



Glenroy  
College

Year 9  
Subject Guide  
2026

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# Introduction

This handbook is a resource for students, parents and guardians to better understand the different subjects available to study in Year 9, and where they may lead.

## Guidelines

- Students will study 6 **core** subjects each semester
- Students will study 2 **elective** subjects per Semester
- Students cannot select the same subject twice

## Core Subjects and Elective Subjects

A **core subject** is one that every student in Year 9 will complete:

- English
- Maths
- Science
- Humanities
- Health and Physical Education
- Personal Learning

An **elective subject** is one that is chosen by the student. Elective subjects in Year 9 provide students with the chance to develop more precise knowledge and skills in a range of subject areas. This allows students to explore different fields they are interested in before making decisions about Year 10.

## Extension and Intervention Options

Students in Year 9 may be offered the chance to participate in small-group extension or intervention groups based on their achievement levels. These will be discussed with the student, parent and level leader before a decision is made.

## Year 9 Subjects Offered

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*\* Students must select at least one elective from the Arts subjects and at least one elective from the Technology subjects*

## 2026 Arts Elective Subjects

# ART

## Description

Students will build their creative skills in drawing, painting, and designing three-dimensional artworks. They will create original cartoon characters and develop multi-angle concept drawings for a final painting. Students will use these skills to design, plan, develop and construct a 3D sculptural form.

Throughout the process, students will investigate the work and creative practices of artists to inspire and guide their own artmaking. This exploration will deepen their understanding of how visual language can be used to persuade, influence, and inform.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Visual Art
- Media Studies

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE Art
- VCE Media Studies

## What future careers could this lead to?

Graphic Designer	Web Designer
Artist	Illustrator
Interior Designer	Animator
Art Curator	Art Teacher
Art therapist	Architect
Video Game Designer	Video Editor



## What knowledge and skills will I build?

- Critical and Creative problem solving.
- The ability to plan, develop, evaluate, revise and refine ideas.
- Develop and enhance fine motor skills.
- Develop visual aesthetics.
- Increased analytical skills of images and the use of visual language to understand and comprehend visual persuasion.
- Project management skills and working to specified timeframes.
- To have the courage to make mistakes and learn from them.

### WHAT ELSE DO I NEED TO KNOW?

Students may attend external visual displays as part of developing their capacity to read and analyse artworks, e.g. art galleries, special art displays, Top Arts.

# Music Performance

## Description

**Music Performance** develops students' skills on their chosen instrument or voice, both solo and in groups, while exploring different musical styles. Students learn to compose music on their instrument and using music software. In this subject, students will also analyse songs and performances to understand how music is structured and created.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Music Performance
- Drama

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- Music
- VET – Sound Production

## What future careers could this lead to?

- Music Performer
- Music Producer
- Sound Engineer
- DJ
- Composer – films, video games and TV
- Music Teacher



## What knowledge and skills will I build?

- Increased analytical skills
- Project management
- Collaboration and teamwork skills
- Creative problem solving through trialling and experimenting
- Further developing a audio aesthetic

### WHAT ELSE DO I NEED TO KNOW?

Students undertaking Year 9 Music are strongly encouraged to continue or commence their enrolment in the school's Instrumental Music Program (at no extra cost)

# Media Studies

## Description

“Whoever controls the media, controls the mind” – Jim Morrison, 1969.

Students will spend 60% of their time developing skills and techniques using cameras and movies. They will plan, develop and create a Media Production Design before filming and editing the finished product.

Students will look at media influence, digital technologies and the media industry as part of their 40% theory work.

