FAIRHILLS
HIGH SCHOOL
KNOX

Fairhills High School

2026

Year 9/10 Curriculum

CONTENTS

The Fairhills Way

At Fairhills High School both our core curriculum and specialism program in the Middle School have been guided by our School Vision:

"**Empowering our community to be curious, creative and confident learners."**

We have designed an exciting program of learning that develops young people with the skills, knowledge and values to shape their own futures, and contribute meaningfully to the world in which they live.

Our program is ambitious, requiring teachers to design challenging learning experiences that demonstrate their understanding of the Victorian Curriculum and their ability to align teaching, learning and assessment practices that maintain the curriculum's integrity and realise its intent.

At Fairhills High School we want young people to realise and enhance their talents and we aim to make learning engaging, empowering and exciting for all students. We are a community whose positive relationships allow us to challenge ourselves and each other in a safe environment. Every student should aim to reach their full potential in this changing world we live in, which is why our programs reflect not only the School Vision but also the school's Values. It is important therefore, for all our community members to:

Act Responsibly, Build Relationships and Show Respect

At Fairhills High School, education is based on four big ideas:

- All students are at different stages of their learning and grow and develop at different rates.
- When students engage in deep learning, they can transfer what they know to new situations and to new contexts.
- When students are given the opportunity to make choices in regard to their own education, and to engage in learning that is relevant and meaningful to their lives, they develop agency for their own learning.
- Knowing our students and building strong student-teacher relationships is essential to successful learning.

Together with our School Vision and Values, these ideas provide the basis for designing learning experiences at an appropriate level of challenge for each student.

Overview of our Curriculum Program

All students in Year 9 and 10 will complete a number of core subjects throughout the year, as well as a range of specialisms (three different choices each semester). The program at Years 9 and 10 leads to either the Victorian Certificate of Education (VCE) or the newly introduced VCE Vocational Major (VM). The VCE Vocational Major is a two-year vocational and applied learning program that will enable transitions into apprenticeships, traineeships, further education and training and indirectly into university.

The structure of our Year 9 and 10 program can be viewed below:

	Core Subjects	**Specialisms (three per semester)**
Year 9	• English • Mathematics • Physical Education/Health • CONNECT (with links to Science and Humanities)	• English • Mathematics • Humanities • Science • Health/Physical Education (HPE) • Languages (Japanese) • The Arts • Design and Technologies
Year 10	• English • Mathematics • Science • Humanities • Physical Education/ Health	

Choosing Your Specialisms

A complete list of specialism offerings, with content outlines, is provided later in this document. In this section, the process for selecting subjects is outlined.

- Subject selections should be made in consultation with teachers and parents. You also need to keep in mind your Careers and Pathways planning.
- **Students must choose at least one Arts and one Design Technology specialism per year**
- Students will need to ensure that they select a “balanced course” across the two-year program. It is expected that students will choose from different curriculum areas each semester, for example you would not be permitted to pick three Health/Physical Education (HPE) specialisms in Semester 1 and three in Semester 2.
- Students cannot repeat a specialism that was taken in 2025 unless it is Basketball Academy or Japanese.
- Contribution fees for specialisms as outlined, must be paid to confirm subject selection.

Contribution Fees for Specialisms

Specialisms that require additional materials come with an associated cost, which is detailed in the table below. The fee will be posted through Compass Events. Please ensure that this is paid by the due date to facilitate the timely procurement of necessary materials and resources for your child's specialism course. Your prompt payment is crucial in enhancing the educational opportunities we can provide to our students.

Specialism	**Cost**
English: Unleashing Dread	Supported through voluntary curriculum contributions
Maths: Maths of Science	$20 Data logging equipment, media for fermentation experiments
Humanities: Becoming a Citizen	Supported through voluntary curriculum contributions
Humanities: Enterprising Minds	Supported through voluntary curriculum contributions
Humanities: How to Get Away with Murder	Supported through voluntary curriculum contributions
Humanities: Money, Work and Me	Supported through voluntary curriculum contributions
Humanities: The World at War	Supported through voluntary curriculum contributions
Science: Cars of the Future	$40 Electronics and circuits consumables
Science: Environmental Science	$20 Specimen collection and analysis equipment
Science: Frontier Psychology and Fairhills Crime Solvers	$30 Fingerprint and evidence analysis equipment
Science: Green Chemistry	$40 Chemicals and disposable testing equipment
Science: Robotics and Coding	$50 Robotics parts & mechanisms
Science: The Science of Flight	$50 rocket consumables and parts, drone flight program
Science: Things that Kill	$30 Microscope slides and testing equipment.
Health and Physical Education: Basketball Academy	$25 for each tournament
Health and Physical Education: Health Matters	Supported through voluntary curriculum contributions
Health and Physical Education: Outdoor Education	$400 Excursion fees (transport & external providers) including: white water kayaking, bike excursions, orienteering, surfing.
Health and Physical Education: Sport Science	Supported through voluntary curriculum contributions
Health and Physical Education: Training Programs	Supported through voluntary curriculum contributions
Languages: Japanese	Supported through voluntary curriculum contributions
The Arts (Art): Fine Art	Supported through voluntary curriculum contributions
The Arts (Art): Visual Communication and Design	Supported through voluntary curriculum contributions
The Arts (Media): Film and TV	Supported through voluntary curriculum contributions
The Arts (Media): Photography	$20 Specialist photography paper and external printing costs
The Arts (Music): How to write a Pop Song	Supported through voluntary curriculum contributions
The Arts (Music): Recording Studio and Music Technology	Supported through voluntary curriculum contributions
The Arts: Performing Arts	Supported through voluntary curriculum contributions
Design and Technologies: Ceramics	$40 Clay, slips and other ceramic materials
Design and Technologies (Food): Cook for Life!	$80 Ingredients specific to this subject
Design and Technologies (Food): Our School Cafe	$80 Ingredients specific to this subject
Design and Technologies (Food): Race Around the World	$80 Ingredients specific to this subject
Design Technologies - Product Design Industries	$40 3D printing and 3D product consumables

Course Selection Process

1. Year 9/10 Curriculum handbook is visible on Compass for students to view and discuss possible specialism choices with parents/carers.

2. Students will attend an assembly in Term 3 that outlines the structure of Year 9 and 10 and specialism offerings.

3. Students will be given an online code in Term 3, where they can complete their selection of specialism choices for 2026. This is referred to as ‘stage 1’ of the selection process.

4. **Student specialism choices in ‘stage 1’ will determine which specialisms will actually run in 2026. Therefore, it is important for students to understand that not all specialisms will run. Choosing reserve specialisms is essential.**

5. Students will be advised in early November of the specialisms for 2026. Students will complete ‘stage 2’, where they will enter their specialism choices in preference order.

