

Ashdale
Secondary College



"Achieving a Positive Future"

YEAR 9 | 2025

COURSE HANDBOOK



Welcome from the Principal

At Ashdale Secondary College, students, staff and parents have access to a world-class education in a world-class facility. Ashdale Secondary College is part of the “Ashdale Cluster”, which includes Landsdale Primary School, Ashdale Primary School, Madeley Primary School, Carnaby Rise Primary School, and Landsdale Gardens Primary School. This Cluster creates a seamless transition from primary school to high school and the development of a K-12 curriculum that is relevant, engaging and stimulating.

Students at the College are equipped with a wide range of skills and abilities, including academic, social, physical, and emotional skills. These skills enable them to realise their potential and become valued members of our community.

This handbook contains vital information about the various courses offered by the College. I would encourage you to read this handbook with your child so that your family knows the options available for them as they enter their next year of study. This handbook also provides an overview of how each year links to further study pathways and helps you make informed choices.

The partnership and relationship between home and school are critical to your child's successful education, and we encourage and welcome parent communication with the College. Please do not hesitate to contact the College staff with any questions or comments you may have.

Jacqueline Bogunovich
Principal
Ashdale Secondary College



YEAR 9 COMPULSORY LEARNING AREAS

- English
- Mathematics
- Science
- Humanities and Social Sciences
- Health and Physical Education



Ashdale Secondary College Years 7-10 English courses follow the Western Australian Curriculum and Assessment Outline requirements mandated by The School Curriculum and Standards Authority.

At Ashdale Secondary College, we believe studying English is central to the learning and development of all young Australians. It helps create confident communicators, imaginative thinkers and informed citizens.

Studying English helps individuals analyse, understand, communicate with, and build relationships with others and the world around them. It also helps young people develop the knowledge and skills needed for education, training, and the workplace. It helps them become ethical, thoughtful, informed, and active members of society.

Although Australia is linguistically and culturally diverse, participation in many aspects of Australian life depends on effective communication in Standard Australian English. Proficiency in English is also invaluable globally. The Australian Curriculum: English contributes to nation-building and internationalisation.

The Western Australian Curriculum: English also helps students to engage imaginatively and critically with literature to expand the scope of their experience. Aboriginal and Torres Strait Islander peoples have contributed to Australian society and its contemporary literature and literary heritage through their distinctive ways of representing and communicating knowledge, traditions and experience. The Australian Curriculum: English values, respects, and explores this contribution. It also emphasises Australia's links to Asia.

The Western Australian Curriculum: English Foundation to Year 10 is organised into three interrelated strands that support students' growing understanding and use of Standard Australian English (English). The three strands focus on developing students' knowledge, understanding and skills in listening, reading, viewing, speaking and writing. The three strands are:


- Language: knowing about the English language
- Literature: understanding, appreciating, responding to, analysing and creating literature
- Literacy: expanding the repertoire of English usage.


Source: www.scsa.wa.edu.au




English

YEAR 9 CORE


 English Mainstream


 General English Mainstream

 English Focus

YEAR 10 CORE


 ATAR English stream
(A/B Grades)

 General English Mainstream
(C/D Grades)

 English Focus
(D/E Grades)


YEAR 11 CORE

 ATAR English stream

 General English Mainstream

YEAR 12 CORE

 ATAR English stream

 General English Mainstream



In Year 9, students further their studies in the Number and Algebra, Measurement and Geometry and Statistic and Probability strands in the West Australian Curriculum. Students working at the higher levels will have greater emphasis placed on Algebra.

Extension

The Extension pathway is for students with a high degree in Mathematics during Year 8. It will challenge and extend them to develop an increasingly sophisticated understanding of mathematical concepts and fluency with processes. It will also progress their ability to pose and solve problems in all six strands of the Western Australian Curriculum. Students who achieve a 'good' standard in this pathway would look to continue in Year 10, allowing them to succeed in Mathematical Methods in Year 11.

Pathway 1

Pathway 1 provides a good grounding in the essentials of the Number and Algebra, Measurement and Geometry and Statistics and Probability strands in the Western Australian Curriculum. Students who achieve a 'good' standard in this pathway will look to continue it in Year 10, providing an excellent grounding to complete Mathematics Applications and Mathematics Essentials in Year 11.

Classes will be changed during the year based on performance to keep students of similar abilities in the same group. This process will continue into and throughout Year 10, during which students will be advised of their entry point into senior school Mathematics courses.

Students who perform at a reasonable standard or better in Year 9 classes normally proceed to the same pathway in Year 10. A small number of students will be offered the opportunity to attempt a pathway in Year 10 at a higher level than their Course of Study in Year 9, subject to their preparedness to bridge any missed content (e.g. excelling students in Pathway 1 may move into Extension).



Mathematics

YEAR 8 - 9 CORE

Mathematics Focus

Mathematics Pathway 1

Mathematics Extension

YEAR 10 CORE

Mathematics Focus

Mathematics Pathway 1
(C Grades)

Mathematics Extension
(A/B Grades)

Mathematics 10A
(A Grades)

YEAR 11 SUBJECTS

General Mathematics
Essentials

General Mathematics
Essentials

ATAR Mathematics
Applications

ATAR Mathematics
Methods

ATAR Mathematics
Specialist

YEAR 12 SUBJECTS

General Mathematics
Essentials

General Mathematics
Essentials

ATAR Mathematics
Applications

ATAR Mathematics
Methods

ATAR Mathematics
Specialist



Science at Ashdale Secondary College (ASC) follows the Western Australian Curriculum and has three interrelated strands:

