

Year 9

Course Guide

2027



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Year 9 Overview

Year 9 students study a core group of subjects throughout the year including: English, Mathematics, Religious Education, Science, Humanities, Health/Physical Education.

Alongside these core subjects, students study six electives (three per semester) allowing them to explore interests, develop new skills and broaden their learning experience.

Subject Selection Process

Students select their Year 9 electives using our online system.

They must choose ten preferences, as they may be allocated to any of the subjects they list.

Electives should be chosen based on:

- Genuine interest
- Curiosity to try new subjects
- Skills students want to develop
- Future learning opportunities

These electives are not prerequisites for Year 10, so students are encouraged to explore widely.

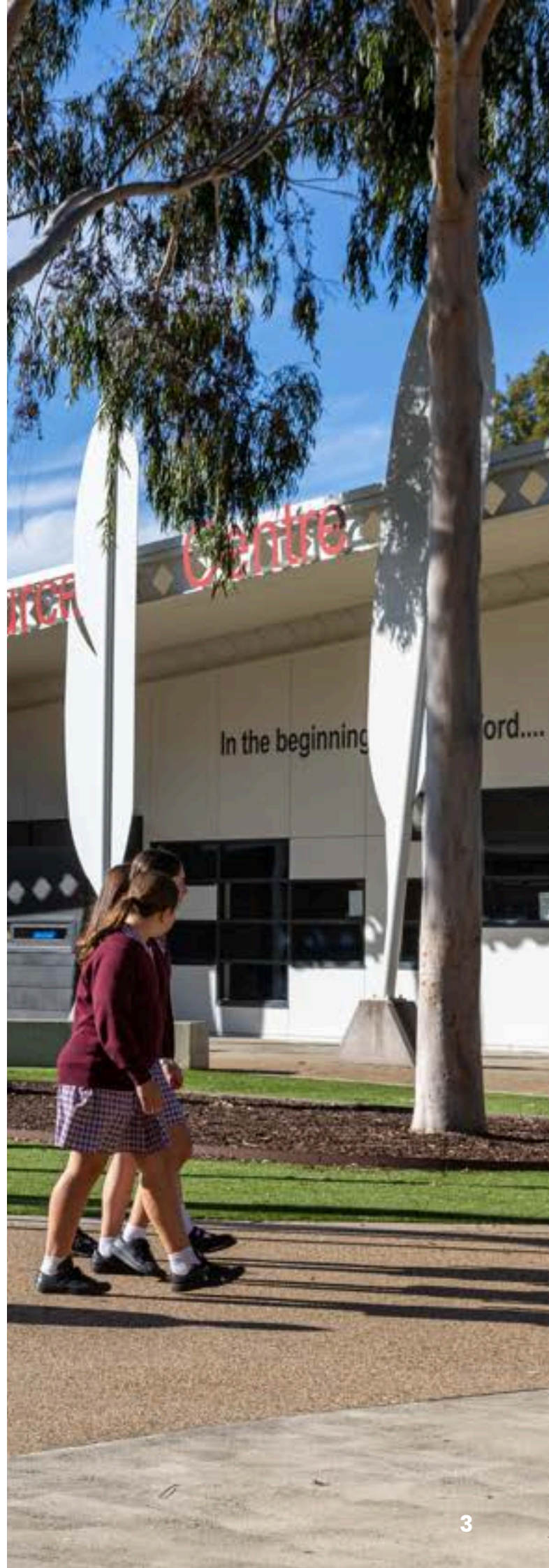
Deadline: Final selections for Year 9 (2027) must be submitted by **Friday the 31st of July at 9am.**

Where to Get More Information

Students and families can seek guidance from:

- Subject teachers
- Homeroom Mentors
- Stage Leaders
- House Leaders
- Older students and siblings

These conversations help students make informed choices that match their goals and strengths.



