Year 9 - Selection Of The Arts And Technology Electives

Introduction

In Year 9 students continue with the International Baccalaureate Middle Years Programme (IB MYP). All boys follow a common programme with the exception of their Language B study (which continues as French or Indonesian) and their Arts and Technology studies. All students have to study an Arts Curriculum Area course for the whole year (either as a one year course or through selecting a pair of semester length courses*) and a Technology Curriculum Area course for the whole year (either as a one year course or through selecting a pair of semester length courses*).

* For Timetabling purposes, the length of courses chosen in both curriculum areas must be the same.

The Arts Curriculum Area

The Arts courses have been designed so that a course or subject area can be studied for the whole year or for one semester only**.

**For timetabling purposes, the length of courses chosen in Arts and in Design Technology must be the same.

The following Arts courses are offered in 2008

<table>
<thead>
<tr>
<th>Course</th>
<th>Art 2D (Year)</th>
<th>Art 2D (Semester)</th>
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<tr>
<td>ART</td>
<td>Art 2D (Year)</td>
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<tr>
<td>ART</td>
<td>Art 3D (Year)</td>
<td>Art 3D (Semester)</td>
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<tr>
<td>DRAMA</td>
<td>Drama (Year)</td>
<td>Drama (Semester)</td>
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<tr>
<td>MUSIC</td>
<td>Specialist Music (Year)</td>
<td>Specialist Music (Semester)</td>
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The Arts Curriculum Area - Course Descriptions

ART

Students will have the opportunity to work in year long courses in a variety of Art 2D, 3D and craft activities. In Semester courses, students will specialise in their preferred area.

Art 2D is centred on the disciplines of drawing, painting, printmaking and graphics. Students will develop skills and abilities in a range of drawing techniques using line, tone and colour. Accurate representational drawing as well as more expressive styles of working will be explored. Painting using acrylic, gouache and water-colour paints will be addressed with a focus on developing awareness of colour, advanced colour mixing and rendering techniques, composition and explorations of the elements and principles of Art. The printmaking aspects of the course may encompass relief, intaglio or silkscreen techniques. Computer applications are incorporated in the development of designs and in specialist graphics units of work. Art History research, appreciation and analysis linked to studio work are also assessed as a central part of the course.
**Art 3D** is centred on the disciplines of drawing, ceramics and sculpture. The ceramic component comprises both pottery and modelled ceramic sculpture and introduces the scientific basis of ceramic chemistry and the physics of the ceramic process. The sculpture component incorporates assemblage and modelling and carving processes and techniques. Students will develop drawing and three-dimensional design skills that will lead to studio work. Sculpture and ceramics skills are explored with the aim to develop in students an understanding of the elements and principles of Art with a focus on form, surface, texture, shape and space. Art History research, appreciation and analysis linked to studio work are also assessed as a central component of the course.

**MUSIC IN SOCIETY**

This course is a semester long course and is designed for boys with a general interest in Music and Technology. The course aims to increase musical awareness and musicianship by:

- Hands-on experience in creating and manipulating music using midi and audio equipment in the Music Technology Laboratory
- Developing awareness of musical notation in its graphic and traditional forms
- Hands-on experience in the creation, recording and performance of a wide range of musical styles within a multimedia context
- Becoming aware of the place of music in our society, both in Australian and multicultural spheres
- Equipping students to be discerning consumers of music

As a supplement to this course an opportunity exists for boys enrolled in Music & Society to commence learning a musical instrument.

**SPECIALIST MUSIC**

This course is a year long course. It is designed for boys who play a musical instrument and include a study of a variety of Western and non-Western music. The course is skills-based and provides students with the opportunity to explore aural analysis, composition and music performance. The course aims to increase musical awareness and musicianship by:

- Hands-on experience in creating and manipulating music using midi and audio equipment in the Music Technology Laboratory
- Hands-on experience in the creation, recording and performance of a wide range of musical styles within a multimedia context
- Developing music literacy skills, writing and reading music notation, listening to and performing a wide variety of musical styles
- Increasing aural perception
- Active participation in the process of formal composition and improvised performance
- Equipping students to be discerning consumers of music

**DRAMA**

The initial emphasis in this course is the exploration of scripted dialogue and the way character is shown through action and speech. The students then work towards creating their own plays by scripting, directing, acting and designing sets and costumes. They also look at the effects of lighting and sound.

In conjunction with this, there are classes based on developing creativity and gaining vocal and physical skills. These include improvisation, mime, story-telling and script interpretation.

There is an important theoretical component and students are expected to complete a Developmental Workbook, meeting all written requirements.
The Technology Curriculum Area

The Technology courses have been designed so that a course or subject area can be studied for the whole year or for one semester only**.

**For timetabling purposes, the length of courses chosen in Arts and in Design Technology must be the same.

The following Technology courses are offered in 2008

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<td>Metallurgy Technology</td>
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<tr>
<td>Wood Technology</td>
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<tr>
<td>Understanding Technology</td>
<td>Understanding</td>
<td>Understanding</td>
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<tr>
<td>Graphic Modelling and Design</td>
<td>Graphics</td>
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Technology Curriculum Area - Course Descriptions

BEING CREATIVE WITH MATERIALS: WOOD

BEING CREATIVE WITH MATERIALS: METAL

The focus of these courses is to encourage students to develop an awareness, understanding and expertise in the manufacturing of materials (Metal and Wood) based products to meet a need. Through the Design Cycle students will have the opportunity to develop design and problem solving techniques and will be required to create, plan, make, evaluate and realise opportunities through directed activities. They will produce quality products through the application of traditional and modern construction processes, and be expected to understand the need for safe working practices.

HOW THINGS WORK! UNDERSTANDING TECHNOLOGY

This course is structured to provide students with the opportunity to use the Design Cycle to explore, plan, develop and produce products that demonstrate an understanding of current technology and innovation. The course work is designed to inspire students to understand how technology relates to their day to day life, how technological products are manufactured and to develop innovative solutions to using technology.

Areas of study may include: electronics, robotics, hydraulics, structures, propulsion systems, mechanisms and aviation principles. Students will develop and use this knowledge through a ‘hands-on’ approach of project based activities, which will conclude with a major design project that combines a number of systems to meet an identified community need.

GRAPHIC MODELLING AND DESIGN

Through this course students will be exposed to graphical techniques to develop technical visual presentations and/or drawings of common objects using both hand drafting and computer technology. In the main, students will be taught a variety of skills to represent 2D and 3D drawings within the fields of mechanical and structural engineering, architecture and product design.

The development of sketching, drafting, rendering and computer aided drafting (CAD) skills will enable students to produce quality solutions that reflect industry standards. This will be achieved using ‘state of the art’ 3D modelling software. The students undertake a range of design and problem solving activities through the application of the Design Cycle, with a final project that focuses on innovation and fosters enterprising behaviours.