1. Science Understanding
2. Science as a Human Endeavour
3. Science Inquiry Skills

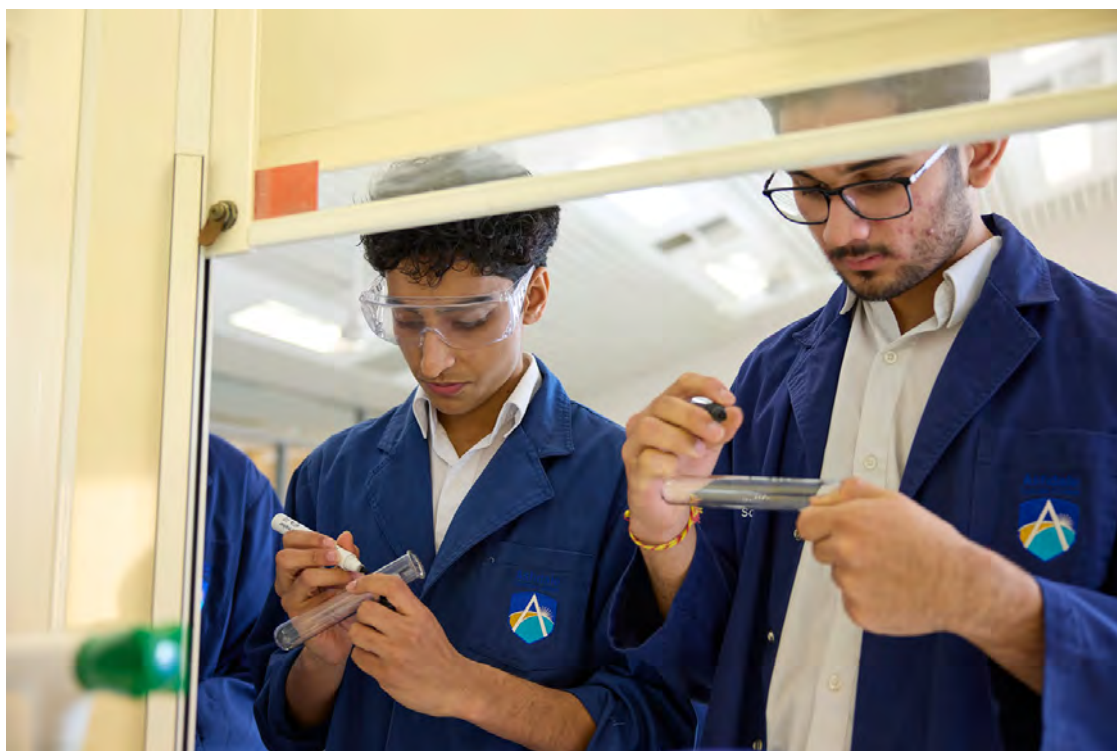
The three strands of the science curriculum help students develop a scientific view of the world by providing them with understanding, knowledge, and skills.

The Year 9 course is broken down into four units, of which two units are integrated and assessed per semester:

- Biological Sciences
- Chemical Sciences
- Earth & Space Sciences
- Physical Sciences

In Year 9, students consider the operation of systems at a range of scales. They explore how the human body as a system responds to its external environment and the interdependencies between biotic and abiotic components of ecosystems. They are introduced to the notion of the atom as a system of protons, electrons and neutrons and how this system can change through nuclear decay. They learn that matter can be rearranged through chemical change, essential in many systems. They are introduced to the concept of the conservation of matter and begin to develop a more sophisticated view of energy transfer. They begin to apply their understanding of energy and forces to global systems like continental movement.

Science strands, Human Endeavour and Science Inquiry Skills are taught and intertwined within each unit, bringing Science into the real world.



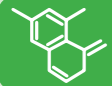


Science

YEAR 9 CORE



Science (A/B Grades)



Science (A/B Grades)

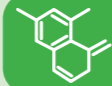


Science (C/D/E Grades)

YEAR 10 CORE & ELECTIVES



Science (A Grades)



Science (A/B/C Grades)



ATAR Psychology



Science (C/D/E Grades)



Psychology

YEAR 11 SUBJECTS



ATAR Physics



ATAR Chemistry



ATAR Biology



ATAR Human Biology



ATAR Earth
and Environmental



ATAR Psychology



General Human Biology



General Psychology



Science in Practice
(Forensics)

YEAR 12 SUBJECTS



ATAR Physics



ATAR Chemistry



ATAR Biology



ATAR Human Biology



ATAR Earth
and Environmental



ATAR Psychology



General Human Biology



General Psychology



Science in Practice
(Forensics)



In Year 9 Humanities and Social Sciences, all students will study **Civics and Citizenship, Economics and Business, Geography and History.**

Students develop increasing independence in critical thinking and skill application, including questioning, researching, analysing, evaluating, communicating, and reflecting. They apply these skills to investigate historical and contemporary events, developments, issues, and phenomena.

Students continue to build on their understanding of the voting system, democracy, democratic values, justice and participation. They examine the role of key players in the political system, how citizens' decisions are shaped during an election campaign and how a government is formed. Students investigate how Australia's court system supports a democratic and just society.

Students are introduced to the concepts of globalisation and trade while continuing to further their understanding of the critical concepts of scarcity, making choices, interdependence and allocation, and markets. They examine the connections between consumers, businesses and government, both within Australia and with other countries, through the flow of goods, services and resources in a global economy. The roles and responsibilities of the participants in the changing Australian and global workplace are also explored.

The concepts of place, space, environment, interconnection, sustainability, and change continue to be developed as a way of thinking. This allows students to inquire into the production of food and fibre and the role of the biotic environment and explore how people, through their choices and actions, are connected to places in various ways. Students apply this understanding to various situations and concepts, such as global food security and the geography of interconnections.

Students develop their historical understanding through key concepts, including evidence, continuity and change, cause and effect, perspectives, empathy, significance, and contestability. They investigate these concepts within the historical context of the making of the modern world from 1750 to 1918. They consider how new ideas and technological developments contributed to this period's change and the significance of World War I.

