YEAR 9 COURSE HANDBOOK | 2027



NARRE WARREN SOUTH P-12 COLLEGE

Getting the best from and for our students

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Year 9 Introduction

Dear Students and Families,

Welcome to the Year 9 Curriculum Program at Narre Warren South P–12 College. Year 9 is an exciting stage of learning where students have the opportunity to explore their interests, challenge themselves, and begin considering pathways that may support their future educational and career aspirations.

This handbook has been designed to provide detailed information about the subjects and programs available to Year 9 students. Alongside the core curriculum, students have the opportunity to select elective subjects that align with their interests, strengths, and goals. Thoughtful subject selection can enhance engagement, develop valuable skills, and provide experiences that support future success in Years 10–12 and beyond.

All Year 9 students undertake core studies in English, Mathematics, Science, Humanities, Health and Physical Education, and Personal Development. These subjects provide the essential knowledge, skills, and capabilities required by the Victorian Curriculum and ensure students maintain a broad and balanced education.

Students are also required to select elective subjects from a diverse range of learning areas. Students will choose four elective preferences and undertake two electives each semester. Programs such as Fusion, STEM, VAMM, the Advanced Sport Program, Rugby Academy, Soccer Academy, and Languages (where selected) are year-long commitments and must be undertaken for the full school year.

To support students in making informed decisions, we encourage them to:

- Read all subject descriptions carefully
- Consider their interests, strengths, and future goals
- Maintain a broad and balanced program of study
- Discuss subject choices with parents/carers, teachers, Year Level Coordinators, and Learning Specialists
- Seek advice during the course counselling process
- Explore opportunities that may support future pathways and career aspirations

Students should rank their elective preferences in order, with 1 being their most preferred subject choice. While every effort will be made to allocate students to their preferred electives, the College cannot guarantee that all students will receive their first-choice subjects due to timetabling, staffing, and class size considerations.



We encourage all students to embrace the opportunities that Year 9 provides, approach the subject selection process thoughtfully, and choose subjects that will inspire curiosity, engagement, and personal growth.

We look forward to supporting you on your Year 9 learning journey.

Skye Blyth

Year 7-9 Assistant Principal

Year 9 Core Subjects

- English/EAL
- Mathematics
- Humanities
- Health and PE
- Science
- Year 9 PRIDE Program

Look for this symbol next to the subject 

Year 9 Electives

A variety of electives consisting of one or more courses of study (unit teams) are offered to students to ensure they have access to a range of Discipline Domains. All electives are outlined, enabling students to choose courses of study based on their interests.

These elective courses of study run for a semester. Students will be required to complete 8 electives over the academic year. Availability of student courses of study choice may alter to some extent due to timetabling and student numbers.

The course of study electives are based on a philosophy of authentic experiential learning where students are engaged in curriculum that develops skills and knowledge consistent with the appropriate standard levels in each Domain, within a meaningful and purposeful context.

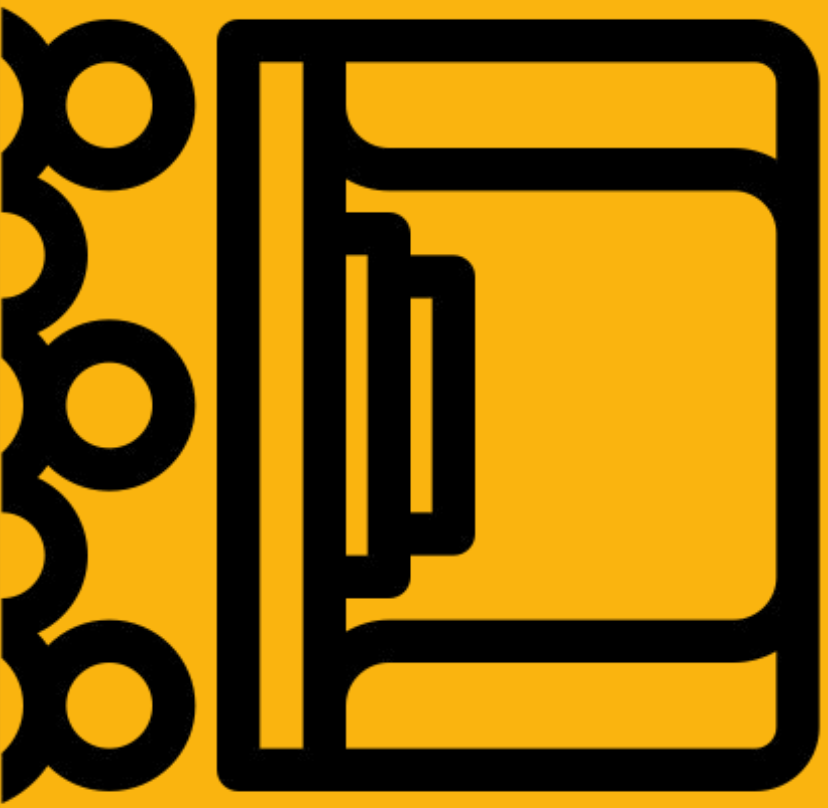
Look for this symbol next to the subject 

