



Relationships



2027 YEAR 9
**COURSE
HANDBOOK**

Curriculum Overview

The Year 9 Curriculum continues to develop broad educational knowledge and skills, with 16 of the 25 sessions of schooling comprising the four compulsory learning areas of English, Mathematics, Science and Humanities and Social Sciences. A further 2 sessions of Physical Education and 1 session of Health are also compulsory subjects. 1 session represents 64 minutes of teaching time. A Year 9 students' week is outlined below:

Learning Area	Sessions of Study Per Week
Compulsory Subjects	19 Sessions
English	4 sessions
Mathematics	4 sessions
Humanities and Social Sciences	4 sessions
Science	4 sessions
Physical Education	2 sessions
Health	1 session
3 Elective Subjects (see further information below)	6 sessions
Total Overall Sessions	25 Sessions

Elective Subjects

Year 9 students will be enrolled in three (3) elective subjects from the learning areas of Technologies, The Arts, Languages, Humanities or Physical Education. Students will study each of these year-long electives for two sessions per week as they do not change over at the end of Semester 1, as previously required in Year 7 and 8.

Elective selections are completed using the **Subject Selection Online system (SSO)**. Instructions for accessing and completing this process will be sent to Parents/Guardians via email.

1. The **Year 9 Course Handbook** provides an overview of all available elective subjects. It can be accessed on the College website at www.cvc.wa.edu.au or via the link in SSO.
2. Students are required to select **three elective subjects** through SSO. Please note that:
 - o Not all listed subjects are guaranteed to run, as this depends on timetabling considerations and student demand.
 - o Some subjects may become **oversubscribed**, meaning there are more applicants than available places.

For these reasons, it is essential that students carefully follow the instructions in SSO and **rank their preferences thoughtfully**, including both their **First Choice** and **Reserve selections**.

3. Parents/Guardians will be advised of their child's final elective allocations for the following year during Term 4.

Course Costs and Additional Charges

Please note that all **Year 9 and 10 elective subjects** incur **compulsory charges** as outlined in the Subject Selection Online system.

The **2026 course costs** listed in SSO and below should be used as a **guide only** for indicative pricing in 2027. These costs may change in response to increased budget requirements, subject to approval by the College Board. Some extension subjects may attract a slightly higher fee, however, the College will endeavour to keep any additional costs to a minimum.

Subjects with a fee **exceeding \$80** are classified as **high-cost subjects** and may require a **50% deposit**. Further details regarding deposit payments will be provided to Parents/Guardians towards the end of **Term 3**.

Business	\$ 30.00
Circus	\$ 40.00
Court Sports	\$ 70.00
Dance	\$ 40.00
Design & Technologies - Food Specialisations	\$ 135.00
Design & Technologies - Materials Specialisations	\$ 165.00
Digital Art	\$ 30.00
Digital Technologies - Electronic Game Design	\$ 30.00
Digital Technologies - ICT	\$ 30.00
Digital Technologies - Web Design & Animation	\$ 30.00
Drama	\$ 45.00
Early Childhood Development	\$ 55.00
Indonesian	\$ 30.00
Italian	\$ 30.00
Media	\$ 30.00
Recreation Sports	\$ 70.00
Soccer	\$ 60.00
Specialist Music Program	\$ 130.00
STEM Materials and ICT Engineering Program	\$ 190.00
Visual Arts	\$ 90.00
Visual Arts - Ceramics	\$ 100.00
Visual Arts Enrichment Program	\$ 120.00

THE ARTS LEARNING AREA

The Arts Specialist Program

This is a year-long invitation only course.

Students enrolled in Year 8 who received a 'C' or better are eligible to move into Year 9 automatically. Interested students who were not in Extension Art previously are required to submit an Expression of Interest Form and then may be required to present a portfolio of work and/or participate in an interview. From this, successful applicants are invited to join The Arts Specialist Program.

