



aitken
COLLEGE
In Mind and Spirit

Year 10 Electives Booklet 2026

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Choosing Elective subjects

All students currently in Year 9 will choose their elective subjects for Year 10, 2026 in the week beginning Monday 28 July. The accompanying information provides a brief summary of the subjects offered.

As students progress through the secondary school, they are given more choice about which subjects they study.

The compulsory (core) subjects in Year 10 are:

- English
- Mathematics
- Science
- Humanities
- Life Skills
- Physical Education
- Religion and Values Education

Students will make a further five elective choices, in preference order. Students will study two electives per semester. The fifth choice is a reserve subject in the event that constraints with the timetable and class sizes prevent students from getting their first choices. Note that units in Indonesian can be taken for either one or both semesters as the course is different each semester.

Note: for students who select the Agricultural and Horticultural Studies course, this is a VCE subject that is undertaken for the entire year. Students who want to continue studying Units 3 & 4 will have the option to do so in 2028.

The electives are not prerequisites for later study so students will not ‘miss out’ on subjects which may be needed for particular career pathways.

The Year 10 Elective subjects for 2026 are:

- VCE Agricultural and Horticultural Studies (Unit 1-2)
- Business and Economics
- Computer Programming
- Digital Technology
- English Language/Literature
- Environmental Science
- Food Studies
- Indonesian
- Legal Studies and Politics
- Media
- Music
- Photography
- Product Design
- Psychology
- STEM
- Theatrecraft
- Visual Art 2D
- Visual Art 3D
- Visual Communication and Design – Architecture Environments
- Visual Communication and Design - The Designer

It is recommended that students discuss their choices with their parents and teachers. The relevant Heads of Faculty can be contacted if students have detailed questions about subjects.

Web Preferences is an internet application which allows students to enter their subject preferences online. **Instructions on how to access the Web Preferences site, which opens on Monday 28 July, and individual login details will be emailed to students before then. All selections must be completed by Monday 4 August.** Choices can be altered up to three times. After this, the system will lock out the student and they will need to contact Mr Johnson.

Once students have made their choices, they will be asked to enter the email address of a parent or guardian. This will generate an email to the parent/guardian with the list of selected subjects. The parent email will include a link for the parent to click on, to approve the student's subject choices. **Parents are asked to complete this approval by Friday 8 August.**

Any questions about the electives or the subject selection process should be directed to Ms Abigail Bose or Mr Nathan Johnson.

Please note that decisions about which of the three Year 10 Mathematics options to take will be made in consultation with the Head of Mathematics Faculty in November. More details about the Year 10 Mathematics options will be published later this year.

Key Dates for Selection of Electives

Date	Activity
Monday 21 July	Electives information communicated to students and parents
Monday 28 July	Web Preferences portal opens
Monday 4 August	Web Preferences portal closes
Friday 8 August	Parental approval of student's subject choices due

2026 Elective Offerings

Below is a list of Year 10 elective subject offerings by faculty.

Commerce

Business and Economics
Legal Studies and Politics

Design Technology

Product Design
STEM

Digital Technology

Computer Programming
Digital Technology

English

English Language and Literature

Food Studies

Food Studies

Languages

CLIL Geography
Indonesian

Performing Arts

Media
Music
Theatrecraft

Science

Environmental Science
Psychology
VCE Agricultural and Horticultural Studies Units 1-2

Visual Arts

Photography
Visual Art 2D
Visual Art 3D
Visual Communication and Design - Architecture Environments
Visual Communication and Design - The Designer

VCE Agricultural and Horticultural Studies (Unit 1-2)



Subject Rationale:

VCE Agricultural and Horticultural Studies explores food and fibre production, with a focus on land cultivation and the raising of plants and animals through evidence-based, sustainable and ethical practices. This study focuses on the rapid rate of change in the agriculture and horticulture industries and the increasing application of innovation and data-driven initiatives.

