



LYNDHURST  
SECONDARY  
COLLEGE

# 2022 Year 9 Elective Booklet





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## INTRODUCTION

Students learn best when programs cater for their individual needs and talents.

At Lyndhurst Secondary College we ensure that the curriculum offers a rich and diverse range of learning strategies so that these needs and talents are catered for.

The Year 9 curriculum caters for each dimension of student learning: intellectual, physical, emotional and social. The aim of the Year 9 program is to encourage students to maximise their potential and explore the vocational and educational possibilities open to them. At Lyndhurst Secondary College, it is our expectation that students will be well prepared to undertake study in the Senior School. As well as this, each student will have sessions in careers room in relation to goal setting and researching career plans.

### Curriculum

Year 9 students are guaranteed access to all subject disciplines as described in the Department of Education's Victorian Curriculum). Students' learning is centred around a common program to ensure breadth of study is enhanced by electives designed to cater for individual preferences. The main discipline areas offered by the school include Arts, English, Physical Education, Mathematics, Science, Humanities and Technology

### THE ELECTIVES OFFERED ARE:

ARTS	Drama, Multimedia, Music, Studio Arts and Visual Communication
TECHNOLOGY	Digital Technology, Food Production, Design Technology and System Engineering
L.O.T.E	Hindi
PHYSICAL EDUCATION & HEALTH	Ball Sports & Fitness, Girls fun & fitness, Invasion, Net Games, Unique Sports and Recreation
SCIENCE	An extension opportunity through experimentation; covering Biology, Chemistry and Physics

## ACADEMY

The Lyndhurst Academy is a special elective program for two periods per week where students will develop skills which are important for successful living in the 21<sup>st</sup> Century. Skills of creativity, collaboration, communication and critical thinking are developed in an area of passion. Students will choose a new Academy each Term or Semester and work in groups where they are connected to both the School and wider Community.

Students are assessed against the Victorian Curriculum Capabilities to track the development of Personal and Social skills, Ethical understanding, Intercultural Understanding as well as Critical and Creative Thinking. Students are able to choose a different academy each term or may be able to continue with the same academy for the full semester. The options available do change over time, but normally include sports coaching, kitchen skills, creative and performing arts and science. Academies change over time according to student preferences and staff capabilities. Academy options are finalized and offered for selection on Compass Insights in the term prior to starting them.



## ELECTIVE: THE ARTS

In the Arts, students learn ways of experiencing, developing, representing and understanding ideas, emotions, values and cultural beliefs. They learn to take risks, be imaginative, question prevailing values, explore alternative solutions, engage in arts criticisms, develop, practice and refine techniques, share opinions and extend the limits of the arts.

### DRAMA

Students will work co-operatively to plan, rehearse and present dramatic works. Lessons will be taught in a workshop forum where students will explore theatrical techniques collaboratively. Characterisation and role-play will be explored largely through improvisation.



### MULTIMEDIA

Students will be introduced into new areas of Multimedia. The teacher will choose several areas to cover from the extensive list of media available. This may include film, music, websites, animations, print designs, radio and television. Students will develop knowledge of multimedia programs such as MovieMaker and Adobe Photoshop. From this, the students will observe and review all media studied to advance their multimedia skills in the aspects of design and creation.



### MUSIC

Students will undertake Guitar and Keyboard skills and learn about Music Notation. Students are expected to participate in practical classes and form small ensembles, where they will perform music using techniques and skills learnt and experiment with original ideas. Students will gain an appreciation of the works of other artists by learning about techniques, artistic purpose and historical context. Genres studied will include Rock, Rhythm and Blues and Hip-Hop.



### STUDIO ARTS

Students will be encouraged to work creatively in a range of art forms and materials. They

will also learn how to create artworks from various starting points. Students are expected to participate in the design process, experimenting with ideas using various materials and techniques. Students will gain an appreciation of the works of other artists by learning about techniques, artistic purpose and historical context. These skills will be further developed in year 10 and VCE Studio Arts.



