

YEAR 9



2027 COURSE GUIDE

Exploring your opportunities.



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Yarrawonga College P-12

Welcome to Year 9

Year 9 marks an exciting transition as students move to the 9–12 Senior Years Campus, where they begin preparing for their future pathways. Students continue to build their independence, confidence and responsibility while engaging in a range of learning experiences both inside and outside the classroom.

Students personalise their learning through two elective subjects each semester across the Arts and Technology learning areas, allowing them to explore their interests and develop practical knowledge and skills. Students also participate in the Future Makers program, which includes an immersive experience at Bogong Outdoor Education Centre. This unique program challenges students to develop resilience, teamwork, leadership and problem-solving skills through outdoor education and real-world learning experiences.

As students begin considering future study and career pathways, every Year 9 student participates in Morrisby career profiling and individual interviews, providing valuable insights into their strengths, interests and potential career options.

Students can also choose to be involved in the Energy Breakthrough program, applying creativity, innovation and teamwork to design, build and compete in one of Victoria's most recognised STEM challenges. These opportunities ensure students are well supported as they prepare for the opportunities and pathways available throughout their senior years.



Scott Nugent
9–12 Campus Principal

Leadership Team:



Stuart Bott
College Principal



Scott Nugent
9–12 Campus
Principal



Tom McKimmie
Pathways &
Transitions Leader



Chris O'Neill
Engagement &
Wellbeing Leader



Sean Johns
Year 9 Coordinator

Curriculum Overview

Core Subjects

English	Mathematics	Science
Humanities	Health & Physical Education	Future Makers / Sport*

Electives

Behind the Lens	Layers of Creativity
Bushland Metalworks	Passion for Fashion
Creative Digital	Scene Makers
Design Studio: Ideas to Impact	Stage Ready
Food for Thought	Woodworking Products & Design

**Students are enrolled in Future Makers for one semester. The alternate semester, students will have a sport class.*

Example Timetable

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
1	Humanities	Future Makers	Science	Health & PE	Food for Thought
2	Science	Future Makers	English	Health & PE	Food for Thought
R1					
R2					
3	Maths	Stage Ready	Maths	Science	Maths
4	English	Stage Ready	Humanities	Maths	Health & PE
L1					
L2					
5	Food for Thought	English	Stage Ready	English	Humanities

Core Subjects



English

Year 9 English develops students' skills in reading, writing and critical thinking. Students improve their reading comprehension and inferencing by analysing a range of texts and learn to construct clear arguments in both written and spoken forms. These skills prepare students for the increasing demands of senior English and effective communication beyond the classroom.

Assessment: *Class participation, Written assignments, Oral presentation, comprehension tasks for set texts, Essays (expository and persuasive)*

Mathematics

Students will learn and practice a variety of skills across the content strands of Number and Algebra, Measurement and Geometry, and Statistics and Probability. Students will undertake both theoretic and practical tasks throughout the year and complete chapter tests and assignments to demonstrate their understandings.

Assessment: *Assessments, topic tests, completion of set activities and workbook and homework*

Science

Students explore key concepts across Chemistry, Physics, Biology and Earth/Space Science. They investigate how scientific claims can be tested, the importance of accurate data, and the impact of experimental errors. Students study ecosystems and the relationships between living things and their environment, including how energy enters ecosystems through photosynthesis. They also explore body control systems, chemical reactions, the Periodic Table, conservation of matter, electricity and electromagnetism.

Assessment: *Topic tests, quizzes, practical experiments and scientific reports*

Humanities

In Year 9 Humanities, students explore a range of topics across History, Geography, Civics and Citizenship and Economics and Business. In History, students investigate the Industrial Revolution, the development of Asia and Australia from 1750 to the present and the causes and impacts of World War I. In Civics and Citizenship, students learn about Australia's legal system, including the role of courts, the court hierarchy and the rights and responsibilities of citizens. In Geography, students examine biomes and food security, with a focus on sustainable farming and global food production. In Economics and Business, students build financial literacy skills by learning about personal finance, financial risks, scams and superannuation.

