

Carrum Downs Secondary College

Respect Integrity Effort



**Year 8 and 9
Course Guide
2027**

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Important Dates

Year 7 into 8 Course Selection Assembly	Tuesday 14 th July 2026
Students Receive Course Guide & Edval Code	Tuesday 14 th July 2026
Students Finalise Course Selection	Monday 27 th July 2026
Confirmation of Courses	Term 4 2026
Year 8 into 9 Course Selection Assembly	Friday 17 th July 2026
Students Receive Course Guide & Edval Code	Friday 17 th July 2026
Students Finalise Course Selection	Monday 27 th July 2026
Confirmation of Courses	Term 4 2026

Introduction

Year 8 and 9 at Carrum Downs Secondary College is an exciting opportunity for students to further explore their interests and passions by selecting from a range of elective subjects. It is a time when we encourage students to consider their upcoming years of education and possible future careers. Carrum Downs Secondary College supports our young people to make informed decisions by setting them up to achieve the most out of their education. Parents are actively encouraged to discuss the elective subjects offered with their child to assist the decision-making process.

Year 8 students select their own elective subjects at Carrum Downs Secondary College. We believe that students should have the ability to select subjects that interest them and that they are passionate about.

For Year 9 we offer an extensive list of electives. Students in Year 9 complete 6 months of compulsory core Health & PE, and they get to select an additional PE choice from the list of electives. On top of this, students get 4 additional elective subjects to study across the year.

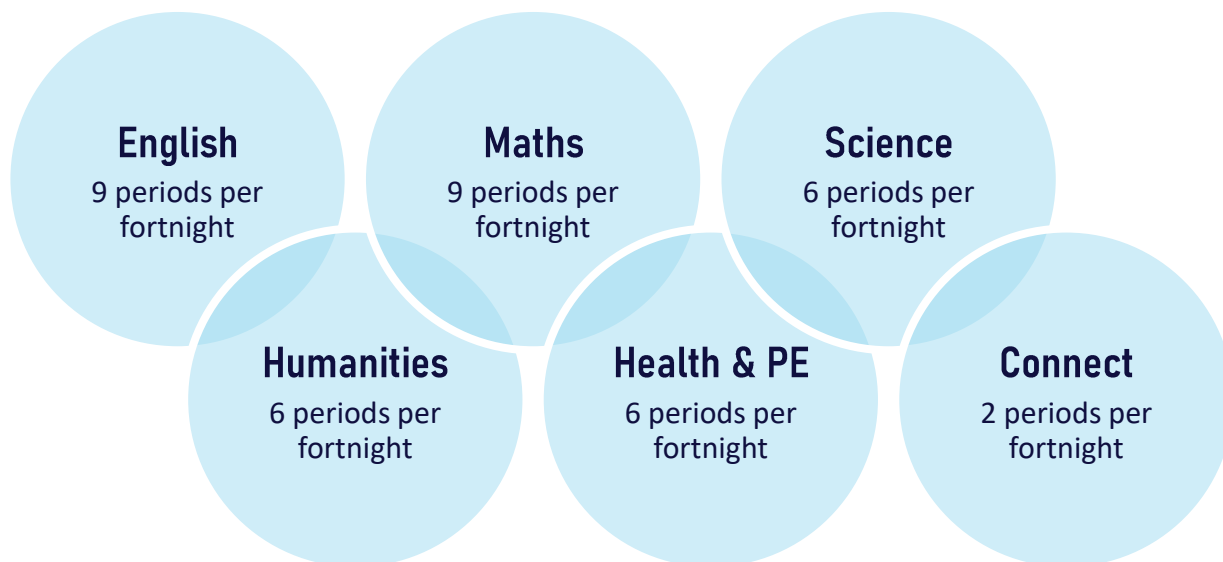
Edval Portal for Students

A personalised Edval code is required for students to log on to their Edval portal to make their selections. These codes are given to students in their Connect classes. Students can make their course selections by following the instructions accompanying the code. It is not guaranteed that students will receive all their selection, and as a result it is important that students list their selections in preference order. This will give them the highest chance of getting their preferred subjects. Students must also select reserve subjects that will be allocated if they cannot be given their first preferences. It is also important that students make their selections by the due date.

