

AITKEN COLLEGE

ELECTIVES: YEAR 9 2010

Art

This elective is for students who are inspired to create. This course will also help students who are keen to develop their skills in preparation for VCE Art/Studio Arts. Students will continue to develop skills in the areas that were covered in the core course in Years Seven and Eight. Specific areas of study may include Painting, Print Making, Drawing, Sculpture, Ceramics, Computer-Aided Imagery and Mixed Media.

Students will build up a folio of work as well as accompanying development work in their visual art diary. There is an emphasis on learning and exploring new techniques to express individual themes and ideas through the making of art.

In theory lessons a range of art periods and styles are studied to complement the practical assignments. Students will research the work of a variety of Australian and International artists and study the influences they have had on artworks and art processes. The study of past and contemporary artists and their work practices will be assisted through relevant excursions and research trips or visiting artists.

Commerce (Civics, Citizenship and the Law)

This elective provides you with information about our legal system so that you are able to understand your legal rights, the functions of courts, and the way elections operate. A visit to Parliament and the Electoral Office reinforces the concepts studied in class. You will also learn how to manage your personal finances. Issues such as coping with mobile phones, jobs, budgeting and other finance problems are studied through the use of various Internet and computer related case studies. This elective provides a good background for studies in Accounting, Economics, Legal Studies, and Business Management in the VCE.

3D Computer Modelling

This elective offers students a unique opportunity to gain the necessary skills to use Solidworks, an engineering software, to design and model real products. Solidworks is used widely in product design and engineering throughout manufacturing industries and many universities.

The focus of this course is on designing parts, assemblies and completing working drawings. To create a part, students can simply use commands within Solidworks to extrude, revolve, thin features, shell (hollow out), feature patterns, holes and chamfers. Students will typically import hand drawings, trace profiles, extrude to three dimensions (3D), or they can draw directly in the program. They then dimension drawings, present these as orthographic projections or pictorial drawings. Working drawings are developed that display materials and costing sheets. Students may edit objects at any stage of the design development and Solidworks upgrades all previous drawings. Exploded views and structural considerations can also be explored. Students are introduced to Solidworks through online tutorials. They will receive a design brief to reinforce their learning from these tutorials.

This course is recommended for those students interested in continuing with Design and Technology or Visual Communication and Design.

Computer Games (Programming)

Programming for games development is the focus of this elective. This subject has been designed to provide students with a broader range of skills and knowledge in programming. Students will learn the fundamental concepts and terminology of software application development and develop skills in designing and writing simple games and other computer programs. The course provides an overview of the software development process in addition to introducing important programming constructs and methodologies. Students will develop their problem solving abilities and develop an understanding of the complex components that make up today's computer games.

Design and Technology

This elective provides students with an opportunity to develop their creativity, problem solving and technical skills related to materials and technology. Students will be introduced to the correct and safe use of tools and machinery from the simple to the more complex to make their projects. They complete freehand drawings of their projects and then more formal drawings (orthographic) with dimensions and annotations (notes). The focus is on students developing their own ideas, using appropriate drawing techniques and making a finished product that is functional and aesthetically pleasing (looks good). All of this is achieved in a safe well supervised working environment. Broader issues of technology are also investigated its importance in our everyday lives and the impact on society and the natural environment.

Drama

This can be studied for a FULL YEAR or either SEMESTER.

Drama at this level offers a diverse Drama experience with a focus on Performance. You will establish basic dramatic skills and techniques and learn about effective communication and trust, listening and responding. The units explored at Year 9 are:

Semester One

The Craft of the Stage (Term One)

Write, create, and star in your own piece of theatre. Find out how things work behind the scenes as well as on stage. Learn how to light, costume and design a performance.

The Magic of Theatre (Term Two)

Learn about how mask, puppetry, make-up and special effects are designed, made and utilised in performance. Performances for the junior school will be created using some of these elements.

Semester Two

Theatre of the world (Term Three)

Create stories and explore various styles of performance from all around the world.

Create and perform legends and folk tales from far and wide.

Australian Theatre; Then and Now (Term 4)

Learn to write, direct and perform your own Australian story.

Also perform excerpts from several Australian plays.

Some of the best Plays from Term 2 and Term 4 will be performed in the Chapel and Performing Arts Centre and also appear in the Festival Of The Arts drama presentation.

***If you choose the Drama Elective you are required to provide and wear Drama Blacks**

Multimedia and Web Authoring

This course will give students the opportunity to develop multimedia skills in digital graphics using Adobe Photoshop and 2D animations using Flash. Using the web-enabled manipulated graphics and animations, students will then create a websites using web authoring software. Using industry standard application software students will create web pages containing text, graphics, animations, and internal and external hyperlinks.

Media

Topic 1: Introduction to Media

Students will gain an understanding of the different forms of media and what exactly media is. They will look at media usage and production and its role in society. Students will also study how media images are composed and able to be read visually.

Topic 2: Music Videos

Students will study the way in which music videos are composed and their effect on the viewer. Using the skills gained in this course, the students will then make their own music video, concentrating on things like camera angles and shots, framing and intention of their clip.

Topic 3: Documentary

Students will do a study on the documentary genre and all the components that make up this information based medium. Their enquiry will include a text analysis as well as a joint production where they will apply codes and conventions which help create the medium.

Music

The Elective Music course structure at Year Nine level offers students the possibility of studying Music either for one semester or for the whole year. In all aspects of the course, students will be required to a) Investigate b) Develop c) Evaluate and d) Act upon their ideas and inspirations as developing young musicians. Students will research and explore a range of music styles and develop their skills through composition and performance. They are required to complete two assignments per semester, each assignment comprising three assessment tasks. One period per week is a dedicated aural perception and music theory session. This session is led by the music teacher who will at times base the lesson on repertoire under investigation by students.

All elective Music students are expected to be currently enrolled in a course of private instrumental tuition, and to participate in an official College Music Ensemble. By undertaking Year 9 Music, students are agreeing to abide by these conditions.

Visual Communication and Design

This course is designed to introduce students to the exciting world of design concepts through practical tasks. Students will create their designs using freehand drawing, instrumental drawing and computer programs. Some examples of projects which students may work on are architectural drawings, posters, CD covers, logos, packaging and brochures. Each design task requires students to work through the design process which is to research information, draw and sketch ideas, then trial and refine their ideas. They must also think about the purpose of the final art work and consider who the target audience is and how to attract the attention of this audience. Students will be taught to render their final presentations using a range of media such as colour pencil, ink, fine liner and digital imaging. Adobe PhotoShop and Adobe Illustrator are the computer programs that are taught in this subject.

Writer's Workshop

Would you like to publish your poetry in an anthology? Put your song lyrics to music? Create a children's picture book that you read to primary students? Interview a friend or family member? Write a history of Aitken College with model you design and make? Write a play that is performed? Produce a research project on an issue or theme close to your heart? If you join the Writer's Workshop group you will be able to do any of these exciting activities and more. You will be given the opportunity to write about anything that interests you using any style of writing – poetry, plays, film/TV scripts, letters, journals, short stories, brochures and posters, songs, interviews, histories and research projects.

A Writer's Workshop is a safe place where rough ideas are created, refined through a drafting/editing process and finally published. All members of the group will work closely together as a team. You will undertake many different activities, including drama/role play, working with a professional writer, meditation, reading and journal writing. The Writer's Workshop is not just for gifted writers – anybody interested in publishing their work is welcome. All you need is a willingness to participate, to share your ideas and experiment with your writing.

Everyone has something to say. The Writer's Workshop gives you a voice that will be heard by others. Have a go! You might surprise others. You might even surprise yourself!