LYNDHURST SECONDARY COLLEGE

Year 9 Course Handbook 2023

INTRODUCTION

Students learn best when they have access to programs that cater for their individual needs and talents. At Lyndhurst Secondary College, we ensure that the curriculum offers a rich and diverse range of learning opportunities that take into account both needs and interests.

Our Year 9 program aims to support students in continuing the fundamentals of their learning program, whilst affording them increasing opportunity for choice in their directions. This allows students to begin to explore the vocational and educational possibilities open to them.

Students are guaranteed access to all subject disciplines as described in the Department of Education's Victorian Curriculum. Learning is centred around a core program comprising English, Mathematics, Humanities and Science. Students then select their preferred Physical Education, Arts and Technology options, ensuring a balance between a broad preparation for Year 10 and the chance to explore possible pathways that may be of interest.

Further to this, students may also choose to select LOTE and/or Science Extension.

Each of these elective options are outlined within the pages of this Course Handbook. Students and their families should read this thoroughly prior to completing the Elective Preferences form, which can be found on the Year 9 Curriculum page.

ELECTIVE OPTIONS: PHYSICAL EDUCATION / HEALTH

Year 9 students have the opportunity to select areas of Physical Education to undertake. Year 9 students complete two Physical Education electives, one per semester. Each of the elective options below also include the Year 9 Health curriculum and all students will still undertake fitness testing.

Boys' Sport and Fitness

This elective is for male students, including 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

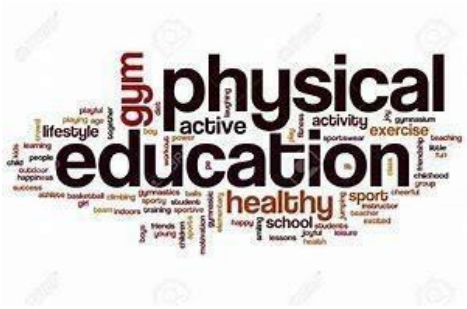
This elective is for female students, including those who identify as female. Students in this elective will be given some agency in the sorts of activities/sports that they would like to participate in.

Invasion Sports

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

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

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:

- Korfball
- Tchoukball
- Speedball
- Dodgeball

Recreation

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
- Bocce

ELECTIVE OPTIONS: 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 format 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 is 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.

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 OPTIONS: 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 Studies

Students are required to interpret recipes, learn to use tools of the trade and will become familiar with key terms for food and food preparation.
Practical recipes focus on 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)

Product Design – Wood

This unit develops in students the skills necessary to produce useful articles such as shelves, or 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

Students will gain hands on experience in constructing some simple machines, including a 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

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 OPTIONS: OPTIONAL CHOICES

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.

L.O.T.E. (Hindi)

Students will continue to acquire communication skills in Hindi and will develop an understanding of the role of language and culture in communication. Students will have the opportunity to:

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

Steps to completing your preference form:

1. Read through this booklet
2. Speak to your teachers to assist you if you are unsure
3. Attend the Senior School Information Night on 22nd June (6:30pm in E Block) if you can
4. Download the elective preference form from the College website
5. Complete it and bring to your scheduled course counselling session (make sure it is signed by your parent/carer)
6. Submit it to the front office by: **Friday 12th August, 2022**

Need Help?

Pop in to the Sub School office for any questions you may have