Year 8 Curriculum Structure

Core Subjects

Students undertake the following **6 core** subjects, which run for the **whole year**:



Elective Subjects

Students undertake **4 elective** specialist subjects, which run for **1 semester**.

Students must choose **1 Arts** elective, **1 Technology** elective and **2 additional** electives:

Arts

Art & Design \$75
Drama
Media, Film & TV
Music

Technology

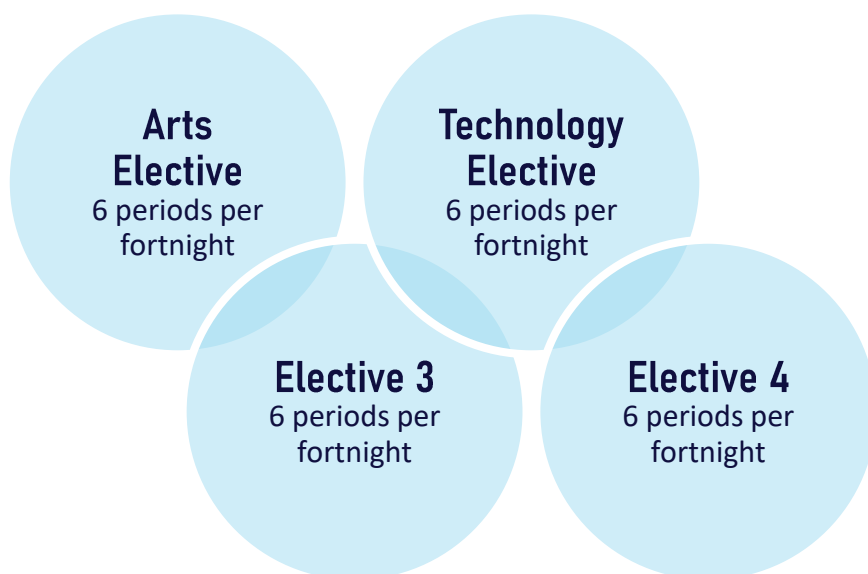
International Cuisine \$75
STEAM \$100
Wood Technology \$100

Health & PE

Team Sports

LOTE

Japanese



Year 8 Elective Subject Descriptions

Arts

Art & Design \$75

- Creating a folio of Art and Visual Communication Design projects.
- Using the Art Creative Practice to explore different artists and styles.
- Using the design process to create outcomes from different fields of design.
- Developing drawing skills and rendering techniques.
- Exploring a range of media and creative methods.
- Art and Design analysis, evaluation and reflection.

