ELECTIVE HANDBOOK

YEARS 9 AND 10

2027

Contents

Year 9 and 10 Electives

Introduction

Students in Years 9 and 10 at St Francis Xavier College work towards their **Year 10 Certificate**.

This certificate provides a record of each student's achievements in a variety of subject areas over the two-year period.

During Years 9 and 10, all students will be expected to study **eight subjects**.

Compulsory subjects

Six of the subjects are compulsory and are studied across both years.

1. Religious Education
2. English
3. Mathematics
4. Science
5. Health and Physical Education
6. HASS: History (one semester each year) Social Studies (one semester each year)

Electives

Students will choose **either two or four subjects across the year** in both Year 9 and Year 10. These can be different each semester, year or can continue from Year 9 into Year 10.

We recommend that students take the time to explore occupations and related career pathways. This may help them decide which courses to select based on their interests and the activities they enjoy doing.

Career interests are different to abilities or skills. They are activities they enjoy doing or are interested in, which can then show where they could develop their skills and abilities.

https://careersfx.com.au/

https://www.aapathways.com.au/

NOTE: the pathways are relevant for both Vocational and University options.

Electives Table 2027

Design and Technology	Design and Graphics Design and Metal Design and Timber Engineering Introduction to the Construction Industry (VET - Year 10)	**Applied Technologies**
	Design in Textiles Food Technology Introduction to the Hospitality Industry (VET - Year 10)	**Food & Textiles Technologies**
Digital Technology	Computing Studies - Introduction to Computers (Year 9) Computing Studies – Future Applications (Year 10) Data Science (Year 10) Mechatronics (Robotics) & Game Design (Year 9) Digital Systems in Information Technology (VET – Year 10)	
Enrichment	Enrichment: Individual Learning Projects Elective	
Languages	Japanese Spanish Auslan (Australian Sign Language) (Year 9)	PREREQUISITE: Students must complete courses in both Year 9 in Year 10 to be eligible to study senior Languages (Please note: at present, Auslan is not offered at a senior level)
Performing Arts	Drama Music Dance Live Production and Services (VET - Year 10)	
Visual Arts	Digital Photography and Media (Year 9) Digital Photography (Year 10) Media Arts (Year 10) Visual Art	
Core subject electives	Religious Education English Health and Physical Education Humanities and Social Science (HASS) Science Mathematics - Cryptography	HEALTH AND PHYSICAL EDUCATION: Must be prepared to attend and pay for a camp and weekly excursions to participate in this program.

Choosing your electives

When considering which electives best suit, it is important that subjects which students find interesting and enjoyable are given a high priority. It is unwise to choose units because friends are also choosing them, as the friends may be in different classes next year.

Electives with additional associated costs:

- Students of **Design in Textiles** will be required to purchase some fabric and haberdashery items, as needed during the Year.
- Students of **Sport and Recreation Studies** will be required to cover the costs of undertaking one three-day camp, as well as weekly excursions in each semester of study (up to a maximum of two semesters across Years 9 and 10).
- Students of **Design and Timber** may be required to purchase their own timber.

Occasionally excursions and performances will take place which cost more than $25 per student. These will be charged on a per event basis and are in addition to the costs of the elective subjects given in the following pages.

IMPORTANT: Although we may offer the following courses, due to a variety of factors the College cannot guarantee that all these courses will run. It is important that students select courses in order of preference, so we can try to give them one of their first four choices.

If students are in any doubt about which units may or may not suit, it is important that they talk to subject teachers or the Head of Department responsible for that unit.

Class allocation

Initially the students will identify a rank order for the electives of their choice. The College will endeavour to allocate students to their two highest ranked electives. When there are more applicants then allocated spaces in the elective, the students will be drawn at random. The College cannot guarantee students will be able to study their two highest ranked electives. In these cases, they will be offered their next ranked elective. If a student still wishes to study their highest ranked electives, they can request class allocations to be reviewed at the end of Semester 1 as class sizes may fluctuate and in the case of Year 9, students can select them again for Year 10.

The College will accommodate students with a disability in their electives ensuring that reasonable adjustments are made in consultation with their parents and the Director of Inclusive Education in accordance with the *Disability Standards for Education 2005*.

Preparation for Vocational Education Qualifications

St Francis Xavier College offers Vocational Education and Training (VET) courses through the Archdiocese of Canberra and Goulburn, Catholic Education Office. They are the Registered Training Organisation (RTO 46330 Catholic Archdiocese of Canberra and Goulburn Education Limited). The RTO is responsible for ensuring a high quality of VET course delivery and assessment at St Francis Xavier College.

Additional Certificates and vocational Statement of Attainments are offered to Year 10 students through elective courses and external training opportunities.

These can include but are not limited to:

- RSA - Responsible Service of Alcohol
- White card and Asbestos training
- First Aid
- Service Stars
- Introduction to the Hospitality Industry
- Introduction to the Construction Industry
- Digital Technology

The purpose of vocational education and training is to support students to be 'work ready'. VET courses provide career preparation, formal qualifications to those wanting to specialise in a certain area and enable students to build practical capability through work-integrated learning and helps develop and impart industry specific skills they need to excel professionally.

To participate in VET courses and training, students are required to provide a Unique Student Identifier (USI) to the VET & Careers Office.