## Which Year 10 Subject(s) could this lead to?

- Media Studies
- Apps and Design
- Industrial Design
- Think for Yourself

## What future careers could this lead to?

- Journalism, writing, editing
- Advertising
- Creative industries: Film, Television, Radio, Podcast, Streaming



## What knowledge and skills will I build?

- Increased analytical skills with image and language
- Project management
- Collaboration and team-work skills
- Creative problem solving through trialling ad experimenting
- Further developing a visual aesthetic

### WHAT ELSE DO I NEED TO KNOW?

#### Materials required:

- USB stick for file transfer and storage



# 2026 English Elective Subjects

# Literature: Finding your voice

## Description

Bring your ideas to life on the page! In this elective, you'll dive into captivating stories, plays and poems, then use what you discover to fuel your own writing. Experiment with bold styles, create original pieces and develop the skills to make your words truly unforgettable.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- English
- Literature

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE English / EAL
- VCE Literature

## What future careers could this lead to?

- Writer / Journalist
- Teacher
- Librarian
- Lawyer
- Artist



## What knowledge and skills will I build?

- Features and techniques of stories, plays, and poetry
- Different writing styles and genres
- How language creates mood, meaning, and impact
- The writing process – from idea to polished piece
- Crafting original creative and analytical writing
- Experimenting with style, structure, and voice
- Editing and refining your work for clarity and impact
- Giving and receiving constructive feedback

### WHAT ELSE DO I NEED TO KNOW?

**You must study an English subject in both Years 11 and 12.**

**This can be English, English as an Additional Language, or Literature or a combination.**

# Journalism

## Description

Step into the fast-paced world of news! In this elective, you'll become a reporter, chasing stories, uncovering facts and creating news for print, online, and multimedia platforms. You'll learn how journalism shapes the world, sharpen your interviewing skills and bring stories to life through articles, podcasts and videos.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- English
- Literature
- Media

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE English
- VCE Media Studies
- VCE VM Literacy

## What future careers could this lead to?

- Journalist
- Digital Media Specialist
- Brand Advocate
- Policy Writer
- Marketing Specialist
- Media – Television, Radio



## What knowledge and skills will I build?

- The power and purpose of journalism
- How to grab attention with strong headlines and leads
- Media ethics and the law
- Essentials of multimedia storytelling
- Finding, researching, and fact-checking stories
- Writing clear, accurate, and exciting news pieces
- Conducting interviews that get great quotes
- Using digital tools to create and share your work

### WHAT ELSE DO I NEED TO KNOW?

**Students in this unit will be expected to remain up-to-date with current media stories and trends.**

# 2026 Health and Physical Education Elective Subjects

# Active Girls

## Description

The "Active Girls" elective is a dynamic Health and Physical Education program tailored for Year 9 students seeking to enhance their fitness and embrace a healthy lifestyle. This girls-only subject offers both practical and theoretical sessions, focusing on goal setting, with a mixture of traditional and non-traditional sports, and understanding the female perspective in sports participation.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Physical Education
- Health and Human Development

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- Physical Education
- Health and Human Development

## What future careers could this lead to?

- Coaching sport
- HPE teacher
- Instructor



## What knowledge and skills will I build?

- Women's health
- Women in sports
- Health related fitness
- Teamwork skills
- Strategy and tactical skills
- Develop motor skills

### WHAT ELSE DO I NEED TO KNOW?

**This subject involves both practical classes and theory classes. Students are expected to actively participate in all practical classes.**

# AFL Academy

## Description

The Sports Academy is for students passionate about building skills, knowledge, and career pathways in the sports industry. With a strong focus on **AFL training** and **strength and conditioning**, students will enhance their athletic performance through practical sessions.