Year 9 Curriculum

COMPULSORY CORE - STUDIED ALL YEAR

English

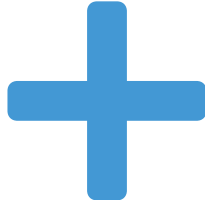
Maths

Science

Religious
Education

Health/
Physical
Education

Humanities



ELECTIVES

SEMESTER ONE

Elective 1

Elective 2

Elective 3

SEMESTER TWO

Elective 1

Elective 2

Elective 3

Year 9 Core Subjects

English

What students do

- Read, view and analyse a wide range of texts, including novels, films, media and persuasive pieces
- Create imaginative, analytical and persuasive writing
- Participate in discussions, debates and oral presentations

How they learn

- Explore how authors use language to influence audiences
- Practise writing through structured tasks, drafting and feedback
- Build understanding through reading, research and collaborative learning

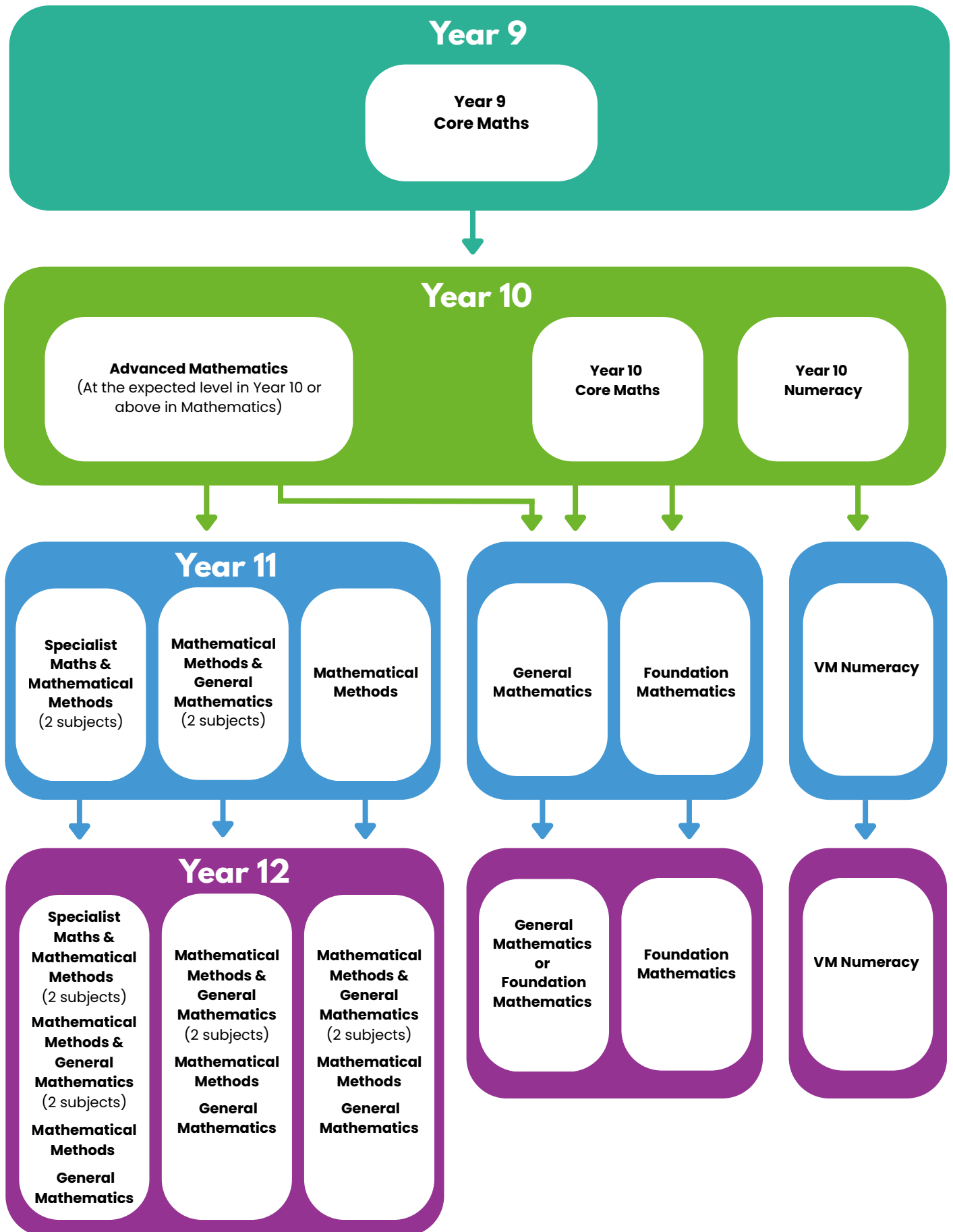
What they gain

- Strong communication and critical thinking skills
- Confidence analysing and creating complex texts
- A solid foundation for VCE English pathways