Year 9 Humanities and Social Sciences classes are determined based on student results in Year 8. Classes are predominantly homogeneous, with one extension class for high-performing students and one focus class for students requiring greater structure and literacy support.



Humanities and Social Sciences


YEAR 9 CORE & ELECTIVES



Humanities and Social Sciences



Oceanography




Ancient History


YEAR 10 CORE & ELECTIVES



Humanities and Social Sciences



History at the Movies



Crime and Criminology

YEAR 11 SUBJECTS



ATAR Economics




General / ATAR Geography




General / ATAR History



ATAR Politics and Law



ATAR Politics and Law



General Career and Enterprise

YEAR 12 SUBJECTS



ATAR Economics




General / ATAR Geography




General / ATAR History



ATAR Politics and Law



ATAR Politics and Law



General Career and Enterprise



SOCCER AND NETBALL ACADEMIES

Students within each academy have a passion for their sport and Physical Education in general. They desire and are committed to improving their skills, gameplay, and fitness to excel in the sporting arena. They proudly represent Ashdale Secondary College and are always positive ambassadors for the academy and the College.

Students wishing to become part of the academy should aim to meet the following criteria:

- Play their sport in the local community
- Ensure their attendance at the college is above 90%
- Maintain their good standing in all other Learning Areas
- Complete all assessment tasks, meeting the set deadlines in all other Learning Areas
- Display leadership characteristics in all facets of College life



PHYSICAL EDUCATION

Students participate in a general physical education program that supports the development of a healthy lifestyle. Through participation in several teams and individual sports, students are given opportunities to improve and develop physical skills and fitness and awareness of the importance of self-discipline, self-respect, enthusiasm, leadership, and cooperation as essential life skills.

Students are required to wear the Ashdale Secondary College sports uniform to classes. They are provided with opportunities to develop skills in the sporting arena through various avenues, including lunchtime sports and interschool and optional specialist sports programs.


HEALTH EDUCATION

The Health Education Curriculum at Ashdale Secondary College aims to enhance students' knowledge of health issues and practices. The curriculum empowers students to weigh opportunities and challenges and teaches them how to make personally and socially responsible decisions to improve their health and well-being. Students will achieve this by investigating several health topics, including drug use, growth and development, resilience and mental health, road safety, and lifestyle choices.



Health and Physical Education

YEAR 9 CORE




General Physical Education Studies




General Health Education Studies

YEAR 10 ELECTIVES




General Physical Education Studies



General Health Education Studies

YEAR 11 SUBJECTS



General Physical Education Studies




General Health Education Studies



Cert II in Sport and Recreation
(1 year)

YEAR 12 SUBJECTS



General Physical Education Studies




General Health Education Studies




Cert II in Sport Coaching
(1 year)




Extension Health Education Studies




ATAR Health Education Studies




ATAR Health Education Studies




Netball Academy




Netball Sports Science




Soccer Academy




Soccer Sports Science




ATAR Physical Education Studies




ATAR Physical Education Studies




Basketball



General Sports Science




Physical Recreation




Physical Recreation




Cert II in Sport & Recreation
(1 year)




Cert II in Sport Coaching
(1 year)



Outdoor Recreation



General Outdoor Education



General Outdoor Education



SPECIALIST SUBJECTS

- The Arts
- Design and Technology
- Home Economics
- Business
- Information and Communication Technology
- Health and Physical Education
- Humanities and Social Sciences



DRAMA – PERFORMANCE MAKING

In this full-year course, Drama students will be given opportunities to refine their knowledge and skills to present drama as an event by safely using drama processes, techniques, and conventions during two (2) lessons per week. Performance is a significant component of this course. Students will develop drama performances, both group and solo (monologues), based on devised drama processes and appropriately published script excerpts from the designated forms and styles. The scripted drama focuses on reflective, responsive, and analytical processes using drama terminology and language development.

Drama forms and styles: *melodrama, neoclassical, commedia dell'arte, multi-formed devised drama or Kabuki (Japanese) theatre.*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 Drama – Theatre & Performance Studies and a Senior School Drama pathway.

DANCE - GENERAL

In this full-year course, students will have two (2) weekly lessons combining practical and theoretical classes. They will also have opportunities to choreograph using the elements of dance (BEST) while experimenting with choreographic devices and structures.

Students build on and refine technical competence in their dance skills in specific dance styles. Through dance as a physical activity, students experience an intrinsic sense of enjoyment, improve their fitness and movement skills, and have several opportunities to perform within their body's capabilities and work safely in groups.

They also analyse the choreographer's use of dance elements, devices, and structures in their dances and view and investigate the evolution of particular dance genres/styles.

Dance genres: *Jazz, Hip Hop, Street Dance, Lyrical and Contemporary.*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 Dance – General and a Senior School Dance pathway.





MUSIC - GENERAL

Music students continue their music studies through Contemporary Music in this full-year course, focusing on developing practical skills on guitar and keyboard (but not limited to these) during two (2) lessons per week. This course is available for students interested in continuing their music studies from the taster courses of Years 7 and 8. Performance is a significant component of this course, and it is recommended that students either play or are willing to learn to play a musical instrument in a class environment. Students may also be required to perform in a public forum, e.g. in class or College concerts.

Each student will develop an understanding of the elements of music and apply these through creating, composing, performing and responding to music. Students will also be expected to develop the knowledge and skills of listening to, reading, writing and creating music.

Students will become musically literate and develop skills to read, write and analyse music. Each student must prepare and perform in front of a class audience. In addition to performance, students will also cover other areas integral to the music industry. They will be introduced to some digital music software programs to compose and edit music.

Music Genres: *Classic Rock, Contemporary Rock, Pop*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 Music – General and a Senior School Music pathway.



MUSIC - ACADEMY

This course is designed for continuing Year 8 Music Academy students or students who have completed at least one full year of external music tuition. As a guide, externally tutored students should have completed or be at a minimum of Grade 1 AMEB to join this class in Year 9.

