



TRINITY COLLEGE

Year 9

Handbook

2021



TRINITY AVENUE, EAST PERTH, WESTERN AUSTRALIA

www.trinity.wa.edu.au

INTRODUCTION

Trinity College has its origins in Christian Brothers' College, St George's Terrace, Perth founded by Bishop Mathew Gibney and Brother Ambrose Treacy in 1894. From the beginning, both boarders and day students were enrolled, but as the business section of the city expanded, the site became increasingly unsuitable for a boarding school. In 1938, the boarders were transferred to Mount Henry, Manning, to found Aquinas College.

Christian Brothers' College continued as a day school until 1961 when the buildings and land were purchased by the Perth City Council. The College was then transferred to its present location in 1962, and renamed Trinity College.

In 1968 Trinity became a member of the Public Schools' Association of Western Australia. Trinity College endeavours to provide a distinctly Catholic environment where the students can form a truly Christian character and where students, parents and teachers can meet in an atmosphere of mutual concern and respect.

CURRICULUM OVERVIEW

At Trinity College Year 9 students study a number of compulsory or core subjects and have an excellent range of elective subjects from which to choose. The combination of core and elective subjects provide for the interests and academic needs of all students.

CORE SUBJECTS
Religious Education
English
Health and Physical Education
Humanities
Mathematics
Science

Students typically choose four semesterised elective subjects over the year, two in each semester.

YEAR - LENGTH ELECTIVE SUBJECTS	
Art-Year Long	Music
Italian	Materials Design and Technology-Year Long
SEMESTER - LENGTH ELECTIVE SUBJECTS	
3D Art (Sculpture)	Digital Photography Photoshop
Abstract Art	Drama
Ancient History	Engineering Systems
Applied Information Technology	Fine Art (Drawing & Painting)
Aquatics	Fitness & Health
Art	Game Design
Astronomy & Space Science	Materials Technology
Commerce	Mathematics Problem Solving
Creative Writing	Media
Debating & Public Speaking	Outdoor Education
Dance	Product Design
Design Graphics	Programming with Robotics
ELECTIVE SUBJECT - By Invitation	
Gifted and Talented Program FLEX (Semester Length)	
Network and Cyber Security (Year Long)	

BECOMING MEN PROGRAM

Becoming Men is a programme undertaken by every Year 9 student and incorporates the Year 9 Health programme.

Its broad goal is to prepare our boys to become resourceful adults. To make informed and good choices in their lives and to explore what it means to think and act like a good leader of themselves and others.

Throughout the course they explore:

- who or what their influences are in their lives, whether good or bad;
- resilience strategies and how to effectively deal with setbacks and difficult situations;
- how to work effectively with other people;
- personal leadership and how they can influence others in positive ways.
- healthy lifestyle choices

Much of these topics we assume our boys just pick up in life, but so much of the time this isn't the case and the Becoming Men programme is designed to address important life skills that we don't teach them formally in the curriculum.

CORE SUBJECTS

RELIGIOUS EDUCATION

Religious Education in Year 9 aims to encourage students to find a personal connection with God by enriching their religious knowledge and understanding of the Catholic faith tradition in the spirit of the Edmund Rice charism.

The College follows the Archdiocesan Religious Education programmes as mandated by the Bishops. The four units studied over the course of the year are:

- Unit 1: The Human Search for Truth
- Unit 2: People Grow Stronger Spiritually
- Unit 3: People Can Achieve Emotional Peace
- Unit 4: Christian Love and Sexuality

The Religious Education learning area focuses on the knowledge and understanding of the Gospel as it is handed on by the Catholic Church to those who follow Christ in today's world. The content and processes of the learning area are intended to ensure that students, through a process of cultural, systematic and critical reflection, learn the teachings of the Gospels and understand what it means to be a Christian and how Christians live their lives.

In Year 9 students learn that people have common questions and yearnings known as human heart questions. These questions lead people to God. They learn that the Magisterium guides Catholics in living out the Gospel. They recognise that Christians are called to share in the mission of Jesus by following God's laws.

Assessment is on content and application of this content in the students' context. Reporting is in grades as directed by the Catholic Education Office. Faith is personal and cannot be extrinsically tested, but the content taught in the Religious Education class is supported by the Galilee Retreat and the Christian Service Programme. Students attend Mass at regular intervals in the school year.