6. Students will be advised mid November of their specialism subjects for 2026 and whether any changes need to be made.

English: Unleashing Dread

Description:

In this specialism, students will delve into the chilling world of horror fiction, exploring its various forms and subgenres. From spine-tingling short stories to bone-chilling horror films, students will engage with a range of horror media to gain a comprehensive understanding of the genre.

Overview:

Exploration of Horror: Students will investigate different forms of horror, including classic short stories, modern novels, and contemporary horror films. They will examine how these texts create suspense, tension, and fear.

Understanding Horror Tropes and Themes: The specialism will cover key horror tropes, themes, and character archetypes, such as the haunted house, the monstrous antagonist, and the psychological breakdown. Students will learn how these elements are used to evoke fear and build suspense.

Subgenres of Horror: Students will study various subgenres within horror, including: gothic horror, supernatural/ paranormal horror, psychological horror, found footage and thrillers.

Techniques of Fear: Students will analyse the techniques used by authors and filmmakers to generate fear, such as suspenseful pacing, atmospheric settings, and unreliable narrators. Students will discuss how these techniques are used to impact the audience and elicit emotional responses.
By the end of the specialism, students will have a deeper appreciation for the horror genre, improved analytical skills, and enhanced creative writing abilities. They will be able to articulate why certain horror texts are effective and how various techniques are used to craft compelling and frightening narratives.

*In this specialism students will need permission to view M rated content.

Students will know:

- Horror tropes, themes, characters and plotlines
- Techniques for scaring
- Creative writing strategies
- Text analysis
- Horror codes and conventions

Students will do:

- Text analysis
- Class discussions
- Creative writing
- Horror reading and writing

Students will be:

- Authors
- Critical thinkers
- Appreciators of different forms of horror fiction

Formative Assessments:

- Written short stories
- Text analysis task

CATs:

CAT 1: Creepy Pasta story
CAT 2: Film text analysis (Sixth Sense?)

Future School Pathways:

VCE English, VCE Literature, VCE VM Literacy

Future Career Pathways:

Teacher, Journalist, Author, Editor, Content Creator, Web designer, Library Assistant, Film and Video Editor, Librarian

Cost:

Supported through voluntary curriculum contributions

Math: Maths of Science

Description:

Data is all around us. It has the ability to change peoples lives, to help us make informed decisions, to drive change and to make a positive impact. Leaders of the future are the people who can harness the power of data, who can determine the quality of data, who can present data in interesting, engaging and insightful ways. In this topic we will investigate the importance that mathematics plays in science and how applying mathematical concepts is essential in understanding data. Students will develop their data literacy skills and apply these skills to a range of different contexts. At the end of the specialism students will collect, analyse, interpret and present data in a variety of creative mediums.

Students will know:	Students will do:	Students will be:
• How to identify different types of data • A range of data collection techniques • What makes good quality data • The purpose of different data visualisation techniques	• Collect different types of data • Analyse different types of data • data visualisation using various computer programs	• Accurate when collecting data • Creative in design solutions to data collection and visualisation • Working as part of a team • Resilient when using novel technologies

Formative Assessment:

- Worksheets
- Data solutions project
- Draft data visualisations

CATs:

- Data mining and data collection processes
- Inquiry project presentation

Future School Pathways: (VCE, VET, VM Subjects)

VCE General Maths
VCE Math Methods
VM Numeracy

Future Career Pathways

Data Scientist, Scientist, Politician, Environmentalist, Mathematician, Accountant, Nurse, Computer Scientist, Engineer

Cost: $20 Data logging equipment, media for fermentation experiments

Humanities: Becoming a Citizen

Description:

Students will look at contemporary examples and issues relating to Australian democracy and global connections, including key aspects of citizenship.

They will be able to discuss challenges to and ways of sustaining a resilient democracy and cohesive society. As a part of this students will be able to discuss how and why groups, including religious groups, participate in civic life.

In this class students will examine the influence of a range of media, including social media, in shaping identities and attitudes to diversity and how ideas about Australian identity may be influenced by global events.

Students will know:

- Australian democracy
- Major global events
- Current issues impacting Australians
- Current issues impacting global citizens
- How Australia is governed

Students will do:

- Study current issues within Australian society
- Discover ways in which democracy operates in Australia
- Write about current events

Students will be:

- Critical thinkers
- Informed citizens
- Able to recognise reliable sources of information

Formative Assessments:

- Social Media Case Study
- Global Events Case Study
- Mock Election
- News Article Writing
- Human Rights Campaign

CATs:

- Team Debate
- Research task the work of a non-government organisation (NGO)

Future School Pathways: (VCE, VET, VM Subjects)

VCE Legal Studies VCE Politics
VCE Sociology

Future Career Pathways: Employment Perspectives/ Examples:

Law, Politics, Government Departments, Teacher, Not for Profit Organisations, Policy developer

Cost: Supported through voluntary curriculum contributions

Humanities: Enterprising Minds

Description of subject

Students will learn about marketing and how businesses use it to build their customer base. They learn about basic accounting and how to use these skills to analyse business models. Students will explore the economy and the impacts that this can have on businesses.

This subject would suit students who have an interest in business and want to improve their knowledge and skills in this area.

Students will know

- What is marketing e.g. 4Ps
- Accounting basics – learning key terminology; record keeping / reporting including how to examine financial risks and rewards
- Economics – the role of the economy at a local, national, global level

Students will do:

- Apply the 4Ps
- Accounting basics including record keeping and reporting
- Describe who/what key participants are in an economy and how the economy works
- Describe how economies are dependent on each other

Students will be:

- Critically thinking
- Collaborating
- Interpreting and analysing data / information
- Conducting questioning and research

Formative Assessments:

- Coursework including record keeping/reports; research and investigation

CATs:

- Develop a marketing plan for a business – using the 4Ps and class presentation
- Accounting test or economics research task

Future School Pathways:

- VCE Business Management
- VCE Accounting

Future Career Pathways:

Small Business Owner, Entrepreneur, Accountant, Financial Analyst, Marketing Manager, Human Resources Manager, Project Manager.

Cost: Supported through voluntary curriculum contributions

Humanities: How to Get Away with Murder

Description:

In this specialism, students will explore the intricate world of criminal justice through historical and contemporary lenses. The specialism provides a comprehensive exploration of criminal behaviour, focusing on various aspects including medieval punishments, infamous unsolved crimes, notable female murderers, and the notorious Australian outlaw Ned Kelly. Additionally, students will study significant Australian crimes and examine the evolution of the Australian criminal justice system.

