



NEWMAN  
COLLEGE

A CATHOLIC SCHOOL  
EDUCATING IN THE  
MARIST TRADITION

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# Electives Handbook

For 2025 Year 9 students

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## Choosing your electives

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In Year 9, students will study two electives per semester. Please see the information in this handbook for details of the electives offered in 2025.

Most Year 9 electives are one semester in length, except for Italian, Japanese and Specialised Physical Education (AFL only), which are year-long.

Please note that some electives have pre-requisites and students should check these carefully to ensure eligibility. Additionally, students and families are asked to note that some electives may not be timetabled if there are insufficient student numbers for a viable class.

The online platform for elective choices can be located here:

<https://client.subjectselectiononline.com.au/?school=sd27n>

Online platform will open for students to enter elective choices on **Wednesday 24 July**. All students have until **Wednesday 31 July** to enter their elective choices.

When you are ready to select your electives, please visit the address above and login with your school email address. You will be asked to select 8 electives in order of preference.

At the end of the online selection process, parents/guardians will be asked to enter a 'Parent PIN' to indicate their approval of the student's selections. This PIN will be emailed separately to parents/guardians.

Please choose carefully as there is often minimal flexibility in the College timetable and later changes can be difficult or impossible to accommodate.

## The Arts

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### Dance

The Year 9 Dance course provides an exciting opportunity for students to develop their skills in coordination, strength and movement through the creative process. The course is a practical based subject with students participating in groups and whole class activities. Students are encouraged to think laterally, explore dance and push the creative boundaries in a safe and supportive environment.

### Drama

The Year 9 Drama course will develop the skills learned in Year 7 and 8 Drama. Students will spend time completing exciting and fun activities. All performance activities are group based with rehearsals and performance in class time.

The general aims of the syllabus are to:

- promote theatre as an art form
- develop a basic understanding of all aspects of theatre
- enable students to work co-operatively in an artistic environment
- develop sound techniques in voice and movement
- develop an understanding of theatre history and significant developments in Drama.

The content covered includes:

- Stage Combat and Shakespeare – scripted Drama
- Bell Shakespeare Shorts
- Commedia dell 'Arte - devised drama exploring comic acting techniques

## Media

In Year 9, students will be provided with opportunities to view media work from contemporary and past times to explore viewpoints from Australian and/or international media work. Through their work students will consider the impact context and audience have on media work, and explore how trends effect how audiences use media.

Students will work on tasks that extend and refine their skills and processes for problem-solving, working as a team, following timelines and using processes and strategies to ensure safe and responsible use of media equipment.

We will begin with a look into current media trends and consider what it means to go 'viral'. Following this we will deconstruct film genres, breaking them down into their fundamental building-blocks. We will then use this understanding of genre to construct our on original film trailers. This task will be completed in small groups, with students getting the opportunity to work with media equipment, pushing their creativity to the limit to write, film and edit together their trailers. Print Media and marketing will also be considered, with students tasked to consider the best ways to market their film to their target audience, and create a film poster to promote their film.

## Music

The Year 9 Music course explores the elements of music in greater detail. Students draw on music from different times and cultures through musical experiences. Students will increase their music vocabulary in describing and analysing their own work and the work of others. They will engage in a variety of musical activities to improve their reading, writing, listening and performance of music, including individual and group performance activities to improve confidence and abilities in performance.

In this course, students will:

- develop the musical ear (aural skills) through songs, games and listening analysis activities. The Kodaly approach (singing, playing, moving) is used to develop an understanding of rhythm, pitch and notation.
- use aural skills to perform, compose and improvise music within the Blues and Jazz genres.
- study the crossover between Jazz and Western Art Music styles, including score analysis.
- develop technique, notation and other forms of notation through practical authentic music-making experiences
- learn how to set up for performance, handling music equipment safely and making it work
- use recording software such as Sibelius and Garageband to compose and record works.

Tuition on an instrument (including voice) either privately or through the College is an advantage.

## Visual Art

This course will further develop skills acquired in Year 8 Art and focuses on developing experimental art skills and knowledge. You will use traditional fine art materials and unconventional or new art materials to explore conventional and experimental art techniques and processes.

You will plan and create up to two art works within the drawing, painting, printmaking and ceramics studio areas. The development of each artwork will include a visual diary of observational, exploratory and expressive drawing, research, media trials and personal reflection. You will respond to the work of notable artists and explore how art is shaped and developed in different times and cultures.

Final studio works will be displayed in annual school-based student exhibitions to be enjoyed and admired by the College community.