### VISUAL COMMUNICATION



Students will develop an understanding of the various aspects of design. They will examine the way visual language can be used to convey ideas, information and communicate messages. Students will participate in the design process and will work to a design brief for a stated audience. Design elements and principles will be used and students will analyse their own work and the work of established designer/s.

## ELECTIVE: SCIENCE

### SCIENCE EXTENSION

Science Extension is an opportunity for students who like to learn through experimentation. This subject is designed to engage students in both scientific exploration and scientific understanding. In this course, students will be undertaking investigative experiments and attending excursions relating to Biology, Chemistry and Physics. Students will learn about Evolution, Chemical Reactions and Light. This course is ideal for students who would like to pursue Science in their senior years.

## ELECTIVE: TECHNOLOGY

### TECHNOLOGY AIMS TO DEVELOP IN STUDENTS:

- A systematic approach to generating technological solutions.
- The knowledge and skills to use a variety of equipment and resources.
- An understanding of the principles for safely operating equipment.
- The ability to explore and assess the past and potential consequences of using technology.
- A sense of self-confidence and self-sufficiency in dealing with technology.

### FOOD PRODUCTION

Making sense of recipes, tools of the trade, describing food and food preparation terms are the focus for all food design tasks. Practical recipes are mainly baked goods (cakes, pastry, biscuits and bread) as the skills developed can be easily applied to other areas of cooking. A component of assessment is focused on the design and production of a gingerbread house. **Textbook required (see booklist)**



### DESIGN TECHNOLOGY WOOD



This unit develops in students the skills necessary to produce useful articles such as shelves as a CD holder. Students investigate, design and manufacture products while acquiring knowledge of timbers and allied materials. Students gain skills at using woodworking hand tools and are also introduced to machines such as drills, sanders, routers and wood lathes.

**School produced text required (see booklist)**

### SYSTEMS ENGINEERING

In systems engineering, students will gain hands on experience in constructing some simple machines including **motorized car with gearbox, robobug and LED torch**. Students will learn the fundamentals of wiring, soldering of electrical circuits to construct electrical systems. Students will learn how to combine both electrical and mechanical systems to construct these machines. By doing these projects students will learn how to design, plan, build and test a machine.



### DIGITAL TECHNOLOGY

In Digital Technologies, students are actively engaged in the processes of analysing problems and opportunities, designing, developing and evaluating digital solutions, and creating and sharing information that meets a range of current and future needs. Students will have the opportunity to **fly drones**, create an **App design** and print their **App logo** using the **3D printers**. In groups, students will collaboratively design and **create an Online Website**. Students will be exposed to variety of new software such as **Gamemaker** for making games, **Excel** for creating **spreadsheets**, and **Infogram** for visually displaying data.



## ELECTIVE: L.O.T.E.

Students acquire communication skills in Hindi. They develop understanding about the role of language and culture in communication. Their reflections on language use and language learning are applied in other learning contexts. Learning languages broadens students' horizons about the personal, social, cultural and employment opportunities that are available in an increasingly interconnected and interdependent world. The interdependence of countries and communities requires people to negotiate experiences and meanings across languages and cultures. A

bilingual or plurilingual capability is the norm in most parts of the world.

Learning languages:

- contributes to the strengthening of the community's social, economic and international development capabilities.
- extends literacy repertoires and the capacity to communicate; strengthens understanding of the nature of language, of culture, and of the processes of communication
  - develops intercultural capability, including understanding of and respect for diversity and difference, and an openness to different experiences and perspectives
  - develops understanding of how culture shapes and extends learners' understanding of themselves, their own heritage, values, beliefs, culture and identity
  - strengthens intellectual, analytical and reflective capabilities, and enhances creative and critical thinking.