The Arts Extension Programs are specifically designed to extend students as they refine their ideas to create resolved artworks. Students will be provided with the opportunity to build their practical skills with a range of 2D and 3D media through a range of project-based activities. Students will also delve into the Visual Analysis and Investigation to build their language skills and ability to discuss their works and that of others.

Students in this course will also be provided with the opportunity to engage with external tutors through a range of incursions and excursions during the school year. These tutors will be a mix of artists selected to compliment and extend the skills and techniques offered through the in-class aspects of the course.

This course prepares students for Visual Arts pathways in senior school.

Visual Arts

This year long course continues to develop student's knowledge and ability to visual art language and artistic conventions with greater complexity during their design and production process. They develop their skills in documenting their ideas, applying design processes and compositional structures to create a unique artwork on a set topic or theme. Students continue to develop their practical skills and ability to manipulate materials, techniques, art styles/processes when producing 2D and/or 3D artwork. Students extend their knowledge and use of safe studio practices. They are introduced to a greater range of local, Australian and International artists, and look at how artists are influenced by others, their environment, culture, time and/or place. They continue to apply knowledge of techniques used by other artists in the production of their own work.

Students are required to critically analyse traditional and contemporary artwork using various analysis frameworks, incorporating appropriate visual art language, art terminology and conventions.

This course prepares students for Visual Arts pathways in senior school.

Visual Arts - Ceramics

This course is a new offering for 2026 and has a central focus on working with Ceramics. Throughout this course students will have the opportunity to create works using a range of techniques to build functional and creative pieces as they build a more robust knowledge of clay and its features. Students will use a range of hand building processes to construct a range of pieces. Throughout the year students will also have the opportunity to begin wheel work as an added extra to begin developing those specific skills and understandings.

This course links in well with all other Visual Art courses and has pathways into senior school.

Digital Art

The elements and principles of Art and Design are explored through Digital Media. Students will work almost exclusively with designing their production pieces via desktop and iPad programs and/or applications such as Sketchbook, Animation and/or Tilt Brush. Students will explore traditional and contemporary ideas and practices. They will continue to develop their practical skills and ability to manipulate materials, techniques, art styles/processes when producing 2D artworks. Students will be challenged to extend their concepts with the opportunity to use augmented and/or virtual reality.

This course links in well with all other Visual Art courses and has pathways into senior school.

Media Studies

This course is a mix of practical and analytical tasks which provide students with the opportunity to view media work from contemporary and past times to explore viewpoints from Australian and/or international media work. Students extend and refine their skills and processes for problem-solving, working as a team, following timelines and using processes and strategies to ensure safe and responsible use of media equipment.

Students will have the opportunity to work in a number of areas that may include Media Fiction (for example, TV fiction, comics and graphic novels, magazines) or Media Non-Fiction (for example, documentaries, news stories, current affairs stories). They will work with a range of production techniques to design and produce their practical tasks. Their work may focus on film, photography, print media, online media or radio.

Specialist Music Program (Only available to students who were enrolled in Year 8 Specialist Music)

Specialist Music Students attend Music study for 2 hours each week as part of the curriculum. During these classes students develop their performance skills, having opportunities to engage with other instruments such as bass, drums, keyboard, vocals, ukulele, and percussion. Students also learn the fundamentals of song writing and incorporate a wide range of music technology in their compositions, such as GarageBand, Pro Tools and Sibelius.

Performance is a high focus, with students performing in their class ensembles in Year 7, 8 and 9, as well as extra-curricular ensembles that operate within the college, such as Junior, Intermediate and Senior Concert Band.

IMSS – we work alongside the Instrumental Music School Services who provide tuition for students on their chosen instrument. This is in addition to the class music program.

As an extension to the IMSS services provided, CVC employs extra instrumental tutors to provide opportunities for rock drums and vocals. All tutors are professional musicians working within the music industry.

