



NAGLE
CATHOLIC
COLLEGE
EST 1994

YEAR 9 OPTIONS IN 2024

IMPORTANT NOTES

Attached to this page are the Options available to Year 9 students in 2024

- In Year 9 students will study six (6) options – three per Semester
- Students **MUST** select top **6** courses
- Students **MUST** select **6** reserve courses
- Students **CANNOT** select the same option twice
- Students may select no more than **3** courses from Health and Physical Education
- Nagle Catholic College reserves the right to withdraw courses for which there is insufficient demand.

If your child is not returning to the College in 2024, please email
nagleadmin@cewa.edu.au your child's intentions for 2024.

YEAR 9 2024 OPTION LIST

LEARNING AREA	COURSES	CODE
ACADEMIC EXTENSION PROGRAM	Academic Curriculum Extension (<i>Must be selected for two semesters</i>)	9ACA 9ACB
ARTS	Ceramics	9CER
	Dance	9DAC
	Digital Photography	9DIP
	Drama	9DRA
	Illustration and Design Graphics	9ILD
	Media	9MED
	Music	9MUI
	Music Technology	9MUT
	Visual Art	9VAR
ENGLISH AND LANGUAGES	Japanese	9JAA
HEALTH AND PHYSICAL EDUCATION	Court Sports	9SPC
	Field Sports	9SPF
	Outdoor Education	9ODE
	Recreation	9REC
HUMANITIES AND SOCIAL SCIENCES	Criminology	9CRI
	Financial Literacy	9FIN
SCIENCE	Astronomy	9AST
	Projectile Motion and Rocketry	9ROC
TECHNOLOGIES	Digital Systems	09DITDS1
	Engineering Systems	09DATESE1
	Food Science 1	09DATFS1
	Food Science 2	09DATFS2
	Materials: Jewellery	09DATMTJ1
	Materials: Metals 1	09DATMTM1
	Materials: Metals 2	09DATMTM2
	Materials: Woods 1	09DATMTW1
	Materials: Woods 2	09DATMTW2
	Product Design	09DATESPD1

COURSE DESCRIPTIONS ARE ATTACHED

YEAR 9 2024

COURSE DESCRIPTIONS IN DETAIL

ACADEMIC EXTENSION PROGRAM

ACADEMIC CURRICULUM EXTENSION (This is a year long course)

Academic Curriculum Extension students who choose to participate in this program will experience a whole range of challenging activities in a fun and stimulating environment. Students will have opportunities to develop their critical and creative thinking skills. This is a two semester option with a trip in Term 4 to explore and extend the skills learned during the course.

ARTS

CERAMICS

A lidded box

Students will create their own unique lidded clay box, a small pinch pot and a tile. Students will be introduced to clay and its sculptural properties in our outdoor classroom while developing techniques to apply surface decoration and texture to clay bodies. After learning the basics of clay through some mini projects, skills will be developed through the creation of a themed ceramic box. Students will be introduced to a wide range of methods to decorate clay. This is a great pathway to the Year 10 Ceramics course and leads to further studies in upper school Visual Arts Courses.

DANCE

Building blocks of Dance

The Dance course explores the Elements of movement – the building blocks of dance – and then allows students to make up their own routines using a number of different starting points (Choreography). It will increase students' imagination as well as their flexibility, fitness and cooperation skills. This course does not need any previous dance experience, just the willingness to 'move your body'. Students will be encouraged to perform for an audience. The course provides excellent skills development for further studies in the Year 10 Dance course.

DIGITAL PHOTOGRAPHY

Turn your photos into beautiful digital artworks

Students will have a choice of several large format digital print methods at the completion of this course and can take advantage of our large format printing with a final digital artwork printed onto skateboard decks or large wooden canvases. Students will continue to develop photography skills using Canon DSLR cameras. The course offers more advanced photographic skills and techniques and continues to develop digital editing skills in Adobe Photoshop. The course offers the chance to use fantastic photography equipment in a designated Photo Lab. The course also encourages students to take weekly photographs at home using their own device. The course provides excellent skills development for further studies in the Year 10 Digital Photography course and is a fantastic pathway that leads to the upper school Design courses.