NOTE: This course is compulsory for Year 9 IMSS students.

In Year 9 Music Academy, students will continue to refine and further develop their theory, aural, composition, performance and analysis skills. The class will establish acute aural skills by identifying rhythm, pitch, dynamics, expression, form, timbre and texture. These skills will be supported in the creative process of composing, and students will produce written scores and perform in a class environment. Students will study these skills and techniques through various music genres, including Contemporary, Western Art and Jazz.

Please note that the main performance focus is the students' IMSS lessons and ensemble participation. Through the IMSS program, students will be required to perform at events, including College concerts, festivals, and any other suitable opportunities that may arise during the year.

Music Genres: *Contemporary Rock and Pop, Western Art, Jazz*

The course is a pre-requisite for students wishing to continue with Year 10 Music – Academy and a Senior School Music pathway.



VISUAL ART – APPLIED ART

In this full-year course, students can develop practical 2D and 3D media skills. The course assists students in building their confidence in Visual Arts techniques, practices, and processes through a range of studio activities such as painting, drawing, printmaking, and sculpture. Students will complete at least three different projects throughout the year. Students experience, adapt and manipulate materials, techniques, and art styles/processes when producing 2D and 3D artworks and document their artistic journey in a visual diary. Students extend their knowledge and use safe visual arts practice. Students must critically analyse traditional and contemporary artwork using analysis frameworks, incorporating appropriate visual art language, terminology, and conventions.

Art styles: *Ancient art, Modernism (Impressionism, Expressionism, Cubism, Art Nouveau, Art Deco, Op Art, Pop Art), Australian art, contemporary craftspeople, designers and photographers, urban art.*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 Applied Art and a Senior School Visual Art pathway.

VISUAL ART - CONTEMPORARY ART & DESIGN

In this full-year course, students can use and apply visual art language and conventions with a fashion focus. This may include designing and creating wearable sculptural pieces, costumes and millenary. Students will also be introduced to the basics of fashion drawing, traditional and contemporary textile techniques and fabric manipulation and decoration. Students will also develop skills in fashion drawing, traditional and contemporary textile techniques, fabric manipulation, and decoration.

This course develops students' appreciation of visual arts in past and contemporary contexts by exploring and responding to artists and their artworks. Students must critically analyse traditional and contemporary artwork using analysis frameworks, incorporating appropriate visual art language, terminology, and conventions.

Art styles: *Ancient art, Modernism (Impressionism, Expressionism, Cubism, Art Nouveau, Art Deco, Op Art, Pop Art), Australian art, contemporary craftspeople, designers and photographers, and urban art.*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 Contemporary Art & Design and a Senior School Visual Art pathway.

VISUAL ART – 3D ART

In this full-year course, students will have the opportunity to develop practical skills in 3D media. They will experience, adapt, and manipulate materials, techniques, and art styles/processes when producing 3D artwork in various studio practices, such as ceramics, sculpture, and installation. Students are required to document all design and production processes in a visual diary. They will extend their knowledge and use of safe visual arts practice.

This course develops students' appreciation of visual arts in the past and contemporary contexts through exploring and responding to artists and their artworks. Students must critically analyse traditional and contemporary artwork using analysis frameworks, incorporating appropriate visual art language, terminology, and conventions.

Art styles: *Ancient art, Modernism (Impressionism, Expressionism, Cubism, Art Nouveau, Art Deco, Op Art, Pop Art), Australian art, contemporary craftspeople, designers and photographers, and urban art.*

The course is strongly recommended as a pre-requisite for students wishing to continue with Year 10 3D Art and a Senior School Visual Art pathway.



The Arts

YEAR 7 - 8 CORE

Students will rotate between Performing Arts (Music, Dance, Drama) and Visual Arts by Semester.

YEAR 9 ELECTIVES

YEAR 10 ELECTIVES

YEAR 11 SUBJECTS

YEAR 12 SUBJECTS

VISUAL ARTS

Visual Art

Applied Art

Applied Art

General Visual Arts

General Visual Arts

3D Art

3D Art

Contemporary Art and Design

Contemporary Art and Design

DANCE

Dance

Dance

Dance

Cert II Dance
(2 years)

Cert II Dance
(2 years)

Dance Academy

Dance Academy

Dance Academy

DRAMA

Drama

Drama -
Performance Making

Drama - Theatre
Performance Studies

Cert II Live Production
Stagecraft and Drama
Performance (2 years)

Cert II Live Production
Stagecraft and Drama
Performance (2 years)

MUSIC

Music

Music

Music

Cert II in Music
(2 years)

Cert II in Music
(2 years)

Music Academy

Music Academy

Music Academy



DESIGN & TECHNOLOGY | WOOD

This course develops students' understanding of using woodworking tools and machines to create projects that suit their needs. Students are shown how to use a design process to develop ideas that can be put into production and manipulate solid timbers, manufactured boards, metal and plastics that can be incorporated into their design. Within the scope of the course, students will also develop technical drawing and research skills that will aid in developing their design. These skills can be transferred and used in other subjects within Design & Technology and across the curriculum.

DESIGN & TECHNOLOGY | METAL

This course will develop basic metalworking skills through skill development tasks. Students will learn how to use metalworking machines, hand tools, power tools, and join metals together. Students are shown how to use a design process to develop ideas that can be put into production and manipulate mild steel, sheet metal, brass, copper, and aluminium that can be incorporated into their design. Within the scope of the course, students will also develop technical drawing and research skills that will aid in developing their design. These skills can be transferred and used in other subjects within Design & Technology and across the curriculum.