Assessment: *Workbook, simulation activities, assessments, topic tests, participation in classroom activities, homework and fieldwork*

Health & Physical Education

This unit will be delivered across three periods each week, consisting of one double Physical Education lesson and one single Health lesson. Students will engage in a variety of practical and theoretical learning experiences. Practical activities will include training for End of Term Sports, participation in elective programs with a focus on either fitness, water skiing, and visits to community physical activity spaces to develop a broad range of movement skills and physical competencies. In Health, students will explore a range of topics related to physical and mental wellbeing during Semester 1, followed by harm minimisation concepts in Semester 2. Areas of study will include consent, healthy relationships and alcohol and other drug use.

Assessment: *Assessment will be based on student participation in learning activities.*

Future Makers (Bogong Outdoor School)

This subject aims to develop the skills and capacities students need to thrive in the modern world. The class is built around a 12-day experience at Bogong Outdoor School, where students participate in a five-day journey through the Alpine National Park and take part in challenging activities such as rock climbing, mountain biking and high ropes. Leading up to the experience, students reflect on themselves, explore personal challenges, develop a growth mindset and identify their character strengths. Following the camp, students build on these skills by exploring their role within the local community, Australia and the wider world. Students investigate sustainability, climate change, community projects and ways they can contribute positively to society.

Assessment: *PPL workbook tasks and journal, participation and contribution in class activities and group work, participation, attitude and effort at Bogong Outdoor School.*



Sport

In addition to their Health and Physical Education classes, students will participate in an additional Sport double period for one semester. This program provides students with the opportunity to further develop their physical education skills through participation in a Sport Education in Physical Education Program (SEPEP) unit. As part of the SEPEP unit, students will organise and manage their own sporting competition in a tournament-style format. Students will take on a variety of roles and responsibilities to ensure the successful operation of the competition, fostering the development of teamwork, communication, leadership, and organisational skills.

Assessment: *Assessment will be based on students' participation in practical activities and their contribution to the planning, organisation, and delivery of the SEPEP unit.*

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Behind the Lens

Behind the Lens takes students through a journey of discovery about how media is used to communicate and influence through a variety of techniques. Students create a portfolio of different shot-types in photography, learn how to combine graphic and photographic elements together using Adobe InDesign. Through studying film production techniques, students learn how sound is used to influence an audience, script, shoot and edit their own short film with a theme of “suspense”.



SUBJECT SNAPSHOT

- Photography portfolio
- Zine (digital mini magazine)
- Film production



CAREER PATHWAYS

- Photographer
- Graphic Designer
- Film Producer
- Cinematographer
- Video Editor
- Sound Designer
- Videographer

