Year 9

Early Option 2017

Art and Design

Drama

Music

Design & Technology

Hospitality & Catering

Computing

Introduction

Year 9 is the Foundation GCSE year – a period when pupils start on the road to their GCSE examinations at the end of Year 11. The year 9 options are designed to allow pupils to concentrate on the creative subjects that they most enjoy and interest them, while also building a platform for study at Key Stage 4 (years 10 & 11).

Choices should be made carefully as the progress made during year 9 provides a foundation for success, ensuring higher final grades. Further subject choices are made during the course of year 9, however, it should be noted that many pupils will be required to continue with their chosen subject through to year 11 – this is quite possible a three year choice.

Pupils will be required to study one subject

Some of the subjects will have restricted numbers and selection for oversubscribed subjects will be based on the order subjects are chosen on the Options Form alongside progress and aptitude shown during years 7 and 8.

Pupils are asked to agree with their parents a first choice subject they would like to study We are also asking for a second choice as a backup.

Please read the subject descriptions contained in this booklet before making choices.
There is a separate 'Options Form' issued with the booklet which needs to be returned to the school.

Art and Design

This is a broad course exploring practical and critical/contextual work though a range of 2D and 3D processes. You will develop broad spectrum technical skills which will enable you to explore a wide range of specialisms.

Fine Art
Drawing, painting, sculpture, print making, mixed media and installation

Applied Art
Brief based work aimed at product design, graphic design and decorative art

Graphic Communication
Communication graphics, computer graphics, typography, poster design, illustration, logo and identity, advertising, packaging design and design for print

3D Design
Product design, ceramics, model making, jewellery, fashion, body adornment, design for film and theatre and interior design

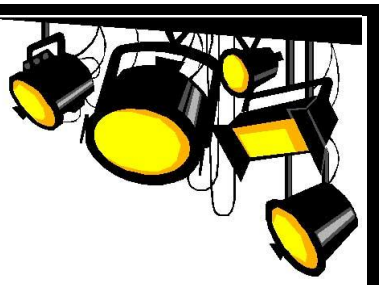
Photography (lens and light based media)
Portrait, Landscape, still life, documentary, film, reportage, experimental imagery and image manipulation

Textile Design
Costume design, printed and/or dyed fabrics and materials, domestic textiles and constructed and/or stitched or embellished textiles

Why Take it?
The Art and Design course in year 9 gives you an opportunity to develop the skills and knowledge needed to explore whichever specialisms interest you and suit your skills as you continue with your studies. All work is based around a theme and you will be encouraged to develop your independence as your project grows. You will develop your analytical and critical thinking alongside your exploration of new media and techniques

Art and Design is an ever growing field and new technology is making it an increasingly valuable subject for a wider range of further education options in and beyond the Visual Arts. Our students have gone on to Visual Arts based courses in; Graphic Design, Automotive and Transport Design, Fine Art, 3D Design, Model Design and Textiles. This course will help to open doors in a wide range of fields including; Engineering, Architecture, Film and Television Production and, Media and Communications.

Further information is available from your Art and Design teacher.



Drama

What the course involves

The Drama course encourages you to explore and actively engage in a wide range of creative and stimulating activities. The subject encourages you to work imaginatively and creatively in collaborative contexts, generating, developing and communicating ideas. All students of Drama will explore texts practically and work on devised and text-based performances, with the opportunity to perform to a live audience.

The Drama course is delivered in three parts:

Component 1 – Understanding Drama

Students are assessed on their knowledge and understanding of drama and theatre. You will study one set play text using practical skills to explore the themes, story and characters. You will also analyse and evaluate the work of theatre makers, which will culminate in a written examination.

Section A *– Multiple choice*

Section B *– Four questions on a given extract from the set play chosen*

Section C *– One questions (from a choice) on the work of theatre makers in a single live production*

Component 2 – Devising Drama (Practical)

Students are assessed on the process of creating and performing devised drama as well as their analysis and evaluation of work produced. Students will work collaboratively and imaginatively to create a performance from a given stimulus.

- *Devising log*
- *Devised performance*

Component 3 – Texts in practice (practical)

Students are assessed in their performance of two extracts from one play. Students will be encouraged to take on challenging roles and develop their performance skills and characterisation. The chosen play will contrast the set text from component 1.

- *Performance of extract 1*
- *Performance of extract 2*

For further information, please talk to your drama teacher.

Music

Introduction:

It is probably true that everyone loves some sort of music. This is your chance to continue studying the subject to a higher level and gain valuable preparation for Music at GCSE. The course is open to everybody, whether you have a lot of musical experience or not. If you already learn a musical instrument, then this is definitely the right course for you, but we also welcome students who do not play an instrument if they are willing to work hard.

The Music Department in CHSA consistently achieves outstanding GCSE Music results, with a very high number of students gaining A*/A grades.

You will study the Following Topics:

- Music Technology and Music Composition
- Blues and Improvisation
- Ukulele Project
- Stomp
- Performance Project
- Reggae
- Ground Bass
- Jazz Arrangement

How the Course Will Benefit You?

There will be opportunities to go on trips and participate in musical concerts and shows, often with professional artists. The course is perfect preparation for studying Music at GCSE and A Level. Music is a highly regarded subject by universities and can be a distinct advantage when seeking employment. The study of music has very positive effects on a students' whole development. You can also take part in one of our many musical groups, giving you the chance to enjoy the social aspect of music (see the Extra-Curricular Timetable below).

