

PROGRAM RATIONALE

- A rigorous, blended pedagogical approach aiming to develop **knowledge, capabilities, and character strengths** aligned with our school values, focusing on Curiosity and Connection
- A solid foundation preparing students for senior pathways and beyond
- Taking the **best of our existing Galileo and Renaissance programs**: specialised year 9 course and explicit teaching of Capabilities; the cross-curriculum priorities, community service and inquiry learning
- Combination of **explicit, direct instruction, inquiry approaches and team-teaching** to support students to grow, be bold, and take risks in a high challenge and high support environment

STRUCTURE

- Full year program: No Term out
- Combination of Semester and Full Year Length Subjects
- Curriculum program consisting of:
 - Core Subjects
 - Cross Curriculum Subjects
 - Elective Subjects
- Aligned with rest of school: 60 minute sessions

CURRICULUM

CORE

**ENGLISH / EAL
MATHEMATICS
SCIENCE
LANGUAGES
HEALTH & PE
HUMANITIES***

*Semester length

Subject Elements:

- Course redesigned - three terms to full year
- Enhanced focus on Victorian Curriculum Capabilities, using shared language and resources
- Scope and sequence that aligns with other subjects
- Learning Culture Framework Pedagogical Approaches and Learning Experiences
- Aligned skills and integrated excursion/incursions program



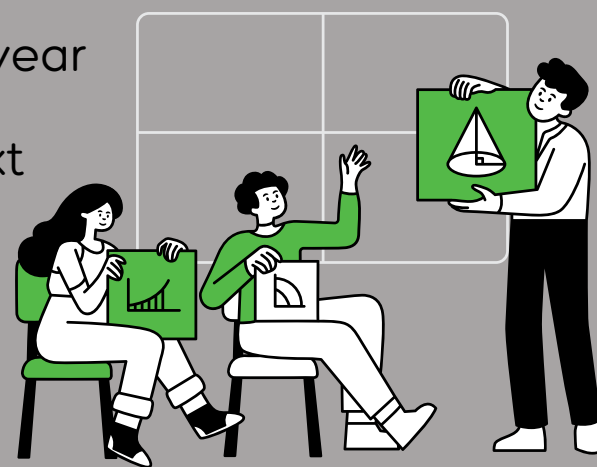
CROSS CURRICULUM SUBJECTS

CURIOSITY WHAT SHAPES OUR WORLD?

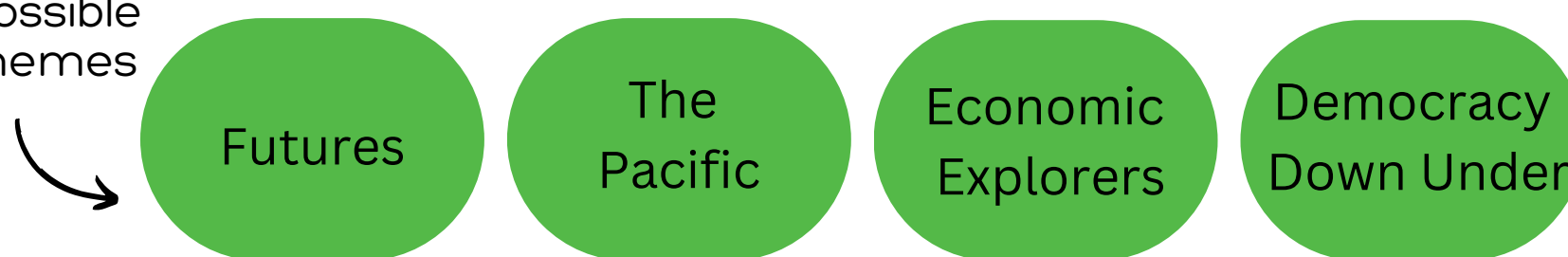
A full year subject that focuses on developing student capacity to be critical, **curious**, aware and productive citizens who are able to **connect** and work constructively with others to explore issues and solve problems.

Subject Elements:

- Unit Rotation x 4 for students across the year
- Student presentation of findings to an authentic audience in a 'real world' context eg. Expo or convention
- Themed Curiosity subjects drawn from Humanities, Science and Technology, General Capabilities & Cross Curriculum priorities



Possible themes



STEAM

DESIGN THINKING & DIGITAL TECHNOLOGIES

A semester-based subject that utilises a design thinking approach to generate creative and innovative ideas and solutions; drawing on skills and knowledge from STEM and the digital learning curriculum.

Subject Elements:

- Core skills for all students across all STEAM subjects
- Design & Technologies
 - Digital Technologies

Possible Themed STEAM subjects:

- Creative Tech
- Game Development / Interactive Media
- Systems



CONNECT SELF, OTHERS & THE COMMUNITY

A full-year subject that focuses on promoting connectedness to self, others and the community and engagement of students in a comprehensive social emotional and wellbeing curriculum program.

Subject Elements:

- Strong focus on VC Capabilities
- Elements from Galileo and Connect
- Celebrate and share progress and achievements, reflecting on growth and character strength development via a digital portfolio and student-led conferences



ELECTIVES

THE ARTS

Semester-based subjects that have the opportunity to reimagine their curriculum program and investigate the links to junior and senior years.

- Student Choice through preferences
- Exploration of subject-specific and cross curriculum electives

YEAR 9 PROGRAM 2025