Mathematics

Pathways in Senior Mathematics



Mathematics

What students do

- Work with Number, Algebra, Measurement, Geometry, Statistics and Probability
- Solve problems using mathematical reasoning and real-world applications
- Prepare for differentiated pathways in Year 10 and beyond

How they learn

- Use evidence-based resources that support direct and explicit instruction
- Practise skills through guided instruction, independent tasks and group activities
- Use diagrams, models and digital tools to explore concepts
- Build fluency through repetition, routines and targeted practice

What they gain

- Confidence applying mathematical procedures
- Strong problem solving and logical reasoning skills
- Readiness for future pathways including General, Methods or applied Mathematics

Religious Education

What students do

- Study religious diversity, synoptic gospels, moral decision-making and concepts of death and new life
- Explore Abrahamic religions and contemporary Australian faith contexts
- Participate in prayer, Mass, liturgies and social justice activities

How they learn

- Follow the Source of Life curriculum
- Analyse texts, participate in discussions, and complete structured learning tasks
- Compare beliefs, values, and ethical frameworks

What they gain

- Understanding of major world religions and Catholic perspectives
- Broader awareness of identity, diversity, and moral reasoning

Science

What students do

- Explore a range of theories and cycles to understand how matter, energy, and living systems interact
- Conduct experiments and analyse scientific data
- Explore how scientific models explain natural phenomena

How they learn

- Use hands-on experiments to test ideas
- Apply scientific thinking to interpret results
- Work collaboratively to discuss findings and compare evidence

What they gain

- Practical laboratory and investigation skills
- Understanding of key scientific concepts across physics, chemistry and biology
- Confidence analysing data and drawing conclusions

Health & Physical Education

What students do

- Participate in a wide range of sports and physical activities
- Learn about mental health, respectful relationships, decision-making and personal wellbeing
- Build movement skills and analyse performance

How they learn

- Practise skills through games, drills and team activities
- Explore health topics through discussions, scenarios and inquiry tasks
- Apply strategies to real-life situations

What they gain

- Improved fitness, coordination and teamwork
- Knowledge to make healthy, informed choices
- Confidence in physical activity and personal wellbeing

Humanities

What students do

- Study Geography, History, Civics and Economics
- Investigate biomes, food security, World War I, government systems and economic decision making
- Analyse sources, maps, data and case studies

How they learn

- Use inquiry questions to guide research
- Work with primary and secondary sources
- Discuss ideas and present findings in written and visual formats

What they gain

- Strong analytical and research skills
- Understanding of how societies develop and function
- Awareness of global issues and their impact on communities



Year 9 Elective Subjects

Astronomy

Ceramics

Creative Writing

Design & Technology

Food

Jewellery

Materials

Systems

Textiles

Digital Technology

Game Art & Animation

Future Technologies

Programming

Robotics

Drama

Environmental Science

F.I.R.S.T in Football (AFL)

Forensic Science

Geography

Get Published: Student Zine

History

Languages

Indonesian

Italian

Literature

Media

Music

Music: Just Vocals

Musical Theatre & Dance

Painting & Drawing

PE Extension

Photography & Printmaking

Rewild

Seeds of Change

VCD: Industrial Design

Visual Communication Design

Youth Enterprise



Astronomy

What students do

- Explore celestial objects, space science and the physical universe
- Investigate NASA and ESA missions and current space research
- Create astrophotography using real telescope data
- Complete a scientific research project on a chosen space topic

How they learn

- Analyse real astronomical images and data
- Use digital tools and telescope archives
- Work independently and collaboratively on inquiry tasks

What they gain

- Understanding of space science and astronomical processes
- Skills in scientific investigation and data interpretation
- Insight into modern space exploration and research

Ceramics

What students do

- Create ceramic and sculptural artworks using a range of materials
- Experiment with hand-building, wheel-throwing, carving and surface decoration
- Research artists to inspire their own work

How they learn

- Practise techniques through hands on workshops
- Use tools, equipment and processes safely and creatively
- Develop ideas through sketches, trials and folio work

What they gain

- Strong craftsmanship and creative problem solving skills
- Confidence working with clay and sculptural materials
- Understanding of ceramic traditions and contemporary practice



Creative Writing

What students do

- Write short stories, poetry, scripts and creative non-fiction
- Experiment with narrative voice, structure and style
- Produce polished pieces for potential publication

How they learn

- Practise writing through workshops, drafting and feedback
- Analyse mentor texts to understand effective writing techniques
- Work individually and collaboratively on writing projects