It is recommended that **ALL Year 9 and 10 students** create a USI for present and future needs. A USI is an individual education number for life. It provides students with an online record of their vocational education and training (VET) undertaken in Australia. Without one, students cannot gain recognition of their VET achievements (qualification or statement of attainment) and students cannot apply for Commonwealth financial assistance.

- Please use this link to find out more and create a USI, or go to www.usi.gov.au
- When a student USI is created, please email a copy to careers@sfx.act.edu.au

DESIGN AND TECHNOLOGY

Design and Technology

Design and Graphics

This course introduces students to a range of Design and Graphics disciplines and technologies used in the design and manufacture of products, environments, buildings, and graphics as a communication tool. A wide variety of computer aided design software, sketching methods, practical prototyping of projects and the compilation of a process portfolio will be utilised through project-based learning. This unit may include content from the areas of study below:

- Architectural design
- Industrial design
- Rapid prototyping
- Graphic design

Students will apply the Design Process to conceive and produce innovative solutions that solve identified real-world problems.

This course is an excellent choice for those students who intend to study senior Designed Environments (Architecture) and other applied technology subjects.

Design and Metal

This course introduces students to a range of metal fabrication industries. A wide variety of machines, tools and processes will be utilised throughout the unit. This unit may include content from the following areas of study:

- Jewellery design and manufacture
- Sheetmetal fabrication
- Metal machining
- Welding (Gas, arc and MIG)
- Safe use of hand and power tools
- Consumer product design

Students will use the Design Process in conjunction with manufacturing skills to design, construct and finally evaluate their finished products.

This course is an excellent choice for those students who intend to study senior Metal Products, Engineering, other applied technology and Vocational (VET) subjects.

Design and Timber

This course introduces students to a range of woodwork manufacturing processes. A wide variety of machines, tools and joining methods will be utilised throughout the unit. This unit may include content from the areas of study below:

- Small furniture construction
- Construction of frames, boxes, and other small timber pieces
- Safe use of hand and power tools
- Project planning and management
- Consumer product design

Students will use the Design Process in conjunction with manufacturing skills to design, construct and finally evaluate their finished products.

This course is an excellent choice for those students who intend to study senior Timber, Construction, other applied technology and Vocational (VET) subjects.

Engineering

Fundamentals (Year 9)

In this unit, students will study a variety of themed units of work focusing on the application of Science, Technology, Engineering and Mathematics (STEM) to real life scenarios, and which reflect the skill requirements of the future Australian workforce.

Students will cover topics including Material Science, Aerodynamics, Computer Aided Design (CAD), Computer Aided Manufacturing (CAM) including 3D Printing and Civil Engineering. The course utilises a practical integrated approach which will see students exploring these topics through a variety of projects. Through these projects, engineering and technology will be used to drive the development of technical skills and mechanical knowledge.

Class members may be expected to participate in a variety of competitions and STEM programs during the course, such as Science and Engineering Challenge and CIT Bridge Building Challenge. Through these programs students will learn to work both independently and as a member of a team.

This course is highly recommended for students who are considering selecting Physics and/or Engineering in their senior studies.

Engineering Applications (Year 10)

In this unit, students will study a variety of themed units of work focusing on the application of Science, Technology, Engineering and Mathematics (STEM) to real life scenarios, and which reflect the skill requirements of the future Australian workforce.

Students will cover topics including Aeronautics, Aerospace, Astrophysics, Communications and Motion. The course utilises a practical integrated approach which will see students exploring these topics through projects such as model rockets, drones and an independent project of their own design. Through these projects, engineering and technology will be used to drive the development of technical skills and Physics knowledge.

Class members will also be encouraged to participate in a variety of competitions and STEM programs during the course, such as Science and Engineering Challenge, UAV Airborne Delivery Challenge and the Aeronautical Velocity Challenge. Through these programs students will learn to work both independently an as a member of a team.

This course is valuable for students considering selecting Physics and/or Engineering in their senior studies.

Introduction to the Construction Industry (VET - Year 10)

Students in Year 10 study industry-related knowledge and skills based on the Australian Curriculum. They will also complete a selection of Competencies from Certificate II in Construction Pathways**. Upon successful completion, students will receive a printed Vocational Statement of Attainment. Students must undertake this course for the whole year.**

Any successfully completed competencies during Year 10 may be credited towards the follow-on course of study for students undertaking Senior Construction (with VET) in Years 11 and 12.

This course is designed for students who intend to pursue a career in the construction industry and introduces students to the fundamentals for trade-skills in construction and can lead to a vocational pathway and career as a:

Builder, Carpenter, Concreter, Wall and Floor Tiler, Plaster, Project Manager, Estimator, Trades Assistant, Bricklayer, Painter and Decorator, Construction Assistant, Electrician, Plumber, Floor Polisher.

Each year the College arranges for an external training provider to deliver the following to our Year 10 Construction students:

- White Card
- Asbestos Awareness
- Crystalline Silica Exposure Awareness

These are optional and additional costs will apply.

Work experience placements are highly recommended and encouraged. Students must participate in White Card, Asbestos and Silica awareness training, before engaging in Work Experience Placements.

Design in Textiles

Year 9

In Year 9 Textiles, students will explore a range of concepts within the clothing and textiles industry, developing both theoretical knowledge and practical skills. Students will investigate the properties, performance, and uses of different textiles through hands-on experiences with sewing machines, commercial patterns, surface decoration, and construction techniques. They will learn about the fabric construction process and apply safe and effective practices throughout their projects.