Please refer to the table on the following page for Core and Elective Subjects.

2027 Subject Planner

The Victorian Curriculum has requirements on what students MUST study across Years 9 and 10. Students and their Course Counsellor must ensure that their learning program meets these requirements.

Subject	Victorian Curriculum	Subjects to be studied in Year 9 2027	Subjects to be studied in Year 10 2028
The Arts	Must complete one Arts discipline in either Year 9 or Year 10. The disciplines are: Dance Drama Music Media arts Visual arts Visual Communicat ion Design		
English	Compulsory at 9 & 10	Compulsory	Compulsory
Math	Compulsory at 9 & 10	Compulsory	Compulsory
HPE	Compulsory at 9	Compulsory	
Humanities	Must complete one Humanities subject, that includes all disciplines, in either Year 9 or Year 10. The disciplines are: History Geography Civics Citizenship Economics Business		
Science	Compulsory at 9 & 10	Compulsory	Compulsory
Technology	Must complete one Technology subject, in both disciplines, in either Year 9		



PERFORMING ARTS

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Year 9 Dance

Students explores a broad range of different dance styles throughout the semester such as hip-hop, contemporary modern, jazz and more. They will explore a range of different genres through a variety of practical activities and workshops. Students will work on developing their dance techniques and confidence in class, with many opportunities to perform and expand their performance skills.

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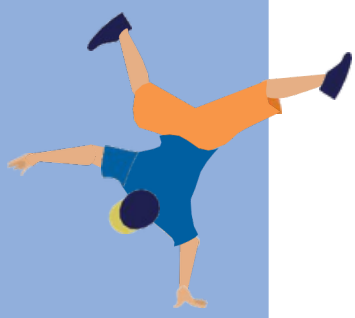
Year 9 Drama

Year 9 Drama gives students the opportunity to create, perform, and analyse their own drama performances in groups and individually. They will incorporate inspiration from a range of performance styles, and social, historical, and cultural contexts. Students will participate in workshops and incursions, including improvisation and comedy skills, learning how professional performances are made, and how to work in various aspects of production design. They will have the opportunity to attend professional theatre performances, and analyse the creative choices involved in the shows.

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Year 9 FUSION Dance/ Drama (whole year elective)

The FUSION Dance/Drama program allows Year 9students to experience a range of different dance and drama movements, styles and techniques to ready them for a senior subject selection in Year 10. Students in this program will explore and learn musical theatre, along with a variety of modern and contemporary performance skills. They will participate in the schools Musical Showcases, Performing Arts showcases and a wide range of performance opportunities. They will learn also learn and contribute to theatre studies program including theatrical operations, backstage roles and productions design. Students who choose this program will need to have had experience in either dance or drama and are comfortable with performing in front of others.





VISUAL ARTS

E

Year 9 3D Art

Students are introduced to a range of 3D art techniques to successfully create sculptures and ceramic art works. This includes casting, hand building, wire, modelling, recycled materials, and a variety of ceramic techniques. Students translate their own ideas, observations and experiences into finished art works using the artmaking process and develop hands-on skills with materials such as clay, stone, found objects, wire and plaster.