What they gain

- Strong creative writing and storytelling skills
- Confidence expressing ideas through written language
- A deeper understanding of narrative craft and author style

Design & Technology

Design & Technology: Food

What students do

- Explore how culture, community and environment influence food choices
- Investigate Indigenous food knowledge and sustainable food systems
- Design and prepare creative dishes

How they learn

- Practise cooking skills through hands-on sessions
- Analyse recipes, ingredients and nutritional value
- Test, produce and evaluate food products

What they gain

- Practical kitchen and food design skills
- Understanding of sustainable and culturally informed food practices
- Confidence preparing and evaluating meals

Design & Technology: Jewellery

What students do

- Design and create jewellery pieces using metals and mixed materials
- Produce items such as rings and personalised accessories
- Document their design process in a folio

How they learn

- Practise metalworking techniques through guided projects
- Use tools safely to cut, shape and finish materials
- Research jewellery designers for inspiration

What they gain

- Craftsmanship and fine-motor skills
- Understanding of materials and design processes
- Confidence creating functional, aesthetic products

Design & Technology: Materials

What students do

- Construct wooden products and other functional items
- Use hand and power tools safely
- Work through the design process to solve practical problems

How they learn

- Practise construction techniques through structured projects
- Develop design ideas through sketches and planning
- Evaluate their work and refine techniques

What they gain

- Practical building and tool-use skills
- Creative and analytical thinking
- Confidence producing well crafted products

Design & Technology: Systems

What students do

- Explore mechanical, electrical and electronic systems
- Build and test simple technological solutions
- Solve design problems using systems thinking

How they learn

- Use tools and components to construct working models
- Apply scientific and mathematical principles
- Follow the design process from concept to evaluation

What they gain

- Understanding of how systems work together
- Practical engineering and problem solving skills
- A foundation for future STEM pathways

Design & Technology: Textiles

What students do

- Design and create textile items such as hoodies and bucket hats
- Use sewing machines, overlockers and Cricut tools
- Apply decorative techniques like embroidery and printing

How they learn

- Follow the full design process
- Practise sewing and construction techniques
- Manage time and materials to complete projects

What they gain

- Practical textile and garment construction skills
- Creativity and confidence working with fabrics
- Understanding of product design and production



Digital Technology

Digital Technology: Game Art & Animation

What students do

- Create pixel art, animations and 3D models
- Design game assets and simple animated sequences
- Use software such as Aseprite and Blender

How they learn

- Follow tutorials and guided demonstrations
- Practise digital art techniques through projects
- Apply keyframing and rendering skills

What they gain

- Digital art, animation and modelling skills
- Understanding of visual design for games
- Confidence using creative software tools

Digital Technology: Future Technologies

What students do

- Explore drone technology and its real-world uses
- Learn drone laws, safety and regulations
- Pilot and code mini-drones

How they learn

- Practise flying and coding drones
- Use drones for mapping, photography and videography
- Investigate industry applications

What they gain

- Practical drone operation and coding skills
- Understanding of emerging technologies
- Confidence applying STEM in real contexts



Digital Technology: Programming

What students do

- Learn programming concepts and logic
- Create simple games and applications
- Explore how computers work behind the scenes

How they learn

- Practise coding through structured tasks
- Use tools such as Game Maker, Flash, VB and app builders
- Build programs step-by-step with teacher guidance

What they gain

- Foundational programming and computational thinking skills
- Confidence designing and debugging code
- A pathway into more advanced digital technologies

Digital Technology: Robotics

What students do

- Build and program robots using VEX kits
- Complete engineering challenges
- Apply STEM principles to real problems

How they learn

- Work through self directed construction tasks
- Use coding to control movement and behaviour
- Apply scientific reasoning and mathematical thinking

What they gain

- Practical robotics and engineering skills
- Problem-solving and teamwork abilities
- A strong foundation for future STEM learning

Drama

What students do

- Create characters using voice, movement and gesture
- Perform improvisations and scripted scenes
- Explore stagecraft elements such as lighting, props and costume

How they learn

- Practise through games, rehearsals and workshops
- Analyse performances and reflect on their own work
- Study historical influences on theatre

What they gain

- Confidence performing for an audience
- Strong communication and collaboration skills
- Creative expression and dramatic technique