Throughout the units, students will use the design process to create, make, and evaluate their textile projects, developing creativity, independence, time management, and problem-solving skills. This subject encourages innovation and thoughtful design, with a balance between functional outcomes and aesthetic appeal.

Year 10

In Year 10 Textiles, students will engage in two key areas of focus: interior design and fashion history. They will explore the principles and elements of interior design, learning how colour theory, spatial planning, furniture arrangement, and material choices influence the functionality and style of a space.

Students will also investigate fashion history from the past 100 years, focusing on how key trends and textiles have evolved over time. Using this knowledge, they will design and create a textile item inspired by a chosen decade. Throughout the course, students will strengthen their understanding of textile properties and develop practical skills in sewing, construction techniques, and pattern use.

By applying the design process across both units, students will plan, make, and evaluate their work while developing independence, creativity, and safe work practices.

Food Technology

Year 9

Food Studies is a vital life skill that supports students in developing the knowledge and practical capabilities to make healthy, informed, and sustainable food choices. In this Year 9 course, students begin to build independence by learning how to plan, prepare, and cook a variety of meals, laying the foundation for lifelong wellbeing.

Through hands-on experiences and the application of the design and technologies processes, students strengthen their creativity and problem-solving skills. They explore how to modify and design recipes based on nutritional needs, dietary trends, and available resources. The course encourages students to think critically about food systems and personal food choices.

Students will develop and apply a range of practical cookery techniques, while learning about kitchen safety, hygiene practices, time management, collaboration, and Work Health and Safety (WHS) principles.

- **Semester 1** focuses on nutrition and food trends, helping students understand the impact of food choices on personal health and wellbeing.
- **Semester 2** introduces food product development and the importance of food labelling, as students explore how food products are designed, marketed, and assessed in a consumer-driven marketplace.

By the end of the course, students will have developed essential food preparation and design skills, along with a greater awareness of how food impacts individuals, communities, and the environment.

Year 10

Food Studies is a fundamental life skill that promotes health, wellbeing, and independence. In this Year 10 course, students build essential capabilities by learning how to plan, prepare, and cook nutritious meals—skills they will use throughout their lives. The course fosters self-sufficiency, confidence in the kitchen, and the ability to make informed food choices.

Students apply the design and technologies processes to creatively solve problems related to food preparation and product development. They design and adapt recipes based on nutritional needs, sustainability goals, and current food trends. Through this, students develop key skills in critical thinking, innovation, and practical decision-making.

Throughout the year, students will prepare a wide variety of food products using safe and hygienic cookery techniques. They will develop capabilities in time management, kitchen safety (WHS), collaboration, and the efficient use of tools and ingredients.

- **Semester 1** focuses on food in Australia, including traditional Australian foods and the influence of global cuisines on our national diet.
- **Semester 2** explores the importance of sustainability, including resource-conscious food choices, food systems, and meal planning for health and environmental impact.

By the end of the course, students will be equipped with the knowledge and skills to confidently contribute to their own health and wellbeing, the needs of others, and to broader social and environmental goals through thoughtful food design and preparation.

Introduction to the Hospitality Industry (VET - Year 10)

Students in Year 10 will have the opportunity to complete a selection of Competencies from the Certificate II in Hospitality. Upon successful completion, students will receive a printed Vocational Statement of Attainment. Students must undertake this course for the whole year.

Any successfully completed competencies during Year 10 may be credited towards the follow-on course of study for students undertaking Senior Hospitality (with VET) in Years 11 and 12.

This course is designed for students who intend to pursue a career in the tourism and hospitality sector and associated industries. The course provides students with the foundation knowledge and the elementary skills required to provide hospitality service to clients in a relaxed and professional environment, in a safe and efficient manner.

This is an introduction to the hospitality industry, its culture, occupations, job roles and workplace expectations. Course work is built around a basic hospitality project unit that integrates the skills and embeds the facets of employability skills in context.

Students experience a taste of what work is like in various hospitality settings, such as restaurants, hotels, motels, catering operations, clubs, pubs, cafés and coffee shops.

Possible job opportunities include:

- bar attendant
- café attendant
- catering assistant
- food and beverage attendant

Each year the College arranges for an external training provider to deliver the following to our Year 10 Hospitality students:

- Responsible Service of Alcohol

NOTE: ACT and NSW RSA requirements differ, and the ACT RSA qualification will not be accepted in NSW, however, an online bridging course can be completed.

Work experience placements are highly recommended and encouraged. Students will need to enrol and complete Responsible Service of Alcohol (RSA) training before engaging in work experience placements.

DIGITAL TECHNOLOGY

Digital Technology

Computing Studies – Introduction to Computers (Year 9)

In the Computing Studies course, students will gain skills in all areas of digital technology. The subject gives students a platform to explore their curiosity about how digital technology works, and how creating digital systems can affect and enhance their lives.

The Year 9 course develops student digital skills in computing systems, web design, HTML5, networks, file compression and 2D animation.

Universal skills and knowledge developed include computer programming, designing user interfaces, troubleshooting, and a thorough understanding of how computer hardware and software works.

Computer Systems

- Hardware and Software
- History of Computing
- Computer Operations
- Technical Documentation design
- Macro Design in Excel

Internet and HTML

- Internet Systems
- Networking
- Internet Ethics
- Introduction to HTML5 & CSS
- Web Page Editors

Graphics

- Graphical Theory
- Digital Stills
- Graphic Software
- Program Management
- Animation 2D and 3D

Computing Studies – Future Applications (Year 10)

In the Computing In this future-focused course, students explore the world of computing applications through the development of websites, interactive programs, and digital solutions.