ENGLISH

Within the English subject there are two English courses offered in Year 9. The National Curriculum has been fully implemented for both of these English courses.

English (Mainstream)

Throughout the year, students will study a range of texts including short stories, novels, films, feature articles and multimodal texts. They will write fiction, essays, non-fiction texts, create visual texts and other comprehension responses. They will also complete a number of oral tutorials and tasks. Emphasis will also be given to the study of documentary film. All students will take part in a reading programme run in conjunction with the College Teacher-Librarian, and will also undertake a number of spelling and grammatical exercises designed to strengthen their functional literacy.

The subject is a diverse and challenging one that gives all boys an opportunity to develop their English skills and knowledge in a supportive and stimulating environment

English Course 3

This Course is a specially designed subject for boys identified as needing extra assistance in English. This supportive and stimulating classroom environment fashions a fully differentiated programme. In any one lesson, students will complete different activities that focus on their individual point of need, their independence and motivation and skill level throughout the year. A student in this programme will gain extra one on one attention to ensure that their development is assured.

Each students' progress is monitored throughout their enrolment in this course and their potential in rejoining English Course 1/2 will be revised. Overall, it will seek to provide all of its students with the skills necessary to move into a senior school course appropriate to the abilities and ambitions of the student.

HEALTH AND PHYSICAL EDUCATION

In Year 9, the content provides for students to broaden their knowledge of the factors that shape their personal identity and the health and wellbeing of others. They further develop their ability to make informed decisions, taking into consideration the influence of external factors on their behaviour and their capacity to achieve a healthy lifestyle. They continue to develop knowledge, skills and understandings in relation to respectful relationships. With a focus on relationship skills that promote positive interactions, and manage conflict.

Students focus on elements of speed and accuracy in different movement environments, while continuing to develop the efficiency of specialised movement skills. They explore ways to evaluate their own and others' performances through analysis of skills and movement patterns using basic biomechanical concepts. They transfer previous knowledge of outcomes in movement situations to inform and refine skills, strategies and tactics to maximise success.

Opportunities are provided for students to refine and consolidate skills and strategies for effective leadership and teamwork, and consistently apply ethical behaviour across a range of movement contexts.

The Health and Physical Education curriculum provides opportunities for students to develop, enhance and exhibit attitudes and values that promote a healthy lifestyle.

HUMANITIES

Year 9 Humanities is delivered within two courses, i.e. Humanities **Course 1/2** (mainstream), and Humanities **Course 3**. Students are directed into the appropriate course as a result of their performance in Year 8. Both courses study the same topics, however, assessments and the pace at which the study is undertaken will be modified to suit the learning needs of students in Humanities Course 3.

In Semester One, students will first study modern *History*, with a focus on the Industrial Revolution and World War One. Students will then examine what it means to be an Australian citizen as part of their study of *Civics and Citizenship*. In Semester Two, students will first focus on global interconnections, biomes and food security as part of their study of *Geography*. The theme of global interconnections continues in the study of *Economics and Business*, which involves examination of economic systems, the global economy and the management of risk and reward.

Throughout Year 9, emphasis is placed on developing the ability of students to access, interpret and present information. The teaching of each topic will incorporate Information Technology in class exercises and research, and there will be a variety of assessment styles used, including written assessments, exams, oral presentations and research assignments.

MATHEMATICS

The Year 9 Mathematics course is designed to extend student development and understanding in mathematical concepts. We will cover topics specified in the Western Australian Curriculum, namely: Number and Algebra, Measurement and Geometry, Statistics and Probability.

All Mathematics classes are streamed in Year 9 so that each boy has an opportunity to work at a standard to suit his individual ability and performance. The progress of all boys will be continually monitored and re-streaming will occur where performance warrants it. In Year 9 Mathematics there are four courses, Maths 1a, Maths 1b, Maths 2 and Maths 3. Maths 1a is designed for the most capable students including those who require extension work while Maths 1b focuses on the same curriculum without the extension material. Maths 2 is designed to focus content similar to Maths 1a and Maths 1b at a lower level and Maths 3 is provided to cater for students who need more intensive assistance in a supportive and stimulating classroom.

See *Appendix A: Senior Secondary Mathematics Pathways*.

SCIENCE

Students in Year 9 continue to develop their ability to think scientifically through conceptual areas of Physics; highlighting energy in wave and particle models, Chemistry: with emphasis on the properties and interactions between materials; Biology; studying homeostasis and ecosystems, and finally Earth and Space Science: with a focus on geology through the structure of the Earth and plate tectonics.