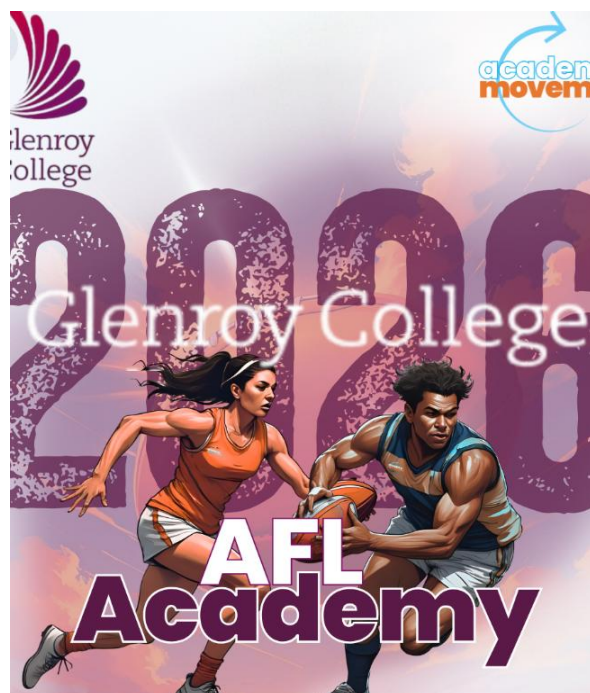
They will also develop coaching skills and complete theory units on sport, athlete development, and industry pathways, preparing them for future roles in coaching, sports science, health and fitness, and athlete management.

## Which Year 11 Subject(s) could this lead to?

- VCE Physical Education
- VET Sport and Recreation

## What future careers could this lead to?

- Professional athlete
- Sport coaching
- Umpiring
- Sports management
- Sport science



## What knowledge and skills will I build?

- AFL game skills and tactics
- Strength and conditioning techniques
- Coaching and leadership skills
- Sports science knowledge
- Injury prevention and recovery
- Teamwork and communication
- Umpiring and officiating skills

### WHAT ELSE DO I NEED TO KNOW?

**To be considered for the Academy, you will need to complete an application. The subject includes both practical and theory classes, and students are expected to actively participate in all sessions**

# Team Sports

## Description

This subject will focus on learning the rules and specific skills required for a range of team sports, and on building teamwork skills.

Students will participate in theory classes designed to explore and analyse strategies and skills required for teams to be successful, and practical classes where they will have the opportunity to put their learning into action through sports participation.

## Which Year 11 Subject(s) could this lead to?

- VCE Physical Education
- VET Sport and Recreation

## What future careers could this lead to?

- Professional athlete
- Sport Coaching
- Physical Education Teacher



## What knowledge and skills will I build?

- Teamwork skills
- Strategy and tactical skills
- Develop motor skills

### WHAT ELSE DO I NEED TO KNOW?

**This subject involves both practical classes and theory classes. Students are expected to actively participate in all practical classes.**

## 2026 Humanities Elective Subjects



# Humans vs. Machines

## Description

How have humans shaped technology—and how is technology shaping us? This subject investigates the history of innovation, from the Industrial Revolution to the Digital Age, and asks big questions about the future.

Students will explore how machines have transformed work, communication and power, and debate the opportunities and challenges of AI and automation in our lives.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

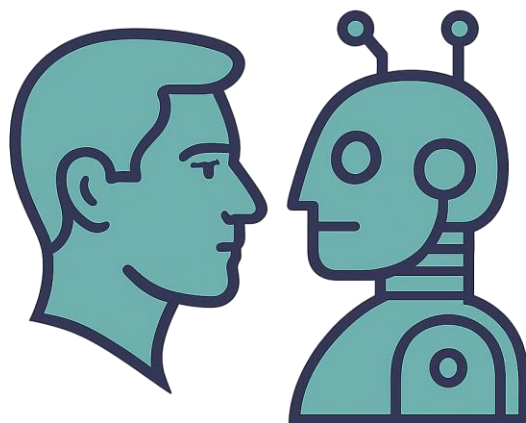
- Climate Justice (Geography elective)
- Think for Yourself (Philosophy elective)

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE Philosophy
- VCE History
- VCE Economics

## What future careers could this lead to?

- Ethics and Policy Analyst
- Law
- International relations/security



## What knowledge and skills will I build?

- Analysing the impacts of technology on people, society and the environment
- Evaluating ethical dilemmas around innovation and AI
- Research and critical thinking skills
- Communication through debate, writing and presentation
- Understanding technological continuity and change

### WHAT ELSE DO I NEED TO KNOW?

Students will have the opportunity to visit the Science Gallery AI exhibition, if available.