Environmental Science

What students do

- Investigate ecosystems, biodiversity and environmental change
- Conduct fieldwork at the Mullinmur Billabong
- Explore sustainability and human impact

How they learn

- Collect and analyse environmental data
- Study case studies and real-world examples
- Apply scientific methods to ecological questions

What they gain

- Practical fieldwork and scientific skills
- Understanding of environmental systems
- Awareness of sustainability and stewardship



F.I.R.S.T in Football (AFL)

What students do

- Participate in innovative AFL training sessions with a strong focus on Galen F.I.R.S.T values
- Develop important life skills, values and habits with a direct link to the Australian Football community
- Improve Australian Football skills, game awareness & leadership

How they learn

- Using AFL match play to develop communication and interpersonal skills
- Advanced practical sessions and classroom theory lessons
- Application of the Galen F.I.R.S.T values to build young athletes and contributors in the community

What they gain

- Values and habits that can be used in Australian Football and in life
- Improved confidence in Australian Football skills and understanding
- An understanding of how F.I.R.S.T values create impactful positive changes in the community and AFL

Forensic Science

What students do

- Investigate crime scenes using forensic techniques
- Analyse fingerprints, fibres, handwriting, blood patterns and DNA
- Complete a crime-scene report and research project

How they learn

- Practise forensic methods through hands-on activities
- Apply scientific reasoning to solve cases
- Work collaboratively to interpret evidence

What they gain

- Analytical and investigative skills
- Understanding of forensic science applications
- Confidence solving complex, real-world problems

Geography

What students do

- Investigate physical and human geography topics
- Study natural hazards, disease spread, land use and environmental change
- Conduct fieldwork and local case studies

How they learn

- Collect, interpret and present geographical data
- Analyse maps, graphs and real-world examples
- Apply problem solving to environmental issues

What they gain

- Strong geographical inquiry skills
- Understanding of global and local environmental processes
- Ability to interpret and communicate spatial information

Get Published: Student Zine

What students do

- Create writing, art and graphic content for a real publication
- Develop a digital and print zine for the school community
- Work with local authors and journalists

How they learn

- Practise writing in multiple forms and styles
- Collaborate to edit, design and publish a final product
- Explore creative expression and media production

What they gain

- Authentic publishing experience
- Strong writing, editing and design skills
- Confidence sharing creative work with an audience

History

What students do

- Investigate the rise of pop culture in the 20th century
- Analyse the Vietnam war including causes and consequences
- Look into the impact global stars had on the World and Australia during the 20th century

How they learn

- Study primary and secondary sources
- Discuss historical perspectives and interpretations
- Use media such as movies and television to improve understanding of 20th century pop culture

What they gain

- Critical thinking and historical analysis skills
- Understanding of key events and pop culture icons that shaped the 20th century
- Ability to form informed, evidence-based arguments

Languages

Languages: Indonesian

What students do

- Consolidate and extend upon Year 8 Indonesian.
- Explore and expand on everyday useful language.
- Explore social norms and cultural practices and traditions from Indonesia.

How they learn

- Practise speaking, reading, listening and viewing, and writing
- Use authentic texts, audio and digital resources
- Participate in excursions, incursions and immersions to experience the language in real-life contexts

What they gain

- Improved communication and comprehension skills in the target language
- Cultural understanding of Indonesian life
- Skills that support English literacy and future language study



Languages: Italian

What students do

- Consolidate and extend upon Year 8 Italian
- Explore and expand on everyday useful language
- Explore social norms and cultural practices and traditions from Italy

How they learn

- Practise speaking, reading, listening and viewing, and writing
- Use authentic texts, audio and digital resources
- Participate in excursions, incursions and immersions to experience the language in real-life contexts

What they gain

- Improved communication and comprehension skills in the target language
- Cultural understanding of Italian life
- Skills that support English literacy and future language study

Literature

What students do

- Read novels, plays, poetry and short stories
- Analyse literary techniques and author craft
- Write creatively and critically

How they learn

- Discuss texts and explore multiple interpretations
- Practise writing through creative and analytical tasks
- Study the work of recognised writers

What they gain

- Deep appreciation of literature
- Strong analytical and expressive writing skills
- Confidence interpreting complex texts

Media

What students do

- Create media products including video, audio and advertising
- Study television history and modern media trends
- Analyse how media influences audiences

How they learn

- Practise filming, editing and scriptwriting
- Explore genres such as sitcoms and advertising
- Produce practical media projects