E

Year 9 Art

In Art students will create 2-dimensional artworks in drawing, painting and printmaking. Developing their drawing skills, students will use materials such as charcoal, pastel, pencil, markers and ink to explore techniques such as observing proportions, creating contours, and shadows and highlights. Students will develop their skills in painting including acrylic and watercolour painting and the associated materials and techniques. In printmaking students will explore a range of techniques including drypoint etching, monoprinting, screenprinting and linocut. To further inspire and develop their creativity students will be exposed to a range of figurative (realistic) and abstract artworks, learning how influential artists make artworks.

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Year 9 VAMM (whole year elective)

VAMM - VisualArts andMultimedia runs for the whole year. It is an intensive program to really develop students knowledge and skills across Visual Arts, Visual Communications and Media. Students will get to explore materials and techniques in ways not covered in our other art electives, allowing for further development of skills and more time to really build students knowledge. Students will get to use programs such as Procreate to explore the ever growing industry of digital art and design and the Adobe Suite for industry standard media practices.

E

Year 9 Visual Communication Design

In Visual Communication Design students will communicate visually and conceptually for a range of design fields including environmental, message, object, and interactive experience design. Students will explore the elements and principles of design, utilising traditional skills and digital applications to successfully deliver design solutions. They will learn technical drawing conventions such as how to draw one-point perspective and two-point perspective, floor plan and elevations, rendering drawings and model making, and using software such as Procreate. Students present and evaluate their designs, looking at past design movements and influence on current designs.

E

Year 9 Film Studies

Year 9 Film studies allows students to watch and analyse films, genres and styles, whilst also giving them the opportunity to create films themselves. Students will learn how to plan, film and edit short films, whilst also analysing how film-making techniques are used by different directors to create interesting and engaging movies. Students will learn how to use digital film cameras, sound recording devices, Adobe editing software and industry standard film-making techniques. They will review and critique professional feature length and short films, whilst applying this knowledge to their own film productions.

E

Year 9 Photography

In Photography, students will be exposed to the world of art and studio photography. Students will learn how to manually use our high-quality cameras to produce photographs using various styles and techniques inspired by famous photographers. Students will learn how to also use industry-specific programs such as Adobe Photoshop and professional studio lighting and spaces. This elective is designed for students who enjoy working with cameras and can imagine themselves working in the Media or Arts industry in their future.

E

Year 9 New Media

Year 9 New Media will delve into the ever-changing world of social media. Students will learn how social media is used to market products and services, to then learn how to plan, produce and edit social media campaigns. Students will analyse and discuss how media influences audiences and how trends and social media issues impact the real world. Students will learn how to use new media technologies and software's to apply professional knowledge to social media communication and marketing. In this subject students will be able to critique and reflect on the issues that arise due to social media use and consider the implications of new media technologies in the 21st century..

E

Year 9 Digital Art and Design

Year 9 Digital Art and Design will focus on using current industry programs and apps, such as the Adobe Suite and Procreate, to create work digitally. This unit focuses on preparing students for Visual Arts and Visual Communications focused jobs, such as Graphic Design or Illustration, and how it is possible to combine physical and digital art depending on the need and outcome. Students will look at artists working digitally today and consider the shift from how traditional artists worked in the past to what is possible today and moving forward. Some of the tasks students will look at will include environmental design, responding to a brief and children's book illustration.



ENGLISH & EAL

C

Year 9 English

This course of study aims to further extend and develop student literacy skills. Students will develop greater awareness of the way language varies according to its purpose, audience and context and use language to interact and to support strengthening relationships and roles.
Students engage with a variety of texts for enjoyment and learning. They analyse, interpret, evaluate, discuss, create and perform a range of texts. Students create a range of texts whose purposes may be aesthetic, narrative, reflective, informative, persuasive, analytical and/or critical, for example stories, performances, reports, discussions, literary analyses, arguments, transformations of texts and reviews for a range of audiences.

C

Year 9 EAL

This study aims to enable students to develop critical understanding and control when using Australian English in a variety of situations, ranging from the personal and informal to more public occasions. Students will be expected to communicate ideas, feelings, observations and information effectively both orally, in writing, and to a range of audiences. This course recognises and values student diversity and encourages self-esteem by enabling students to use the English language confidently and take responsibility for their own language development. Students carry out classroom activities that integrate the skills of reading, writing, speaking, listening and thinking.