You will develop problem-solving skills by applying scientific methods of testing and monitoring, collecting and analysing relevant data, and researching current issues and best-practice case studies.

Practical tasks are integral to Agricultural and Horticultural Studies and may include - plant and/or animal management; experiential field trips; scientific trials, experiments and data analysis; business or entrepreneurial practices including value-adding activities; investigative reporting on best practice; and virtual reality experiences

Occupations:

Agronomist, Horticulturist, Agricultural Scientist, Farm Manager, Agricultural Engineer, Soil Scientist, Plant Breeder/Geneticist, Agricultural Consultant, Pest and Weed Controller, Viticulturist (Grape Grower), Irrigation Specialist, Greenhouse Manager, Landscape Designer, Agricultural Economist.

Unit 1 – 2 Agricultural and Horticultural Studies:

Prerequisites: None

Unit 1: Change and opportunity

- Area of Study 1: Food and fibre industries
- Area of Study 2: Food and fibre production

Unit 2: Growing plants and animals

- Area of Study 1: Plant nutrition, growth and reproduction
- Area of Study 2: Animal nutrition, growth and reproduction

Summative Assessment tasks (70%)

- School Assessed Coursework (SACs)
- Written/Practical Reports
- Structured Questions
- Case Studies

[Click here to download the VCAA Study Design](#)

Examinations (30%)

A 90-minute end of year examination

Business and Economics

Year 10 Business and Economics exposes you to VCE Accounting, Business Management and Economics. The course will focus on all three areas throughout the semester. Firstly, you will learn what is involved with the successful planning and running of a business to make profit. You will then discover the important role that accountants have in a business by creating financial documents such as balance sheets and income statements. Lastly, you will explore how decisions businesses and consumers make have consequences for Australia's economy such as unemployment, economic growth and inflation.



Computer Programming

Year 10 Computer Programming will introduce you to Object-Oriented programming languages. Some areas that will be incorporated into the course are: the introduction to the science of computer programming; problem solving methodologies, including algorithm design; good programming practice, conventions and formats. On completion of this unit you will be able to write well-structured programs taking real world problems into consideration. You will be able to compile programs and have a sound understanding of computer programming principles, including control structures, variables, IF statements, classes and objects. You will create fully functioning computer programs.



A diagram illustrating a central database or data storage unit. It features a large blue cylinder with four horizontal white bands. Six orange document icons, each with three horizontal lines representing text, are arranged around the cylinder. Each document icon is connected to the cylinder by a thin black line that ends in a small circle, suggesting a connection point or data flow. The background is a light gray with faint, larger versions of the document icons.

[illegible]

Environmental Science

In Environmental Science, you will learn about the management of natural resources on a national, international, and local scale. We will begin by learning how to monitor the environment, as well as how to collect and interpret environmental data. This requires all students to participate in practical field work in the wetlands and other natural spaces of the College. You will then design and implement a resource management and/or conservation-based action project related to the environment, such as protecting native animals. Sustainable behaviours and practices in society will underpin the concepts learnt throughout the semester. This elective will give students the background knowledge to take VCE Environmental Science and provides insight into possible future careers in environmental science, ecology, wildlife conservation, toxicology, environmental engineering and environmental law.



Food Studies

Throughout the semester you will be involved in exploring, designing, preparing, cooking, and evaluating various foods. You will learn about and implement new food processing techniques and develop confidence in selecting and using appropriate tools and equipment. In the first unit, food safety, you will look closely at safe food handling procedures, food poisoning, cross contamination, and the danger zone. In the second unit, 'Evolving cuisines', you will look at a range of countries and their cuisine. It's also an opportunity for you to look at the history of Australian migration and the influence this has had on the multicultural aspect of what is considered Australia's evolving cuisine. You will present your work in the form of a magazine whilst following the design process.