# Myths, Legends and Ancient Worlds

## Description

Uncover the stories that shaped the ancient world. From the gods of Olympus to the heroes of Rome, myths and legends reveal how ancient societies explained their world, expressed their values and made sense of life and death.

Students will explore epic tales, analyse artefacts and artworks, and investigate why these stories continue to inspire pop culture.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Conflict in the Middle East (History Elective)
- English

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE Ancient History
- VCE Literature / English

## What future careers could this lead to?

- Archaeologist
- Writer
- Cultural Heritage and Values Officer
- Education and Research



## What knowledge and skills will I build?

- Analysing stories, myths and legends as historical evidence
- Understanding continuity and change between ancient and modern cultures, values and ideas
- Interpreting art, artefacts and literature
- Building skills in research and informed creative writing
- Thinking critically about the importance of storytelling for shaping cultures

### WHAT ELSE DO I NEED TO KNOW?

**Students' prior knowledge of Egyptian and Viking values/beliefs will benefit their learning in this subject.**

## 2026 Languages Elective Subjects

# Auslan

## Description

In this subject, students will develop fundamental skills in fingerspelling in context and vocabulary and sentences to communicate.

They should be able to research and communicate with questions and answers, as well as design and create longer pieces of signing up to 2.5 to 3 minutes.

They will move beyond this to expand their understanding of Deaf respect in Deaf Culture.

Note taking, video work, leading and participating in games and activities will all be mandatory parts of the elective.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Daily communication with potential Deaf clients

## What future careers could this lead to?

- Support staff
- Interpreter
- Working with Deaf clientele across a range of industries



## What knowledge and skills will I build?

- Research, design and create utterances and communication methods
- Explore linguistics
- Use play-based methodology to teach and participate in a wide variety of activities
- Demonstrate daily Deaf respect

### WHAT ELSE DO I NEED TO KNOW?

Students will be required to have one Semester prior to undertaking the subject. Students will need an exercise book in each lesson, and must bring their own laptop to each lesson.

## 2026 Technology Elective Subjects

# Cyber Security and Networks

## Description

Learn how computers connect, how hackers attack and how to stay safe online. Explore how hardware and software protect data, build threat models and spot weaknesses in systems. Perfect if you like tech, problem-solving and digital safety. By the end, you'll be able to design your own threat models, spot weaknesses in systems and understand how to keep yourself and others secure online.

## Which Year 10 Subjects or Pathways could this lead to?

- App Development
- AI and Data Science

## Which Year 11 Subject or Pathway could this lead to?

- Applied Computing

## What future careers could this lead to?

- Cyber Security Analyst
- Network Engineer
- Ethical Hacker
- Digital Forensics Investigator



## What knowledge and skills will I build?

- Understanding how computers and networks connect
- Knowing how hardware and software protect data
- Recognising cyber threats and vulnerabilities
- Building simple threat models to test system security
- Problem-solving and critical thinking skills

### WHAT ELSE DO I NEED TO KNOW?

Learn how computers connect, how hackers attack, and how to protect data. Build problem-solving skills and explore careers like Cyber Security Analyst, Network Engineer, Ethical Hacker, or Digital Forensics Investigator.

# Food Technology

## Description

In Year 9 Food Technology, students explore how food is designed, prepared, and evaluated. They will investigate the sensory and functional properties of food.

Learn how to create food solutions for health and wellbeing. Develop a design brief and use technical terms and drawings to plan ideas.

