

Redcliffe State High School

2025 – Year 9 Subject Guide



Contents

2025 Compulsory Subjects:	3
2025 Elective options:	3
Advice:	4
Auslan	5
Design and Technologies	5
Digital Technologies.....	6
Drama	6
Economics and Business	7
Food Specialisations	7
Geography	8
Japanese	9
Media Arts	9
Music	10
Visual Art.....	11
Programs of Excellence.....	12
POE: Music.....	13
POE: Visual and Media Arts	13

This booklet is designed for students and contains important information and advice which should be considered carefully before making subject choices for Year 9.

2025 Compulsory Subjects:

Year 9 students will continue with the Australian Curriculum in the following five (5) learning areas for the whole year:

- English
- Mathematics
- Science
- Humanities
- Health and Physical Education*

*(*Students participating in Rugby League Program of Excellence or Girls Sport and Fitness program will study the HPE curriculum through these subjects.)*

In addition, each student is able to select two (2) elective subjects to study. Each of these will be studied for only one semester.

2025 Elective options:

Subject	Head of Department	Subject fee
Auslan	Roanna White	Nil
Design and Technologies	Mark Tilley	\$60
Digital Technologies	Roanna White	Nil
Drama	Brylee Taylor	Nil
Economics and Business	Roanna White	Nil
Food Specialisations	Mark Tilley	\$60
Geography	Gabrielle Parr	Nil
Japanese	Roanna White	Nil
Media Arts	Brylee Taylor	Nil
Music	Brylee Taylor	Nil
Visual Art	Brylee Taylor	Nil

Students are also able to continue with our Programs of Excellence, for one semester, in:

Subject	Head of Department	Subject fee
Music	Brylee Taylor	\$200
Visual and Media Arts	Brylee Taylor	\$200

*Any student not already enrolled in a program of excellence will be required to audition.

Advice:

When selecting your elective subjects, you should choose those:

- you enjoy - your feelings about a subject will have a great influence on your levels of achievement
- in which you can do well - past results in a subject are usually good indicators of future achievement
- that give you skills, knowledge and attitudes useful in life – don't avoid subjects just because they are not related to your chosen career. You can learn useful skills and knowledge in all subjects. Good performance in any subject will improve your overall appeal to employers and training organisations
- that align with your future career pathways and aspirations

It is important that you fully understand your subject choices. Never assume that you know all about a subject at a higher level because you have done that subject before.

Do not base your choice on your likes or dislikes of particular teachers or students. To investigate any subject:

- ask the teachers or Heads of Department of that subject
- read about the subject in this booklet
- look at the books and materials in that subject
- talk to other students who are doing, or have done, the subject. Don't assume that because one student does or doesn't like a subject you will feel the same. All subjects are both liked and disliked by different students.

Details about elective subjects are provided in this booklet. For any other enquiries, please contact the Head of Department of the subject you are interested in.

Contact details for all Heads of Department are listed on our website.

If you require any general subject information or assistance in making these decisions, you are encouraged to make an appointment with the Guidance Officer.

Ms Allie Jeffries
Deputy Principal
Junior Curriculum

[Auslan](#)

Subject Fee: Nil

Subject overview:

The Year 9 Auslan course is a semester-long course. Students will continue to develop skills to communicate with Auslan users.

They will develop an awareness of the Deaf community, identity and culture, and reinforce their skills and knowledge of fingerspelling and Auslan grammar, while building on their overall sign knowledge.

Course Outline	
Unit 1	Life Stories Students will learn how to communicate information about themselves, their friends and families using Auslan including fingerspelling, lexical signs, depicting signs, non-manual features and signing space.
Unit 2	Deaf Community Students will learn about the Deaf community and development of the deaf community, values, attitudes and beliefs.
Homework Requirements	Students will revise signing skills
Assessment Techniques	There will be 2 – 3 assessments for the semester long course including practical assessments and projects.

[Design and Technologies](#)

Subject Fee: Yes, see [Elective options](#)

This fee covers all materials needed and the use of workshop equipment.

Subject overview:

The Design Technologies curriculum provides students with opportunities to consider how solutions that are created now will be used in the future. Students identify a problem, develop a folio to present their solution, prototype the design and evaluate the outcomes.

Design thinking underpins learning in Design Technologies. Design processes require students to; identify and investigate a need or opportunity, generate, plan and realise designed solutions, and evaluate products and processes. Considerations of economic, environmental and social impacts that result from designed solutions are core to design thinking, design processes and Design Technologies.