Throughout the specialism, students will:

Investigate Historical and Contemporary Cases: Analyse notorious unsolved crimes and infamous cases, exploring the challenges and limitations of investigative methods across different eras.
Examine Medieval Punishments: Study historical methods of punishment and their societal implications, comparing them to modern practices.
Explore the Role of Female Murderers: Investigate cases involving female criminals, understanding the societal perceptions and gender influences on criminal justice.
Review the Australian Criminal Justice System: Understand the development and current practices of the Australian legal system and its response to crime.

Students will then apply their understanding of anti-social behaviour through investigations of cases, creations of multimedia projects and in class discussions.

Students will know:

- Key features of the Australian criminal justice system
- Unsolved crimes
- Medieval justice systems
- Infamous Australian history
- Principles of Australian Court system

Students will do:

- Research historical and contemporary criminal cases
- Analyse primary and secondary sources
- Create multimedia texts

Students will be:

- Critical thinkers
- Aware of aspects of the Australian legal system
- Informed Citizens

Formative Assessments:

- Crime research poster
- Sources activity
- Criminal case campaign
- Criminal Law case study

CATs:

CAT 1: Comparative essay about contemporary and historical criminal justice.
CAT 2: Podcast exploring an infamous Australian case.

Future School Pathways:

- VCE Legal Studies
- VCE Politics
- VCE Sociology

Future Career Pathways:

Lawyer, Judge, Judges Associate, Police Officer, Legal Aid, Community Justice Centres, Prison Officer, Court Employee, Teacher, Paralegal, Legal Secretary and Careers in the courtroom

Cost: Supported through voluntary curriculum contributions

Humanities: Money, Work and Me

Description:

In this specialism the students identify entrepreneurs and the skills and characteristics they have to enable them to achieve success. We explore innovation in businesses and how they market their products to be competitive in the local, national and global markets.

We also research the changing work environment and how this will implicate their future employment. We explore skills they will need in life, the costs of moving out of home, how to vote and buy a car. The students will learn financial literacy, how to create a budget and the future taxes they will pay.

Students will know:

- Role of enterprising behaviours
- Capabilities at an individual and business level
- Financial literacy
- Moving out of home
- Budgeting
- Share market

Students will do:

- Students will explore the nature of innovation and entrepreneurship.
- Students will create budgets
- Students will 'buy' shares and watch the stock market to see how their investment fares

Students will be:

- Able to understand how businesses work
- Be able to create
- Be financially literate
- Have a understanding of the share market

Formative Assessment:

- Workbook responses
- Quizzes
- Worksheets
- Budgeting tasks
- Business panning

CATs:

- Research task
- Portfolio

Future School Pathways:

Business Management
VM Work Related Skills
VET Workplace Skills

Future Career Pathways:

Managers, Finance, Marketing and Advertising, Tourism and Hospitality, Human Resources, Event Management, Consultancy, Business Owner

Cost: Supported through voluntary curriculum contributions

Humanities: The World at War

Description:

This specialism examines the causes and course of World War I. We study the causes of the war as well as the major campaigns, with special emphasis on Australia's involvement.

We examine how the war affected ordinary Australians by studying the conscription debate. We also take a close look at trench warfare and the technology associated with World War I, such as the aeroplane, gas, submarines, the machine gun and the tank.

Students will study reasons as to why the Detente powers eventually emerged victorious and the impact of the war on the world.

Students will know:

- What the causes of the war were. who was fighting
- What the main battles were
- What conscription was and how it affected Australia
- What happened at Gallipoli and it's long term impact
- What technology was used and how the war ended

Students will do:

- Essay writing
- Conduct research
- Deliver speeches

Students will be:

- Able to understand why the war was fought
- Appreciate how the war divided Australia
- Be able to identify key turning points in the war

Formative Assessments:

- Short answer questions.
- Quizzes,
- document studies,
- debates and
- research task

CATs:

- An oral presentation on whether conscription should be allowed
- A poster on the use of technology in WW I

Future School Pathways:

VCE 11 Modern History
VCE 12 revolutions
VCE 12 Australian History

Future Career Pathways: Employment Perspectives/ Examples

Secondary School Teacher, Archivist, Researcher, Librarian, Journalist, Historian, Tour Guide, University Academic

Cost: Supported through voluntary curriculum contributions

Science: Cars of the Future

Description:

This specialism of study looks at the history of cars and safety features as well as how cars are changing for the future. Students will look at how combustion engines work, how to work with electronic circuits and produce a function model car using batteries and an electric motor.

Students will know:

- Basic components and functions of electric motors and combustion engines
- Components of electrical circuits
- Principles of aerodynamics, forces, and motion

Students will do:

- Read and draw basic circuit diagrams
- Identify parts of modern cars and their history
- Produce a model car using a motor and batteries

Students will be:

- Work individually and as part of a group
- Engaged in hands on learning
- Able to work safely in practical setting
- Appreciative of scientific research

Formative Assessment:

- Quizzes
- Tests
- Reports of Experiments
- Questioning
- Teacher feedback

CATs:

- Task researching different types of cars
- Model car production

Future School Pathways:

VCE Physics
VCE Product Design
VCE VET Automotive
VCE VET Electrical Industries

Future Career Pathways:

Automotive Mechanic, Electrician, Car Designer

Cost: $40 Construction materials for Redox batteries, crash test cars, electronics and circuit consumables

Science: Environmental Science

Description:

In this specialism students will explore ways in which the human body as a system responds to its external environment and investigate the interdependencies between biotic and abiotic components of ecosystems. They will consider the recycling of atoms between organisms and within their environment both at a large and small scale. They will look at the flow of energy through living organisms.

They will examine the relationships between organisms and their environment. They will also consider the potential effects that these relationships have on individual organisms and the planet.

Students will know:	Students will do:	Students will be:
• Components of ecosystems • Cycling of energy and elements in ecosystems • Biodiversity and its importance • Impact of introduced species and human activity on ecosystems	• Analyse data to draw conclusions • Measure abiotic and biotic factors of an ecosystem • Investigate and compare different Australian ecosystems	• Appreciative of the changing nature of what we know about science due to ongoing research. • Respectful of all living things. • Ethical in their discussions

Formative Assessments:

- Check in test and quizzes
- Worksheets
- Data analysis tasks

CATs:

- Practical reports
- Research task

Future School Pathways:

VCE Biology VCE
Geography
VCE Environmental Science
VET Agriculture, Horticulture, Conservation and Land Management

Future Career Pathways:

Park Ranger, Landscape Gardener, Farmer, Urban and Regional Planner, Environmental Scientist, Horticulture Nursery Assistant

Cost: $20 water testing kits, water bioassays, particulate matter testing

Science: Frontier Psychology and Fairhills Crime Solvers

Description:

Psychology is the scientific study of human behaviour and mental processes. Students choosing this specialism will explore how Psychology can be applied to personal and social situations around us. Students will investigate the methods that psychologists use to determine the links between psychological processes and behaviour.