Circus

In this course students will learn to specialise in circus skills and will develop important self-directed learning practices. Students will also gain in-depth understanding of stage practices, engaging audiences, working collaboratively and building resilience. As part of this course students will receive an overview of the performing arts with a focus on the skills needed to perform in a circus team and will be involved in set performances for an audience. Students in this class need to demonstrate safe classroom practices with all equipment and with others.

Dance

In this course students will learn about dance and performance skills. Students will be given the opportunity to develop skills in body awareness, balance, flexibility, co-ordination and stamina. This course will be focusing on a range of dance styles. Students will have the opportunity to perform before audiences. This course will be great preparation for students wishing to enrol in Dance in Years 10 to 12.

Drama

In this course students will learn about developing skills useful for performing a production for the theatre. Students will be given the opportunity to explore techniques on and off the theatre stage including acting, theatre design and staging. Activities include theatre sports and games, children's theatre, mime/mask and Melodrama, and theatre incursions and excursions. This course will be great preparation for students wishing to enrol in Drama in Years 10, 11 and 12.

TECHNOLOGIES LEARNING AREA

Design and Technologies – Food Specialisations

This course is designed to develop students' food handling and preparation skills. With a focus on healthy eating and food for special occasions, topics will explore food preparation skills, food for health, menu planning and presentation of food. Students will plan and prepare delicious breakfasts, lunches, dinners and special occasion foods.

Design and Technologies – Materials and Technologies Specialisations

A practical based subject designed to provide students with the opportunity to develop skills in a variety of disciplines such as woodwork, metalwork, jewellery making, plastics and building construction. Focusing primarily in the development of manual skills, this subject will provide students with hands-on experience working with woods, metals, plastics and construction materials to develop skills in the design and fabrication of various projects and to acquire a working knowledge of the tools and machinery commonly used in modern trades. Possible projects include a toolbox, side table and pendant making.

Digital Technologies - Electronic Game Design

This course offers an introduction to basic programming and game development techniques, which follows what is learned in Year 8 ICT. Students will experiment with a range of game making software to examine the elements and principles of Game Design and Development. Students learn about Hardware and Software in gaming consoles and the video game environment as well as how to create video games using various programming languages, primarily focused on Python. They explore various visual aspects of Electronic Game Design by creating custom characters and scenes for original games based on a set of requirements. It is expected students will participate equally in the theory as well as the practical components of the course to strengthen their understanding and knowledge of the industry.

Digital Technologies – ICT (Information and Communication Technology)

This course allows students to continue building their personal computing skills by examining how to work safely in the computer lab, and understanding how data is represented in digital systems. Students will build on their understanding of programming concepts by creating a text-based computer program and original website. Finally, they will explore 3D design, by learning simple 3D modelling skills and investigating 3D printing.

Digital Technologies - Web Design and Animation

This course provides a basic introduction to web page design and animation. Students will learn to design and develop their own web pages plus animation techniques used in industry, such as stop motion animation. This course offers an excellent pathway into Year 10 Web Design and Animation, ICT and all upper school ICT courses. This course is a great starting point for careers in ICT such as web developers, graphic designers, programmers, instructional designers, photographers, digital artists and webmasters.

Early Childhood Development

This course is designed to provide students with the practical skills and knowledge to assist in the social, physical and educational needs of infants and young children. Students will experience an introductory course in childcare. This course links with Year 10 Early Childhood Development, and Year 11/12 Certificate II in Community Services.

Design and Technologies - Materials Engineering Principles and Systems

Materials Engineering is a specialist subject available only for application entry. This subject is part of the Canning Vale College STEM Engineering Specialist program incorporating Science and Mathematics subjects. Students in this subject will study the use of motion, force and energy to manipulate and control electromechanical and mechanical systems. This subject provides an ideal pathway for ATAR and University entry.

Digital Technologies – ICT Engineering

Digital Technologies – ICT Engineering is a specialist subject available only for application entry. This subject is part of the Canning Vale College STEM Specialist program incorporating ICT and Mathematics subjects. Students in this subject will study Data Collection and Analysis, Networks, and Computer Programming. They will also practice Office Suite Skills throughout. This subject provides an ideal pathway for ATAR and University entry.