HEALTH & PHYSICAL EDUCATION

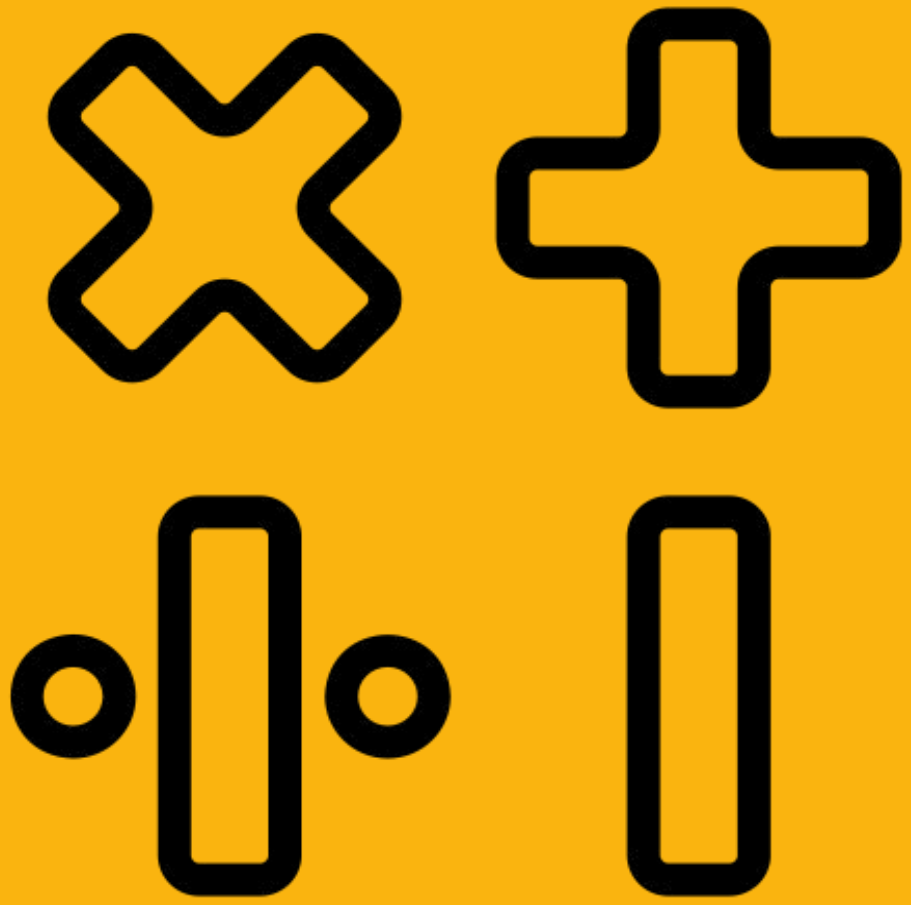
C

Health and Physical Education

In Health, students will develop their understanding of the factors that influence their identities, relationships, decisions and behaviours and the impact attitudes and beliefs about diversity have on community connection and wellbeing. They will evaluate the outcomes of emotional responses to different situations and apply health information from credible sources to propose responses to situations in the home, in the school and the community. Students will explore interventions to improve fitness and physical activity levels in their communities and examine the role physical activity has played historically in defining cultures and cultural identities.

Students identify and analyse factors that contribute to respectful relationships. They explain the importance of cooperation, leadership and fair play across a range of health and movement contexts to enhance their own and others' health, safety and wellbeing. They will participate in challenging movement situations and provide feedback about their own and others' specialised movement skills and movement performances. They work collaboratively to design and apply solutions to movement challenges.