Students will focus on Psychology as an occupation and discover the many fascinating areas of work for a Psychologist including Sports, Clinical, Neuro and Forensic Psychology.

Students will be taught the practical and theoretical science behind crime scene protocol, evidence collection, human identification and evidence analysis. Through application of these forensic science skills and problem-solving skills to criminal case studies, they will gain in depth knowledge of how these techniques are used by forensic scientists to collect and analyse data from a crime scene, and then further used to determine the sequence, motives and context of events, narrow down suspects and ultimately solve crimes.

Students will know:

- Types of Psychologists
- Research methods
- The Nervous System
- Perception and Senses
- Crime scene protocol
- Evidence collection and analysis
- Human Identification

Students will do:

- Analysis' of types of psychologists
- Experiments and science investigations
- crime scene investigations
- diagrams of the nervous system

Students will be:

- Critical thinkers
- Reflective when developing and testing hypothesis'
- Active listeners when sharing different views and values of the world

Formative Assessments:

- Check in test and quizzes
- Worksheets
- Practical investigations
- Types of Psychologists Investigation

CATs:

- Scientific report
- Research task

Future School Pathways:

VCE Psychology

Future Career Pathways:

Psychologist, Psychiatrist, Medical Practitioner, Teacher, Social Worker

Cost: $30 fingerprint and evidence analysis consumables

Science: Green Chemistry

Description:

When you think of Chemistry many people focus on the spectacular chemical reactions for their sheer wow factor. The truth is that an understanding of Chemical reactions in the last few hundred years has transformed human society. But there has been a cost, the very name ‘Chemicals’ is often thought of negatively. To understand how to make a different kind of Chemistry that is better for the Planet you will explore the building blocks of matter, the fundamental nature of how atoms interact with each other to form a wide range of compounds that have an amazing range of uses. This link between structure and properties will be explored through a range of different chemical reactions that occur every day in your bodies, homes and our natural environment. You will learn to use word and symbol equations to represent these reactions and investigate real-life factors that may impact the rate of these reactions. You will conduct inquiries into important reactions and be challenged to think how to make them better for you and the planet.

This course is recommended for those who may wish to study VCE Chemistry in the future.

Students will know:	Students will do:	Students will be:
• Structure of an atom, including subshell configurations • Valency and ionic formulas • Balancing chemical equations • Molar Mass and Avoagdro’s number • Scientific Method	• Investigate and explain the Law of Conservation of Mass • Evaluate and analyse practical investigations • Apply theoretical concepts in a practical application	• Appreciative of scientific method • Problem solvers • Able to work safely in a laboratory

Formative Assessment:

- Practical log book
- Data analysis tasks
- Check in tests

CATs:

- Practical portfolio
- Research task

Future School Pathways:

VCE Chemistry Unit 1 and Unit 2 VET Laboratory Skills

Future Career Pathways:

Pharmacist, Laboratory Chemist, Chemical Engineer, Nurse, Environmental Scientist

Cost: $40 chemicals for investigations: biopolymers, coke and mentos rockets, disposable testing equipment

Science: Robotics and Coding

Description:

Science, Technology, Engineering and Mathematics (STEM) education provides opportunities for students to engage in important life skills like teamwork, communication, and project-based organisation. Robotics is an ideal approach to acquiring these STEM skills as students work together to solve various engineering challenges.

Students will have the opportunity to build a robot as a team. After recording their reflections of the build in their engineering notebooks, students will learn about how to both configure and program the robot to move forward and reverse using VEXcode IQ Blocks. Students will discuss how robots benefit different industries in their community. Students will explore ways to move the robot forward and reverse using different variations of code, recording their ideas and calculations in their engineering notebooks.

This specialism give students chance to work on different forms of coding including block coding and basic coding languages. They will produce functional products with their code which could include robotics, web design and app design. Students will also look at the production of AI and Ethics.

Students will know:

- Basic coding using Visual C software
- How code can control robotic devices to complete tasks
- The principles of design
- Feedback systems in coding via the use of sensors
- Basics of coding language
- Elements of design used in Digital technology

Students will do:

- Design and build a Robot to complete set tasks
- Code basic programs
- Produce functional digital products
- Work with coding to solve problems
- Use sensors to understand feedback systems in coding to control devices.
- Establish 21st century soft skills such as teamwork and leadership

Students will be:

- Engaged in important life skills, such as teamwork and communication.
- Working in teams to problem solve.
- Reflective learners
- Confident critical and creative thinkers

Formative Assessments:

- Practical projects
- Class activities

CATs:

- Block coding project
- Logbook of coding
- Design brief

Future School Pathways: (VCE, VET, VM Subjects)

Applied Computing, Maths, Physics, Systems Engineering

Future Career Pathways:

Computer Programmer, Computer Systems Engineer, Software Developer, Software Engineer, Web Developer, App Developer

Cost: $50 Robotics parts and mechanisms

Science: The Science of Flight

Description of subject:

Flight has always fascinated human beings and for centuries we have tried to understand how to tame the skies and defy gravity. In this elective students will learn all about the science of flight. They will learn how objects fly, investigate forces, motion, lift and thrust. Students will apply this understanding and combine it with their design and construction skills to build their own rockets. In the second half of this elective students will learn about the history and uses of drones. They will learn how drones operate and how the technology has advanced in the past 10 years. Students will use their understanding of flight to look into the future to predict what drones of the future will be capable of. In this elective students will also launch rockets and operate drones beginning their journey to become qualified drone pilots.

Students will know

- How balanced and unbalanced forces affect motion
- Newton's 3 laws
- Thrust, lift, trajectory
- Centre of mass
- Aerodynamics
- Air resistance
- Application of drone technology
- Important design considerations when building rockets and drones

Students will do:

- Design and build rockets
- Test and refine their rocket design
- Build a mini drone
- Safe operation of a drone
- Research into future applications of rocket and drone technology

Students will be:

- Creative. They will need to display design and engineering skills.
- Analytical. They will need to collect and analyse data to improve their designs
- Hands on. They will need to be building and refining
- Curious. They will need to ask questions and seek answers.