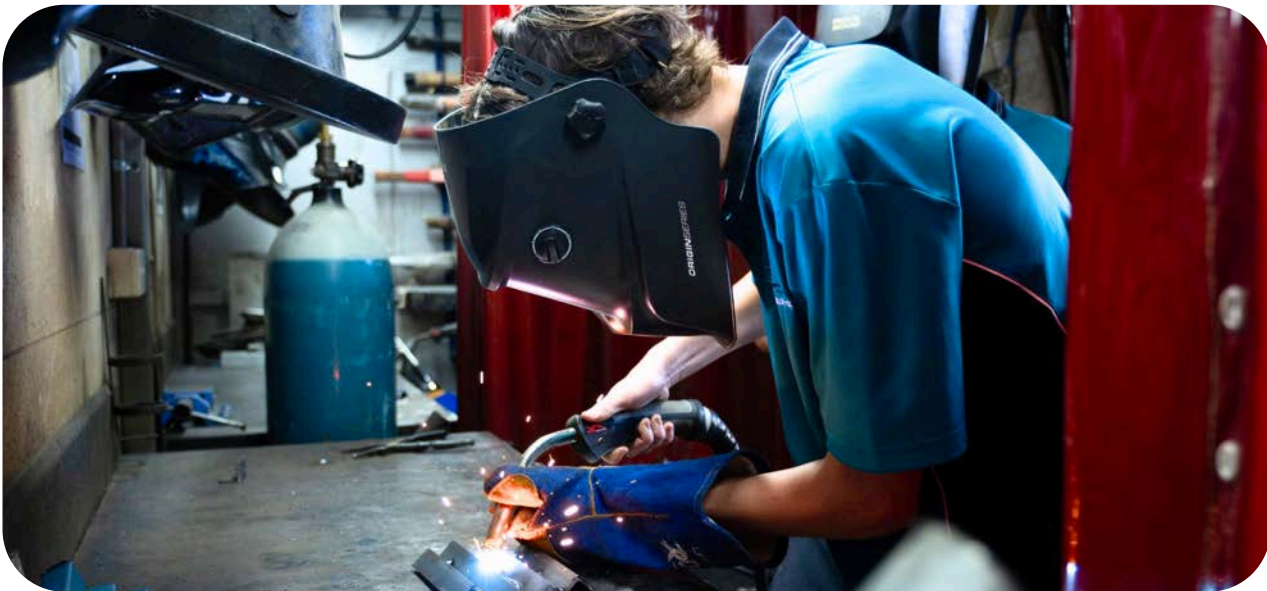
Bushland Metalworks

Bushland Metalworks is a metalwork elective that introduces students to OH&S within the workshop areas. It also has a focus on the safe use of tools and machinery students use while making projects throughout the semester. Students will use Mig welders, Pan brake folders, grinders, pedestal drills and lathes to complete their projects. Students develop practical workshop skills while learning how to read and interpret trade drawings with help from staff within the workshop. The course focuses on workplace safety, measurement, problem-solving, sustainability, and craftsmanship while being taught on how to use the newly introduced equipment correctly.



EXAMPLE PROJECTS

- Safety booklet
- Fold up army shovel
- Motorbike stand
- Car/mower ramp
- Anvil
- Fold out BBQ
- Small coffee table
- Fold up camp seat
- Welcome sign



CAREER PATHWAYS

- Automotive Dismantler
- Steel Fixer
- Metal Fitter and Machinist
- Locksmith
- Panel Beater
- Metal Fabricator
- Mechanical Engineering
- Trade Teacher
- Engineering Draftsperson
- Industrial Engineer
- Metallurgist
- Electrical Engineer
- Shed Builder

Creative Digital

Creative Digital is an Information Technology elective which provides students with the opportunity to explore the creative digital world. Students will undertake a range of practical projects including website coding and development, where they will learn fundamental web design principles and coding techniques to create their own functional website. Students will also complete a multimedia project, producing an engaging video that combines a variety of media elements such as images, audio, text, animation, and video editing techniques. This elective encourages creativity, collaboration, problem-solving, and technical skills that are increasingly important in a digitally connected world.



SUBJECT SNAPSHOT

- Investigation of the creative digital world
- Website coding and development
- Multimedia project (video that uses a range of media)



CAREER PATHWAYS

- Software Developer / Programmer
- Web Developer
- App Developer
- Film producer
- IT project manager
- Multi-Media designer
- Content creator