Music Department's Extra-Curricular Timetable 2016-2017

	Monday	Tuesday	Wednesday	Thursday	Friday
Before School 8.00 am		Dhol Drumming L14	Cantabile Singers MU01		Brass Ensemble MU12
Lunch Time 1.30 – 2.00	Music Technology Club L14	Djembe Drumming MU01	Chamber Strings L14 Flute Ensemble MU01 Steel Pan Ensemble MU12 (1-2pm)		Band Time MU12
After School 3.15-4.15		Samba Drumming 3.15-3.45 MU01 Guitar Ensemble MU12	Choir MU01 Jazz Band MU12	String Ensemble MU01	

If you require any further information or have any questions please talk to your music teacher.

GCSE Design & Technology

Exam Board: AQA

What is involved in the GCSE Design & Technology course?

The GCSE Design & Technology foundation year will see students undertake a wide range of different projects which are designed to allow students to explore their creative talents and practical making abilities. In year 9 students will learn the core technical principles involved in the design and manufacture of any product. The skills that pupils will study will cover a variety of different technology related disciplines such as Graphics, Product design, Electronics, Fashion and Textiles, Industrial design and Engineering.

As students' progress through the course they will begin to cover more of the specialist skills involved in the different disciplines of Design & Technology. The Design & Technology course gives students the fantastic opportunity to work with a very wide range of materials to suit all needs. Due to the broad and varied nature of the design briefs set, students will be able to choose their preferred material for the design and manufacture of their final product. Students will be able to tackle projects with a Product Design bias, where the final product will be made from a range of resistant materials such as wood, metal or plastic, or they can choose to work in a more graphical design style where they will work with compliant materials, such as card, paper and board. Pupils will also have the opportunity to cover specific elements of fashion and textiles as well.

The GCSE Design & Technology course will also build upon students existing knowledge of the latest computer Aided Design packages (CAD), such as 2D design, Adobe Photoshop, Google sketch-up and Solidworks (3D CAD) in order to produce high quality, professional looking 2D graphics, virtual 3D images, animations and 3D products.

How will I be assessed?

In year 9 student will be assessed by their class teacher on a number of projects throughout the year, students will be marked and assessed against their knowledge and understanding of the core key principles of design.

In Year 10 your projects will be formally marked by your teacher against the marking criteria set by the exam board (AQA).

In Year 11 all students will begin work on their final major project which is worth 50% of your overall GCSE grade and you will complete this throughout year 11. At the end of the year there will be a written exam that makes up the remaining 50% of their grade.

What will I do with a GCSE in Design & Technology?

Pupils who study GCSE Design & Technology will go on to careers in the future as Graphic Designers, Product Designers, Engineers, Animators, Automotive designers, Architects, game designers and more. The GCSE in Design & Technology will provide you with all of the essential skills in order to progress onto these possible career pathways.

Hospitality & Catering

What the course involves:

Knowledge, understanding and skills required to cook and apply the principles of food science, nutrition and healthy eating. It encourages students to cook, enables them to make informed decisions about food and nutrition and allows them to acquire knowledge in order to be able to feed themselves and others affordably and nutritiously, now and later in life.

By studying food preparation and nutrition learners will:

- be able to demonstrate effective and safe cooking skills by planning, preparing and cooking a variety of food commodities whilst using different cooking techniques and equipment
- develop knowledge and understanding of the functional properties and chemical characteristics of food as well as a sound knowledge of the nutritional content of food and drinks
- understand the relationship between diet, nutrition and health, including the physiological and psychological effects of poor diet and health
- understand the economic, environmental, ethical and socio-cultural influences on food availability, production processes, diet and health choices
- demonstrate knowledge and understanding of functional and nutritional properties, sensory qualities and microbiological food safety considerations when preparing, processing, storing, cooking and serving food
- understand and explore a range of ingredients and processes from different culinary traditions (traditional British and international) to inspire new ideas or modify existing recipes.

For further information, please talk to your technology teacher.

Computing

This course is only suitable for selected pupils – selection will be based on attainment in maths.

Computing is of enormous importance to the economy, and the role of Computer Science as a discipline itself and as an 'underpinning' subject across science and engineering is growing rapidly. Computer technology continues to advance rapidly and the way that technology is consumed has also been changing at a fast pace over recent years.

This course has been designed to enable you to confidently access the GCSE Computer Science course.

What you will learn in year 9

You will start with Programming and Computational thinking which includes…

- Python Programming
- Python GUI's
- Planning your code using
    - Worked examples
    - Decomposition
    - Algorithms – Flow diagrams and Pseudo code

You will then learn Computer Science theory including…

- Computer Hardware
- Computer Networking
- Communication Methods including Binary, Denary, ASCII, protocols and CODEC's.

If you then decide on Computer Science GCSE…

Over three years, you will learn lots of different skills such as programming, logic, error handling, algorithms, software development, network security, penetration testing, application testing, networking, database concepts and computer structure including systems, hardware, CPU and storage.

At the end of this course you should be well prepared to access a level 3 course in Computer Science including A Level and BTEC Level 3, leading to University, Apprenticeship or a Career in Computer Science.

The skills and knowledge you acquire will be useful in your life and in employment as you will have a more compete knowledge of how computer systems work.