DRAMA

Take a play from the page to the stage

If you are interested in extending skills in performance acting, production technology and backstage as you learn how we take a published play script from the page to the stage, this is the course for you. Each strand of the course leads to the final project, taking shape as a full-scale Drama Studio production before an invited audience of friends and family in the NCC Theatre.

Students will choose either an acting role, production role (costume, publicity, lighting, sound etc.) or both. Skills developed in this course will serve students well for further study in Year 10 Drama and are a great pathway to the upper school Drama courses.

ILLUSTRATION and DESIGN GRAPHICS

Learn how to use the Adobe software to create a large-scale digital portrait

Students will receive a large format print approximately A2 in size of their final computer-generated portrait at the completion of the course. The Illustration course continues to develop skills in Adobe software, in particular Adobe Illustrator and Adobe Photoshop. Students will learn about contemporary digital illustration techniques through the development of a computer-generated portrait. The course provides excellent skills development for further studies in the Year 10 Illustration and Graphic Design course and is a fantastic pathway that leads to the upper school Design courses.

MEDIA

Stop Motion Animation

Students learn the art of movie making, firstly scripting and then creating their own Stop Motion Animation. Students are involved in making the characters, props and set before directing behind the DSLR Camera. Editing skills are developed using a range of software options including Adobe Premiere Pro. This course is for those students interested in film, videography or who wish to further their skills in Adobe software and filming, both practical transferable skills. The course is finished with a screening of the student films. The course provides excellent skills development for further studies in the Year 10 Media course and is a fantastic pathway that leads to the upper school Media Production and Analysis courses.

MUSIC

Learn how to write a Number One hit and compose music for film

Students will consolidate musical skills alongside learning about new musical elements such as texture, structure, harmony and mood. Students will experience a variety of musical styles as performers, composers and audience members, studying iconic hooks, riffs and melodies in music to create their own original contemporary pop songs. There will be opportunities to learn advanced performance techniques on a variety of instruments to communicate different musical ideas. This is a practical course for any student with a passion and interest in music and performance is strongly encouraged. It provides an excellent foundation for further studies in Year 10 Music and covers the skills and understanding required for upper school music courses.

MUSIC TECHNOLOGY

Create, edit and manipulate digital sounds and effects

Students will continue to develop their skills using technology in music, learning about the advanced features of Digital Audio Workstations, audio manipulation and the application of creative effects to create their own music using unique sounds and software instruments. They will interpret different forms of musical notation and identify unique digital sounds in recorded music to further develop aural skills. Students will learn how to record a variety of instruments in different settings using industry standard equipment, editing recorded audio to create new and unusual soundscapes. This is a practical course for those students who love to create music using technology and wish to further their skills in recording, producing and mixing sound. It provides excellent skill development for further studies in Year 10 Music Technology and is a fantastic pathway that leads to upper school music courses.

VISUAL ART

Create your own skateboard deck

Students will design and create a skateboard deck as a final art piece. The course aims to give students an insight into the different styles, techniques, mediums and artists associated with Contemporary Visual Art. The project will have a strong focus on the use of illustration, pattern and text. Students will begin with a series of folio-based activities in which they explore different aspects of contemporary 'Skateboard Art' while developing a Language of Art. The course provides excellent skills development for further studies in the Year 10 Visual Arts Course and is a fantastic pathway that leads to the upper school Visual Arts courses.

ENGLISH AND LANGUAGES

JAPANESE

This course provides students with the opportunity to continue building on their knowledge of Japanese from Year 8. Students enhance their Reading, Writing and Oral skills through a number of interactive learning experiences with an emphasis on successful communication. Japanese culture is also a focus of this course intending to help students with their understanding of the target language and how it is used in different contexts. Students who choose this subject will need to have studied some Japanese in Year 8.