In addition, students undertake scientific investigations that reinforce the scientific methods and skills have already introduced. By the end of Year 9 students should be skilled in the required inquiry skills of Questioning and Predicting, Planning and Conducting, Processing and Analysing Data and Information, Evaluating and Communicating.

In Year 9 Science there are three courses, two of which follow the same program and complete common content and assessments. The extension course which is consist of more capable and likeminded students will cover, and be tested on, the same fundamental as the general course but they will have the opportunity to investigate more challenging and conceptually difficult concepts. In Course 3, students cover the same curriculum as the other courses, however, the pace of delivery of content is slower and more time is allowed for learning of key concepts. This course also adjusts the curriculum to allow more practise with literacy.

ELECTIVE SUBJECTS - Full Year Length

ART – Year Long

The Year 9 Art course is offered as a year-long elective to provide students with an opportunity to further their art education and broaden and develop their knowledge and skills in the Visual Arts.

This practical course promotes creativity, innovation and the development of skills through art making. Students will use and apply Visual Art language and artistic conventions in their design and production process. They experience, adapt and manipulate materials, techniques, art styles and processes when producing 2D and/or 3D artwork which communicates artistic intention. Students have opportunities to evaluate the contexts of culture, time and place within artwork. They will participate in a range of art activities in a variety of art forms which may include painting, sculpture, ceramics, printmaking, graphics, drawing, photo and digital media and installations.

ITALIAN

In Year 9 Italian students will learn to use the language to exchange information on topics of interests such as leisure time, sport, holidays, neighbourhood, the home, music and fashion. They will be able to do this by: engaging in short dialogues, corresponding through simple letters, short cards or notes for different occasions, giving information on likes and dislikes (foods/places to go), making arrangements, choices and decisions with others on what to eat and places to eat, giving and responding to simple invitations via telephone or in writing and ordering and paying for goods purchased. Students will also be able to understand information from a variety of short, simply spoken and written texts. The cultural aspect will focus on the Regions of Italy, Italian fashion and the freeway system in Italy.

MATERIALS TECHNOLOGY – Year Long

The Materials 'Year-Long' course is designed for students wishing to gain more experience in the area of Design and Technology than the semester course offers. It allows students to study in this area for the entire year rather than a single semester. The aim is to expose students to a broader range of skills and techniques used in the modern technological world and deepen their understanding about designing products and problem solving. It is a practical subject aimed at developing a deeper understanding about the nature and properties of materials and how they influence design as they create products and safely operate machinery and equipment in a workshop situation.

Wood, metals and plastics are still the primary focus, however the projects will be more challenging and give students an opportunity to demonstrate their natural aptitude in this area.

MUSIC (MU1/MU2)

The Year 9 Music elective builds on the foundation skills established in Year 8. Students who are learning an instrument either within or outside the College are strongly encouraged to take this elective. The Year 9 course puts emphasis on composing for instruments, developing the 'musical ear', keyboard skills, performing in small groups and the study of styles of music from different musical eras. To facilitate learning, students have access to the MIDI keyboard and computer facilities featuring Sibelius and other music related software. Theoretical musical concepts are learnt through practical application. Students who participate in one or more of the College's performing ensembles would benefit significantly from doing classroom Music.

This elective is also important grounding in music reading and writing for those who may wish to choose a Music Course of Study in Year 11 and 12.

MUSIC ADVANCED (MUA1/MUA2)

Students who completed the Year 8 Yearlong Advanced Course will continue in the Year 9 Yearlong Advanced Course. Suitably capable and recommended students may also apply to join this course (please see Dr Braham).

All music scholarship students are required to select Music (MU1/MU2) or Music Advanced (MUA1/MUA2) Course. This elective is also important grounding in music reading and writing for those who may wish to choose a Music Course of Study in Year 11 and 12

NETWORK AND CYBER SECURITY

Explore the exciting world of cyber security through this introductory course. Students will be introduced to the growth industry of network security and learn the highly sought-after tools and knowledge required to conduct network security audits. Students will learn about network technologies, data encryption, Python coding, Linux operating system and command line tools.

This course is suited for those with a keen interest in information technology and is a necessary prerequisite for students who may wish to be considered for the accelerated ATAR Computer Science course allowing students to complete a Year 11 and 12 ATAR course over Years 10 and 11.