Formative Assessments:

- Rocket history research task
- Data collection and analysis
- Drone flight skills
- Drone technology development timeline

CATs:

- CAT 1: Design and construction of a bottle rocket. Presentation of design considerations and final design along with performance data.
- CAT 2: The future of drone technology. Students will design a drone of the future to fulfill a particular need they see arising in 5/10/15 years time. Students will need to present their research and their important aspects of their drone design.

Future School Pathways:

VCE Physics, VCE Visual Communication and Design, VCE General Maths, VCE Mathematics Methods, VCE Specialist Mathematics, VET Engineering, VET Automotive, VET Information and Communication Technologies

Future Career Pathways:

Aviation, Aeronautical engineer, Pilot/Drone Pilot, Air traffic controlled, Electrical Engineer, Vehicle Design and Construction, Data analyst, IT design

Cost: $50 rocket consumables and parts, drone flight program

Science: Things that Kill

Description:

This specialism of study is an investigation of human organs and body systems, pathogens, diseases (including cancer and genetic disease), poisons and toxins. Students will learn about the 3 lines of defence, focusing on how the immune system works and how we inherit some diseases.

Students will know:	Students will do:	Students will be:
• Key organs in each body system • Organelles in animal and plant cells • Structure and Function of bacteria vs viruses • How the immune system works	• Investigations and report on the structure and function of body systems • Produce a scientific report on a practical investigation • Analyse statistics of particular diseases and evaluate the risks	• Appreciative of scientific research • Able to work safely in a laboratory

Formative Assessment:

- Check in tests
- Practical log book
- Data analysis tasks

CATs:

- Practical portfolio
- Research task

Future School Pathways:

VCE Biology Unit 1 and Unit 2 VET Laboratory Skills

Future Career Pathways:

Nurse, Doctor, Immunologist / Pathologist, Research Scientist

Cost: $30 Gel Electrophoresis consumables-dye, agar, DNA samples. Agar plates for microbiology work and sterile swabs. Hearts for dissection

Health and Physical Education: Basketball Academy

Description:

This specialism runs over two years and needs to be completed sequentially. Students will participate in basketball activities and games, focusing on warm-up/cool down routines and breakdowns of specific basketball actions.

Throughout this specialism students participate in a range of basketball activities that they can engage in as a means to improve their overall basketball skills. Students have the opportunity to show their basketball IQ in every class in every period. Whether it be in a practical class by making the right decision or play, or in a theory class by widening their knowledge of the game.

This specialism runs over one year

Students will know:

- warm-ups and cooldowns
- The mechanics used in the basketball shot.
- skill acquisition
- the process of running a tournament

Students will do:

- Create their own basketball drills
- Analysis of basketball and break down the key components for a warm up, cooldown and recovery.
- Develop basketball programs for peers
- Skill analysis
- Referee training

Students will be:

- Collaborative team players
- Reflective of their own performance
- Appreciative of basketball gameplay

Formative Assessments:

- Participation when completing warm-up and cool down tasks
- Peer feedback
- Teacher observation

CATs:

- PowerPoint presentation on warm-up, cooldown and recovery
- Skill analysis

Future School Pathways:

VCE Physical Education
VET Sport and Recreation

Future Career Pathways:

Basketball Player, Athlete, Sports Coach, Physical Education Teacher, Referee

Cost: $25 for each tournament

Health and Physical Education: Health Matters

Description:

This specialism will look at the human body from a health perspective. It will investigate how the body changes and develops as it moves through the different stages of the lifespan. It will look at Health topics such as healthy eating, nutrition, the Australian Healthcare System and specific health issues throughout the lifespan.

***Please note that this specialism is a theory-based specialism in preparation for VCE Health and Human Development**

Students will know:	Students will do:	Students will be:
• The dimensions of health and wellbeing • The stages of the human lifespan • Benefits and consequences of nutritional choices • The Australian Healthcare System	• Describe the dimensions of health and wellbeing and how they interrelate • Investigate health issues in the Australian community • Assess their own level of nutrition • Evaluate the strengths and limitations of the Australian Healthcare System	• Involved in class discussions surrounding different health issues • Reforming their preconceived perspectives on different stages of the lifespan

Formative Assessments:

- Participation in class discussion
- Topic quizzes
- Regular workbook checks

CATs:

- Australian health issue presentation
- Nutrition case study task

Future School Pathways:

- VCE Health and Human Development

Future Career Pathways:

Health/PE Teaching, Health Promotion, Nursing, Personal Training

Cost: Supported through voluntary curriculum contributions

Health and Physical Education: Outdoor Education

Description:

Students participate in several outdoor activities, focusing on the development of the equipment used and the sustainable practices used to protect the environment.

Students will participate in outdoor recreation activities and understand the importance of minimal impact strategies in the outdoors.

Students will know:	Students will do:	Students will be:
• Risks vs hazards • How to use safety equipment • What older equipment used to look and operate like • Sustainable practices	• Conduct a risk assessment • Compare old vs new equipment • Demonstrate how to use outdoor equipment • Use the environment in a sustainable manner • Participate in a range of activities	• Resilient in practising and performing tasks that support outdoor activities and exploration • Open minded and willing to try new things and test their personal strength

Formative Assessments:

- Written tasks
- Class discussions
- Check-in tasks

CATs:

- Comparison of technology
- Diaries and reflections

Future School Pathways:

VET Sport and Recreation VCE
Physical Education

Future Career Pathways:

Camp Coordinator, Parks Victoria, Conservationist, Adventure Guide

Cost: Approx. $400 Transport for activities and activity provider fees i.e kayaking, surfing etc. Program to be confirmed.

Health and Physical Education: Sport Science

Description:

Students will look at what makes an athlete and how we can use data to improve upon certain areas. Within this specialism we will analyse how humans produce movement, how we can improve skills, and how we produce energy needed to complete skills on the sporting field.

Students will know:

- Classification of skills
- Best practice to analyse performance
- Basic biomechanical principles
- Energy systems used in sport

Students will do:

- Apply theories of learning to practical coaching situations
- Movement analysis
- Analyse and report on lab exercises

Students will be:

- Reflective on their own physical journey and health.
- Respectful of others' experiences, perspectives, and cultures.
- Open minded when listening and observing the experiences of others.
- Contributing positively to class discussions

Formative Assessments:

- Participation in lab studies
- Constructing graphs and data charts based on practical results in studies
- Reporting on practical activities

CATs:

- Movement analysis
- Energy system lab report

Future School Pathways:

VCE Physical Education
VET Sport and Recreation

Future Career Pathways:

Exercise Scientist, Exercise Physiologist, Personal Trainer, Strength and Conditioning Coach, Allied Health Work, Elite Sports Work, PE Teacher, Athlete

Cost: Supported through voluntary curriculum contributions

Health and Physical Education: Training Programs

Description:

Students will focus on how to build a foundation of an effective training program. They will look at activity analysis and determine the fitness requirements of a selected activity.