DESIGN & TECHNOLOGY | SCREEN TO MACHINE ENGINEERING (STEM PATHWAY)

Screen to Machine Engineering takes students into the 21st Century of engineering, manufacturing, and testing structures. Students will use industry-standard CAD/CAM platforms to operate laser cutters, 3D printers, vinyl cutter printers, and CNC routers. Students, do you fancy yourself a designer? Learn how to use CAD to design different structures (bridges, car chassis, cranes, etc.), then build them with CNC machines and test the effectiveness of your design through destructive testing. Have fun!



DESIGN & TECHNOLOGY | JEWELLERY

This course offers students a range of set development tasks, where they make basic jewellery out of copper and brass to develop their hand skills. After each project, they produce jewellery articles out of sterling silver. Students learn to size, bend, shape, solder and finish their jewellery pieces. After students have developed skills and techniques, they use the Technology Process to research, design, make and evaluate an article of jewellery. Other skills incorporated into student designs are basic casting and stone setting with a bezel.

During the second Semester, students can refine and develop higher skills and knowledge in jewellery making and silversmithing. Students will learn basic cuttlefish and lost wax casting techniques and the ability to incorporate these castings with fabricated components. Students will also develop skills in setting semi-precious stones in rings and pendants using a pure silver bezel and silver plate. After students have developed expertise and techniques, they use technology to research, design, make, and evaluate jewellery articles.



DESIGN & TECHNOLOGY | MECHATRONICS (STEM PATHWAY)

Mechatronics is a practical course focussing on real-life engineering solutions. It prepares students for a future in the technological world by providing the foundation for lifelong learning about systems engineering. Mechatronics focuses on practical design through creative and industry-relevant opportunities that enable students to investigate, research and construct systems-based engineering products.


This subject allows students to apply engineering, programming, and electronic processes, understand the underpinning scientific and mathematical principles, and develop engineering, electronic, and robotic technology skills.

Mechatronics caters to all students' learning needs, from those seeking careers in various engineering disciplines to others pursuing an avid interest in the subject. This course allows students to achieve post-school destinations in multiple jobs, including engineering, automation, robotics, science, aviation, mechanics, fabrication and electrical trades, drafting architecture, and other practical and technology-related work and engineering.




Design and Technology


YEAR 9 ELECTIVES



Mechatronics 1




Screen to Machine 1
Engineering




Metalwork 1


YEAR 10 ELECTIVES



Mechatronics 2




Screen to Machine 2
Engineering




Metalwork 2


YEAR 11 SUBJECTS



General / ATAR
Engineering



General Metalwork




Cert II Engineering (1 year)




Cert III Aviation - (2 years)


YEAR 12 SUBJECTS




General / ATAR
Engineering




General Metalwork



Cert III Aviation - (2 years)




Woodwork 1




Woodwork 2




General
Woodwork




General
Woodwork




Jewellery 1



Jewellery 2



General Jewellery



General Jewellery



FOOD SCIENCE

This course will introduce students to food that is delicious and nutritious. Students explore factors that influence food decisions by preparing breakfast, snacks, and family dinners. They learn the benefits of making their food by comparing commercially prepared foods to their homemade version. As food and its preparation is a pleasurable experience to be shared, students can prepare food for others and design some of their recipes. In addition to this, students will be investigating current food trends and the impact of these trends on today's society. Even though we are pressed for time, takeaway food is convenient; students will learn the benefits and ease of preparing their own 'fast food' and meals through increased nutrition knowledge and improved practical skills. Students will share this knowledge as they choose and design some recipes to prepare at home.



CHILDCARE

This course offers students the opportunity to learn about caring for children practically. Students become aware of the importance of meeting children's physical and emotional needs through bathing, feeding, changing, clothing, and safety. They investigate the effects of teenage pregnancy on the lives of young people and why parenting is best left until girls are older. Students can produce practical play items for children and babies as well as nursery items.


TEXTILES

In the Year 9 Textiles course, students will design and produce different items to meet a set brief using textiles. They will create fashion items and interior design products and develop sustainable solutions to textile waste by learning how to repair and redesign clothes. Students learn project management, problem-solving, and enterprise skills through this design process. This course could lead to a career in fashion, textiles, design or technology.




Home Economics

YEAR 9 ELECTIVES




Food

YEAR 10 ELECTIVES




Food

YEAR 11 SUBJECTS




General Food Science
and Technology


YEAR 12 SUBJECTS




General Food Science
and Technology




Hospitality
Studies




Cert II in Hospitality
(2 years)




Cert II in Hospitality
(2 years)




Childcare




Childcare



Cert II in
Community Service
(1 year)



General Children,
Family and Community



General Children,
Family and Community



Textiles



Textiles

Potential further study in Materials, Design and Technology



FINANCIAL LITERACY & BUSINESS

Students will be taught financial literacy topics inspired by Scott Pape, the Barefoot Investor. They will learn how to set up their 'buckets' (bank accounts) to maximise savings, land their first job by writing a 'Zero to Hero' resume, learn best practices when purchasing their first car, the evils of credit cards, as well as how to supercharge their superannuation.

The course is taught engagingly and practically, rewarding students when they have achieved a 'Money Milestone' such as securing their first part-time job or setting up their Tax File Number.


Students will participate in 'Ashdale Markets', an in-house program that entails developing a business concept and writing a business plan as a sole trader or in partnership with other students. The project is structured to engage students in an immersive and highly authentic experience that encourages and cultivates their entrepreneurial spirit. Based on the quality of their concept and business plan, several students will be selected to bring their businesses to life during the Ashdale Showcase.





Business

YEAR 9 ELECTIVES




Financial Literacy
and Business

YEAR 10 ELECTIVES




Financial Literacy
and Business

YEAR 11 SUBJECTS



Cert II Workplace Skills
(1 year)




General Business
Management and Enterprise




ATAR Business
Management and Enterprise


YEAR 12 SUBJECTS



Cert III Business
(1 year)



General Business
Management and Enterprise



ATAR Business
Management and Enterprise



DIGITAL DESIGN

No prerequisite study is required

Are you creative and curious about graphic design? Would you like to learn how to use drawing tablets and make digital designs?