ELECTIVE SUBJECTS - Semester Length

3D ART (Sculpture)

Through exploration of a variety of sculptural mediums, techniques and processes, students will develop an understanding of 3-dimensional form and construction. Students will explore creative sculptural activities that encourage personal fulfilment through designing, making and evaluating 3-dimensional artworks. They will use and apply Visual Art language and artistic conventions in their design and production process. Students experience, adapt and manipulate materials, techniques, art styles/processes when producing artwork which communicates artistic intention. Students will develop an appreciation of their own artwork and that of other artists and cultures.

ABSTRACT ART

This course will show you how to paint abstract and semi-abstract masterpieces! Students will learn pure design concepts, dynamic composition, colour for mood, special textures/effects and special methods to inspire and develop abstract art ideas. Students will explore a variety of painting techniques and mixed media methods. They will investigate a range of abstract styles, artists and art movements and develop an aesthetic understanding which will assist them to respond to and evaluate artworks. Students may also extend their learning into developing three dimensional artworks which reflect abstract concepts.

ANCIENT HISTORY

This semester-length unit will examine the lives and achievements of two of the most important figures in world history – Alexander the Great and Julius Caesar. Students will follow in the footsteps of Alexander as he conquered what was the known world, in the fourth century BC, and delve into the military and political genius of Caesar, who laid the foundation for the

Roman Empire. Library and IT resources, as well as works of classic literature, will be utilised by students in endeavouring to uncover the truth about these almost mythological figures.

By studying this unit, students will gain a greater appreciation of the impact the ancient world had on the progress of human history, as well as learn valuable lessons about modern conflicts and leaders. It will provide invaluable assistance to students studying the regular Humanities course, both by providing the historical basis for studies of Australian History and Law, and honing skills in inquiry, written communication and logical reasoning. Geographical skills and concepts relating to economic systems are also an important part of this course.

APPLIED INFORMATION TECHNOLOGY

Students develop their computing skills using a variety of software. They acquire skills in the areas of programming, web publishing, multimedia and animation. Students continue to develop their Photoshop skills by creating a range of images and graphics. They are introduced to programming and the "internet of things". Students complete practical projects using many forms of technology and media. The terminology they acquire is at a level which will permit them to have an informed view of the present state of computer technology and the likely developments in the future.

AQUATICS

The Year 9 Aquatics course will help students develop a variety of skills that they will be able to use in a recreational environment. The use of the aquatic facility will enable a very wide range of activities to be pursued that will help make the course both educationally rewarding and enjoyable.

The students learn the skills required for their Bronze Medallion qualification through Royal Life Saving Western Australia. These are valuable life skills, and the qualification may also assist the students in gaining meaningful part time or casual employment.

ART

This is a practical course which promotes creativity, innovation and the development of skills through art making. Students will use and apply Visual Art language and artistic conventions in their design and production process. They experience, adapt and manipulate materials, techniques, art styles and processes when producing 2D and/or 3D artwork which communicates artistic intention. Students have opportunities to evaluate the contexts of culture, time and place within artwork. They will participate in a range of art activities in a variety of art forms which may include painting, sculpture, ceramics, printmaking, graphics, drawing, photo and digital media and installations.

ASTRONOMY AND SPACE SCIENCE

This is a hands-on, activity-based elective that serves as an introduction for more advanced studies in Year 10. Students work with the College's robotic telescope to take digital images and process them using computer software. Students are encouraged to undertake a research project based on their area of interest. They will explore the possibility of life beyond the Earth (astrobiology) and space sciences. Students will build and launch their own rockets.

COMMERCE

This is a relevant and exciting course that introduces students to many issues related to money, finance and business. The course is an excellent background to Business, Accounting and Finance covered in Years 10, 11 and 12. One of the course outcomes is for students to develop good money management skills that will assist them now and in the future. The course may

include areas such as: Budgeting, Taxation, Banking, Savings, Investment, Shares and the Stock Market, and Credit.

CREATIVE WRITING

This course is for anyone who loves a good story and has an affinity with the written word in all its forms. Over the course of the semester, students will engage in a variety of modes of creative writing, including prose fiction, drama, poetry, and screenwriting. Students will explore the generic features of such texts and develop their own skills in writing in a variety of forms before working on an extended writing project. They will explore texts that challenge readers' expectations of genre and that use language in surprising ways. Students will experiment with language to develop their own unique writing style, a skill that will stand them in good stead for their further studies.