MATHEMATICS

C

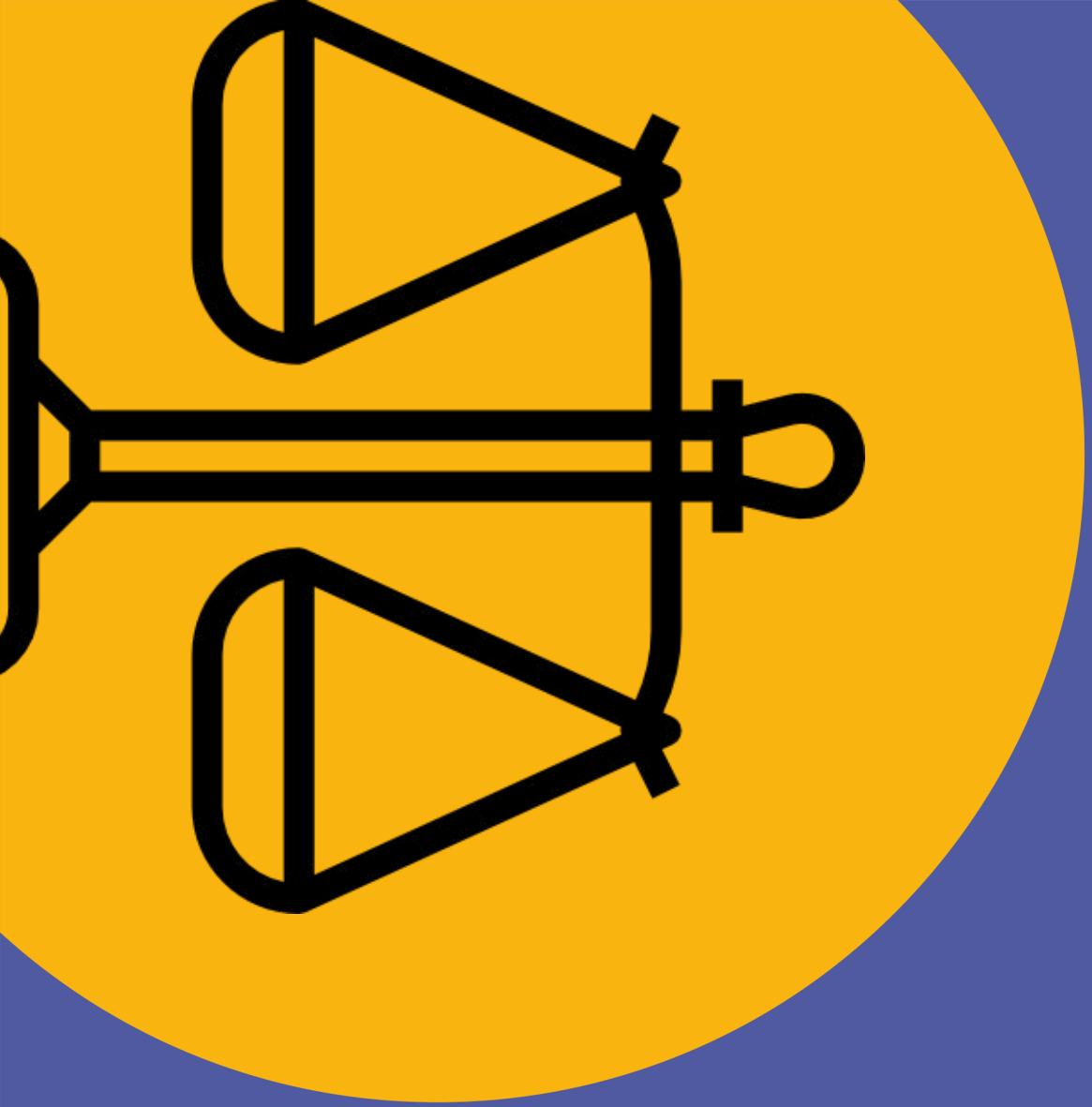
Mathematics

In Year 9, learning in Mathematics builds on each student's prior learning and experiences. Students engage in a range of approaches to the learning and doing of mathematics that develop their understanding of and fluency with concepts, procedures and processes by making connections, reasoning, problem-solving and practice. Proficiency in mathematics enables students to respond to familiar and unfamiliar situations by employing mathematical strategies to make informed decisions and solve problems efficiently.

We aim to provide education that allows students to explore the curriculum in depth especially with key topics that are essential for future years of education. The mathematics curriculum is set up in a way that every student can achieve their personal best, where students can work at differing levels. Students have an opportunity to be placed in advanced classes, based on their scores from Year 8 in combination with teacher recommendations as well as NAPLAN scores from Year 7.