In this course, students will learn various digital art skills and design concepts before applying their creative expression to designing an e-publication, an app, and animated branding. They will also create a 'lookbook' for their pop-culture franchise.

Students will be exposed to various graphic arts skills and processes, such as digital drawing and photo compositing, utilising high-class facilities and industry-standard hardware and software, such as iMacs, interactive tablets and Adobe's Creative Cloud software suite.

Digital Design and Media is a vast program industry as the world seeks creative people to solve creative problems for digital devices.

This course leads to but is not a requirement for Year 10 Digital Design course. It is part of the Applied Information Technology and Design pathway.

PHOTOGRAPHY

No prerequisite study is required.

Do you enjoy taking photos? Do you want to learn how to use a camera properly? Or do you want to know how to edit and manipulate images using Photoshop?

The Photomedia course covers the basics of digital photography using digital single-lens reflex cameras, tripods, studio lighting and image manipulation techniques using Adobe Photoshop and editing in Adobe Lightroom. Students undertake a range of photo challenges and production tasks. They use the design process to plan, develop, and evaluate their photography, portraiture, still-life photography, editorial design, advertisements, and photo manipulations.

The second semester will emphasise developing more advanced photography skills and using Photoshop to enhance photos and produce advanced photo manipulations. Students can use the skills learned to design and build creative digital products. Each student will have a portfolio to showcase their body of work. Students will also be invited to join the school media team if they wish to.

This course leads into the Advanced Photography course in Year 10. It gives students the foundation to undertake the General Design: Photography and Applied Information Technology pathways in senior school. Students who wish to join the school media team will also be invited.

MEDIA

No prerequisite study is required.

Are you a Netflix fan? Do you spend all your time on TikTok? Do you hope to make money as a YouTuber or filmmaker? Then this subject is for you...

The Media course covers the basics of digital photography and filmmaking using various cameras, including digital single-lens reflex cameras, go-pros and camcorders. Students will have access to studio lighting, film equipment, the production studio and a range of props and costumes. They will also learn film editing skills in different programs, learn the codes and conventions of film, and apply them by making their own.

Additionally, students will be allowed to make their own short films or videos and explore streaming options such as podcasts and YouTube videos.

Students will also be invited to join the school media team should they wish to.



This course leads into the Advanced Media course in Year 10. It gives students the foundation to undertake the General Design: Photography and Applied Information Technology pathways in senior school.

VIDEO GAME DESIGN

No prerequisite study is required.

Are you interested in learning to create your own games? Love to know more about video games?

Students will learn the history of game design, from the classics of Pong and Space Invaders to the immersive 3D massive multiplayer online games and casual games that are flooding the market. They will learn the foundations of game design, including level design, characters and sprite design, sound effects and development of visuals (graphics). Students will then design and code their own games and showcase their work in a portfolio by the end of the course.

STEM INNOVATION PROJECTS

No prerequisite study is required—all students are encouraged to participate in developing excellent skills and completing fun projects of their choice!

Choose what you learn! The course and program will be tailored to student's interests, and the content will be developed in collaboration with students as they choose the content. This STEM-focused course develops future-ready skills and expands student knowledge of all things STEM. Students will work collaboratively to identify topics and projects they are passionate about, solve problems, and design innovative solutions.

Through these STEM learning activities, students will develop critical thinking, problem-solving, innovation, creativity, collaboration and communication skills. Also, students will have many opportunities to develop practical skills in cutting-edge technologies such as Laser Cutting, 3D Printing, Robotics, and Virtual Reality and use exciting, industry-standard software such as Adobe Photoshop, Illustrator and After Effects.

As students help guide the content of the course, this is a suitable subject for both students who are new to STEM projects or have studied STEM previously.





CREATIVE TECHNOLOGIES INSTITUTE

Students currently in the Year 8 ICT Specialist Program: Creative Technologies Institute will continue to study more advanced topics in ICT

Students will be exposed to a variety of areas within ICT. The main areas covered may include:

- Innovative Software: use of Adobe software including Photoshop, InDesign, Illustrator, After Effects
- Programming: Video Game Design, Robotics, Javascript and Python
- Multimedia: Photography, Media, Animation (2D and 3D)
- Project-based learning with real-life applications

STEM INSTITUTE

Students who are currently in the Year 8 ICT Specialist Program: STEM Institute will continue to study more advanced topics in ICT

Students will be exposed to a variety of areas within ICT. The main areas covered may include:


- Innovative Software: use of Adobe Software including Photoshop, InDesign, Illustrator, After Effects
- Programming: Video Game Design, Robotics, Javascript and Python
- Multimedia: Photography, Media, Animation (2D and 3D)
- STEM Projects and Skills




Information and Communications Technology


YEAR 9 ELECTIVES

 Digital Design

 Photography


 Media

 Video Game Design


 STEM Innovation Projects


YEAR 10 ELECTIVES


 Digital Design

 Advanced Photography


 Media


 Software and
Cyber Security


 Forensic Science and
Digital Forensics

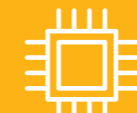
 STEM Innovation Projects


YEAR 11 SUBJECTS

 ATAR / General Applied
Information Technology


 General Design
(Graphic Design)


 General Design
(Photography)


 ATAR / General
Computer Science

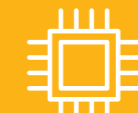
 Various STEM General / ATAR Subjects

YEAR 12 SUBJECTS

 ATAR / General Applied
Information Technology

 General Design
(Graphic Design)

 General Design
(Photography)

 ATAR / General
Computer Science



Studying a Language Other Than English (LOTE) offers numerous benefits, including promoting intellectual development, enhancing vocational prospects, improving communication skills, and developing students' understanding of other cultures. LOTE can also help students better grasp the structure of their own language.