Course Outline	
Unit 1	Students will examine the design process to produce a “formula race” car. They will also compile a folio of work and complete a project in class. Learning Experiences include: <ul style="list-style-type: none"> • Understanding of workshop procedures and design process. • Designing and managing ideas, plans, materials and technologies to refine the Industrial Technology Design Process.
Unit 2	Students will manufacture a “Display box of the CO2 Car.” They will also compile a folio of work and complete a project in class. Learning Experiences include: <ul style="list-style-type: none"> • Independently evaluate and refine solutions using criteria for success to refine design ideas, processes and solutions and their sustainability
Homework Requirements	Folio/Work booklets
Assessment Techniques	Folio of work Practical assessment

Digital Technologies

Subject Fee: Nil

Subject overview:

Digital Technologies provides students with opportunities to analyse and decompose real world problems and then design, implement and evaluate a range of innovative digital solutions.

Course Outline	
Unit 1	Animation <ul style="list-style-type: none"> • Students will learn the concepts and principles of animation. • Students will learn how to use Adobe Animate.
Unit 2	Robotics <ul style="list-style-type: none"> • Concepts of robotics and artificial intelligence. • Students will learn how to build and program a robot using Lego Mindstorms.
Homework Requirements	Students will have to work on assessments outside of class Complete exercises from class
Assessment Techniques	Projects

Drama

Subject Fee: Nil

Subject overview:

Learning in Drama involves students making, performing, analysing and responding to drama, drawing on human experience as a source of ideas. Students engage with the knowledge of drama, develop skills, techniques and processes, and use materials as they explore a range of forms, styles and contexts.

Through Drama, students learn to reflect critically on their own experiences and responses, and further their own aesthetic knowledge and preferences. They learn, with growing sophistication, to express and communicate experiences through and about Drama.

Course Outline	
Unit 1	Realism Students study the conventions and stagecraft of realism. Each year a new text is chosen to study.
Unit 2	Collage Drama Students study the form, style and conventions of collage drama.
Homework Requirements	Drama rehearsals Reading of play text
Assessment Techniques	Making: performance/s and directorial vision Responding: script analysis and evaluation

Economics and Business

Subject Fee: Nil

Subject overview:

Unit 1 – students will explore financial decision making and develop strategies for individuals and businesses to manage financial risks and rewards.

Unit 2 – students will develop and apply entrepreneurial skills. Students will use these skills to create an innovative business idea.

Course Outline	
Unit 1	Financial Decision Making <ul style="list-style-type: none"> • What strategies can be used to manage financial risks and rewards? • Influences on consumer and financial decision making.
Unit 2	Entrepreneurial Innovation <ul style="list-style-type: none"> • Create a contemporary business idea. • How does creating a competitive advantage benefit a business?
Homework Requirements	Students will have to work on assessments outside of class Complete exercises from class
Assessment Techniques	Project/Investigation Exam

Food Specialisations

Subject Fee: Yes, see [Elective options](#)

This fee covers all cooking requirements and ingredients, plus paper products and provision of kitchen linen.

Subject overview:

As part of the Design Technology area in the Australian Curriculum, Food Specialisations focuses on the Design Process. This includes identifying the needs, factors, materials and technologies that impact the design of products. Students then generate design ideas, produce, and finally evaluate the product. This subject has a design focus with a variety of food related activities, including establishment and maintenance of a kitchen garden, and practical cookery lessons around the topics listed below. During practical lessons students are required to have hair tied back and wear a hairnet, chef's cap and protective apron. These items are provided by the school for student use.

Course Outline	
Unit 1	Meals on the Go. To design a product suitable for sale in a local café using sustainable packaging.
Unit 2	Plant to plate. Growing your own food is a great way to ensure easy access to fresh, delicious and nutritious produce. You must grow and select an herb that will be showcased in your final dish.
Homework Requirements	Folio/Work booklets
Assessment Techniques	Folio of work Practical assessment

[Geography](#)**Subject Fee:** Nil**Subject overview:**

Geography inspires curiosity and wonder about the diversity of the world's places, peoples, cultures and environments. Studying Geography enables students to question why the world is the way it is and reflect on their relationships and responsibilities for that world. Through the study of Geography, students become informed and responsible, local and global members of the community, who act ethically to sustain natural and social environments and engage in the global community.

