Year 9 Semester 1

SUBJECT	Periods per Week (48 Minutes)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
LOTE: French	3	Town and Transport											Healthy Eating and Lifestyle									
LOTE: Indonesian	3	Sports and Hobbies											Future Aspirations and Career									
Maths	5	Algebra - Simplifying and Solving						Algebra - Expanding, Factorising and Simultaneous Equations					Numeracy Capabilities		Linear Graphing					Exam Revision	Exam
		Numeracy																				
Maths SEALP	5	Linear Equations						Linear graphs					Probability						Number - Surds and Indices		Exam Revision	Exam
English	5	Media Literacy - Persuasive Writing and Argument Analysis											Text study - Of Mice and Men									
		*PAT, on-demand and other testing																				
		Independent reading | Writer's notebook | Literacy skills																				
English SEALP	5	Immersion											Text study: Macbeth									
		*PAT, on-demand and other testing																				
		Independent reading | Writer's notebook | Literacy skills																				
Literature Elective	3	Text and Contexts: Picnic at Hanging Rock and the Australian Gothic											Comparative Analysis: The Great Gatsby/ The Great Gatsby Film									
Science	3	Acids and Bases						Chemical Reactions					Ecosystems				Responding Systems				Exam Revision	Exam
Science SEALP	3	Immersion - no science											Kinematics and Newton's Laws									
Humanities	3*	History - World War I											Geography - Biomes and Food Security								Exam Revision	Exam
Humanities Elective	3	Holocaust Unit																				
Humanities SEALP	3	Geography of Interconnections											History - World War I									
Home Group	1	Goal Setting and Study Habits											Managed Individual Pathways									
HAPE - HEALTH /PE	3 periods	Introduction	Fitness Testing/Fitness Data analysis				Life Long Sports/Health Across the Lifespan						Courts Sports/ Sexuality				Striking/ Skeletal System				Net/Wall Sports/ Muscular System	
Immersion	12 (1xTerm in Term 1, 2, 3 or 4)	Introduction	Research	Making A Difference Project				Thesis		Oral Presentation											
				Community Service																	
		Literacy (research and thesis language construction) / Numeracy (quantitative and qualitative data analysis, interpretation and graphing)																			
Visual Art	3	Drawing on a theme/Pencil and colour pencil skills and techniques									Lino Printing (+ Other printing techniques Stencil Printing)								Abstract Art (Painting)			
		Art Theory Assignment																			
		Sketchbook exercises on art elements and principles + art analysis throughout the semester/Text book 'Art Detective'																			
Drama	3								Ensemble Performance						Scripted Performance			Drama Workbook (Dramatic Styles, Self Evaluation, Research, Reflection)			
		Introduction																			
Sculpture	3	Abstract Sculpture & Sculpture Exercise						Themed Sculpture – Paper Mache. Sculpture Analysis and Theory Assignment								Clay Sculpture.					
		Sketchbook exercises | Visual Analysis Research Assignment/Text book work 'Art Detective'																			
Make A Movie		Genre Investigation					Script & Storyboard						Make A Movie								
Digital Photography - iPhone & iPad		Experimental Mini Folio						Photo Exploration & Analysis					Photo Story Folio								
VCD	3	Design elements and principles	Technical Drawing	Typography, drawing and shading exercises					Packaging and logo design	One point perspective	Isometric/oblique drawing	TOP Designs Top Arts Excursion	Folio Development	Computer design related project. Folio Development. VCD Test.							
Music	3	Musical styles (history, analysis, skills)							Composition using ICT/Electronic Music				Group Performance				Songwriting /recording				
		Theory/analysis studied throughout the semester																			
IPad for Art	3	Introduction to IPad	Working through Art Apps to develop Art work	Exercises in Rendering on the Ipad	Developing a Folio over the semester	Learning the Tools and application of the App Brushes	Practical in School.	Creating an E-Folio				Still- Life Painting, Self Portraits, Drawing and Rendering Theory and Analysis of Art Work.			Still- Life Painting, Self Portraits, Drawing and Rendering. Ipad Art Assignment			Printers/ Paper / Printing Folio's for Presentation			
Design Technology Wood	3	Safe use of hand and power tools	Computer Aided Design and Ma	Trinket Box and Nest Box manufacture incorporating finger joints, laser engraving fretwork and finishing techniques					Safe use of hand and power tools		Design Challenge	Students design and product an item for a client of their choosing							Reflection and extension tasks		
Ironchef	3	Tool and equipment safety		Hands on application of the Design Process to produce a range of dishes where students extend their skills. Students focus on farinaceous dishes and patisserie. Student engage in a cook off competition.															Reflection and extension tasks		
Food Technology	3	Tool and equipment safety		Using the Design Process to produce a range of dishes. There is a focus on Multiculturlism and the impact on Australian cusine. The importance of sustainability and seasoning is highlighted.															Refelction and Extension tasks		
Multi-technology Photography	3	Technical photography vocabulary and terms | Camera Techniques										Calendar Design using Photoshop | Understanding printers/Papers | Printing processes							Front cover magazine or brochure / Real Estate		
		Best Practice for the Camera | Photoshop skill-building | Field Excursions																			

ICT Robotics	3	Introduction	Game Making	Python Programming Language	Moving the robot	Using Sensors	Robotic Logic & Programming Flow	Extension projects
							Ethics of Technology	
Horticulture	3		Landscape Design and Construction / Propagation and culture of garden plants / Best practise in the work area					Evaluation and reflection
Textiles		3	Investigate and analyse a range of textile equipment, techniques and processes to safely construct and finish products of increasing complexity	Research factors relevant to a design brief including: design/innovations/ sustainability and ethical considerations	Apply design thinking and creativity to develop, modify and communicate design ideas of increasing sophistication	Select and use appropriate technologies skilfully and safely following a sequenced management plan, to produce quality designed solutions for the intended purpose		Reflect on learning, evaluate processes and modify plans for future design projects using increasingly sophisticated language.