HEALTH AND PHYSICAL EDUCATION

COURT SPORTS

The focus of this course will be to improve skills and fitness in a variety of court specific sports such as volleyball, netball, tennis, basketball and badminton.

Assessment will be both theory and practical on the knowledge of sports, participation, game performance and teamwork.

FIELD SPORTS

The focus of this course will be to improve skills and fitness in a variety of field specific sports such as AFL, soccer, hockey, touch and gaelic.

Assessment will be both theory and practical on the knowledge of sports, participation, game performance and teamwork.

OUTDOOR EDUCATION

This is a practical based course that increases students' knowledge, awareness and appreciation of the outdoor environment. Students will learn the skills of snorkelling, hiking, camp craft, camp cooking, cycling, minimum impact techniques and more. The course also involves theory sessions on all these topics. Highlights of the course include an overnight expedition to Little Bay.

It is an expectation of students studying this course that they attend the camp, provided they meet specific competencies during regular classes. These being:

- Beep test score – reach a minimum of level 6.5 (Y9 50% score)
- Swimming competency test - swim 150m non-stop, tread water/scull 10min
- Participation in 85% of all lessons (legitimate illness/injury proviso)
- Demonstrate equipment care (cleaning, treating with respect, returning to correct area)
- Follow teacher instructions during regular classes at all times
- Follow the Leave No Trace Principles in practical lessons and activities
- Expedition Planner Assessment (submitted on time and complete)

It is also an expectation, that students prioritise the camp ahead of work and sporting commitments which may occur at the same time as the camp. If your child simply does not want to attend the camp or try to reach the above-mentioned competencies, it is recommended that they **do not** select this course and choose an alternative option. Failure to attend the camp without a medical certificate or valid reason will also prevent students from selecting Outdoor Education courses in Year 10.

Assessment will be both theory and practical, including knowledge, participation, performance and skills displayed in class.

RECREATION

This is a mixed course consisting of recreational activities and practical sports including badminton, frisbee golf, lawn bowls, table tennis, croquet, and golf. Theory will involve sport etiquette, exploration of the rules of sports and applying them as an umpire or referee.

Assessment will be on participation, rules and etiquette knowledge, ethical behaviour and teamwork.

HUMANITIES AND SOCIAL SCIENCES

CRIMINOLOGY

Do you like to solve mysteries or are you interested in forensic science and psychology? This course will allow you to get behind the scenes of some of the most notorious criminal cases and discuss current events. It will offer an introduction into criminal law, forensics, and crimes in Australia with a focus on conspiracies. You will investigate mock crime scenes, forensics, visit the police station, courthouse and run a mock trial.

FINANCIAL LITERACY

Students will learn about money management relevant to a teenage income and lifestyle. Spending and saving habits, tax and superannuation, and navigating the pros and cons of online shopping. Students will learn about contracts surrounding typical purchases such as mobile phones and computer products.

This course will provide students with foundation Financial Literacy knowledge.

SCIENCE

ASTRONOMY

In this course students, will be introduced to the study of the night sky and practise observational skills which include the use of telescopes. Also, students will have the opportunity to develop a deeper understanding of the structure of the Solar System, the Milky Way and the Universe.

PROJECTILE MOTION AND ROCKETRY

This course will investigate the motion of projectiles and rockets as they move through the air. Topics covered will include the prediction of the flight paths of self-propelled model rockets and testing these predictions.

Warning – Science content.

TECHNOLOGIES

DIGITAL SYSTEMS

Year 9 Digital Systems explores network technology, coding and design principles through the engaging platform of Minecraft Education. Students design then build a variety of structures, such as houses and include relevant technology. They produce algorithms to solve problems then use Block-based or Python to code solutions. Throughout the course Students learn digital citizenship skills to foster responsible online interactions. Projects include – Technology House, Custom Build, Collaboration Build and Programmable Builds.