Students will perform fitness tests and use this as a basis to apply training principles to their own personalised training program.

Students will know:	Students will do:	Students will be:
• Principles used in fitness programs • Relevant fitness components to a given activity/sport • Fitness testing protocols	• Fitness test batteries • Construct personalised fitness plans • Apply knowledge of fitness principles	• Inquisitive on how to develop their own fitness levels • Actively using themselves as examples on how to analyse movement

Formative Assessments:

- Participation in fitness testing
- Construction and implementation of training programs

CATs:

- Fitness profile
- Training program

Future School Pathways:

VCE Physical Education
VET Sport and Recreation

Future Career Pathways:

Exercise Scientist, Exercise Physiologist, Personal Trainer, Strength and Conditioning Coach, Allied Health Work, Elite Sports Work, PE Teacher, Athlete

Cost: Supported through voluntary curriculum contributions

Languages: Japanese

Description:

Students acquire communication skills in Japanese. They develop understanding about the role of language and culture in communication. Their reflections on language use and language learning are applied in other learning contexts.

This specialism runs over the year.

Students will know:

Students will learn how to express themselves in written and spoken form, and understand what others have written and said. Topics covered include:

- Transport
- Your skills
- Hobbies
- Your spare time
- Talking about your daily life
- Describing people/characters
- Samurai and ninja
- Manga and anime

Students will do:

- Read and write in Japanese
- Listen and speak in Japanese
- Research an element of Intercultural Capability

Students will be:

- a written and verbal communicator of Japanese language
- a confident user of Japanese
- appreciative of Japanese culture

Formative Assessments:

- Education Perfect tasks
- Reading and writing tasks
- Listening and speaking tasks
- Digital platform assessments
- Check in tests

CATs:

- Reading and writing
- Speaking and listening

Future School Pathways:

VCE Languages (Japanese)

Future Career Pathways:

Hospitality, Retail, Teaching, Technology, Science, International Relations, Tour Guide, Travel Agent, Events Manager

Cost: Supported through voluntary curriculum contributions

The Arts (Art): Fine Art

Description:

Students will be learning about materials and techniques of painting, drawing and printmaking to create their own artworks.

They will learn new skills and use many different materials including acrylic paint, watercolour, screenprinting and more. Students will explore techniques and processes for manipulating materials to express their own ideas with a focus on different styles and use of visual language (art elements and principles).

Students follow a process for design and explore art forms, materials, and techniques. Along with painting and drawing they will look at various methods of art such as printmaking.

Learning in Visual Arts involves students making and responding to artworks, as well as drawing on the world as a source of ideas.

Students will know:

- materials and techniques for producing artworks.
- Manipulating visual language
- Creating and respond to artworks

Students will do:

- Create artworks. Use materials,techniques, and processes to learn visual language
- Respond and reflect upon artworks from different cultures and contexts

Students will be:

- Appreciative of artworks from all cultures and contexts
- Thoughtful and respectful of each other and materials used.
- Willing to experiment with and explore a variety of materials and techniques

Formative Assessments:

- Acrylic Painting
- Watercolour Painting
- Screen Printing and stencil design
- Charcoal and Pastels
- Pencil techniques
- Printmaking and Monoprinting

CATs:

- Folio 1: Experimentation with materials and techniques
- Folio 2: Creating final artworks

Future School Pathways:

- VCE Art Making and Exhibiting
- VCE Visual Communication and Design
- VM Personal Development

Future Career Pathways:

Artist, Painter and Decorator, Graphic Designer, Teacher, Visual Merchandiser, Museum Gallery Officer/Curator/Conservator, Architectural Drafter, Web Designer/Developer

Cost: Supported through voluntary curriculum contributions

The Arts (Art): Visual Communication and Design

Description:

In Visual Design, students learn how to express ideas and messages using images and graphics. They use skills like design thinking and follow a design process. This involves using drawings techniques and understanding design elements and principles to create a visual language for a specific audience. Students learn about design and the role of visual communication designer and contribution to society. They will explore a range of design fields namely environment design, industrial design and communication design.

Students will know:

- Design Process
- Manual and digital skills
- Design skills
- Design thinking
- How to apply a range methods, material and techniques
- Drawing convention- 2D and 3D
- Design elements and principles

Students will do:

- Develop and present visual communication ideas that demonstrate the application of methods, material, media, design elements and design principles
- Use manual and digital drawings skills in specific design fields of Environment, Communication and Industrial Design.
- Design their own artwork and follow the design process in response to the design brief

Students will be:

- Appreciative of design
- Exploring new and familiar technologies when creating.
- Producing visual pieces that convey an idea or message
- Respectful and learn in a safe environment.

Formative Assessment:

- Design process task
- Design folio task
- Digital skills
- Check-in test

CATs:

- Design Folio: Architecture and pieces
- Design folio: Design techniques and pieces

Future School Pathways: (VCE, VET, VM Subjects)

- VCE Media
- VCE Art Making and Exhibiting
- VCE Visual Communication and Design
- VM Personal Development Skills

Future Career Pathways:

Illustrator , Video Editor, Web Designer, Communication Manager, Art Director, Product / Industrial Designer, Architecture, Graphic Designer, Fashion/ textile Designer, Interior Architecture, Landscape architecture, Game designer, Advertising, Character Design

Cost: Supported through voluntary curriculum contributions

The Arts (Media): Film and TV

Description:

In Media, students will have the opportunity to experience the film production process. Students will complete pre-production and post-production tasks including the development of a film script, digital and traditional storyboarding, camera operation and editing.

Students will work with industry standard software and equipment and work collaboratively to develop their understanding of film production roles such as directing, editing, acting, sound design and lighting. In addition to creating film, students will have the opportunity to analyse and creatively respond to narrative text from a variety of genres. They will develop their understanding of directing styles and film production techniques used to manipulate and create meaning for the audience.

Students will know:

- Film techniques
- The film production process
- Process of critiquing films

Students will do:

- Apply pre-production, production and post production methods
- Reviewing media productions
- Investigate tropes used for different genres

Students will be:

- Appreciative of the different styles of film
- Collaborative and share ideas with others
- Will be thorough and reflective when applying the film production process

Formative Assessment:

- Storyboarding
- Film review portfolio
- Script writing

CATs:

- Film review/ analysis
- Film production

Future School Pathways:

- VCE Media
- VCE Drama
- VET Screen and Media

Future Career Pathways

Filmmaking, TV and Media Production, Advertising and Marketing, YouTube Content Creator, Screenwriter and Camera Operator

Cost: Supported through voluntary curriculum contributions

The Arts (Media): Photography

Description:

This specialism is an opportunity for students to master the camera and explore the world of photography. Students will learn skills in pre and post production including the use of different camera technologies, lighting, editing platforms and development of a final piece across two folios.