Our Mathematics Curriculum has been developed in line with the current Victorian Curriculum 2.0. The aim for essential learning in Year 9 Mathematics is to develop basic and extended mathematical knowledge and skills through the study of the following dimensions:

- Number
- Algebra
- Measurement
- Space
- Statistics
- Probability



HUMANITIES

C

Humanities

In Humanitites students will study 1 term each of the following Humanities subjects over the course of the year – Geography, Economics, History and Civics and Citizenship. This will enable students to take any of the Humanities options available to them in Year 11.
The areas of focus include:
The Georaphy of Human Wellbeing
Climate Change
Sustainable Energy
Globalisation
The Changin Nature of the World
The Battle for Kokoda
The Bombing of Darwin
The Civil Rights Movement in Australia
Referendums to Change Australia's Constitution

E

The Law and You

Are you passionate about becoming a lawyer? Do you love arguing? Are you an advocate for human rights? Do you want to learn how to deal with a legal problem? Are you considering becoming a police officer or politician? If some of these things interest you, then this is the elective for you!

The Law and You elective will teach you everything you need to know about your human rights and the laws that affect you. You will engage in projects, debates with peers, mock-trials, observing real life court cases and educational law games.



LANGUAGES

E

Japanese

Learning Japanese provides access to the culture of Japan. The ability to communicate in Japanese can work together in conjunction with other skills, widen travel opportunities and employment opportunities in a range of areas. Students will engage in topics that will broaden their communication skills and cultural understanding from previous study. Topics covered will include designing your own Japanese comic, life in Japan as a teenager, asking for and giving directions and shopping in Japan.

Throughout these units, students will look at a variety of texts including personal, descriptive, informative and imaginative; for a range of purposes further developing their grammatical understanding of the Japanese language.

This course will actively prepare students for a language pathway for VCE.

E

Indonesian

Learning Indonesian provides access to the culture of Indonesia. The ability to communicate in Indonesian can work together in conjunction with other skills, widen travel opportunities and employment opportunities in a range of areas.

Students will engage in topics that will broaden their communication skills and cultural understanding from previous study. Topics covered will include food and ordering at a restaurant, bargaining at a market, asking for and giving directions and making plans with a friend. Throughout these units, students will look at a variety of texts including personal, descriptive, informative and imaginative; for a range of purposes further developing their grammatical understanding of the Indonesian language.

This course will actively prepare students for a language pathway for VCE.



SCIENCE

C

Core Year 9 Science

In Science, students will continue to develop their ability to use scientific inquiry skills to understand the world around them. Students will maintain a logbook of practical experiments, where they will be able to develop their skills in designing investigations, using technical equipment, evaluating risks and safety procedures, gathering data and analysing their findings. Students will also investigate the following areas:

Biology: Students will learn about the structures and functions of reproductive cells and organs in plants and animals, and how sexual and asexual reproduction enable species to survive. They will also explore how the nervous and endocrine systems work together to coordinate responses to stimuli and maintain homeostasis.

Chemistry: Students will learn how the atomic model developed following the discovery of subatomic particles and how radioactive decay changes unstable atoms into stable atoms. They will also explore how chemical reactions involve the rearrangement of atoms and follow the Law of Conservation of Mass.

Physics: Students will learn how energy is transferred through conduction, convection and radiation, and how wave and particle models explain energy transfer. They will also investigate the properties and applications of mechanical and electromagnetic waves, and how energy is transferred and transformed while following the Law of Conservation of Energy.

Earth and Space: Students will learn how carbon moves through Earth's systems via processes such as photosynthesis, respiration, combustion and weathering. They will explore how these processes change the composition of the atmosphere, biosphere, hydrosphere and lithosphere over time.

E

Brain Buzz

In this psychology elective, students will learn all about the ethics of psychology. Students will develop their own investigation skills by learning about famous unethical experiments. Students will learn how to conduct their own ethical investigations and will design their own experiment. Students will also learn about mental well-being and will explore a range of strategies that can be used to improve their own well-being. Students will explore personality, including different approaches that can be used to describe someone's personality. Students will also learn about the psychology of cults, including how people can be manipulated into joining and staying in cults. This subject is an excellent choice for anyone wanting to better understand other people, and will set students up for success in VCE Psychology.





