



.....to engage and motivate students to continue their love of learning and connectedness while temporarily learning@home.

## Year 9 2020

## Term 2 Curriculum Overview

Course	Focus Unit/s	
English	<b>Rhetoric Study - Speeches</b> Students will be introduced to the conventions of rhetoric and will identify how composers use persuasive language to position and persuade their audiences to agree with their points of view.	
Maths	<b>Right Angled Triangles</b> (Pythagoras, Introduction to Trigonometry, Bearings) <b>Linear Relationships</b> (Intercepts, Gradient, Gradient-intercept form of the equation of a line, midpoints, distances, parallel and perpendicular lines, graphical solutions to simultaneous equations).	
Science	<b>Dynamic Earth</b> Continental Drift, theory of plate tectonics and how plate tectonics explains earthquakes and volcanoes.	<b>Atomic Theory and Chemical Reactions</b> History of the Periodic Table, understanding of matter and chemical reactions .
History	<b>Australians at War</b> Students will examine and evaluate the causes of WWI and WWII as well as the reasons for enlisting and various theatres of war. They will explore the nature of war with a focus on the battles fought by Australians. Students explore the impact of war on the home front and the significance and commemorations of WWI and WWII as well as the ANZAC legend.	
PDHPE	<b>Digital Citizenship (Safety on the Internet)</b> Students explore the risks of the online world. Students propose plans and evaluate strategies to keep themselves and others safe online. Students analyse a range of health information available online and develop criteria to assess the credibility of information and services available to young people. Student's Identify a key health issue for an individual or young person and advocate by raising awareness using ICT skills.	
Design Technology	<b>Glow: Responsive Lighting</b> Students will learn about inputs and outputs, and how to code the Arduino UNO. They will create a lighting circuit and use sensors and responsive lighting systems which can be integrated into an original light design. They will construct their design using CAD, CAM and Laser technology. Arduino kits are available to collect from the Library and will need to be returned at the end.	
Music	<b>Film Music</b> This unit presents an exploration of the music used in a selection of films of the 20th and 21st Centuries. It delves into the ways in which a composer can use music to represent a character, create a range of moods, as well as evoke a particular time or place. It offers students an opportunity to experiment creating their own 'film' character themes through the experience of some key films.	
Visual Arts	<b>Still Life</b> Students will consolidate their still life drawings produced at home, either from observation or from their photography, using a variety of perspectives and viewpoints. They will continue to use their home as a source of inspiration by examining the interior and exterior spaces whilst developing perspective drawing skills. Students will showcase their artmaking by learning to establish a custom designed digital portfolio. In critical and historical studies, students will be extended to understand and appreciate architects such as Brunelleschi, Glenn Murcutt, Zaha Hadid and Frank Gehry. Students will be contacted early in the term and invited to collect more art materials from Oxley College.	
Commerce	<b>Promoting and Selling</b> Students investigate the promotion and selling of goods and services including social, ethical and environmental considerations. They analyse the strategies that sellers use to promote products and maximise sales and evaluate the impact on consumers.	<b>Law, Society and Political Involvement</b> Students develop an understanding of how laws affect individuals and groups and regulate society, and how individuals and groups participate in the democratic process. Students examine various legal and political systems and learn how strategies are used to resolve contentious legal and political issues.
Drama	<b>History of Theatre</b> Students will investigate Ancient Greek theatre and Shakespeare In all form's students will study the historical contexts of each and perform practical tasks which emphasize a feature of each particular form eg Greek Drama – the role of the chorus.	
Graphics Technology	<b>Computer-Aided Design (CAD): Unit 2: Product Design – Toys and Gizmos</b> In this module/unit students develop knowledge of drawing equipment, standards, techniques and types in CAD. They produce graphics projects using CAD and compare this process to completing drawings with instruments. Students complete a range of drawing types using appropriate drawing conventions including AS1100, develop CAD page templates for their school and part libraries for their graphics projects. Using CAD, they develop a retro game controller with orthographic drawings and photorealistic rendering. They create physical models (3D print) to enhance the presentation of their product designs.	
French	<b>J'AI TRAVAILLE DUR! JE TE RACONTE</b> Recounts of past events and things that have been done recently. These past events include professional work, part-time work for young people, household tasks and leisure activities Key communication topics: asking people how their jobs and tasks went, the problems they encountered, the good things that happened and how they got on with the other people involved in their activities.	
Cornerstone	This term students will continue to explore the big ideas of the world through reading, discussion, reflection and journaling.	