In addition to taking and editing photos, students will study past and present photographers and how photography has evolved over the decades. They will also explore the legal side to photography and how that impacts the photography industry. Over the course of a semester they will learn many skills, styles and techniques on how to create a picture that is worth a thousand words.

Students will know:

- Camera functions
- Composition of photographs
- Techniques in pre and post production
- A brief history on photography
- Legal obligations in taking photos of people and places

Students will do:

- Design and implement photographic skills
- Create folios outlining their processes
- Written work of annotation and inspirations from professional photographers
- An exploration of the legal obligations of photography

Students will be:

- Respectful of other people's opinions and ideas
- Creative in their photographic endeavours
- Understanding of the legal requirements

Formative Assessment:

- Technical experiments of lighting, exposure and focal lengths
- Annotated photos
- Written permission forms for models or subjects
- Written reflections on the history of photography

CATs:

- Folio 1: technical experiments
- Folio 2: creative pieces and presentation

Future School Pathways:

- VCE Media
- VCE Art making and exhibiting
- VET Screen and Media
- VM Personal Development Skills

Future Career Pathways

Photographer, Multimedia Analyst, Multimedia Developer, Secondary School Teacher

Cost: $20 Specialist photography paper and external printing costs

The Arts (Music): How to write a Popsong

Description:

This specialism of study is a combination of investigating, designing, producing and performing. They will look into factors such as chord progressions, arrangements, song structure and lyrics. Students will work in small groups playing rock band instruments such as vocals, guitar, keyboards, bass guitar and drums.

Students will know:

- How to play their chosen instrument
- A basic knowledge of music theory
- Chord progressions
- Lyric writing
- Rhythm
- Instrumentation
- Arranging

Students will do:

- Study the various key elements that make up a contemporary Pop or Rock Song
- Become a member of a band and write three original songs and record them
- Learn the basics of popular music writing

Students will be:

- Appreciative of the skills involved in songwriting
- Cooperative when working in groups
- Reflective on the quality of their work

Formative Assessment:

- Song portfolio
- Rehearsal logbook
- Check-in performances

CATs:

- Research Task
- Performance repertoire

Future School Pathways:

VCE Music

Future Career Pathways:

Musician, School Teacher, Music Therapist

Cost: Supported through voluntary curriculum contributions

The Arts (Music): Recording Studio and Music Technology

Description:

This specialism of study will teach students the basics of recording music and generating playlists. Students will also study various areas of music technology such as P.A.s, Recording Equipment and Recording Computer Programs. Students will generate two pieces of music either through traditional instruments or from a computer generated program such as Audacity to record them including sound production to create a playlist.

Students will know:

- How to play their chosen instrument
- Basics of a P.A System
- Effects processing
- How to operate a mixing desk
- The basics of a synthesiser
- The basics of a digital drum kit

Students will do:

- Learn the basics of popular music writing
- Generate original or cover pieces of music and record and produce them
- Become a member of a band and record and produce them

Students will be:

- Appreciative of the skills and competencies associated with Music Technology
- Cooperative when working in groups
- Reflective on the quality of their work

Formative Assessment:

- Song portfolio
- Rehearsal logbook
- Check-in performances

CATs:

- Research Task on sound manipulation, sound production and sound recording.
- Performance repertoire

Future School Pathways:

VCE Music VET
Music

Future Career Pathways:

Musician, School Teacher, Music Therapist, Sound Engineer

Cost: Supported through voluntary curriculum contributions

The Arts: Performing Arts

Description:

Students explore the Performing Arts creative industry and how it can develop from the classroom into the professional performance world. Students will explore the industries of drama, theatre tech, dance and creative arts. Students will research professional performing arts companies, shows and explore different styles of theatre. They will create their own solo and group works and learn how to meld classroom performance into the contemporary creative industries. This course will enhance your imagination, creativity, confidence and communication skills.

Students will know:

- Performance techniques – Dance and Drama
- Staging and production
- Storytelling and communication
- Overcoming stage fright and Performance anxiety

Students will do:

- Performance Arts – Dance, Drama and Theatre
- Work independently and in groups
- Research arts industries
- View productions - online and live (possible excursion)

Students will be:

- Performers
- Storytellers
- Appreciative of the world and stories around them
- Supportive and respectful of others

Formative Assessment:

- Practice Performance techniques
- Research productions
- View and respond to performances
- Script and Choreography Work
- Create solo and group performances
- Participate in School Musical - cast or crew

CATs:

- Presenting, researching, and responding to a professional performance
- Create, perform and evaluate your own performance

Future School Pathways:

- VCE Drama and VCE Theatre Studies
- VCE Dance and VCE VET Dance
- VCE VET Acting in Film and Screen

Future Career Pathways:

Actor, Dancer, TV/Radio Presenter, Director, Producer, Teacher, Scriptwriter, Performer , Audio Visual Technician, Sound Technician, Production Assistant

Cost: Supported through voluntary curriculum contributions

Design and Technologies: Ceramics

Description:

Students will work hands on to sculpt, build, throw (pottery wheel) and glaze clay. They will learn hand building techniques and terminology as well as working with a wheel to throw clay for building and sculpting works. Students will experiment with methods to produce a range of artistic and practical ceramic pieces.
Students will follow a design process from sketch work to finished works with glazes. Working as a studio artist students will learn a range of ways to manipulate and decorate clay. Students will learn how to use tools and techniques for 3D ceramic construction. We will explore both historic and contemporary practices. Through Design and Technologies, students apply design and systems thinking and design processes to investigate ideas, generate and refine ideas, plan and manage, produce and evaluate designed solutions.

Students will know:

- Pinch Pot and Coil Construction
- Slab Construction and Wheel Throwing (Equipment pending)
- Surface Decoration
- Glazing Techniques
- Historic and Contemporary Practices
- Sustainability and Design

Students will do:

- Sculpt, build and glaze clay.
- Design, plan, and produce finished ceramic pieces.
- Investigate the history of ceramics to explore both historic and contemporary practices.

Students will be:

- Safe and respectful with materials for a safe working environment
- Engaged in learning about and working with clay.
- Independent and hands on learners

Formative Assessments:

- Class tasks
- Reflection on artwork development
- Design Brief Process

CATs:

- Folio 1 – Pinch Pot and Coil Construction
- Folio 2 – Wheel throwing and/or Slab Construction

Future School Pathways:

- VCE Product Design and Technology
- VCE Art Making and Exhibiting
- VET Building and Construction
- VM Personal Development Skills

Future Career Pathways:

Product Designer, Artist/Potter, Model Maker, Craftsperson, Tradesperson, Industrial Designer

Cost: $40 Clay, glazes, firings

Design and Technologies (Food): Cook for Life!