FRENCH

Pre-requisite – Year 7 and Year 8 French

In Year 9 French, students will continue to build on the foundation they established in Years 7 and 8. As the world's second most widely learned foreign language, French offers many exciting opportunities for language learners. Through engaging texts such as cartoons, poems, picture books, magazines, French movies, and websites, students will further develop their ability to communicate effectively in French, both in written and spoken form.

Throughout the course, students will also gain a deeper understanding of the structure and grammar of the French language. They will also have the chance to explore French culture and society by attending an immersive excursion to a French restaurant.

This class covers exciting topics, including La mode, les arts et le cinema (Fashion, Art and Movies), En vacances (On holidays), and Bon appetit! (Enjoy your meal!). Whether you are interested in pursuing a career in international business, travelling to a French-speaking country or simply enriching your personal growth, learning French is a fun and rewarding experience that can open up a world of opportunities.

JAPANESE

Pre-requisite – Year 7 and Year 8 Japanese

There are many compelling reasons why more and more young people are drawn to learning Japanese. For some, it begins with a passion for manga and anime, while others are intrigued by Japanese history, cuisine, art or language. Whatever your motivation, this class will help you deepen your understanding of Japanese culture and language.

In Year 9 Japanese, we'll build on the foundation you've established in Years 7 and 8, exploring topics such as Japanese home life, school culture, social customs, and family dynamics. You'll be able to practice your Japanese skills in a supportive and engaging environment and even participate in our exciting Japanese sister school exchange program with Hikone Higashi High School. Whether you're interested in pursuing a career in international business, travelling to Japan or enriching your personal growth, learning Japanese is a rewarding experience that can open up a world of opportunities.



Languages

YEAR 7 CORE



French

YEAR 8 CORE



French

YEAR 9 ELECTIVE



French

YEAR 10 ELECTIVE



French



Japanese



Japanese



Japanese



Japanese



PHYSICAL RECREATION

The Year 9 Physical Recreation course is aimed to increase awareness and participation in alternative Physical Activity options that do not fall under the mainstream sporting umbrella of general lower school Physical Education.

Students selecting this subject will participate in various activities over the year, such as archery, lawn bowls, golf, squash, yoga, Muay Thai, boxing, general fitness programming, spike ball, and badminton. Many of these activities will be conducted via external agencies and off College grounds.

Students wishing to be selected for the Physical Recreation Course should aim to meet the following criteria:

- Willing to accompany staff offsite during a recess/lunch or before or after school as many sessions will take place offsite, and this extra time is needed for travel purposes
- Have maintained their good standing in line with ASC's Good Standing Policy
- **Be aware that they will not partake in a General Physical Education course**
- Be prepared to meet and adhere to high behaviour standards throughout the year or risk being removed from the course

BASKETBALL

The class is designed to cater for students who have a keen interest in the sport of basketball.

Students accepted into this class will explore a more in-depth look at the sport of basketball. They will focus on the fitness requirements needed to be successful, explicit offensive and defensive skills, and basketball-specific tactics and strategies that can be implemented during gameplay.


Students selecting this course are encouraged to participate in basketball competitions at a community level, as this class aims to further enhance their capabilities in this environment.

Note: Students selecting this subject will NOT participate in the General Physical Education course




Health and Physical Education

YEAR 9 CORE




General Physical Education Studies




General Health Education Studies

YEAR 10 ELECTIVES




General Physical Education Studies




General Health Education Studies

YEAR 11 SUBJECTS



General Physical Education Studies




General Health Education Studies




Cert II in Sport and Recreation
(1 year)


YEAR 12 SUBJECTS




General Physical Education Studies




General Health Education Studies




Cert II in Sport Coaching
(1 year)




Extension Health Education Studies




Netball Academy




Netball Sports Science




Soccer Academy




Soccer Sports Science




Basketball




General Sports Science




ATAR Health Education Studies




ATAR Physical Education Studies




ATAR Health Education Studies




ATAR Physical Education Studies




Physical Recreation




Physical Recreation




Cert II in Sport & Recreation
(1 year)




Cert II in Sport Coaching
(1 year)



Outdoor Recreation



General Outdoor Education



General Outdoor Education



Ancient History – Echoes of Antiquity

This engaging elective course is designed to transport students back in time to explore the amazing civilisations of Mesopotamia, Mesoamerica, Japan, and Rome. Students will be transported through history, uncovering the wonders and challenges of ancient cultures. Through hands-on activities, original sources, and cooperative learning, students will better understand the diverse societies that shaped the modern world.

Oceanography – Exploring Depths

This exciting elective course is designed to introduce Year 9 students to the wonders of oceanography. Students will embark on a journey through the vast and mysterious oceans, delving into topics such as mythological sea creatures, bioluminescence, the Great Barrier Reef, and shipwrecks. Through hands-on activities, scientific inquiry, and interactive learning experiences, students will develop a deeper understanding and appreciation for the world beneath the waves.



Humanities and Social Sciences


YEAR 9 CORE & ELECTIVES



Humanities and Social Sciences



Oceanography




Ancient History


YEAR 10 CORE & ELECTIVES



Humanities and Social Sciences



History at the Movies



Crime and Criminology

YEAR 11 SUBJECTS



ATAR Economics




General / ATAR Geography




General / ATAR History



ATAR Politics and Law



ATAR Politics and Law



General Career and Enterprise

YEAR 12 SUBJECTS



ATAR Economics




General / ATAR Geography




General / ATAR History



ATAR Politics and Law



ATAR Politics and Law



General Career and Enterprise



STEM INSTITUTE AND CREATIVE TECHNOLOGIES INSTITUTE

Students in the Year 8 Approved Specialist Program streams will continue their studies in Year 9. Students will study more advanced topics in their specialist areas and continually provide opportunities to build and develop projects focused on real-world issues.