ENGINEERING SYSTEMS

The major project involves the creation of a customised, laser-cut Bluetooth Speaker that Students can take home. Students combine concept development, computer aided design and electronics to create their dream speaker. Electronics is taught using Arduino boards to create interactive electronic objects. This knowledge will be complemented with the soldering of circuits, enabling Students to build simple electronic devices. Students investigate gearing up and down to control speed and torque in robotic vehicle systems. This knowledge is applied to complete drag racing and hill climbing challenges.

Projects include Bluetooth Speaker, Simple Electronic Circuits and Geared Robots.

FOOD SCIENCE 1

The theme of this course is “Sweet and Savoury” and is designed to further develop existing practical skills in preparing and presenting food to enable you to dive deeper into the challenging aspects of cookery processes whilst incorporating cooking to taste. The aim of this course is to provide you with multiple skills that are transferable to other study, work and life contexts that you may encounter.

Recipes include Biscuits, Chocolate and Raspberry Muffins, Lam Pasta Salad, Chicken with Mango Salsa and plenty more.

When a student has the potential for a mild allergic reaction, the following precautions will be taken: the use of alternate ingredients and spatial arrangement.

FOOD SCIENCE 2

The theme of this course is “Basic Cooking” and boasts indulging recipes whilst focusing on back to basic cooking skills to further develop your knowledge and understanding of preparation and presentation skills. Specifically the course focuses on building and developing practical skills whilst analysing nutritional value, time, taste and appearance. Therefore, the subject is strongly positioned to make a valuable contribution to your life skills.

Recipes include Chicken Fried Rice, Beef Burgers, Jam Making with Homemade Scones, Apple Cake and so much more

When a student has the potential for a mild allergic reaction, the following precautions will be taken: the use of alternate ingredients and spatial arrangement.

MATERIALS: JEWELLERY

In this course students are challenged to design and make items of jewellery. The course develops an understanding of the design cycle and builds practical capability through the production of rings, bangles and pendants.

Projects include – Twisted Rings, Resin Ring, Octagonal Bangle, Sea Glass Pendant and Cowrie Shell Ring.

MATERIALS: METALS 1

In this course students are encouraged to use a range of specialist hand-tools, equipment, materials and processes including gas welding. The course emphasises skill development, using manufacturing drawings and establishing production procedures.

Projects include a Sheet Metal Tool Box, BBQ Fork and Machined Fret Saw.

MATERIALS: METALS 2

In this course Students are encouraged to use a range of specialist machines and equipment including MIG welding equipment. Students are challenged by having to design their own project.

Projects include sheet metal dust pan, indestructible vehicle design challenge, turning project of choice and a camp BBQ.

Students do not have to have completed Metals 1 to select Metals 2.

MATERIALS: WOODS 1

Students are provided with opportunities to plan and manufacture useful household items as the main focus in this skills based woodworking course. Students will meet more detailed and complicated construction challenges utilising solid timber and wood products. This course is also about ideas and production planning. Students develop hand tool and machine skills to safely produce high quality products.

Projects include Cutting Board Holder, Breakfast Tray and Tool Caddy.

MATERIALS: WOODS 2

Students use Pinterest as a source of inspiration to find contemporary products to design and manufacture their own projects. An emphasis is placed on developing ideas and using decoration techniques to further improve its appeal. Students will use a range of tools and machines to safely manufacture their chosen design.

Projects include skills project, mail box and Pinterest inspired products.

Students do not have to have completed Woods 1 to select Woods 2.

PRODUCT DESIGN

This course will develop design skills with a producing and product focus. Students will utilise CAD software such as TinkerCAD, Fusion 360, Inventor and Adobe Illustrator to design their products and later create them using CAM techniques such as 3D printing and laser cutting.