DANCE

Dance students are given further opportunities to choreograph using the elements of dance (BEST), choreographic devices and structures to develop choreographic intent. Building their technical competence, students are given an opportunity to perform in front of an audience in order to show clarity of movement, projection, focus, expression and musicality. They will look closely at a choreographers use of the elements of dance (devices & structures, design concepts) and investigate the evolution of popular dance styles. Dance genres or styles that may be taught, but are not limited to, include contemporary, ballet, jazz, hip hop, street dance, tap and cultural dance (e.g. Spanish, Indian, Bollywood).

DEBATING & PUBLIC SPEAKING

Students in this course will develop their skills in both debating and public speaking. Learning the tricks to effective Manner, Matter and Method, students will be given the opportunity to develop their skills in a real world context through participating in debating competitions as well as other public speaking opportunities. This course is not just for students with a passion for debating; it will prove useful for anyone who wants to learn how to work effectively in a team, develop critical thinking skills, learn the power of persuasion, improve their confidence or will one day need to give a 'best man' speech!

DESIGN GRAPHICS

Design Graphics is an exciting course that develops and prompts creative thinking. It aims at exposing students to the latest technology and design processes. It is a project based course which develops both the imaginative and creative aspects of graphic design and architectural development. Software such as the industry standard Adobe graphic suite, Sketch-Up Pro and Layout will be used to take students conceptual ideas and produce final design products and presentations.

Students will be able to express their ideas through a variety of design projects including packaging design, personal graphic design branding and a community based architectural project. From this, students will experience the Design Process, through analysing projects briefs, researching and producing development sketches and drawings. These hand drawing and rendering skills are still important in today's digital world and so will also be developed throughout the duration of the course. Finally, students will learn the basic techniques for communicating ideas, values and information to specific audiences for specific purposes and with specific intentions.

DIGITAL PHOTOGRAPHY AND PHOTOSHOP

This subject is a highly practical course that introduces advanced digital photography and Photoshop to students. Students will be required to plan and design creative works by using skills in capturing, editing and publishing digital photographs to a photo gallery in an electronic portfolio themed by the student. Students will utilise iPad's along with Digital SLR cameras to capture and create their works. Photoshop will be used to apply advanced filters and techniques to enhance the visual impact of their images for a target audience.

DRAMA

Students will be given the opportunity in this elective to present Drama as an event through a range of vocal and movement techniques. The course has been designed to develop confidence and communication skills through the inclusion of tasks that are creative and improvisational, to tasks that replicate the rigours of formal debates, public speaking and professional interviews. In Year 9, the main drama forms the course will cover are realism, melodrama and fencing. In addition to this, students will be studying Australian Drama and producing reflective responses using drama terminology and language.

ENGINEERING SYSTEMS

Engineering Systems helps students to develop an understanding of technology as it is applied in industry and commerce. The course uses a problem-solving approach, covering a variety of practical projects and includes electronic mechanisms, manufacturing, and robotics with real-life situations being emphasised throughout.

The popularity of Engineering at a tertiary level means that gaining exposure to this content is vital to consolidate skills and gain an understanding about the core theory used at higher levels.

FINE ART (Drawing and Painting)

Through exploration of a variety of drawing and painting mediums, techniques and processes, students will develop an understanding of 2-dimensional art. Students will explore creative drawing and painting activities that encourage personal fulfilment through designing, making and evaluating 2-dimensional artworks. They will use and apply Visual Art language and artistic conventions in their design and production process. Students experience, adapt and manipulate materials, techniques, art styles/processes when producing artwork which communicates artistic intention. Students will develop an appreciation of their own artwork and that of other artists and cultures.

FITNESS AND HEALTH

The aim of the elective is to extend students interested in improving their sport performance and physical fitness. Students will be introduced to a variety of training methods, fitness activities, and skills for physical activity beyond those covered in the normal Physical Education programme. These include: resistance (weight) training; cross training; and, speed and agility conditioning. Although there will be a theory component, the course will be predominantly practical and complement the other activities offered within the Physical and Health Education programme at the College.

GAME DESIGN

In this computer-based Game Design course students will be exploring a \$70bn a year industry. Through investigation students will learn what makes a challenging game and how simple ideas can be transformed into an innovative and thought-provoking game.