Drama

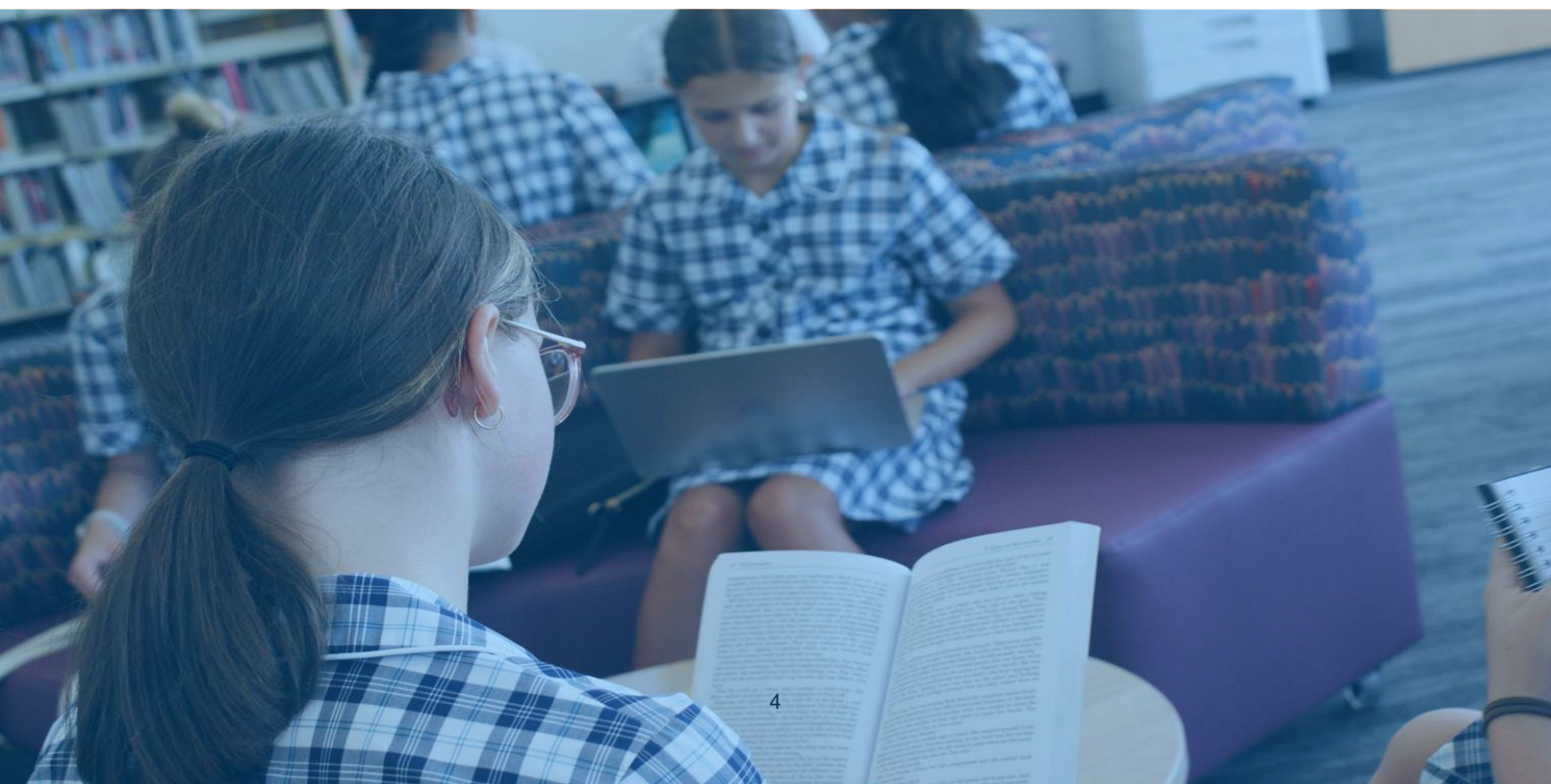
- Explore different drama styles and conventions such as improvisation, role-play, and scripted performance.
- Work in groups to create, rehearse, and perform short scenes or plays.
- Respond to performance challenges using acting techniques and stagecraft.
- Look at drama in different cultures and times.
- Reflect on your own and others' performances.

Media, Film & TV

- Learn how movies, TV shows, photography and videos tell stories.
- Explore how camera angles, sound, lighting and editing create meaning.
- Take and edit photos.
- Work in teams to make a short film.
- Study media around the world.

Music

- Explore a variety of music styles and genres to develop a broad musical appreciation.
- Learn to perform music as a solo or in groups.
- Develop listening and analysis skills.
- Use music technology and software to support composing, recording, and editing music.



Technology

International Cuisine \$75

- Learn basic kitchen safety and hygiene rules.
- Identify and use common kitchen tools and equipment.
- Explore a variety of international cuisine and cooking techniques.
- Understand sensory properties of food.
- Learn simple cooking methods.

STEAM \$100

The STEAM program combines Science, Technology, Engineering, Arts and Mathematics into one subject focused around developing our students capacity to think critically and solve real world problems. This subject is a fantastic opportunity for students to learn the skills to investigate and solve problems in the STEAM pathway. Students will be taught the specific skills needed for the future careers to design solutions to real world problems and will get the chance to put these skills to work in developing their own projects. Most lessons include practical builds.

- Creating foosball tables.
- 3D pens.
- 3D printers - designing and printing 3D projects.
- Laser cutters - designing and engraving/cutting.
- LEGO robotics - designing and coding.
- Sustainable housing - designing and building.

Wood Technology \$100

- Design and build wood-based projects.
- Learn about the design process.
- Use a range of hand tools and machinery.
- Understand material properties.
- Explore sustainability in design.
- Occupational Health and Safety (OHS) practices.

Health & PE

Team Sports

- A practical elective for sports lovers of team sports.
- Prepare and practice for inter school sporting events.
- You will also have the chance to choose team sports you enjoy to participate in.