Indonesian (can be selected for a single semester or a full year)

In Year 10 Indonesian you have the flexibility to choose between studying Indonesian for a single semester or a full year. While a full year of studying Indonesian offers greater exposure and a smoother transition, even a single semester will equip you with the necessary skills for VCE. Year 10 Indonesian is designed to build upon previous learning, helping you to achieve greater fluency in the language, so you should consider your results from the previous year when considering this subject. Indonesia, Australia's largest neighbouring country, has a large and growing economy which presents opportunities for individuals who are knowledgeable about Indonesia. Careers in law, engineering, diplomatic relations, business and trade, defence, tourism and education are just some of the avenues where being 'Indonesia savvy' can open doors.

***NOTE:** If you want to study Indonesian for only one semester, you must choose 'Indonesian S1'. If you want to study Indonesian all year, you must choose 'Indonesian S1' and 'Indonesian S2'.



Legal Studies and Politics

Year 10 Legal Studies and Politics is intended to expose students to central ideas in preparation for VCE Legal Studies. You will learn about Australia's legal system, including a brief introduction to both civil and criminal law. You will also find out about Australia's political system, focusing on how laws are made. Lastly, you will discover how Australia's political system compares to other countries around the world. You may also get the chance to visit State Parliament and watch it in action.



Media

In Year 10 Media, students continue to develop and refine their theoretical understanding of media codes and conventions while also considering the social and cultural factors that influence media products and practitioners. They will hone their use of media production technologies and techniques, and the media production process in order to prepare for the rigors of VCE Media. Year 10 Media focuses on the realisation of the inherent connections between theoretical understanding and the practical implementation within students' own creative products.

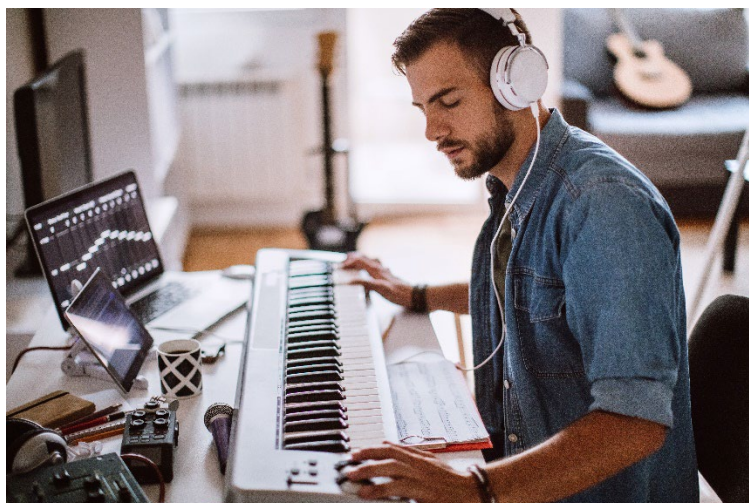
Students will complete learning activities to refine their skills in the use of professional grade production technologies including Digital SLR cameras, lighting and audio equipment. Students will also fine-tune their skills in the use of industry standard production software including Adobe Photoshop and Adobe Premier Pro. Through the completion of project based assessment tasks, students will document their use of technology and their journey through the media production process in digital folios. These tasks include image production and video production outcomes that will contribute to students' achievement in the subject.

Students will finish the semester with an exam that will assess their theoretical understanding of media, written communication skills, and reflections in the development of proficiency across the media production process.



Music

Year 10 Music is designed to build upon your previous music learning experiences by further refining your performance, composition, musicianship and aural training skills. You will also develop and apply your use of 'stagecraft' and performance techniques. You will apply these skills as you perform, compose, improvise and arrange in different styles, exploring different instrumental combinations and combining acoustic and digital sounds. You will also develop your recording skills by recording your performances and creating a demo recording of a selected song using music technology. You will develop an understanding of music theory and notation and utilise these skills in your music making and practice. Students wishing to study Music should be undertaking music lessons; either through the school or privately. You will present a performance at the conclusion of the semester in which you perform the works that you have learnt through the unit, either as a soloist or as a member of a group.