The course introduces students to HTML website development, web programming, and a foundational understanding of object-oriented programming using languages such as Python and C#. Students will be able to design and prototype digital systems with a focus on user experience.

Through projects and assessment items, students will be encouraged to write and edit structured code using algorithms, data structures, and object-oriented principles to solve real world digital projects. Utilising emerging concepts and digital tools, students will develop user stories whilst also applying digital safety principles to assess how data is collected, used, and stored in digital systems.

Data Science (Year 10)

Data based decision making gives students the capabilities to generate real-time insights to make the right choice, in this course students will learn how to visualise and analyse data from a variety of sources.

These include:

- Sports
- Space
- Information Technologies
- Artificial Intelligence (AI) Control Systems

Students will explore how charts and other visualisations can be made interactive, such as by allowing buttons and dropdowns to select a different series of data. They will understand and apply the stages of data acquisition, cleaning and analysis with a purpose in mind. This framework is used by data scientists to ensure a purpose-driven approach to extracting meaningful insights from raw data.

Students can apply this framework to a range of real-world scenarios. By working on hands-on projects or exercises, students can enhance their skills in systematically approaching and solving problems within the context of the data science life cycle.

Mechatronics (Robotics) & Game Design (Year 9)

This is a one-year course that focuses on gaming design and robotics. Students will learn to program robots using the LEGO Mindstorms platform EV3 through projects related to both in-class and international events such as RoboCup Junior. Students will also discover the world of game design the use of industry standard software such as Construct 2 (2D) and Unreal Engine (3D).

Assessment is based on assignment, projects, class activities, homework and exams.

Content studied will include:

- Artificial Intelligence
- Ethical Considerations
- Theory of Robotics
- Programming Fundamentals
- Algorithms and Flowcharts
- Robotics Hardware
- Game Genre
- Game Design Principals
- Gaming Applications
- Graphical Programming
- C Programming Language
- Graphic Design (Sprites)

Excursions

- Visit to the Academy of Interactive Entertainment
- Robotics Competition (e.g. Robo Cup Junior, SUGO)

Digital Systems in Information Technology (VET - Year 10)

Students in Year 10 will have the opportunity to complete a selection of Competencies from the ICT and Business Services VET Training Packages. Upon successful completion, students will receive a printed Vocational Statement of Attainment. Students must undertake this course for the whole year.

Any successfully completed competencies during Year 10 may be used as future credit towards a Business or ICT VET qualification and/or any other qualification that allows for selection of these units.

This course explores how computers work by allowing students to build their own digital systems. During Semester 1 students will follow teacher directed activities and build a digital systems project. Students will develop skills in identifying and understanding computer components and installing operating systems, drivers and software specific to the task. This forms the basis of their knowledge for Semester 2, where students will complete their own project. Past projects include raspberry pi Gameboys, custom voice assistants, robots, Bluetooth timing gates, network security cameras, and many more.

In this course, the VET competencies are carefully selected to address the skills and knowledge required to use basic computer operating systems, computer hardware, software applications and digital texts for a range of purposes required within an Information and Communications Technology (ICT) context.

The content helps prepare students for careers in:

Data Processing/Applications Support Officer, Office Assistant, IT Business Manager, Internet Systems Administrator, ICT Project Manager, E- Business Project Manager, ICT Support/user, Web developer, Technical and Network Support, Computer Operator, Call Centre Manager/employee, Desktop Publisher, App Developer, Administration Assistant, Clerical Worker, Data Entry Operator, Receptionist, Manager, Human Resource Assistant, Customer Service Assistant, Office Administrator, Project Manager.

ENRICHMENT

Enrichment

Individual Project

This semester-long elective is for students in Years 9 or 10 who have a specific area of interest, or who have ever wanted to create, design, build or develop something from their imagination.

Whether it's science, art, technology, literature or social justice, students will design and carry out an independent project with the guidance of a teacher, and with support from experts in various fields. Through goal setting, research, reflection, and presentation, students will develop valuable skills in critical thinking and self-directed learning. This course encourages creativity, curiosity, and initiative, making it ideal for students who are ready to take ownership of their learning and go beyond the classroom.

Places are limited and prospective students will need to apply. Please contact Sarah Conn sarah.conn@sfx.act.edu.au or Elizabeth Allsopp elizabeth.allsopp@sfx.act.edu.au for the application form, or for more information.

LANGUAGES

Languages

Japanese

Our language programs nurture a love of learning. They also develop undeniable cognitive benefits including improved memory and decision making, critical thinking and problem-solving skills, greater concentration, creativity and flexibility—all of which are indispensable in our graduates preparing for greater engagement in an ever-changing world. Learning a language cultivates an understanding of diverse perspectives and facilitates deeper engagement with diverse peoples and cultures, ideas and foreign media.

In our increasingly interconnected and interdependent world, individuals with a proficiency in languages are consistently leaders in their chosen fields. The bilingual advantage sets students apart in tertiary entry requirements, future job opportunities and promotions and have never been more important than in this age of disruption. The competitive lead over monolingual peers is irrefutable—language capabilities are currently ranked in the top 8 skills required of all occupations, regardless of sector or skill level. Learning a language not only increases our awareness of and ability to engage with difference, but it also increases student understanding of their own language, culture, and learning, and calls students to reflect and transform how they understand and interpret their world.

