SUBJECTS

STEAM Academy

- 1 x Arduinio Kit (Year 8 & 9 only)

LOTE

- 1 x Exercise Binder Book A4 8mm 96pg

SEP

- 5 x Exercise Book A4 96pg ruled with margin
- 1 x Scrapbook for PCT Class

TECHNOLOGY

- 1 x Exercise Binder Book A4 8mm 96pg
- 1 x Display Book A4
- 1 x STAEDTLER Minerva Graphite Pencil 2H
- 1 x Olympic Sketch Block A3 #60 110gsm Cartridge 25 leaf (Fashion)

THE ARTS

DANCE

1 x Black Full-length tights

MEDIA

1 x Laptop that meets school requirements

VISUAL ART

1 x Pencil 2B

1 x Pencil 4B

1 x Visual Art Diary A4 110gsm 120 pages

1 x Felt Tip Pen

HASS

2 x Exercise Book A4 96pg rules with margin

Pack of 24 coloured pencils (Geography only)

Replacement of these items is required as they are used/filled (e.g. pens, pencils, exercise books etc.). The school requests students do not use any '5 subject' style books as teachers may need their individual books for marking.