Description:

This specialism of study will focus on skills that they can take into the future once they leave school. Students will look at the nutritional requirements of a person throughout their lifespan as well as the Australian diet and how it can positively or negatively affect us now and in the future.

This will include looking at different diet related diseases that affect people that are both under and over nourished. Students will evaluate the various eating models that provide good health and will use one of these to assess the suitability of the food on offer at our school. They will further develop their culinary skills by learning how to cook a variety of quick and easy meals that can easily be made at home both now and in the future.

Students will know:

- Functions of food in the body
- Nutritional requirements over the lifespan
- Factors that influence food habits and food guides that promote healthy eating

Students will do:

- Students will be able to *write* about the different nutrients and their impact on our overall health
- *Create* a designed solution based on a specific design brief
- Produce and evaluate different products that meet the requirements across the lifespan

Students will be:

- Appreciative that different lifespan stages have different nutritional requirements
- Safe and Hygienic in the kitchen
- Critical Thinkers

Formative Assessment:

- Check in activities and tests
- Quizzes and Kahoots
- Written tasks
- Product and Sensory Evaluation Portfolio

CATs:

- Lifespan Nutrition Design Brief
- Food Model Research Task

Future School Pathways:

- VCE Food Studies
- VCE Health and Human Development
- VCE/VM Personal Development

Future Career Pathways:

Nutritionist/ Dietician, School Teacher, Food Technologist , Health Promotion Officer

Cost: $80 Ingredients for practical recipes

Design Technology (Food): Our School Cafe

Description of subject

Ever wondered what it takes to run a successful school cafe? In this hands-on elective, you'll learn how to plan menus, cook in commercial size batches, serve customers, make coffee, and handle cash, just like a real world hospitality business. From scaling recipes, to running a cafe simulation, you'll gain skills you can use in food service, part-time jobs and your own kitchen.
Students will focus on the development of practical skills and knowledge required to operate within a hospitality environment. They will participate in real-world simulations such as operating a cafe, allowing them to apply their skills in authentic settings. This subject equips students with valuable, transferrable skills for working in the food service industry, and confidence in managing hospitality tasks.

Students will know

- Food safety and safe handling
- Recipe scaling
- Costing and portion control
- Cash handling basics
- Hospitality and service etiquette

Students will do:

- Design & cook possible cafe menu items
- Batch cooking and freezing of menu items
- Run a mock service exercise to practice hospitality skills
- Make food for the school community to trial
- Coffee making training

Students will be:

- Striving for a high level of creative and innovative presentation when presenting practical tasks
- Reflective when fulfilling design briefs and recipes.
- Thoughtful and safe in the kitchen

Formative Assessments:

- Cooking reflections and evaluations
- Teacher Observations
- Design Briefs

CATs:

- Hot Lunch for staff for the first CAT
- Canteen simulation runs for students

Future School Pathways:

- VCE Food Studies and VET Hospitality
- VCE Health and Human Development
- VCE/VM Personal Development

Future Career Pathways:

Nutritionist/ Dietician, Teacher – Primary or Secondary, Food Technologist , Hospitality Industry - Chef, Baker, Caterer or Patisserie

Cost: $80 Ingredients for practical recipes

Design and Technologies (Food): Race Around the World

Description:

This specialism of study is a combination of investigating, designing, and producing food from around the world; and discovering how diverse Australian cuisine is. Students will look at how our diet has changed from early Indigenous Australian cuisine to how European settlers came and introduced new foods into Australia and changed the way we eat today.

They will look into factors that determine food choices such as physical, social and environmental. Students will research key ingredients, cooking methods, typical meal patterns and rituals of each country investigated. Their culinary skills will further develop by learning how to cook a variety of foods from different continents such as: Australasia, Asia, Europe, Africa and the Americas. They will have the opportunity to research, design and produce a dish from a country of their choice and then evaluate their skills.

Students will know:	Students will do:	Students will be:
• Indigenous Australian Food • Cultural influences on the Australian cuisine • Cuisines throughout the world • Food security	• Investigate and explain how to culture and cuisine are interrelated and influence food choice and food availability • Produce and evaluate different cuisine from around the world • Design their own meal and follow the design process in response to the design brief	• Appreciative of multiculturalism • Reflective when solving design briefs • Be thoughtful and safe in the kitchen

Formative Assessment:

- Race around the world portfolio
- Production and sensory evaluation logbook
- Check-in tests

CATs:

- Research Task
- Design Brief Task

Future School Pathways:

- VCE Food Studies
- VCE Health and Human Development
- VCE/VM Personal Development

Future Career Pathways:

Nutritionist/ Dietician, School Teacher, Food Technologist, Chef, Baker, Caterer or Cook

Cost: $80 Ingredients for practical recipes

Design Technologies - Product Design Industries

Description:

Students will be producing their own products following a design process to investigate, plan, design and produce their own ideas.

They will generate ideas for 3D products and then make these products. This could be in Ceramics, 3D Printing, Lasercutting, Textiles or more. They will look at industries of design such as a craftsperson, engineer, artist and designer. Students then develop project plans to plan and manage projects individually and collaboratively taking into consideration time, cost, risk and production processes.

Through Design and Technologies, students plan and manage projects from conception to realisation. They apply design and systems thinking and design processes to investigate ideas, generate and refine ideas, plan and manage, produce and evaluate designed solutions.

Students will know:	Students will do:	Students will be:
• materials and • techniques for • producing products • how to plan and manage a project • industries of design	• Create 3D products in materials of their choice • Generate, plan and manage projects • Respond and reflect upon ideas	• Appreciative of design technology industries • Thoughtful and respectful of each other materials used • Willing to manage their own projects and produce their own products in materials of their choice

Formative Assessments:

- Generating ideas
- Planning and managing projects
- Designing and producing products
- Evaluating projects

CATs:

- Folio 1: Planning and Managing Projects
- Folio 2: Designing and Producing Products

Future School Pathways:

- VCE Art Making and Exhibiting
- VCE Visual Communication and Design
- VCE Product Design and Technologies
- VM Personal Development

Future Career Pathways:

Craftsperson, Engineer, Designer, Artist, Painter and Decorator, Graphic Designer, Teacher, Visual Merchandiser, Advertising, Architectural drafter, Web Designer/Developer etc.

Cost: $40 Supplies for making various products