

Semester 1 Curriculum Overview

Curriculum Area	Focus	Term 1	Term 2
English	Persuasive Writing	Personal Response to text Song Lyrics	Persuasive writing - artificial intelligence and technology
Mathematics	Number Skills Measurement	Number and Financial Maths Measurement Geometry	Probability Linear Equations Pythagoras Theorem & Trigonometry
Health Education	Health Knowledge and Promotion	Dimensions of health Nutrition Fitness components and training methods Mental Health	Health Behaviours and harm minimisation
Sport and Physical Education	Movement and Physical Activity	Swimming Preparation for Term 1 sports: Cricket, Tennis, Softball, Volleyball and Water Polo SEPEP Model (Student-led physical activity based on organized community sports)	Cross Country Term 2 sports: Badminton, Football, Netball and Soccer
Science	Science Understanding Science Inquiry Skills	The Science Toolkit, Ecosystems	Control and Regulation, Tectonic Plates
Humanities	Civics and Citizenship History	Laws and citizens Australia (1750-1914)	WW1 (1914-1945)
Year 9 Elective Units			
The Arts	Visual Art	Painting - Colour Theory and Pixel Paintings	Collage Unit - Printmaking and Abstract Painting
	Visual Communication	Perspective Drawing	Design Unit - Logos
	Music	Pop/ Punk Unit Australian Music	Music Skill Development: Students learn an instrument with a self-directed focus.
	Drama	Improvisation and theatre sports Greek Tragedy/ Commedia Dell'Arte	Absurdism Ensemble - Fairy tales retold
Technologies	Food	Hygiene and Safety Healthy Eating Organic foods Paddock to plate	Commercial vs Home Food Products Sustainability Food preferences

	Wood	<p>Onguard OHS Safety modules. Bedside Cabinet – design measurements, joins, finishing and evaluation Hand and Power tools.</p>	<p>Deck Chair - design measurements, joins, finishing and evaluation Fold up stool - design measurements, joins, finishing and evaluation</p>
	Metal	<p>Safety in the classroom (Onguard Safety Modules online course) Fold up Army shovel Motorbike stand Fold out Portable BBQ Car/Mower ramps Boot puller Own project within reason</p>	<p>Implementing a design Design and Produce a Chandelier Design and Produce a Unique Clock</p>
	Digital Technologies	<p>HTML and CSS coding for basic web design - creating a multi-page website. Animation techniques using presentation software, audio recording and screen recording.</p>	<p>Creating an Instructional Video using a variety of multimedia techniques. Self-directed IT Project - Research, Creating and Presenting.</p>
	Textiles	<p>Design Process - applying the design process to design problems. Fashion investigation focussed on decades and change over time Hoodie design process, including embellishments to meet the design brief. New embellishment processes such as printing and felting Sewing challenges to improve basic sewing skills</p>	<p>Recycled product design brief using an old pair of jeans.</p>
Future Makers		<p>Values, Emotion, Mindsets, Leadership Qualities Preparation for Camp – sustainability, weather, camp cooking, team building and conflict resolution skills</p>	<p>Camp Reflection and Giving Back – acts of kindness, impact project, volunteering, preparation of presentation for future students.</p>