Photography

In Year 10 Photography you will study the art of composing photographs. You will learn how to use the various creative functions of the digital SLR camera to capture themes and create mood and effects. Digital manipulation will also be explored using Adobe Photoshop. You will study some of the world's master photographers, exploring their ideas, analysing the artistic qualities and technical aspects of their work. An important part of the practical course is the photo-shoot excursion, for example to Werribee Park, St Kilda, or city laneways. This gives you the opportunity to practise your camera skills in an inspiring environment. You will prepare for the day with themed ideas and plans. The use of costumes and props is encouraged to further enhance the creativity of your photographs. You will then create a folio of your completed images for assessment. The skills gained in Year 10 Photography can lead to further studies in VCE Art Creative Practice, Media and VCD.



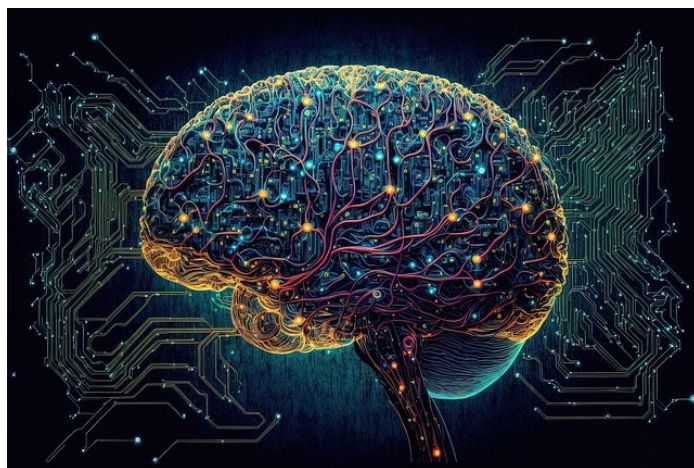
Product Design

Year 10 Product Design provides you with a great opportunity to develop your creativity, problem solving techniques and practical skills. You will investigate, design, produce and evaluate your work according to a design brief. This involves understanding design specifications, investigating and developing design options, materials selection and making informed choices regarding style, production methods and finish. You will learn about the processes involved in the development of the final product. These include both freehand sketches and Computer Aided Design (CAD). You will learn how to produce high quality presentation and working drawings, which will include detailed dimensions and annotations. You will learn about the different design factors and how they affect the design, performance and sustainability of products. Emphasis is given to creative design, production techniques and the safe use of a range of simple and more sophisticated hand and portable power tools.



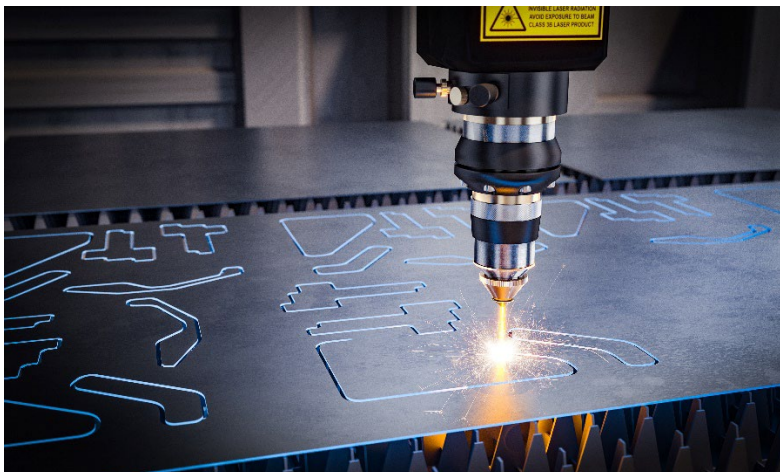
Psychology

In Year 10 Psychology, you will learn about the complexities of human behaviour, cognition, and emotion. This elective covers key topics such as brain communication, addiction, mental health, personality disorders, and the science of sleep. You will engage in investigations, fostering critical thinking and analytical skills while applying psychological theories to real-world contexts. This course prepares you for future studies in VCE Psychology Units 1-4 by providing a solid understanding of essential concepts and research methods.