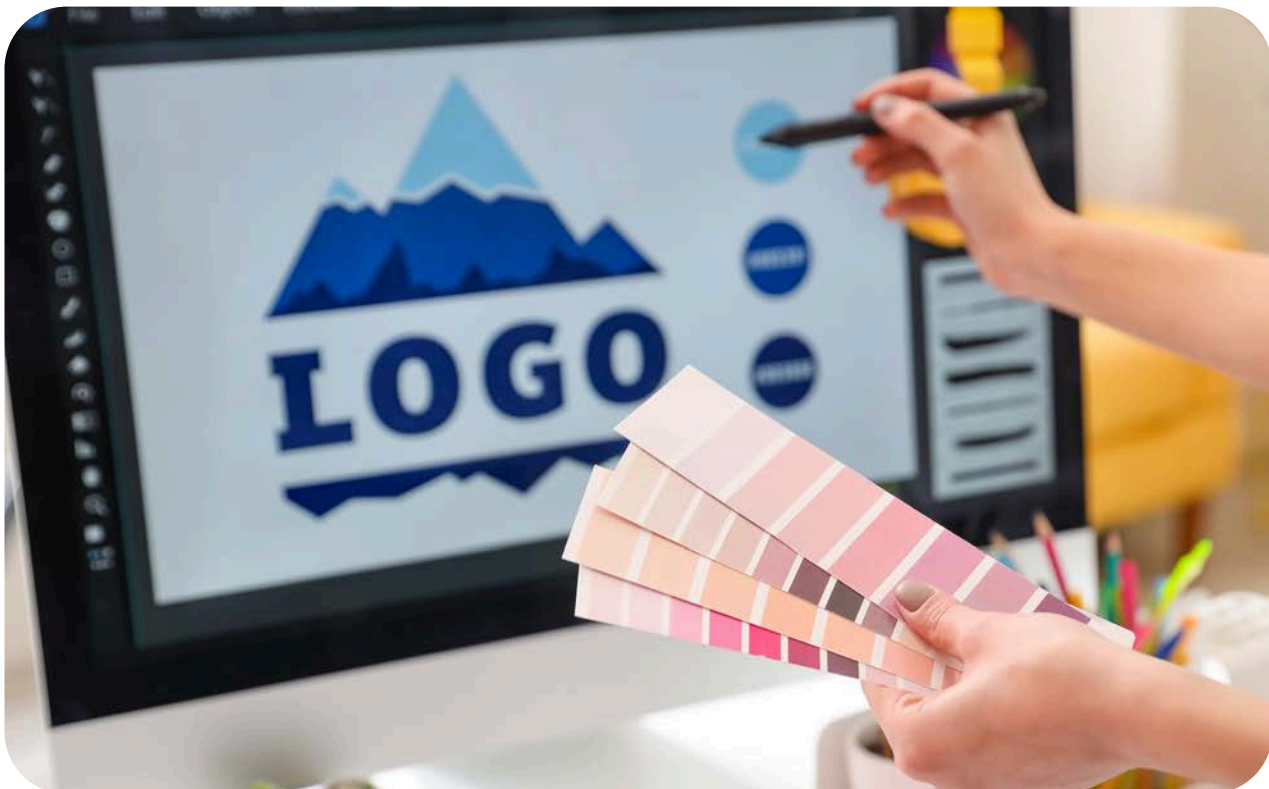
Design Studio: Ideas to Impact

Design Studio: Ideas to Impact provides students with the opportunity to explore the exciting world of visual communication and design. Through creative projects in product, messages, object, environmental design and interactive experiences, students will learn how ideas can be transformed into innovative solutions that inform, inspire and engage audiences. This subject develops creativity, problem-solving, and design-thinking skills while introducing students to real-world design practices and future creative careers.



SUBJECT SNAPSHOT

- Designer research
- Following design process (Double Diamond Design)
- Explore current product trends
- Create innovative design solutions to real-world design problems
- Environmental design (architecture)
- Logo and typography exploration



CAREER PATHWAYS

- Graphic Designer
- Industrial / Product Designer
- Architect
- Interior Designer
- Game Designer
- Landscape Architect
- Marketing and Brand Designer
- Exhibition and Event Designer

Food for Thought

In Food for Thought, students investigate the ethical and environmental issues surrounding food production and consumption. Topics include organic foods, food waste, food packaging, overfishing, animal welfare, and sustainable food systems. Students explore how food choices can contribute to a more sustainable future while developing practical food preparation skills. As part of this elective, students will help run and maintain a vegetable garden, gaining hands-on experience in growing food and understanding the journey from paddock to plate. This subject encourages students to think critically about the food they eat and the impact it has on the world around them.



SUBJECT SNAPSHOT

- Group cooking
- Design brief assessment tasks
- Vegetable garden maintenance
- Kitchen safety
- Bookwork / mini quizzes
- Sensory evaluations



CAREER PATHWAYS

- Environmental Scientist
- Food Scientist
- Food Technologist
- Cook/chef
- Hospitality worker
- Agricultural Scientist
- Horticulturist
- Organic Farmer
- Environmental
- Nutritionist

Layers of Creativity

Layers of Creativity allows students to explore and experiment with a wide range of 2D and 3D art forms. Students will investigate artistic processes through hands-on learning experiences in painting, printmaking, photography, sculpture, mixed media, and other contemporary art practices. Throughout the subject students will research and analyse the work of established artists, exploring how their creative processes influence artistic outcomes. Layers of Creativity provides opportunities for experimentation, problem-solving, and artistic growth while building confidence in both traditional and contemporary art-making processes.