Course Outline	
Unit 1	Biomes and Food Security <ul style="list-style-type: none"> • Aquatic and terrestrial biomes. • Effects of human alterations to biomes. • Sustainability strategies for managing challenges to food production.
Unit 2	Geographies of Interconnections <ul style="list-style-type: none"> • Supply chain logistics. • Environmental impacts of the production and distribution of products and services. • Global growth of tourism and its economic, social and environmental impacts.
Homework Requirements	Homework sheets Assessment related work as required
Assessment Techniques	Research assignment Exam

Japanese

Subject Fee: Nil

Subject overview:

The year 9 Japanese course is a semester-long course, which builds on the skills and knowledge gained in year 7 and 8 Japanese. Students will build on their repertoire of everyday language and their skills in reading, writing, speaking and listening. In the year 9 Japanese course, students benefit from the use of Education Perfect, a program that provides differentiated programs for each student in the course.

In year 9 Japanese, students will have increased opportunities to engage with Moreton Bay's sister city school, Sanyo Onoda, in Japan (on-line and/or in person). Students will be given the opportunity to use their language skills and taste Japanese cuisine at the annual Japanese restaurant experience. Students who continue their study of Japanese in year 9 will also be considered for opportunities to attend school trips and exchange programs offered by Education Queensland.

Course Outline	
Unit 1	Life Stories Students will learn how to communicate information about themselves, their friends and families, and everyday life with people in Japan
Unit 2	Traditions and Celebrations Students will learn about Japanese traditions and celebrations, and communicate with Japanese speakers about their own cultural traditions.
Homework Requirements	Education Perfect – Individualised coursework to be completed through an online. Students will revise their reading, writing and listening skills.
Assessment Techniques	Writing Task Multimodal presentation Hiragana and katakana testing (5 times a semester)

Media Arts

Subject Fee: Nil

Subject overview:

Media artists represent the world using platforms such as television, film, video games, the internet and mobile media. In this subject students plan and create media artworks in a range of forms and contexts, and for a range of purposes. They select and apply codes, conventions and techniques to create representations in order to position, manipulate or influence audiences.

Students evaluate media artworks and analyse the use of codes and conventions using Media Arts terminology.

Course Outline	
Unit 1	Advertising Students study the role advertising has on society and produce an advertisement for a product. OR Film Trailers Students study film genres and learn their codes and conventions. Students learn the skills and techniques required to make trailers.
Unit 2	Game Cover Design Students study gaming and its impact and influence of society. Generate a game idea using conventions of gaming. OR Stop Motion Students develop their skills of media by creating a stop motion animation.
Homework Requirements	Personal development using Premiere Pro and Photoshop
Assessment Techniques	Making: Photoshop print advertisement, movie trailer creation, game treatment and cover, storyboard and stop motion production Responding: analysis exams

Music

Subject Fee: Nil

Subject overview:

In Music, students will engage in various activities including performance, composition, musicology (analysis) and music technology. You'll perform individually and in groups across different genres, create your own music using both traditional notation and digital tools and explore the history and theory of music to understand its cultural contexts. Additionally, you'll learn to use music software for recording and production and work collaboratively on group projects to develop teamwork and communication skills. This program is designed to engage your musical talents and deepen your understanding of music. This class may be a combine Year 9-10 class, dependent on student numbers.

Course Outline	
Unit 1	Music Genres Students are introduced to a variety of music genres and how they are identified through the different elements of music.
Unit 2	Music and Technology Students study new ways to create music using technology. They develop their skills in composition and performance.
Homework Requirements	Building and practicing composition skills Use a variety of composition software Studying of music theory
Assessment Techniques	Making: performance and composition Responding: theory and music analysis task

Visual Art

Subject Fee: Nil

Subject overview:

In Visual Art students develop knowledge, understanding and skills to make artworks. They make and respond to visual artworks independently or with their peers, teachers and community.

Students will use available materials, media and technologies to make visual artworks. They understand that artists have different reasons and motivations for making art. They acknowledge that different types of people view and interpret art in different ways, and that there are different opinions about the significance of artworks.

Students study different styles of art and manipulate materials, techniques and processes to represent subjects in their own artwork. Students respond to and evaluate art.