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## Health & Physical Education

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### Outdoor Education

The semester-long Outdoor Education course provides students with an opportunity to develop camp craft and mountain biking skills. The activities selected will also provide students with an opportunity to develop self-management and interpersonal skills as these are essential to be able to operate effectively and safely in the outdoors. Participants will develop an understanding of forest environments along with the associated minimal impact techniques and camping practices. The requirements of expedition planning will be introduced leading into an overnight Mountain Biking camp.

Students must be confident riding a bicycle. There is an overnight camp integrated into this course.

**Prerequisites:** Competency riding a bicycle

**Levy:** \$120

### Specialised Physical Education (AFL)

The Specialised Physical Education courses provide students with the opportunity to develop their skills, fitness, knowledge and understanding in AFL (year-length course).

*Note that AFL is divided into a boys' and a girls' group; please ensure you select the correct group for you.*

The units are designed to develop fitness levels, practical skills and knowledge of strategies and tactics in the selected sport. Additionally, students will learn about nutritional requirements, training methods and fitness components. Students will also be exposed to umpiring and coaching development across the year.

A major priority of the course is to encourage the participation of students in sport; both at the College and local community level. Players of all levels are encouraged to trial for the course, however, there is an expectation that students will play competitively for the College in NAS, ACC and SSWA competitions as required. Students in the specialised Physical Education courses must also continue to be active participants in timetabled Physical Education classes.

Course numbers may be limited and in the instance that a course is oversubscribed students' ability, dedication to the sport, past involvement and staff discretion will be used to form the basis for selection.

**Levy:** \$70

## Specialised Physical Education (Netball)

The Specialised Physical Education courses provide students with the opportunity to develop their skills, fitness, knowledge and understanding in Netball.

The units are designed to develop fitness levels, practical skills and knowledge of strategies and tactics in the selected sport. Additionally, students will learn about nutritional requirements, training methods and fitness components. Students will also be exposed to umpiring and coaching development.

A major priority of the unit is to encourage the participation of students in sport; both at the College and local community level. Players of all levels are encouraged to trial for the course, however, there is an expectation that students will play competitively for the College in NAS, ACC and SSWA competitions as required. Students in the specialised Physical Education courses must also continue to be active participants in timetabled Physical Education classes.

Course numbers may be limited and in the instance that a course is oversubscribed student's dedication to sport and PE, past involvement in the sport and staff professional judgement will be used to form the basis for selection.

**Levy:** \$70

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## Languages

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### Italian

Year 9 Italian is a continuation of the Year 8 course. Students will revise previous knowledge and expand on communicative skills in areas such as:

- Describing daily routine and physical exercise
- Describing the house and providing clear directions
- Exploring fashion and clothing
- Recounting activities completed on the weekend
- Learn about traditional festivals in Italy

Students will be able to use the Italian language to establish and discuss topics of interest and develop an appropriate level of knowledge and understanding of the Italian cultural values.

Students will have opportunities to collaborate with their peers in an engaging environment and to progress in their learning by using the language to communicate, to create and to present imaginative texts designed to engage different audiences.

Students will become proficient in the outcomes of listening, reading, writing and speaking. They will have the opportunity to take part in a Year 9 Italian excursion, which includes an entire day immersed in the rich and wonderful culture of Italy.

**Pre-requisites:** Year 8 Italian

## Japanese

Studying Japanese in high school can be an incredibly valuable and rewarding experience for students. Japan holds a unique position in the world as a global economic powerhouse and a hub for technological innovation, making Japanese language skills highly sought after in various industries. Furthermore, learning Japanese promotes cross-cultural understanding and fosters global citizenship. Students develop the ability to bridge the gap between cultures and connect with Japanese speakers on a deeper level.

Year 9 Japanese provides students with the opportunity to further their language and engage more meaningfully with various Japanese texts and other media. Students will learn authentic Japanese skills to communicate with the Japanese-speaking community. Topics covered in Year 9 Japanese include:

- food and drink
- the environment and recycling
- exploring travel and directions
- future careers and aspirations
- childhood milestones

There is also a focus on understanding Japan's rich culture and history and expanding on their Japanese writing systems combining kanji, hiragana, and katakana. Completing the Year 9 Japanese course is a pre-requisite for the study of Japanese in senior years.

**Pre-requisites:** Year 8 Japanese

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# Problem Based Learning

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## Problem Based Learning (Design Thinking)

When close to bankruptcy the founders of Airbnb understood a radical design thinking approach would transform their business and the tourism industry as we know it. This course will take students through the processes and innovation behind design thinking.