Students will develop skills in 2D static and animated graphics, team work, problem solving and the design process to create challenging and entertaining games.

The course will focus on project based activities which will cover storyboarding and planning a game through to creating graphics and finally incorporating movement, collisions, scoring, life and health, levels and strategies to their original games.

GIFTED AND TALENTED PROGRAM: YEAR 9 FLEX

Flexible Learning Enhancement (FLEX) provides an exciting opportunity for selected students in Year 9 to further enhance their critical, creative and independent thinking skills and develop personal goals to pursue their own learning aspirations. The students will continue to engage in philosophical discussions based on topical ethical and moral issues, however, they will begin looking closely at arguments to look for flaws and fallacies. This skill will help them to make informed decisions when reviewing research for assessment tasks, and to critically analyse political speeches, advertisements and information in general. The students have the opportunity to create humorous presentations demonstrating the use of fallacies and engage in an Amazing Race activity where they roam around the school, looking for and following clues, to find and identify various fallacies.

MATERIALS TECHNOLOGY

This project-based course allows students to design, make and evaluate items using a range of different resistant materials including wood, metal and plastic. Students will be taken through the design process, allowing them the flexibility and creativity in personally designing projects. They will also be introduced to the many pieces of equipment available in our state of the art Design and Technology workshop including the latest laser cutting technology and 3D printing devices.

As student safety is a high priority in all activities, a common understanding of safe work practices, risk management and an awareness of occupational safety and health is mandatory.

MATHEMATICS: PROBLEM SOLVING AND COMPETITION

This subject is designed for students who enjoy Mathematics and want to experience mathematical concepts outside of the normal syllabus. It is not just extra lessons to improve your level in your regular Mathematics programme.

Students who have **above average Mathematics** ability are strongly encouraged to participate in this most rewarding elective. This Mathematics elective is separate from the Year 9 mainstream Mathematics course and has very little common content. The course provides interesting and enjoyable activities and applications. Activities draw upon a wide range of familiar and unfamiliar contexts to develop Mathematical ideas.

Students will have opportunities to enter National and State-wide competitions, use computers, use Mathematical games **and learn problem solving strategies**.

This is an enriching and extension elective not a supportive elective.

MEDIA

This subject provides students with the opportunity to utilise a range of software applications and hardware devices relevant to the multimedia industry. Students will work with computer generated graphics, video, audio and animation. They will be exposed to the skills and technologies used in the commercial world of video production and editing. Students will record, edit and produce quality video productions of Trinity College events and enter short films competitions.

Through the creation of their own media works, students have opportunities to engage in this production process. Students will be involved in the design, editing and final appearance of the product. The course will focus on project based activities which will cover storyboarding, design and creation of media production in the students' chosen field.

OUTDOOR EDUCATION

The Year 9 Outdoor Education programme is designed to develop the students' preparedness for wilderness activities. The course focuses on navigation, cycling, camp cooking and canoeing. In view of the practical nature of the course it is essential all participants are prepared to be actively involved in all activities in varying and sometimes challenging conditions. Due to the emphasis on water-based activities, students are required to swim 200m in open water as a pre-requisite. The course will culminate in a 3 day/overnight camp at Camp Kelly, using the skills learnt in class for students who receive a satisfactory level of achievement. The course provides a firm grounding for the College's ongoing Outdoor Education programme.

PRODUCT DESIGN

During this semester long course students will learn a range of graphic techniques which will aid in the technology process of designing a CO2 race car. All work will be project-based and will include designing and modelling in both 2D and 3D mediums. This project is a highly competitive, functional model that competes on a 20 metre track and is capable of reaching speeds close to 90KPH. Proven race cars are able to represent the school in a National competition.

To produce the model, students work practically with various materials and the final model is constructed using balsa wood. The latest software available is used to program our laser and 3D printing devices. As a result, students experience the Design Process through prototyping products, testing the solution and evaluating the outcomes, while experiencing the excitement of the CO2 car racing series.

PROGRAMMING WITH ROBOTICS

Students choosing this course will be exposed to 21st Century automation technologies and develop the skills required to control robots designed and constructed using the latest EV3 Mindstorm Robotic sets. Students will learn to program the robots using servos, light, colour, ultrasonic and compass sensors to make them truly automated.

A portion of the course will also be devoted to designing and programming a robot to compete in the annual Scitech Robocup Junior Australia Competition.

SENIOR SECONDARY MATHEMATICS