STEM

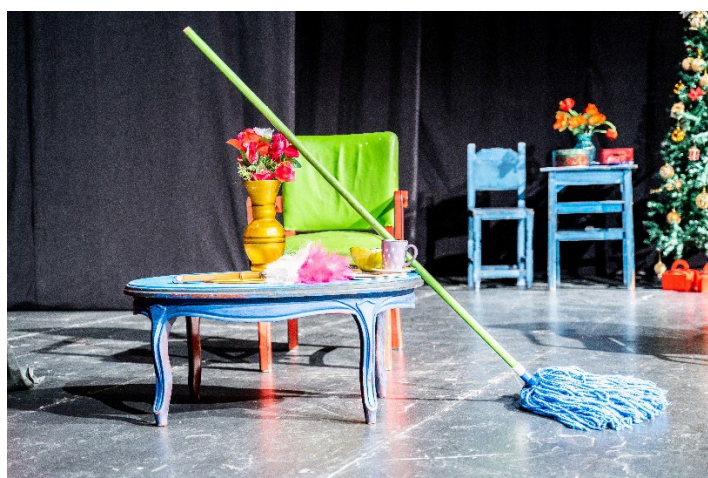
In Year 10 STEM you will engage in hands-on exploration, problem-solving, and interdisciplinary learning to develop essential skills for the modern world. There are 3 units, Flight, Structures and Mechatronics. You will apply scientific knowledge and technological skills to build and simulate solutions to real world type problems. By the end of this course, you will have designed, built and tested a model Aeroplane, a simulated Roller-coaster (Marble Run) and a 3D printed toy, complete with electric motor and lights. You will use Computer Aided Design (Fusion 360) software as well as workshop tools, machines as well as laser cutter and 3D printers to produce solutions to real and fun problems.



Theatrecraft

In this subject, you will develop skills in theatre stagecraft, exploring lighting, sound, hair/make up, set design, stage management, properties and costumes. You will nominate one theatre craft in which you will become an 'expert', putting skills into practice through the planning and implementation of a school production. You will also be introduced to Theatre Criticism and will attend a theatre production during the semester as part of course work. This may occur after normal school hours.

***NOTE:** If you choose Theatrecraft you are required to provide and wear Drama blacks and protective work toe shoes and will be required to participate in the drama production staged in the semester you study this subject. This will require a commitment to after-school rehearsals.



Visual Art – 2D

This subject explores contemporary practices while advancing technical skill in various painting and print mediums. To align with VCE, collaborative practice is introduced; public art, murals, installations, and/or community projects are explored. For inspiration, students navigate city sites on an excursion, documenting public art in and around the CBD. In addition, students produce several individual pieces that challenge experimental boundaries with mediums including oil, water, acrylic and/or spray paint in addition to a small screen print and resin pour. Largescale canvas and other sturdy, unconventional support mechanisms may be explored. A folio of work is developed which emphasises exploration, inspiration, materials/techniques, and expression of ideas. All themes are individually defined bar one, meaning students are free to lead their practice, to make informed decisions based on their interests. Theory is inspirationally driven, connected to practical tasks, enriching the folio and consequently informing new work.