## Which Year 10 Subjects or Pathways could this lead to?

- Food Technology
- Health and Human Development
- Health and PE

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE Food Studies Units 1-4
- VCE Health and Human Development

## What future careers could this lead to?

- Food science
- Food safety and packaging
- Sustainability research.
- Chef, patisserie, catering
- Restaurant management
- Food styling
- Event management



## What knowledge and skills will I build?

- Practical cooking skills for everyday life.
- Understanding of food safety and hygiene.
- Skills in designing, planning, producing, and evaluating food solutions.
- The ability to work independently and in teams.
- Knowledge about health, nutrition, and sustainability in food choices.
- Time management and project planning skills.

### WHAT ELSE DO I NEED TO KNOW?

Year 9 Food Technology is an excellent elective for students who enjoy practical learning, are interested in food and health, and want to explore future career pathways in food, nutrition, and hospitality.



# Industrial Design

## Description

Turn creative ideas into real products using the design process and hands-on prototyping. Explore 3D printing, electrical circuits, and other tools to research, sketch, model and build functional designs. Develop problem-solving skills while creating practical, user-focused solutions. By the end, you'll have designed and built real-world products you can use and showcase.

## Which Year 10 Subjects or Pathways could this lead to?

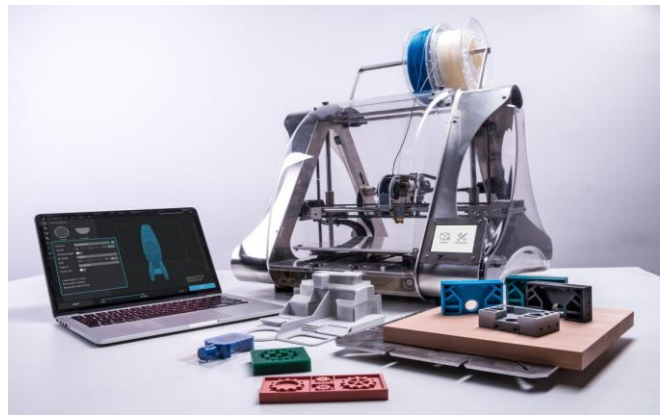
- Industrial Design Year 10
- Electronics

## Which Year 11 Subject or Pathway could this lead to?

- Product Design

## What future careers could this lead to?

- Product Designer
- Industrial Engineer
- 3D Modelling/ CAD Specialist
- Electrical Designer



## What knowledge and skills will I build?

- Using the design process to plan, research, and create solutions
- Sketching, digital modelling, and 3D CAD skills
- Prototyping with 3D printing, laser cutting, and workshop tools
- Understanding and building electrical circuits
- Problem-solving, creativity, and practical making skills
- Working on user-focused, real-world design challenges

### WHAT ELSE DO I NEED TO KNOW?

Learn sketching, digital modelling, and problem-solving while creating functional, user-focused designs. Build skills that can lead to careers in product design, engineering, and technology.



# Textiles

## Description

In Textiles, you will revise and practise key hand sewing stitches such as running stitch, backstitch and blanket stitch, and use these skills to design and create a small felt item. You will also learn how to safely use a sewing machine and apply this knowledge to construct a simple item of clothing. Alongside your practical work, you will research the environmental impacts of the fashion industry and explore how clothing production affects our planet.

## Which Year 10 Subject(s) or Pathway(s) could this lead to?

- Year 10 Visual Art(elective)

## Which Year 11 Subject(s) or Pathway(s) could this lead to?

- VCE Design and Technology

## What future careers could this lead to?

- Fashion Industry
- Costume & Theatre
- Interior & Lifestyle Design
- Textile Innovation
- Creative Industries



## What knowledge and skills will I build?

- Creativity & innovation
- Practical problem-solving
- Fine motor skills & attention to detail
- Project planning & time management
- Awareness of environmental and ethical issues

### WHAT ELSE DO I NEED TO KNOW?

Learn to design, make, and explore textiles while building creativity, practical skills, and an understanding of sustainable fashion.