SFX has resumed reciprocal tours to Japan with visits to SFX in 2026 and to Japan in 2027. We also provide a diverse range of local immersive language learning experiences and excursions, including curriculum connections with our Sister School, Takefu Higashi.

Our central text IiTomo 3 & 4 aligns with the National Curriculum and is augmented with a variety of authentic resources and learning activities to foster fluency in linguistic, cultural, intercultural and intracultural understanding.

Continuity of Language study is essential for the development of fluency and intercultural capability. The prerequisite for studying our Year 9 and 10 two-Year Japanese course is successful completion of Year 8 Japanese. As an exception, background speakers or those with in-country experience, are eligible for enrolment following consultation with the Head of Languages.

Students will inquire into a variety of contexts for learning:

Year 9

- Milestones, experiences of growing up, languages and nationalities
- Fast food culture, shopping and department stores
- Leisure activities and theme parks

Year 10

- City vs country lifestyles
- Travel in Japan, school trips and homestays
- Part-time employment and career aspirations

Spanish

Our language programs nurture a love of learning. They also develop undeniable cognitive benefits including improved memory and decision making, critical thinking and problem-solving skills, greater concentration, creativity and flexibility—all of which are indispensable in our graduates preparing for greater engagement in an ever-changing world. Learning a language cultivates an understanding of diverse perspectives and facilitates deeper engagement with diverse peoples and cultures, ideas and foreign media.

In our increasingly interconnected and interdependent world, individuals with a proficiency in languages are consistently leaders in their chosen fields. The bilingual advantage sets students apart in tertiary entry requirements, future job opportunities and promotions and have never been more important than in this age of disruption. The competitive lead over monolingual peers is irrefutable—language capabilities are currently ranked in the top 8 skills required of all occupations, regardless of sector or skill level. Learning a language not only increases our awareness of and ability to engage with difference, but it also increases student understanding of their own language, culture, and learning, and calls students to reflect and transform how they understand and interpret their world.

We are exploring friendship school relationships in Spanish speaking countries and our elective classes will benefit from these reciprocal curriculum connections. Such exciting opportunities allow for an immersive and authentic opportunity to apply Spanish learning.

Our central text is Viva which aligns with the National Curriculum and is augmented with a variety of authentic resources and learning activities to foster fluency in linguistic, cultural, intercultural and intracultural understanding.

Continuity of Language study is essential for the development of fluency and intercultural capability. The prerequisite for studying our Year 9 and 10 two-Year Spanish course is successful completion of Year 8 Spanish. As an exception, background speakers or those with in-country experience, are eligible for enrolment following consultation with the Head of Languages.

Students will inquire into a variety of contexts for learning:

Year 9

- Personal travel and holidays
- Food culture and preferences
- Outings, fun activities, attending and organising events

Year 10

- Leisure activities and part-time work
- Health, wellbeing, and nutrition
- Youth in action: children’s rights, environmental issues, and volunteering

Auslan (Australian Sign Language) (Year 9)

Our language programs nurture a love of learning. They also develop undeniable cognitive benefits including improved memory and decision making, critical thinking and problem-solving skills, greater concentration, creativity and flexibility—all of which are indispensable in our graduates preparing for greater engagement in an ever-changing world. Learning a language cultivates an understanding of diverse perspectives and facilitates deeper engagement with diverse peoples and ideas.

Auslan is the language of the Australian Deaf community. This course will focus on developing visual communication strategies to effectively learn basic communication in Auslan, whilst developing an understanding of language as a structure and enhancing intercultural understanding.

Students will be able to produce fingerspelling, handshapes, movements and locations of single signs in a range of interactions with the teacher and each other. Language is adjusted to suit different purposes, contexts and situations as students learn how culture shapes language.

Students build a vocabulary and grammatical base allowing them to compose and present different kinds of text by responding to instructions and describing familiar objects, animals, family, friends, favourite activities and food through interactive experiences.

We are exploring connections with the local deaf community including primary schools in Canberra. Our Auslan students will benefit from these reciprocal curriculum connections. Such exciting opportunities allow for an immersive and authentic opportunity to apply Auslan learning.

There are no prerequisites for this beginning language course.

Students will inquire into a variety of contexts for learning:

Foundational Auslan

- Deaf culture and Auslan context
- Greetings and introductions
- Alphabet fingerspelling and numbers
- Ask and answer simple questions (who, what, when, where)
- Build vocabulary and grammar for simple conversations.

Auslan in context

- Deaf community and history
- Express agreement and disagreement
- Responding to instructions
- Conversations of family, friends, animals and activities
- Use visual-gestural communication strategies.

PERFORMING ARTS

Performing Arts

Drama

Year 9

Actor's Toolbox

Step into the world of epic fails and dramatic highs! In this unit, you'll dive into the two most iconic theatre genres—Comedy and Tragedy—where the stakes are high, the laughs are loud, and the drama is real. Through fun games, improvisation, mime, and expressive movement, you'll build your acting skills and bring larger-than-life characters to the stage. Explore scripts, develop your own original performance, and put on a show for a live audience that will leave them laughing, crying—or both!

Lights, SFX, Action!