DESIGN TECHNOLOGY

E

Bakehouse

In this elective, students have the opportunity to make numerous savoury and sweet recipes based around yeast and pastry cookery as well as various baking processes. Students will prepare a variety of pastries, breads, cakes, and other baked items of their choice. Students will be encouraged to develop or change recipes to suit their individual tastes and dietary needs. Assessment in this subject will include research tasks that incorporate both theoretical and practical components.

E

Multi-Cultural Munchies

Travel the world creating a range of dishes such as exotic spicy curries, Asian street foods and rich European pastries. Practical and theoretical work will focus on the history of selected regions, as well as their unique preparation and cooking techniques, ingredients and dishes. Weekly tasks will be student-focused with individuals choosing a culture and designing their work to meet set criteria. Join in this celebration of fabulous ingredients, flavours, aromas and possibilities.

E

Food by Design

Students will be introduced to a range of kitchen skills and processes used in food production. These skills will include preparation and cooking techniques, food styling and presentation, nutrition, ingredient selection and recipe modification. Safe work habits and food hygiene will be thoroughly investigated and practiced. Students will be required to select their own recipes and cater for groups or individuals with specific needs. Students will be required to work in teams and individually to investigate, design, produce and evaluate their set tasks. This elective should be considered by students with an interest in developing their knowledge of the theory behind common foods and skills in food production.

E

Cafe Narre

Students in this subject will develop practical hospitality skills through operating in a cafe-style environment. They will learn safe food handling procedures, hygiene standards, customer service skills and workplace practices used throughout the hospitality industry. Students will gain experience in preparing espresso coffee, exploring different coffee styles and beverages, producing basic cafe-style food items and understanding the day-to-day management of a cafe business. Students will apply industry-standard procedures while working individually and as part of a team to prepare and serve food and beverages, including taking and fulfilling coffee orders. This elective should be considered by students looking for weekend work in a cafe or with an interest in continuing studies in food technology.

E

Materials and Mechanisms

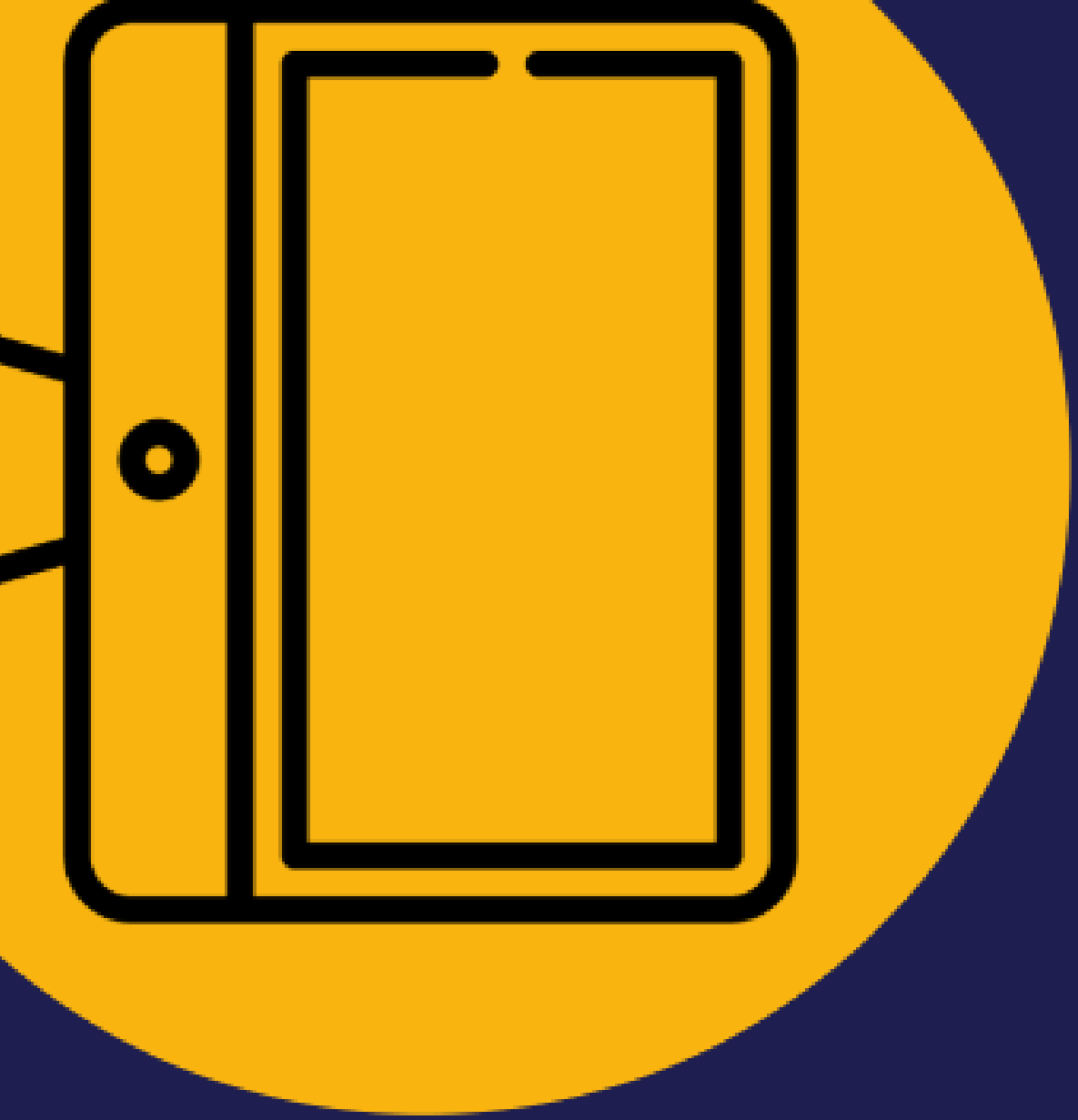
Students will investigate how designed systems create and control motion through the study of materials, mechanisms and manufacturing processes. Students will develop practical skills in workshop safety, computer-aided design (CAD), laser cutting, 3D printing and the safe use of power tools while working with a range of materials including wood and plastics. Theory areas will include material properties, simple machines, gear ratios, mechanical advantage and sustainable design practices. Students will apply the design process to investigate, design, produce and evaluate their own mechanical systems.
This elective should be considered by students with an interest in engineering, design, manufacturing and hands-on problem solving.