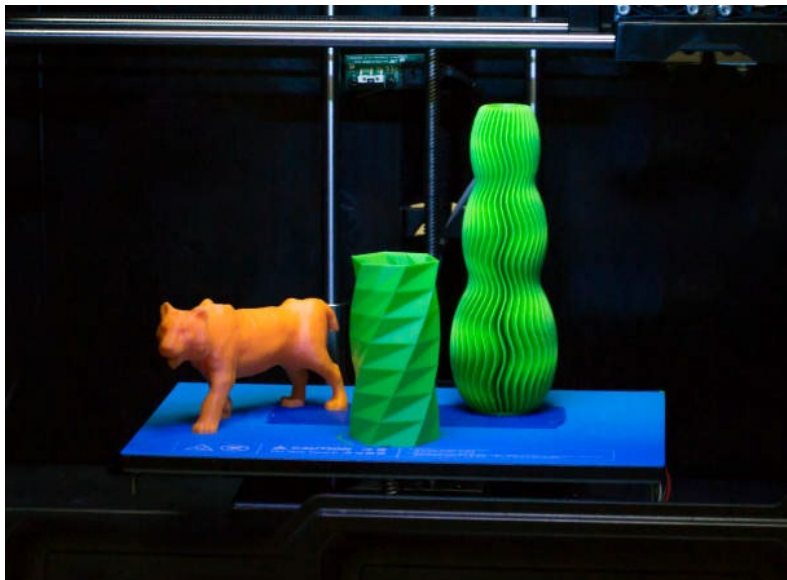
Visual Art – 3D

This subject focuses on three-dimensional construction, exploring contemporary practices and kinetic sculpture. Sculpture has a long history of being static, still, solid, a prisoner of its location and scale, at times grand, monumental while at other times, incredibly fragile. Kinetic art derives from the Greek word “kinesis”, meaning “movement”, it is art which contains motion. This course explores two forms, natural and mechanical. Students will produce a minimum of two creations, working in small groups or independently to problem solve, exploring a wide range of materials to deliver kinetic forms of various scale. Construction and engineering skills will be tested, with video and/or photographs taken to record processes and testing. Traditional static and modern kinetic sculptures are compared, to inspire new and innovative responses. Hand crafted and computer aided production will be used to create elements within designs. Theoretical research is inspirationally driven, connected to practical tasks, enriching the folio and consequently informing new work.



Visual Communication and Design - Architecture Environments

This subject focuses on environmental design, purpose-built spaces that respond to a specific need, addressing current world problems. Students will be challenged to explore creative skills to design and develop three-dimensional spaces. They apply technical drawing to develop and present solutions to 'clients' and use the critique process to improve outcomes. Technical drawing, Adobe suite, two and three-dimensional construction including laser, 3D printing and Cricut cutting are explored. Students develop functional spaces on paper and in programs, progressing to scaled three-dimensional models. This subject aims to develop students' problem-solving skills, architectural knowledge, town planning experience, interior/exterior design capability, and sustainability awareness.



Visual Communication and Design – The Designer

This subject makes connections between design, industry, market, and commerce. Students use their creative skills to design and develop a product, learning from professional designers in a range of fields. They apply their product knowledge and design skills to develop and make professional item/s. Adobe suite, technical drawing, two and three-dimensional printing and laser cutting are explored. Students develop essential designer business skills exploring form over function, branding, marketing, the sales pitch and packaging. To extend, they present (possibly sell) their product at an onsite 'market' to gather consumer feedback. This subject aims to develop entrepreneurial thinking and empower students to connect what they do with a tangible outcome. The application of the Double Diamond model - discover, define, develop and deliver informs the design process, preparing students for VCE.



CLIL Geography

Geography CLIL (Content and Language Integrated Learning) is an integrated approach where Indonesian language and Geography content support each other. This course uniquely combines the study of Geography with immersive language learning, focusing on the topics of urbanisation and human wellbeing. Students will explore the dynamics of urban growth, urban planning challenges, and the impact on the environment and society. Additionally, they will delve into factors affecting human wellbeing, such as economic development, health, education, and quality of life. By studying these topics in Indonesian, students will enhance their language skills, gain a deeper cultural understanding, and develop critical thinking abilities. Geography CLIL offers an interdisciplinary learning experience that prepares students for higher education and global careers.

You will be asked the following question on the Web Preferences form for students to answer when selecting their subjects: **"Would you like to do CLIL Indonesian? Yes / No"**



Where To Get Help



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