The Languages curriculum aims to develop the knowledge, understanding and skills to ensure that students:

- communicate in the language they are learning
- understand the relationship between language, culture and learning
- develop intercultural capabilities
- understand themselves as communicators

Hindi	हिन्दी	Means	Pro-nounced (ish)	Sounds Like / Rhymes with
१	एक	1	ek	(tr)ek
२	दो	2	do	dough
३	तीन	3	teen	teen
४	चार	4	char	char
५ or ५	पाँच	5	panch	punch
६	छै	6	che	chai(r)
७	सात	7	saat	a(r)t or aht
८	आठ	8	aaht	art
९	नौ	9	nau	nor (without the r)
१०	दस	10	das	dust (without the t)



Year 9 students will be able to select areas of Physical Education to undertake. As a Year 9 student, you will be required to complete **two different subjects, one each semester**. Below is a list of the subjects on offer and a brief break down of the content covered in each subject. Each subject will have relevant theory involved and all Year 9 students will still undertake fitness testing.

- Boys Sport and Fitness

This elective is a boys only class, it is for males and those who identify as male. Students in this elective will be given the opportunity to participate in a range of sports and develop teamwork and sports specific skills.

- Girls Fun and Fitness

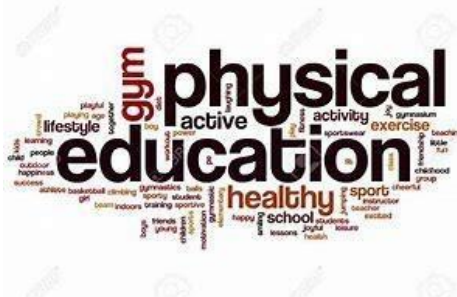
This elective is a girls only class, it is for females and those who identify as female. Students in this elective will be given some agency in the sorts of activities/sports that they would like to participate in.

- Invasion

For this elective students will participate in a range of invasion games. Invasion games are team games in which the purpose is to invade the opponents' territory. While trying to score points and keeping the opposing team's points to a minimum.

Sports that will be covered include:

- > Basketball
- > Soccer
- > Netball
- > Rugby
- > Hockey



- Net games

For this elective students will participate in a range of net games. Net games consist of two opposing teams or individuals. They can be divided by a net, or may share the same playing field. The object of the game is to transfer an object into the opponent's court within the boundaries so that they are unable to return it.

Sports that will be covered include:

- > Badminton
- > Volleyball
- > Table tennis
- > Tennis

- Unique sports

For this elective students will participate in a range of unique sports. Instead of doing traditional sports such as basketball and soccer, students will receive the opportunity to experience modified games or unique sports that aren't as common.

Sports that will be covered include:

- > Korfbal
- > Tchoukball
- > Speedball
- > Dodgeball

- Recreation

For this elective students will participate in a range of recreational activities rather than specific sports. They will get the opportunity to be physically active with the focus on leisurely pursuits rather than competitive sports.

Activities that will be covered include:

- > Orienteering
- > Frisbee golf
- > Fitness
- > Botche



# YEAR 9 ELECTIVE PREFERENCES

Student Name: \_\_\_\_\_

2021 Home Group: \_\_\_\_\_

Parent / Carer Name: \_\_\_\_\_

Parent / Carer Signature: \_\_\_\_\_



Write your **Art** and **Technology** preferences and circle L.O.T.E' and/or SCIENCE. if you are interested in studying that subject.

1 <sup>st</sup> preference	2 <sup>nd</sup> preference	Circle if interested	Circle if interested	Back up preference
Art	Art	L.O.T.E.	Science Extension	Art
Technology	Technology			Technology

Please write your Physical Education preferences below

1 <sup>st</sup> preference
2 <sup>nd</sup> preference
3 <sup>rd</sup> preference
4 <sup>th</sup> preference

Students should refer to the unit descriptions to select their electives.  
(The Handbook can be found on our College website as well as your Compass homepage)

**Parent/Carer to sign this sheet before it will be accepted.**

Completed elective sheets returned to  
Maree Hancock at the School Office by ***Friday 13<sup>th</sup> August, 2021***

ART	TECHNOLOGY	PYSICAL EDUCATION
Drama	Food Production	Boys Sport and Fitness
Multimedia	Digital Technology	Girls Fun and Fitness
Studio Arts	Systems Engineering	Invasion
Visual Comm.	Technology Wood	Net games
Music		Unique sports
		Recreation