LOTE

Japanese

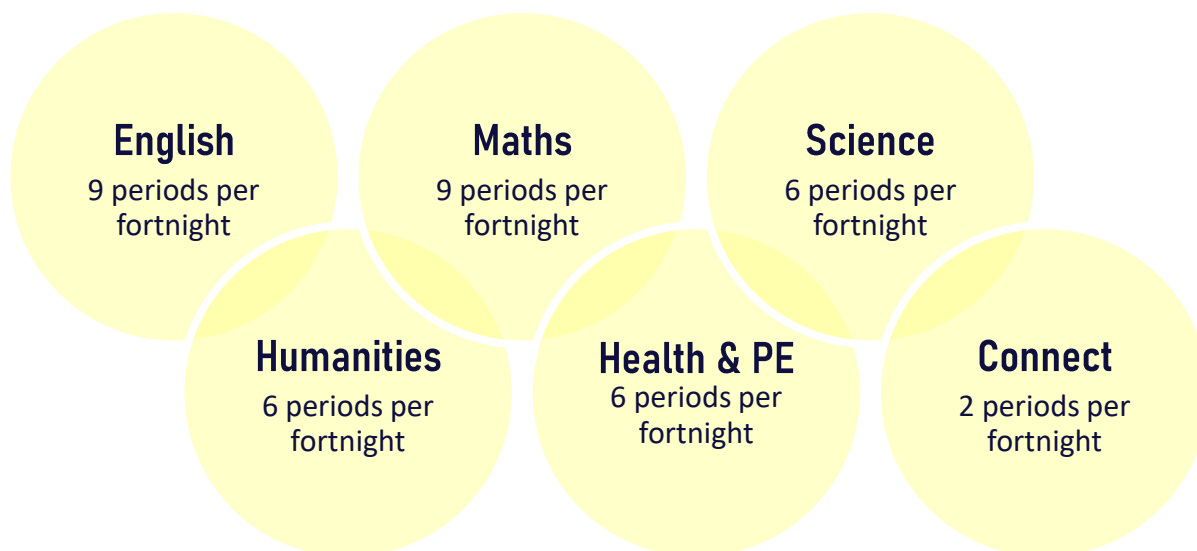
- Learn to read, write, listen to and speak Japanese.
- Explore Japanese culture, both modern and traditions in Japan.
- Interact with students from our sister school in Hirakata, Japan.

Year 9 Curriculum Structure

Core Subjects

Students undertake the following **6 core** subjects which run for the **whole year***

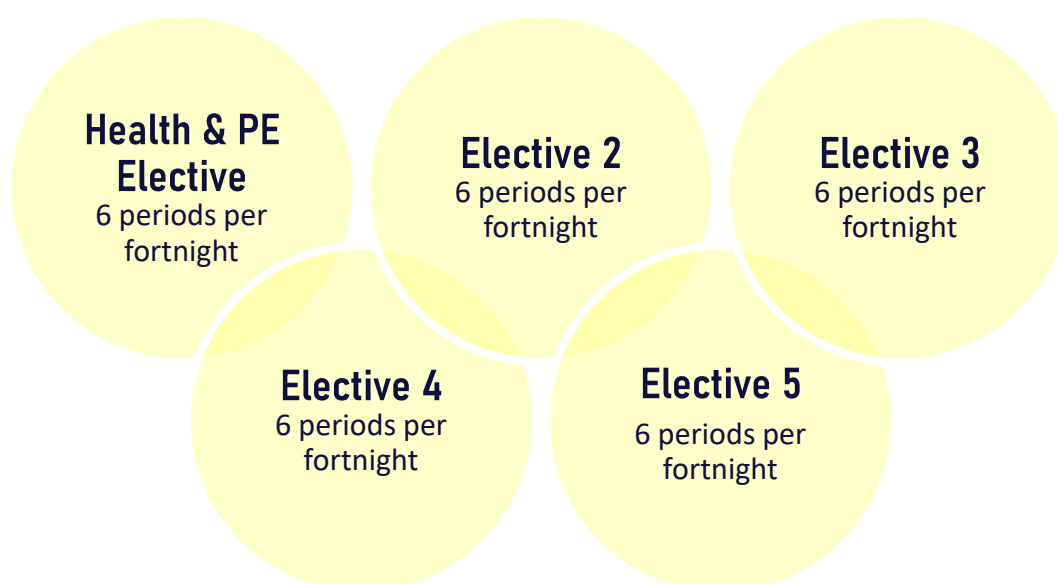
*Excluding Health & PE, which runs for **1 semester**.