Ever dreamed of seeing yourself on screen—or creating your own viral video moment? In this exciting unit, you'll learn what it takes to act like a pro in front of the camera. From powerful monologues to laugh-out-loud skits, you'll explore the techniques used by professional film and TV actors—including the legendary Stanislavski System and modern screen acting methods—and bring them to life in scenes you help create.

You'll also draw inspiration from popular YouTube creators and digital content stars, learning how performance for the screen is evolving in the age of social media. Whether you're passionate about storytelling, character work, or just love being in front of the camera, this unit gives you the skills and confidence to shine on screen—your way.

Whether you're dreaming of Netflix, TikTok, or your own YouTube channel, Screen Acting is your backstage pass to the world of digital performance.

Year 10

Stage the Change

Get ready to shake things up! In this unit, you'll explore bold and thought-provoking theatre styles from around the world. Learn how modern theatre legends like Brecht, Grotowski, Artaud, and Boal use drama to entertain and make powerful and important statements. Then, team up to create and perform your own original piece that challenges, inspires, and entertains—live at the *ActUp! Student Fringe Festival* at the Canberra Theatre Centre.

Run the Show!

Ever wonder how a full production comes together? This unit puts you in charge—onstage and off! You'll form your own production team and learn everything from scriptwriting to stagecraft. Direct the play, design sets, explore lighting and sound, create costumes and makeup, manage the stage, and even run publicity.

But that's not all—you'll also have the chance to step into the spotlight and perform in the play you've helped bring to life. Whether you love acting, designing, or organising behind the scenes, this unit is your backstage pass to the real world of theatre—where every role matters and the show can't go on without you.

Music

Year 9

The Dynamic Music Experience

Ready to play? In this unit, you'll level up your skills on the instrument or instruments you choose, which includes the options of vocals, acoustic or electric instruments. You'll work on practical development and building your confidence while learning awesome pieces in a variety of styles (plus one of your own choosing!). Along the way, you'll dive into the world of music-making, from understanding how music works to creating your own original tunes using basic recording tools. It's all about growing as a performer and having fun.

Syncing Sound and Style

If music moves you and you're eager to learn how to play, this unit is designed just for you. Explore styles like Rock, Pop, Rhythm and Blues and styles of your choice—while building your skills further on your instrument or with vocals. You'll learn how to use music software and basic recording tools to produce your own tracks and take your music further. You'll receive encouragement and resources to grow both your practical skills and confidence within the classroom environment. If you're keen, you might even get the chance to perform at school or community events.

Year 10

The Musician's Toolkit

Already know your way around an instrument or mic? This unit will take your music to the next level. Explore your favourite songs while building technical skills through solo, accompanied and/or group performance. You'll dive deeper into music theory, aural skills (listening like a pro!), and composition, with access to creative music software to bring your ideas to life. With so many options available for you to achieve your goals in Music, this course is your toolkit for serious music-making—with chances to perform for real audiences if you're ready.

Music in Media

Explore Music that has been used as a vehicle to convey meaning and story in this course. Music in movies, games, and ads makes us feel everything—and in this unit, you'll learn how to create that Music yourself. Study the sounds behind epic film scores, game soundtracks, and powerful protest songs, then create your own original music to convey meaning, story and inspire change. Use your instrument or voice to build emotion, mood, and energy, while sharpening your performance skills. There's even the chance to enter your work in real-world comps like Triple J Unearthed. If you're into music and media, this unit hits all the right notes.

Dance

Year 9

Move It!

Love the energy of a hip hop crew, Broadway musical, or a big-screen dance number? This unit is your chance to bring that vibe to life! You'll dive into the world of commercial dance—just like what you see in movies, music videos, TV shows, and musical theatre. Explore the dynamic styles of Hip Hop and Jazz, mastering their signature moves and rhythms through high-energy practical classes. You'll sharpen your technique, boost your confidence, and team up with friends to create your own show-stopping routines.

Discover how dance has entertained and inspired people throughout history, and maybe even perform for a live audience at school or in the community. If you love to move, perform, and shine, this is the unit for you!

Express Yourself

Ready to dive into the world of creative and expressive movement? In this unit, you'll explore Modern and Contemporary Dance styles that are all about telling stories with your body. Learn techniques inspired by iconic choreographers and global dance companies. You'll workshop new ways of moving, collaborate with your classmates to create powerful original routines, and explore how dance can communicate big ideas and raw emotion.

Plus, you'll get the exciting opportunity to showcase your work by performing at the Dance Festival at The Canberra Theatre Centre—a real chance to shine on a professional stage! This unit lets you discover your unique style as a dancer and choreographer while experiencing what it's like to be part of a live, impactful performance.

Year 10

Lights, Camera, Dance!

Imagine combining your passion for dance with the power of film. In this creative and exciting unit, you'll become a choreographer, filmmaker, and performer—all in one. Watch and analyse iconic dance films, then team up to plan, choreograph, and shoot your own original dance film masterpiece. You'll also dive into practical dance workshops to boost your skills and style. Whether you're performing, choreographing, directing, or editing, this unit is all about using movement and media to tell unforgettable stories on screen.

Showbiz: Take the Stage!

Get ready to go full-production mode in Showbiz: Take the Stage! In this unit, you'll form your own mini production crew to design, choreograph, and perform an original dance piece for the *Ausdance Youth Dance Festival*—live on stage at the Canberra Theatre! You'll explore everything behind-the-scenes too, from lighting and costume to sound and multimedia. After the festival, you'll get to experiment with and experience a broad range of exciting dance styles. This is your chance to perform big, think creatively, and shine under the spotlight.