HUMANITIES & SOCIAL SCIENCES LEARNING AREA

Exploring Business

Students will be encouraged to develop their dynamic business and marketing skills. They will be exposed to a diverse range of entrepreneurial concepts and qualities. This is a pathway to Business in Year 10.

Why Should I Choose This Course?

This course provides students with the skills to be adequately equipped for placement in the workforce and gain skills to organise personal correspondence and handle everyday finances. It places them in a great position to continue Business in Year 10 and beyond.

HEALTH & PHYSICAL EDUCATION LEARNING AREA

Court Sports

The Court Sports course is designed for students with an interest in a variety of court-based sports. The specific sports will be selected from netball, handball, indoor soccer, basketball, volleyball, tennis and badminton, depending on student interest. Along with the skills associated with these sports other areas developed include umpiring, coaching, and other roles involved with these sports.

Recreation Sports

The Recreation Sports course provides students with the opportunity to develop further skills associated with a range of different sports. These include such sports as Flag Belt Rugby, Frisbee Golf, Golf, Darts, Vortex, Spikeball, Gaelic Football and Speed-Ball. Along with the skills associated with these sports other areas developed include umpiring, coaching, and other roles involved with these sports.

Soccer

This course is designed to introduce students to soccer as a specialised sport. Your child will learn match tactics and strategies; develop refereeing skills and specific skills to enhance performance. They will participate in technical skill development two hours a week. The unit is open to both boys and girls. Students with a keen interest in soccer, good prior knowledge and basic skill would be ideal for this unit.

LANGUAGES LEARNING AREA

Italian

In Year 9, Italian students have the opportunity to build on their previous language learning and will develop their reading, writing, listening and speaking skills and deepen their understanding of the Italian culture. The course will focus on key features of Italy as a country and important cultural aspects of Italian society. Students will explore the themes of 'Special Celebrations', 'Dining Out', 'Let's Discover Italian Cities', and 'Italians through Sport and Passions'.

Students will apply their knowledge in a range of tasks and will interact with a variety of authentic learning materials including magazines, menus, films and websites, as well as having opportunities to use their Italian in real contexts. Learning experiences will include: an excursion to a restaurant, cooking experiences and opportunities for hands-on experiences in a variety of school-based cultural enrichment activities.

Why Should I Choose This Course?

- You have an interest in the language and culture of Italy.
- You want to develop your confidence, communication skills and critical thinking skills and improve your understanding of the English language.
- You want enhanced career prospects through having the knowledge of a second language and the skills to succeed in a globalised world.

This elective leads to the following Year 11 courses:

- Certificate II in Applied Language: Italian
- ATAR Italian

Indonesian

In Year 9, Indonesian students have the opportunity to build on their previous language learning and will develop their reading, writing, listening and speaking skills and deepen their understanding of the Indonesian culture. The course will focus on key features of Indonesia as a country and important cultural aspects of Indonesian society. Students will explore the themes of 'Let's Eat!', 'In the Kitchen' and 'Indonesian Cinema' and 'Cities of Indonesia'.

Students will apply their knowledge in a range of tasks and will interact with a variety of authentic learning materials including magazines, menus, films and websites, as well as having opportunities to use their Indonesian in real contexts. Learning experiences will include: an excursion to a restaurant and opportunities for hands-on experiences in a variety of school-based cultural enrichment activities.

Why Should I Choose This Course?

- You have an interest in the language and culture of Indonesia.
- You want to develop your confidence, communication skills and critical thinking skills and improve your understanding of the English language.
- You want enhanced career prospects through having the knowledge of a second language and the skills to succeed in a globalised world

This elective leads to the following Year 11 courses:

- Certificate II in Applied Language: Indonesian
- ATAR Indonesian