Elective Subjects

Students undertake **5 elective** specialist subjects, which run for **1 semester**.

Students must choose **1 Health & PE** elective, and **4 additional** electives:



Year 9 Elective Subjects & Descriptions

Health & PE

Game on, Girls!
Healthy Me
Outdoor Education **\$400**
Sport & Fitness
Team Sports

Science

Forensics
Medicine & Disease
Psychology

Humanities

Business Management
(Business) People, Power & The Law (Civics)
War and Conflict (History)

Arts

Art **\$50**
Drama
Media, Film & TV
Music Performance
Photography
Press Start: Media & Gaming
Visual Communication Design **\$50**

Technology

Bakehouse **\$100**
Café **\$50**
Electronics
Engineering
Wood Technology **\$100**

LOTE

Japanese

STEAM

STEAM

ASPIRE Program

ASPIRE: Basketball
ASPIRE: Mountain Biking
ASPIRE: Performing Arts

VCE Scholars Program

VCE Scholars - English
VCE Scholars - Mathematics

Health & PE

Game on, Girls!

- This unit is primarily for girls.
- Participate in a fun, same gender environment.
- Some sports include fitness, dance, yoga, pilates.
- Other sports selected by the students.
- Stay active.
- Learn about the benefits of health and fitness.

Healthy Me

- Learn about living a healthy lifestyle.
- Nutrition and healthy eating.
- Respectful relationships.
- Mental health and support networks.

Outdoor Education* **\$400**

**Work ethics and attendance will be considered when students select this subject.*

- Team building and introduction to OE.
- Risk and performance.
- Preparing for camp.
- Basic first aid.

Trips Taken:

- Wilson's Promontory camp.
- Snorkel Trip to Rickett's Point.
- Mountain biking/canoeing at Lysterfield Park.

Sport & Fitness

- Fitness tests.
- Fitness components.
- Training methods.
- Training programs.
- Fitness circuits.
- Hybrid sports.
- Create your own original sport.
- Types of feedback.

Team Sports

- Mostly practical elective for lovers of team sports.
- The unit will prepare and practice for Inter-School sporting events.
- Choose and play team sports you enjoy.
- Be involved in Sport Education in Physical Education Program (SEPEP).
- Round Robin competitions.

Science

Forensics

- Crime scene basics.
- Eyewitness basics.
- Fingerprinting.
- Blood and DNA evidence.
- Handwriting/chromatography.

Medicine & Disease

- Cells and immunity.
- Pathogens.
- Pharmacology and different classes of drugs/medicine.
- Synthesis of aspirin.
- Drug addiction.
- Aspects of biology and chemistry.

Psychology

- Learning what is psychology?
- Research methods.
- Mental health.
- Vision and perception.
- Sports psychology.
- Brain and nervous system.

Humanities

Business Management (Business)

- Innovation and competition.
- Characteristics of successful people.
- Create a mini business.

People, Power & the Law (Civics)

- Investigate power around the world.
- Explore extreme governments.
- Make changes to society.

- Convince people in power.
- Teenagers and the law.

War & Conflict (History)

- Evolution of weapons and combat.
- Locations of war and conflict.
- Impacts of war and conflict.
- Conquerors over time.

Arts

Art \$50

- Working with a variety of media and techniques such as ceramics, printmaking, collage, etc.
- Developing drawing skills and rendering techniques.
- Exploring different art movements and styles of different artists.
- Art analysis, evaluation and reflection.

Drama

- Theatre performance styles.
- Non-Naturalist ensemble performance.
- Written reflections, analysis and research tasks.
- Analysis of a professional theatre production.
- Major project - Suitcase Series by the Malthouse Theatre.
 - Devising a performance from given stimulus.
 - Presenting the performance in the college and The Malthouse Theatre.

Media, Film & TV

- Film and TV production techniques.
- Short film making e.g., film, stop-motion.
- Advertising TV Commercials.
- Use of Adobe software.