Course Outline	
Unit 1	Micro Students create an A3 mixed media artwork on the subject of biology. OR Impressive Landscapes Students use the techniques of Impressionist Art and paint a landscape of their choice.
Unit 2	Sneakers Students design and make a mixed media cardboard sneaker. OR Realism vs Cubism Students use their skills to create a realist portrait drawing and an acrylic painting.
Homework Requirements	Art Theory Study Working on art outside of school time Researching techniques and styles
Assessment Techniques	Making: painting, drawing, mixed media Responding: analysis and evaluation of artwork

Programs of Excellence

To participate in a Program of Excellence you must apply to the program for entry. Details can be found on our Redcliffe SHS website.

Students continuing from the same Program of Excellence do not need to reapply.

For your student to excel in their Excellence Programs it is recommended that when entering High School, they come equipped with a laptop with higher functionality than the recommended student laptop. This is not mandatory but will assist your student in their Creative Industry endeavours, now and into the future.

Standard Laptop	Multimedia/High End Laptop Recommended for all Creative Industries POE Students
<p>Windows Laptop:</p> <ul style="list-style-type: none"> • Minimum screen size of 9 inches • 4Gb of RAM minimum • 120Gb of free hard drive space • 1 USB port • Wireless connectivity support 5GHz Wi-Fi • 6 hours battery life minimum • Windows version 8 or better 	<p>Windows Laptop:</p> <ul style="list-style-type: none"> • Minimum screen size of 13 inches • Minimum Intel Core 15 Processor • 8Gb RAM minimum • 512Gb hard drive or 512Gb SSD • 2 USB ports • Wi-Fi 802.11a/b/g/n compatible (wireless network connectivity) • Integrated speakers and microphone with headphone ports (standard in laptops) • US Keyboard with full size keys within footprint • 1 x integrated pointing device (Touch pad or mouse) • 6 cell (6 hour) battery – ensure battery is minimum 6 hours • Hard or protective laptop case to suit model • Windows 10 operating system • Microsoft Office 2013 or Microsoft 365 including OneNote • PDF reader
<p>Apple Laptop:</p> <ul style="list-style-type: none"> • Must be running the latest OSX (Operating System) • Mac devices and applications are update-dependent. Provided the Mac is capable of running the latest Mac updates it will be compatible with the Redcliffe State High School BYOD Network • MacOS X v10.8 or better 	<p>Apple Laptop:</p> <ul style="list-style-type: none"> • Must be running the latest OSX (Operating System) • Mac devices and applications are update-dependent. Provided the Mac is capable of running the latest Mac updates it will be compatible with the Redcliffe State High School BYOD Network

*Please note that we have limited I.T. Technician support for Apple products.

POE: Music

Subject Fee: Yes, see [Elective options](#)

Subject overview:

Our Accelerated Music Program (AMP) is a program for students who see music as a significant part of their lives. The concept identifies students with specific talents and brings them together in one class to provide a rich and more focused environment, enabling students to develop their individual abilities. AMP is directly linked to our Instrumental Music Program and will provide linked assessment opportunities.

Course Outline	
Unit 1	Music in the Media Students study how music is used in the media and how it influences society.
Unit 2	Children's Music Students study the genre of Children's music and how it is composed for younger children.
Homework Requirements	Building and practicing composition skills Practicing instruments Theory homework
Assessment Techniques	Making: compositions and performances Responding: theory and analysis exams

POE: Visual and Media Arts

Subject Fee: Yes, see [Elective options](#)

Subject overview:

Students will develop skills in Arts Making and Appraising, exploring creativity as a means of purposeful problem solving, effective communication, visual literacy and personal and cultural expression. Students engage with a variety of media and techniques. As a specific Visual Art program, we offer an environment ideally suited to the development of specialised skills. The Program of Excellence in Visual Art is directly linked to our purpose-built Visual Art facility, "Studio Red".

Course Outline	
Unit 1	Pop Art Students study the visual conventions, techniques and processes to communicate meaning through Pop Art. OR Cinematography & Adobe Premiere Students learn the skills of editing and the conventions of cinematography.
Unit 2	Insects Students study the visual conventions, techniques and processes to communicate meaning through 2D & 3D mediums. OR Advertising Students study how advertising influences society and learn how to edit and create advertising content.

Homework Requirements	Workshops Enrichment and extension outside of class time OR Group work outside of class time Developing their own skills with Premiere Pro and cameras
Assessment Techniques	Making: Pop Art self-portrait and folio of works Responding: art analysis OR Making: Premiere reel, group advertising production and individual advertisement design Responding: short response exams and analysis