Integrated Performing Arts – Year 9 (one semester unit)

Triple Threat

Love to sing, dance, and act? Step into the spotlight with Triple Threat, a high-energy musical theatre unit where you'll build all three performance skills through fun, hands-on workshops and creative challenges. You'll learn and perform iconic numbers from beloved musicals, explore how musical theatre has shaped pop culture over the decades, and even develop your own original pieces for the stage.
This unit culminates in a live showcase, giving students the chance to shine in front of an audience. Whether you're a seasoned performer or just starting out, this is your moment to shine!

Triple Threat is a standalone subject, but it also perfectly complements the study of Dance, Drama, or Music—giving you the ultimate opportunity to hone your skills across all areas of performance.

Drama/English – Year 10 (one semester unit)

What Lies Beneath: Uncover the Secrets of Storytelling

Think you've seen it all on the surface? Think again. In What Lies Beneath, we dig deep—into stories, into characters, and into what it really means to be human. You'll explore three powerful texts from different eras—ancient, classic, and modern—and uncover the hidden themes, raw emotions, and big questions that lie underneath.

But that's just the beginning. You'll take these stories and reimagine them, transforming your insights into your very own original performance—either on stage or on screen. Using your creativity, collaboration, and performance skills, you'll create something bold, immersive, and uniquely yours.

This is more than analysis—it's about bringing stories to life and showing the world what lies beneath the surface.

Live Production and Services

This course is designed for students who intend to pursue a career in the Theatre and Entertainment sector and associated industries. The course provides students with the foundation knowledge and the elementary skills required to provide technical support in a staging, lighting and audio service to clients in a professional environment, in a safe and efficient manner.

In Year 10, Live Production and Services is an extra-curricular course that is run on a Monday and Thursday afternoon from 3:30-5:00pm. As this is an offline course it will not appear on the students' elective selection form, however, they should sign up to the course on the noticeboard outside of the Performing Arts Staffroom.

Students enrolled in this course will be involved in the set-up and running of whole school events, live productions, concerts and our College Musical (resulting in additional hours).

This course aims to provide the student with appropriate skills, knowledge and attitudes towards:

- Sound design
- Lighting design
- Stage design
- Audio visual
- Stage management
- Front of house
- Workplace Health and Safety

Students learn and work in the College's professional theatre that boasts state of the art sound, lighting and audio-visual systems.

Work experience placements are highly recommended and encouraged. Students may be given the opportunity to participate in a structured work placement at the Canberra Theatre.

As an extension opportunity, there may be potential for students to gain their Certificate III in Live Production and Services, through partnership with the Canberra Theatre.

VISUAL ARTS

Visual Arts

Digital Photography and Media (Year 9)

Digital Photography has become one of the fastest growing areas of interest in recent Years, and many challenging careers have opened up as a result.

In this course students will be introduced to many digital media applications, from basic digital photography skills through to extended Photoshop workshops.

There will be a strong focus on innovative interpretation and conceptual development. This is an exciting course with a lot of opportunity to develop a wide range of transferable creative abilities.

Students studying *Digital Photography* will be eligible to have their artworks shown in the annual College Electives Showcase.

Digital Photography (Year 10)

Many artists and photographers are turning to digital media sources as a means of making art, developing career-related skills and manipulating imagery using digital applications.

This course teaches students the basics in digital photography and image manipulation, with a strong focus on the development of conceptual and technical approaches. In *Digital Photography* significant emphasis is placed on ICT-related skill building and creative expression.

Students studying *Digital Photography* will have opportunities to display their work in a variety of ways, from local competitions and exhibitions to the annual College Electives Showcase.

Media Arts (Year 10)

In Year 10 Media Arts students create and analyse a variety of Media forms such as film, news report, documentary, advertisement, music video, animation, Interactive media and/or a combination of these.

Students learn how forms, styles and contexts of media are shaped by histories, purpose, traditions and communications technologies.

They will use the established and emerging techniques and practices (media conventions) for creating different media forms. Students will learn to collaborate in creative teams and respond to, and interact with, context and audience.

Students learn to apply key concepts, story principles, and elements of media (symbolic and technical) as they design, produce, distribute and analyse media artworks.

Visual Art

Year 9

This course provides students with a great opportunity to really explore and extend a range of art making techniques and materials.

Drawing, painting, printmaking, sculpture, illustration and mixed media projects will be offered, along with the possibility of student-negotiated study.

Students may be provided an opportunity to enter their artworks in local and national competitions and exhibitions and visit local art galleries.

In addition, students enrolled in Visual Art will be eligible to have their artworks displayed in the annual College exhibition.

Year 10

Do you want to increase your art making skills across a range of media? This course provides an excellent opportunity to explore your abilities, developing essential techniques in drawing, painting, printmaking, sculpture, illustration and/or mixed media application.

The concepts you will explore in *Visual Art* can be applied to many areas of your life and offer you a unique outlet for personal, creative expression.

A wide range of artists and art styles will be discussed, providing a comprehensive art education. Students studying *Visual Art* will be eligible to exhibit their work in the annual College Visual Arts Exhibition.