What they gain

- Practical media production skills
- Critical thinking about media messages
- Understanding of storytelling and visual communication

Music

What students do

- Perform music individually and in groups
- Learn rehearsal, performance and evaluation techniques
- Compose and arrange music

How they learn

- Practise using instruments and digital tools
- Analyse music from different cultures and genres
- Develop aural and notation skills

What they gain

- Strong performance and musicianship skills
- Creativity in composition and arrangement
- Confidence presenting music to an audience

Music: Just Vocals

What students do

- Learn solo and group singing techniques
- Perform songs across different styles
- Develop vocal confidence and expression

How they learn

- Practise through rehearsals and vocal exercises
- Work collaboratively in ensembles
- Study music reading and performance skills

What they gain

- Improved vocal technique
- Confidence performing for an audience
- Strong ensemble and rehearsal skills

Musical Theatre & Dance

What students do

- Learn singing, acting and dance skills
- Create musical theatre routines
- Respond to scripts and songs

How they learn

- Work with teachers and external specialists
- Analyse live performances
- Practise choreography, staging and expressive skills

What they gain

- Confidence performing across multiple disciplines
- Creativity and stagecraft understanding
- Experience in collaborative performance



Painting & Drawing

What students do

- Explore painting and drawing techniques
- Study portraiture, still life and landscape
- Create artworks inspired by other artists

How they learn

- Practise through guided workshops
- Develop a folio of ideas, trials and final works
- Analyse their own and others' art

What they gain

- Strong visual art and technical skills
- Creative confidence and personal expression
- Understanding of artistic styles and aesthetics

PE Extension

What students do

- Study physical activity, coaching, fitness and performance enhancement
- Learn theoretical concepts of anatomy, skill acquisition and fitness
- Participate in practical sessions linked to course concepts

How they learn

- Practise skills through structured physical activities
- Analyse performance and basic training methods
- Study health, fitness and coaching theory

What they gain

- Strong preparation for VCE PE
- Understanding of training principles and performance strategies
- Improved physical literacy and analytical skills



Photography & Printmaking

What students do

- Explore photography and printmaking techniques
- Use darkroom processes and lino printing
- Create a folio of visual artworks

How they learn

- Practise hands-on printing and image-making
- Study the history of reproduced images
- Experiment with materials and processes

What they gain

- Technical skills in photography and printmaking
- Creative confidence and visual literacy
- Understanding of image-making traditions

Rewild

What students do

- Participate in outdoor education and creative activities
- Complete physically challenging tasks such as bushwalking
- Explore identity, wellbeing and leadership

How they learn

- Engage in experiential learning outdoors
- Reflect on personal growth and resilience
- Use creativity to support mental health

What they gain

- Leadership and teamwork skills
- Confidence in outdoor environments
- Personal growth and wellbeing awareness

Seeds of Change

What students do

- Explore sustainable food systems and agriculture
- Visit farms, meet producers and study food pathways
- Establish and maintain a school kitchen garden

How they learn

- Engage in hands-on gardening and cooking
- Investigate environmental impacts of food production
- Work collaboratively on real-world sustainability projects

What they gain

- Practical gardening and food-production skills
- Understanding of sustainable living
- Empowerment to make environmentally conscious choices

VCD: Industrial Design

What students do

- Design products that interact with the human form
- Create technical and freehand drawings
- Explore ergonomics and innovative product design

How they learn

- Practise drawing techniques using specific media
- Follow the design process from concept to presentation
- Study industrial designers for inspiration

What they gain

- Strong technical drawing and design skills
- Understanding of product design and ergonomics
- Confidence developing creative, functional concepts

Visual Communication Design

What students do

- Create visual solutions in communication and environmental design
- Follow a design brief to develop ideas
- Produce typography, layout and architectural design work

How they learn

- Practise drawing, rendering and digital design
- Apply design elements and principles
- Analyse contemporary designers for inspiration

What they gain

- Practical design and visual communication skills
- Creative and critical thinking abilities
- A strong foundation for senior VCD

Youth Enterprise

What students do

- Design, prototype and market a business idea
- Explore how the share market works
- Solve real business problems

How they learn

- Work through case studies and simulations
- Collaborate to develop and run a small enterprise
- Analyse financial decisions and business strategies

What they gain

- Entrepreneurial thinking and problem solving skills
- Understanding of business operations and investment
- Confidence developing and pitching ideas

Contacts

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