SUBJECT SNAPSHOT

- Painting and colour theory
- Photography and mixed media
- Printmaking
- Material and technique experimentation
- Artist research and practices



CAREER PATHWAYS

- Artist
- Photographer
- Graphic Designer
- Interior Designer
- Museum or Gallery Curator
- Fashion Designer
- Illustrator
- Animator
- Art Teacher

Passion for Fashion

Passion for Fashion explores how clothing can be used as a form of personal expression while also considering sustainability and ethical fashion practices. Students will investigate current fashion trends and examine how designers communicate identity, culture, and values through their work. Throughout the unit, students will explore the environmental and social impacts of fashion and consider how material choices influence sustainable design. Using the design process, students will develop their own fashion concept and create a wearable statement piece suitable for the runway. Students will also develop promotional materials such as mood boards, lookbooks, and fashion marketing content to showcase their final design.



SUBJECT SNAPSHOT

- Explore current fashion trends and designer influences
- Investigate sustainability and ethical issues in the fashion industry
- Develop creative fashion concepts using the design process
- Create a fashion statement piece suitable for the runway
- Learn sewing, construction, and embellishment techniques
- Produce a design portfolio including sketches and material investigations
- Create fashion marketing materials such as mood boards and lookbooks
- Present and evaluate your final fashion design



CAREER PATHWAYS

- Fashion Designer
- Costume Designer
- Product Designer
- Fashion Stylist
- Fashion Marketing and Social Media
- Visual Merchandising
- Clothing Production and Manufacturing

Scene Makers

Students will investigate a range of theatre styles. They will further develop their improvisational skills through a range of activities that require students to improvise independently and collaboratively. Students will further explore the Italian theatre style of the Commedia Dell'Arte and be introduced to the concepts of the Theatre of the Absurd. The Semester concludes with students scripting and performing an ensemble performance based on an original fractured fairytale.



SUBJECT SNAPSHOT

- Improvisational activities
- Scenes associated with Commedia Dell'Arte
- Scenes with an Absurdist style
- Fractured Fairytale scripted performance



CAREER PATHWAYS

- Performer
- Screen writer
- Director
- Teacher

Stage Ready!

Stage Ready! Explores the history, characteristics and performance practices of Pop/Punk and Reggae music. Through performances, students will develop skills in playing fast-tempo Pop/Punk music and creating the distinctive rhythmic feel of Reggae. Students will research influential artists and the cultural origins of these genres, perform music both individually and in groups. Students will also compose and record original music, either as solo artists or as part of a band, using music technology to support the creative process. Theory concepts are embedded throughout all learning activities to strengthen musicianship and support ongoing skill development.



SUBJECT SNAPSHOT

- Performances
- Song Composition
- Band Rehearsals
- Artist Analysis



CAREER PATHWAYS

- Musician / Performer
- Singer-Songwriter
- Music Producer
- Sound Engineer
- Composer / Arranger
- Music Teacher
- Recording Artist
- Audio Technician
- Music Therapist
- Arts and Entertainment Industry Roles
- Event and Production Management
- Media and Content Creation (Podcasting, Film, Gaming)

Woodworking Products & Design

Year 9 Woodworking Products and Design provides students with the opportunity to develop practical woodworking skills while applying the design process to create functional and aesthetically pleasing timber products. Students learn to safely use hand tools, portable power tools, and selected woodworking machinery while exploring design principles, sustainability, materials, and manufacturing techniques.



SUBJECT SNAPSHOT

- Follow workshop safety procedures and use PPE correctly.
- Safely use hand tools and selected power tools/machinery.
- Read and interpret basic plans and technical drawings.
- Measure and mark materials accurately.
- Apply construction and joining techniques.
- Design and build timber products to specifications.
- Select suitable materials and finishes.
- Evaluate project quality and identify improvements.



CAREER PATHWAYS

- Carpenter
- Builder
- Joiner
- Shopfitter
- Formworker
- Construction Supervisor
- Building Inspector
- Cabinet Maker
- Furniture Maker
- Wood Machinist
- Kitchen and Bathroom Installer
- Furniture Designer
- Upholsterer