E

STEM

The STEM Program continues with this elective. Students will further develop their skills in areas like 2D and 3D design, project management, critical thinking, and problem solving. This will be done through several projects over the year, starting with designing and furnishing a scale model shipping container house, and finishing with a creative project of the student's own design. This elective is designed to act as a lead-in to Unit 1&2 Systems Engineering, should students wish to further their STEM studies into VCE.

This elective runs for the whole year and may only be selected by students who have completed the Year 8 STEM Program or have successfully applied to be involved in the Year 9 STEM Program for 2027.



DIGITAL TECHNOLOGY

E

Computers in the Real World

This elective equips students with a number of software and hardware skills for the real world. Students learn about the main parts of a computer, how these components work together, and how to select suitable parts for different purposes and budgets.

Students explore AI safety and cyber security in their daily life, practice professional IT skills, such as data management and analysis in spreadsheets, and use digital tools to solve problems they may encounter in the real world.

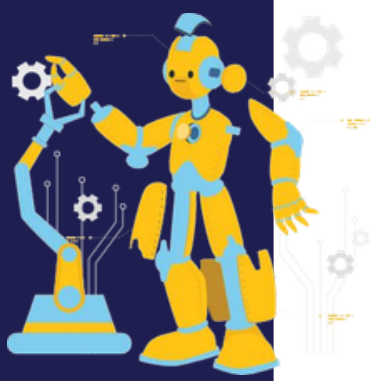
Finally, students apply these skills to create a mock business. They will use a range of digital tools and skills to plan, organise and present business-related information, combining their technical knowledge with practical workplace-style tasks.

E

Creative Computing and Game Making

Want to learn more about how your favourite games are made? In this elective you will learn computational thinking concepts, creativity and innovation, communication and collaboration, research and information fluency, critical thinking, digital citizenship, problem solving, decision making, using, and selecting applications effectively and productively

- Multimedia animations (sequencing/looping)
- Storytelling through the use of conditional statements
- Game development
- A project to include designing, collaborating, abstracting, and modularizing.



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