STEM INNOVATION PROJECTS

No prerequisite study is required—all students are encouraged to develop excellent skills and complete fun projects of their choice!

Choose what you learn! The course will be tailored to student interests, and the program will be developed in collaboration with students as they choose the content covered. This STEM-focused course develops future-ready skills and expands student knowledge of all things STEM. Students will work collaboratively to identify topics and projects they are passionate about, solve problems, and design innovative solutions. Through these STEM learning activities, students will develop critical thinking, problem-solving, innovation, creativity, collaboration and communication skills. Also, students will have many opportunities to develop practical skills in cutting-edge technologies such as laser cutting, 3D printing, robotics, and virtual reality and use exciting, industry-standard software such as Adobe Photoshop, Illustrator, and After Effects.

As students help guide the content of the course, this is a suitable subject for both students who are new to STEM projects or have studied STEM previously.

SCIENCE

The Year 9 course Science Understanding strand is broken down into four units in which one is assessed each term:

Biological Science, Chemical Sciences, Physical Sciences and Earth & Space Sciences

In Year 9, students consider the operation of systems at a range of scales. They explore how the human body as a system responds to its external environment and the interdependencies between biotic and abiotic components of ecosystems. They are introduced to the notion of the atom as a system of protons, electrons and neutrons and how this system can change through nuclear decay. They learn that matter can be rearranged through a chemical change, essential in many systems. They are introduced to the concept of the conservation of matter and begin to develop a more sophisticated view of energy transfer. They begin to apply their understanding of energy and forces to global systems like continental movement.

Science topics, Human Endeavour, and Science Inquiry Skills are taught and intertwined within each unit, bringing Science into the real world.

DIGITAL DESIGN

This course is designed to introduce students to the field of graphic design and prepare them for the Digital Design course in Year 10. It is part of the Applied Information Technology and Media pathway. The course focuses on visual design principles and concepts applied to digital media. Students will learn how digital media transforms the fine arts, graphic design and advertising industries. Students will explore topics including desktop publishing, digital photography, animation, and multimedia applications and create websites through lectures, demonstrations, and hands-on experiences. Students will be using the industry-standard Adobe Creative Suite software.



VIDEO GAME DESIGN

Students will learn the history of game design, from the classics of Pong and Space Invaders to the immersive 3D massive multiplayer online games and casual games that are flooding the market. They will learn game design foundations, including level design, characters and sprite design, sound effects, and developing their own graphics. Students will then design and code their own games and showcase their work in a portfolio by the end of the course.

MECHATRONICS

Mechatronics is a practical course focussing on real-life engineering solutions. It is designed to prepare students for a future in the technological world by providing the foundation for lifelong learning about systems engineering. Mechatronics focuses on practical design through creative and industry-relevant opportunities that enable students to investigate, research and construct systems-based engineering products. This subject allows students to apply engineering, programming and electronic processes, understand underpinning scientific and mathematical principles and develop engineering, electronic and robotic technology skills.

Students will choose a course that will allow them to achieve post-school destinations in various careers, including engineering, automation, robotics, science, aviation, mechanics, fabrication and electrical trades and engineering.

MATHEMATICS


In Year 9, students further their studies in the Number and Algebra, Measurement and Geometry and Statistics and Probability strands in the West Australian Curriculum. Students working at the higher levels will have greater emphasis placed on Algebra.




Information and Communications Technology


YEAR 9 ELECTIVES

 Digital Design

 Photography


 Media

 Video Game Design


 STEM Innovation Projects


YEAR 10 ELECTIVES


 Digital Design

 Advanced Photography


 Media


 Software and Cyber Security


 Forensic Science and Digital Forensics

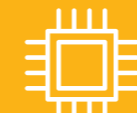
 STEM Innovation Projects


YEAR 11 SUBJECTS

 ATAR / General Applied Information Technology


 General Design (Graphic Design)


 General Design (Photography)


 ATAR / General Computer Science

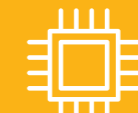
 Various STEM General / ATAR Subjects

YEAR 12 SUBJECTS

 ATAR / General Applied Information Technology

 General Design (Graphic Design)

 General Design (Photography)

 ATAR / General Computer Science



YEAR 7 - 8

YEAR 9

YEAR 10

YEAR 11

YEAR 12

SCIENCE

STEM Institute

Creative Technologies Institute

Science

STEM Institute

Creative Technologies Institute

Science (A/B Grades)

Science (A/B Grades)

Forensic Science and Digital Forensics

ATAR

- Physics
- Chemistry
- Biology
- Human Biology
- Earth and Environment
- Psychology

ATAR

- Physics
- Chemistry
- Biology
- Human Biology
- Earth and Environment
- Psychology

TECHNOLOGY

STEM Institute

Creative Technologies Institute

Digital Technologies

STEM Institute

Creative Technologies Institute

STEM Innovation Projects

Digital Design

Video Game Design

STEM Innovation Projects

Digital Design

Software and Cyber Security

Forensic Science and Digital Forensics

Media

Advanced Photography

ATAR

- Applied Information Technology
- Computer Science

General

- Applied Information Technology
- Computer Science
- Graphic Design
- Photography

ATAR

- Applied Information Technology
- Computer Science

General

- Applied Information Technology
- Computer Science
- Graphic Design
- Photography

ENGINEERING

Design & Technology

Mechatronics

Screen to Machine 1 Engineering

Mechatronics

Screen to Machine 2 Engineering

- ATAR Engineering
- General Engineering

Cert III Aviation (2 years)

- ATAR Engineering
- General Engineering

Cert III Aviation (2 years)

MATHEMATICS

STEM Institute

Mathematics Extension

STEM Institute

Mathematics Extension

Mathematics Extension

ATAR

- Mathematics Applications
- Mathematics Methods
- Mathematics Specialist

ATAR

- Mathematics Applications
- Mathematics Methods
- Mathematics Specialist