Merrimac
State High School
Gold Coast, Australia

Pride in Excellence

YEAR 9 ELECTIVE BOOKLET

WE ARE AN ACCREDITED SCHOOL

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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
DANCE **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.	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.
Danza (World Dance) - This unit explores world dance with a focus a world dance style that will be performed at Multicultural Night.	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 Multi-Cultural night.
Reveal - Exploration of political and social comment made through dance.	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.

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

COURSE OUTLINE Year 9	LEARNING EXPERIENCES
MUSIC **The Elements of Music –** This unit explores basic music theory that focuses on musical devices following the DR SMITH method (Dynamics, Rhythm, Structure, Melody, Instrumentation, Texture and Harmony).	Students will engage in improving their practical knowledge ability. This unit explores many elements of music through listening, interpreting and evaluating.
Rock and Pop – This unit explores the history and evolution of the rock and pop genres over the last century.	Students will use their knowledge of this genre to prepare a short performance of a selected rock or pop song.
Film Television and Game Music – This unit will investigate the world of film music.	Student are to write and present a song in response to a provided cinematic sequence. They will also analyse and evaluate various works of film music that students will be familiar with.

COURSE OUTLINE Year 9	LEARNING EXPERIENCES
VISUAL ART **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.	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.
Pop Art – Learning and creating the large oversized creations that are bright and interesting	Students will create large 3D artworks using multiple techniques and skills.

FUTURE PATHWAYS	Some careers in this industry include; Commercial/Advertising Photographer, Media Photographer, Industrial/Architectural Photographer, Animator, Sound Recordist, Video Arts, Arts Directors, Technical operator, Video an Audio production manager, Gaffer, Grip, Floor Manager, Commercial producer, Performer, Teacher, Script Writer, Song Writer
FURTHER ADVICE	Michelle Braun **EMAIL** mbrau26@eq.edu.au

TECHNOLOGY

DIGITAL SOLUTIONS AND ROBOTICS

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.	Students will be engaged in learning activities including the following: • 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   Students will be required to complete three assessment items a semester which include: research reports, written and practical exams, project work and writing tasks.

Students may need to purchase an Arduino kit approx. $50

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.

FUTURE PATHWAYS 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.

FURTHER ADVICE   Paul Gray   **EMAIL**   pgray14@eq.edu.au

BUSINESS TECHNOLOGY

FACULTY	Business and Design Technology
YEAR LEVEL	Year 9
DURATION	12 Months
WHY STUDY	Business activity affects the daily lives of everyone as they work, spend, save, invest, travel, and play. It influences jobs, incomes, and opportunities for personal enterprise. Business has a significant effect on the standard of living and quality of life of individuals, and on the environment in which they live and which future generations will inherit.
	Young people need to understand how business functions, the role it plays in our society, the opportunities generated, the skills required, and the impact it can have on their own lives and on society, today and in the future. Students develop knowledge, practices and approaches to critically analyse business and legal situations, confidently meet their needs and wants and respond to business opportunities.
	Students will learn, in contexts that are familiar, practical and relevant, at a time they need to gain a degree of independence in accumulating and managing finances, making decisions about choosing products and services.

COURSE OUTLINE Year 9	LEARNING EXPERIENCES
This technology subject is delivered within a business context. Topics include: • Strategies for individual success • Financial risks & rewards • Participants in the workplace • Product marketing and design • Running business venture	Product Design and Marketing Money Management Business Venture – $20 Boss Challenge

FURTHER ADVICE   Lisa Cowderoy   **EMAIL**   lcowd1@eq.edu.au

TEXTILE TECHNOLOGY (FASHION)

FACULTY	Business and Design Technology
YEAR LEVEL	Year 9
DURATION	12 Months
WHY STUDY	Textiles technology is a 'hands-on' practical course that builds on student's creativity.
	Students will be introduced to e-textiles where they will use electronics in textile products to add functional on decorative effects.
	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.

COURSE OUTLINE Year 9	LEARNING EXPERIENCES
• Textile basics – construction techniques • Decorating textiles • Item for personal use • Fashion in the sun	Students will learn basic construction techniques and gain an understanding of how to use a sewing machine and other sewing resources. 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. Students will explore different ways of decorating textiles and applying decorative techniques to a top. They will combine construction techniques, decorative techniques and e-textile resources to design and produce an item for personal use (hoodie, cushion, wall hanging.)

ASSESSMENT	Design Portfolio
	Practical Activities eg construction of textile items
FUTURE PATHWAYS	Year 11 and 12 Fashion Studies, Design
	Certificate courses in Fashion are offered at TAFE, University and local Fashion Academies
	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 matter, wardrobe supervisor, stylist, footwear designer, fashion journalist, jewellery and accessory design, movie/theatre costume design
FURTHER ADVICE	Lisa Cowderoy **EMAIL** lcowd1@eq.edu.au

FOOD TECHNOLOGY

FACULTY	Business and DesignTechnology
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
- Food Hygiene - Kitchen Safety - Introduction to food technology - Best Breakfasts - Lunches - Delightful dinners - The 6 nutrients	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. 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.

ASSESSMENT   Both practical and theory

FURTHER ADVICE   Lisa Cowderoy   **EMAIL**   lcowd1@eq.edu.au

INDUSTRIAL TECHNOLOGY & DESIGN

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
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). Topic include: • Timber manufacture • Sheet metal manufacture • Graphic communication • Dragster design and manufacture	Students demonstrate evidence of their learning over time in relation to the following assessable elements: • Knowledge and understanding • Investigating and designing • Producing • Evaluating • Reflecting Assessment tasks will be varied to ensure engagement of student body. Possible types of assessment include: • Practical work • Written design activities • Theory workbooks

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

STATIONERY LIST

The following general stationery items are compulsory for the CORE subjects of English, Maths, Science, SOSE 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

ELECTIVE SUBJECTS

STEAM Academy
1 x Ardunio 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

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

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.