Students will work in small groups to identify a critical problem impacting a group in society and will develop a product, prototype and validation. Grounded in real-world opportunities, this course is ideal for budding entrepreneurs, creative visionaries and technology enthusiasts.

Matched to the interests of the students and their areas of passion, this course will:

- Provide students with an understanding of design thinking processes
- Promote agility and future problem solving
- Develop targeted research and validation skills
- Allow students to experience the stages of prototyping and how to develop proposals and pitch to stakeholders

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# Technology

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## Child Development

This course provides students with the opportunity to learn and gain hands-on experience for caring for young children.

Students will explore the roles and responsibilities of carers, the importance of play and developmental stages of infancy. With an emphasis on practical activities students will learn the skills of recognising age-appropriate toys, feeding toddlers and providing a safe environment for children to grow and develop.

As many students partake in babysitting activities in their teen years, this course provides the opportunity for students to use design technology skills to make children's activities and toys suitable for a toddler playgroup session.

## Digital Solutions

Students will build on the knowledge they acquired in the preliminary course in Year 7 and Year 8, as they analyse, evaluate and implement a range of solutions in a creative environment.

The course provides tools that empower students to think creatively and communicate expressively, so they can turn their classroom ideas into career opportunities. Fostering creativity in the classroom helps students develop the critical thinking and collaboration skills they need to put them on the path to success.

In the first half of the semester course, students will learn how to use Adobe InDesign to create layouts and page designs for print and digital media to create beautiful graphic designs. InDesign has everything the students need to create and publish books, digital magazines, eBooks, posters, interactive PDFs and more. The course provides tools that empower students to think creatively and communicate expressively, so they can turn their ideas into creative designs.

In the second half of the semester course, students will learn how to use Adobe Photoshop. Students will use this industry-standard software to enhance, manipulate and edit photographs learning how images can be crafted to create unique designs for art, advertising, marketing and more.

## Digital Technologies (Programming)

This course builds on the knowledge learnt from the Year 7 and Year 8 introductory courses.

Students will expand their knowledge and skills using various programming languages which promotes computational thinking and algorithmic design.

In the first half of the semester course, the students will plan, design and evaluate their own Apps using MIT App Inventor. This visual programming environment allows everyone to build fully functional apps for Android and iOS smartphones and tablets that can be uploaded to the Google Play Store or the Apple App Store for anyone to download and use.

If you are interested in App creation, this is an excellent opportunity for you to take your coding to the next level.

In the second half of the semester course, the students delve into the world of Robotics by coding the Lego Mindstorm EV3. The EV3 motivates students to design, build and programme robots using motors, sensors, gears, wheels, axles and other technical components, to gain a better understanding of how technology works in real-world applications. The solution enables students to understand and interpret two dimensional drawings to create three-dimensional models; build, test, troubleshoot and revise designs; apply maths and science concepts on real-life applications; and master programming and data logging functions.

If you are interested in Robotics, this is an excellent opportunity for you to begin your journey into computer science and engineering.

## Fashion & Jewellery

This course will provide students with both theoretical and practical activities in fashion and jewellery in which they will develop basic skills. Students will use their creative skills to develop their own unique garments and accessories.

The content will include:

- elements and principles of design
- creative use of various materials
- operating a sewing machine
- hand and machine embroidery
- pattern reading and interpretation
- garment construction.

While the College will provide the majority of resources for this course, students may wish to provide their own.

## Foods

This course builds on some of the more complex cooking techniques and nutritional concepts. The course looks at the importance of food and nutrients for the body. Practical cooking demonstrations and student activities are based accordingly. This course concentrates on the student's knowledge and understanding of how food and technology has changed over time.

You will theoretically and practically discover many factors including:

- the use of complex cooking equipment
- advanced nutrition, food packaging and labelling
- food presentation
- cutting techniques
- cookery methods of past and present
- food for gifts
- food patterns, models and diets since white settlement in Australia
- international influences and eating habits.

## Wood Technology

This course builds on the knowledge learnt in the Year 7 & 8 introductory courses. Students will expand their knowledge and skills in using tools and machinery to manipulate materials such as wood, plastic and metal to create solutions to design problems. Students will produce two projects including a gumball machine and a purpose designed cutting/serving board or a picnic/lounge room tray.

Throughout the course, workshop safety is the key focus. You will be taught the fundamentals of safe workshop techniques and learn the correct use of basic machinery. You are also introduced to design through the use of the Design Process. This engaging and exciting course gives you a taste of what you can expect to learn and make in future years.

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