



ST JAMES'
ANGLICAN SCHOOL

**Year 9 Options
Course Information
2025**

DESCRIPTION OF OPTIONS FOR 2025

Year 9 Children and Family

This course has an emphasis on practical activities, particularly with classes within the ELC at St James'. Students will briefly investigate the stages of child development from birth onwards. They will explore the roles and responsibilities of babysitters and parents and the part they and other family members play in helping to satisfy a child's basic needs. Students will investigate child safety, developmental domains and how to care for babies and young children. They will have the opportunity to produce items, activities or toys suitable for young children and produce food suitable for babies and young children.

Year 9 Dance

In Year 9 Dance you will learn to apply the elements of dance (body, energy, space and time) to showcase your dance skills while applying safe dance practice. Students will have the opportunity to choreograph their work using choreographic devices and structures. We will look at the choreographer's design concepts and investigate how particular dance genres and styles have evolved over time. Reflective writing, using dance terminology, will be introduced. We will delve into various styles and genres of dance, such as contemporary, jazz, hip hop, ballroom and cultural dances. No prior dance skills are required.

Year 9 Design and Technology

In Year 9 Design and Technology, students will be introduced to a range of fundamental techniques in metalwork and woodwork. This includes sheet metal fabrication, welding, machining, bending, shaping, woodworking techniques, and joinery skills. The students will explore various creative and practical projects, focusing on safely using tools and machinery and developing design planning skills. Most projects require students to complete a design folio to plan and guide their work.

Year 9 Digital Content Creation

This course immerses students in the world of content creation, teaching them to craft engaging videos, YouTube channels, and social media posts. Students will first explore graphic design, mastering photo editing and creating social media graphics. Then, they'll dive into film, learning to storyboard, shoot, and edit captivating videos. By the end of the course, students will have developed a solid understanding of digital design, ready to make their mark in the digital world.

Year 9 Digital Technologies

This course focuses on coding, networking and cyber security. Students complete a comprehensive introduction course into Python coding, extending the introductory coding elements experienced in earlier years. This will enable them to complete compulsory theory knowledge and practical application of programming concepts. Students then continue learning about computer networking and cyber security whilst completing online certificates through Grok Learning to demonstrate their knowledge. Students will then be exposed to design concepts, culminating in the creation of their own digital products, such as apps and websites, to meet a user needs.

Year 9 Drama

In Year 9, drama students will be given opportunities to refine their knowledge and skills to present drama as an event, by safely using processes, techniques and conventions of drama. Students develop drama based on devised drama processes and appropriate, published script excerpts (e.g. Australian drama pre-1960 or world drama), using selected drama forms and styles. Student work in devised and scripted drama is the focus of reflective and responsive processes supported through scaffolded frameworks using drama terminology and language.

Year 9 Fashion and Print

Introduces students to the experience of designing and making fashion adornments and garments. Students who are creative, enjoy art, sewing, and 3D construction are encouraged to take the course. Students will learn about mood boards, use of simple dressmaking patterns, entry level sewing techniques, lino block and stencil printing techniques. Students will work in the art room with a focus on expressive design ideas, innovation and research of fashion

designers. Knowledge and experiences gained in this course can prepare students for creative and critical thinking in future pathways. A great introductory course to the world of Fashion, Textiles and Product Design.

Year 9 Food Technology

Year 9 Food Technology will build on skills learnt in previous years and encourage the student's confidence in the kitchen. The students will have the opportunity to investigate the different cookery methods commonly used in kitchens culminating in a MasterChef style mystery box challenge to show case the cookery methods the students have mastered. The food selection models, such as the Australian Guide to Healthy Eating or Australian Dietary Guidelines will be investigated and used to aid in meal planning. The students will plan and prepare a Food Expo to showcase their food preparation and presentation skills of cuisines from around the world. An introduction to the espresso coffee machine will also be undertaken to introduce another skill into their kitchen repertoire.