Music Performance*

**Students intending on studying Music subjects at senior levels must select this subject. It is highly recommended that students take private lessons for their preferred instrument.*

- Explore a variety of music styles and genres to develop a broad musical appreciation.
- Learning to perform music as a solo or in groups.
- Develop listening and analysis skills.
- Use music technology and software to support composing, recording, and editing music.

Photography

- Production elements of photograph.
- Camera skills in taking a variety of shots.
- Use Photoshop to manipulate photography.
- Study of photography artists.

Press Start: Media & Gaming

- Explore different game genres and what makes each one unique.
- Learn how game mechanics (rules, challenges, actions) shape the player experience.
- Examine how characters, stories, and worlds are created in games.
- Investigate gaming communities, online culture, and how players connect.
- Design and storyboard their own simple game idea.

Visual Communication Design \$50

- Follow the Design Process for a range of briefs such as branding, architecture, product and app design.
- Develop documentation drawing skills, such as perspective and isometric.
- Develop rendering techniques for applying tone and textures.
- Explore manual and digital presentation methods.

Technology

Bakehouse \$100

- Develop an understanding of food safety and hygiene practices in the kitchen.
- Apply safe work practices when using equipment and preparing food.
- Explore the roles of key baking ingredients.
- Use sensory analysis to evaluate food.
- Produce a variety of baked goods, both sweet and savoury.

Café \$50

- Food safety and personal hygiene relating to food preparation.
- Preparation of food for sale at Café 263.
- Food allergies, intolerances and alternative ingredients.
- Preparation of meals for special events and orders.
- Customer service and hospitality experience.
- Product development and marketing.
- Attend a minimum of 2 shifts at Café 263.
- Have access to Café 263 while enrolled in Café elective.

Electronics

- Reinforces and extends the electrical module in science.
- Use of breadboard for circuit construction and testing.
- Soldering.
- Purpose and use of 555 IC and 4017 IC.
- Building and problem shooting circuits.
- Common electronic components (LED, resistor, transistor, IC, capacitor, diode).

Engineering

- Engineering design process.
- Tension and compression loads.
- Technical drawing.
- Beams, bridges.
- Welding.
- Gears and powertrain.
- CAD/CAM (laser and 3D printer).

Wood Technology \$100

- Design and build wood-based projects.
- Learn about the design process.
- Use a range of hand tools and machinery.
- Understand material properties.
- Explore sustainability in design.
- Occupational Health and Safety (OHS) practices.

LOTE

Japanese

- Learn to read, write, listen to and speak Japanese.
- Explore Japanese culture, both modern and traditions in Japan.
- Interact with students from our sister school in Hirakata, Japan.

STEAM

STEAM

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- Mission to Mars.
- Base design.
- Geodesic dome.
- Rockets.
- Hydraulic robotic arm.

ASPIRE Program

ASPIRE: Basketball

The 'ASPIRE Basketball Program' provides students with high level specialist basketball coaching and provides them with the opportunity to:

- Compete in school-based competitions and against other schools.
- Undertake the FDBA Referees Course (must be turning 14 in the year of the course).
- Improve both their individual skills and game sense.
- Receive specific feedback and develop plans to improve specific skills.

ASPIRE: Mountain Biking

The 'ASPIRE Mountain Biking Program' focuses on engaging students through the sport of mountain biking. The program caters to all abilities commencing with the junior program which encompasses the basics of safe riding and bike maintenance. In Year 9, 10 and beyond, students tackle our senior program which as a co-curricular elective in Year 9-10, segways into senior pathways such as VET Sport and Recreation and VCE Outdoor Education.

ASPIRE: Performing Arts

The 'ASPIRE Performing Arts Program' is an opportunity designed for students who are passionate about extending their skills and experience in the Performing Arts. Students will receive mentorship and coaching in performance, as well as gain hands-on experience in key production and technical roles. Participants will be encouraged to actively contribute to the Colleges Performing Arts initiatives, including the College Production.

VCE Scholars Program

VCE Scholars: English and Mathematics

The VCE Scholars Program is an enhancement program that is aimed at preparing aspirational students for success in their senior pathways. Students will learn specific skills and knowledge that will help prepare them for their VCE studies, whilst also learning about study and revision techniques to help prepare them for exam success in the future.



Carrum Downs
Secondary College