Year 9 Game Design & Marketing

The Year 9 Game Design course will cover various aspects of game development, including the evaluation of games by investigating the factors that contribute to their success and learning games evaluation techniques, leading to the creation of a written game critique. Students will explore competing in games through game scoreboards, multi-player gaming, and collaborative gaming. Additionally, they will delve into the world of eGames in schools and competitions. The course also includes games advertising using animation, along with the processes involved in creating a game, considering platform options, planning techniques and addressing copyright issues.

Year 9 Japanese

Year 9 students will be provided with the opportunity to express their opinions using the target language in new and exciting ways. Students will formally explore Katakana, the alphabet used to write foreign words. Students will also continue to explore Japanese culture and the world around them, using both modern and traditional Japanese stories. Through the themes of Travel to Japan and School life, students will develop their ability to create imaginative texts and respond to various written texts. A decent grasp of the Hiragana syllabary is a must!

Year 9 Marine Studies

In Year 9 Marine Science, students will study water safety, marine biology, and ocean ecosystems. They will develop practical snorkelling and fishing skills and as such must be willing to swim in the ocean. Students must have a level of competency in swimming to participate in the practical component of this elective. ***Please note: If you select Marine Studies, please be aware that there will be some before school starts throughout the year that will be as early as 7.15am. (even in the winter terms)***

Year 9 Money, Justice & Marketing

This is a relevant and engaging Year 9 elective that covers personal finance, business, entrepreneurship and economics. Some of the Year 9 activities include;

- How to create your own business through identifying problems, making a business plan, creating a TV advert.
- Presenting on an Economic problem e.g. why have potato chips increased so much in price or how come housing is so expensive?
- Investing your money – learn how to diversify your investment portfolio to minimise risk and maximise returns (includes a stock market simulation).
- School production – designing the marketing posters, recruiting and selecting (and working) Front of House.
- Product Design – can you create your own interactive board game that can be played by many.

Year 9 Music

In Year 9, students further enhance their performance skills through increased practical class time and more performance opportunities. They focus on advancing their proficiency on their chosen instrument, while studying three distinct genres: Rock, Jazz, and Western Art Music, in preparation for ATAR. The curriculum also covers the music industry and its various roles, setting the stage for Cert III Music Performance. Additionally, students will explore electronic software for composing music for film and video games.

Year 9 Sports Science

Have you ever wondered why Usain Bolt's muscles let him run faster than anyone else in the world? Learn how in Year 9 Sports Science. Students will gain an introduction to the field of Sport Science through a combination of Practical and Theory units. Why is it that Cristiano Ronaldo and Sam Kerr can react faster than anyone else on the field to score? Find out with units that go beyond the content covered in General Physical Education with an introduction of advanced concepts in the Physical Education Learning Area. Shoot Archery with the accuracy of an Olympic Athlete with specialist coaching, complete dissections and investigate the human body's ability to perform high level activity. Discover Functional Anatomy, Exercise Physiology, Biomechanics, Sports Psychology and Motor Learning and Coaching through exciting lab-based experiments as you build the foundation to progress through to Year 10 Sports Science.

Practically, students will be able to select a general practical option which will cover a range of sports and activities, Soccer or Volleyball. The Soccer and Volleyball classes in Sport Science will focus purely on these sports for the practical component. This will be an opportunity to advance your skills from a foundation level in preparation for Physical Education Studies in Year 11 and 12 while also transferring into your progress away from the classroom.

Year 9 Visual Arts

Year 9 Visual Arts allows students to develop their creative and technical skills in fields such as painting, drawing, print making, sculpture and ceramics. Students will explore their own expressive use of colour, shape, texture and form when making artworks with an emphasis on skill development. Students will work in the art room with a focus on self-expression, exploration and research of established artists. Knowledge and experiences gained in this course can prepare students for creative and critical thinking in future pathways.