CORE ELECTIVES

Core subject electives

Students at St Francis Xavier College have the opportunity to choose electives that exist within the core subject areas: Religious Education, English, Science and HASS. This elective does not replace the compulsory core units students need to study as part of Australian Curriculum and Catholic Education requirements. However, there are students whose passion lies with these kinds of 'traditional' academic subjects. These elective units will run parallel to their core subjects as a 'second line'. St Francis Xavier College staff in the core subjects have developed dynamic and engaging units for students to explore how fascinating and varied the below disciplines can be.

Religious Education

Philosophy

In this unit, students will examine the history of philosophy, its big ideas, and its impact on modern society. From the ancient Greek philosophy of Plato and Aristotle to the contemporary thought of Nietzsche and Camus; students will learn how to read, interpret, and argue philosophical theory and thought. They will confront big questions like:

- What is the nature of knowledge?
- Is the mind separate from the body?
- What does it mean to live?
- Do we have free will?

While studying these questions, students will analyse the impact of philosophy on politics, science, culture and religion throughout history. They will develop reading, interpreting, debating, critical and abstract thinking skills. Students will be encouraged to broaden their understanding of the world and the nature of their lives to better argue their own opinions and positions.

English

Finding Your Voice: Speaking for Leadership (Year 9)

Finding Your Voice is a dynamic, semester-long elective designed for students ready to find and strengthen their voice. This subject equips emerging leaders with the confidence, presence, and practical communication skills needed to speak clearly and purposefully in a range of real-world contexts. Whether in interviews, group discussions, live seminars, or through recorded media, students will explore how to craft compelling messages and deliver them with impact.

In today's world, strong communication is the foundation of leadership. This subject supports students to develop their speaking style, learn techniques to engage different audiences, and use media tools to refine their message. Each unit builds toward a final polished multimodal presentation, combining speech, visuals, and edited video. Students will walk away not only with a stronger voice, but with the tools to shape and share their ideas confidently, within the College and beyond.

Pens Unleashed! A Journey through Creative Writing

This unit will focus on your imagination and writing skills. You will design, write and develop a variety of styles including a selection of short stories, poetry, novels, plays or film scripts. Over the semester you will experiment with genres and create a portfolio of writing pieces to discover your strengths and hone your skills.

You will also study and analyse how stories have developed over time, as well as discussing famous examples of novels, playscripts, film and TV create great stories that captured the zeitgeist. Let the journey begin!

Health and Physical Education

Sport and Recreation

This course is offered in single semester units, where students can study a maximum of two units (two semesters of learning) across Years 9 and 10. *Students must be prepared to pay for and participate in all excursions and camps to gain a place in this course.* Students who do not gain a place in Year 9 will not necessarily be prioritised for first selection in Year 10.

Students learn through direct teaching in the classroom enhanced by personal experiences outside the classroom in local environments as well as through adventurous outdoor activity. Students gain skills for personal and group wellbeing and develop positive attitudes towards ongoing healthy and safe outdoor recreation participation.

The Sport and Recreation course includes the following units:

Safe surfing and coaching

Students will learn about water safety practicing these skills at the pool in preparation for a 3-day Surf Camp experience. The camp will involve surfing, stand up paddle boarding and canoeing. Students will also prepare and present sports lessons at the neighbouring primary school and to their peers.

Urban adventure and first aid

In this unit, students will go to various community venues to experience Canberra's recreational facilities. In theory lessons, students will learn basic first aid skills and complete the St John's CPR Certificate. Students will participate in a 3-day camp to experience a range of outdoor recreational activities.

Exploration and survival skills

In this unit, students will study emergency situations in remote environments. Students will develop their skills in navigation, planning, preparation and problem solving. They will learn to assess risk, identifying and applying appropriate management strategies and emergency response procedures. Students will participate in 3-day camp to apply learnt skills in an outdoor environment.

Outdoor challenge and conservation

In this unit, students will develop resilience and a greater understanding and appreciation of a range of natural environments. They will learn about conservation and sustainability and have opportunities to understand environmental management including on-Country learning and First Nations peoples' perspectives. During this unit students will attend a 3-day outdoor challenge camp to develop a better understanding of group dynamics and enhance leadership qualities whilst showing respect for self, others and the environment.

Camps

Each unit offered is complemented by a camp experience to apply learning to relevant natural environments. Students and parents need to be aware that there is an expectation that students undertaking this course will attend the relevant camp offering with their class group.

Swimming

There are swimming requirements that must be met for some camps. As a guide, it is recommended that students can swim 200 metres in 5 minutes. Weak swimmers can attend Surf Camp but may be restricted in where they can surf (i.e. water depth).

Estimated costs

The cost of camp will be between $450-$650 depending on providers available and the location of camp.

Humanities & Social Studies (HASS)
Year 9

Ancient History 1
Students will study life in early civilisations based on the analysis and interpretation of physical and written remains. They will investigate ancient cultures from around the world to examine the impact they had on shaping our society today. In the classroom, students will participate in discussions, analyse artefacts, and decipher ancient texts to piece together the stories of past civilisations. They will explore the political, social, economic, and religious structures that defined ancient societies, allowing for a comprehensive understanding of the complexities of their daily lives. They will learn about the Neolithic and Paleolithic ages, the creation of ancient societies, development of civilisation, a case study on Ancient Sumer and conclude with investigation into Ancient Greece and Ancient India.

Ancient History 2
Students will develop essential historical skills by critically analysing and interpreting a wide range of primary and secondary sources. They will learn how historians evaluate the origin, purpose, perspective, and context of documents to assess their reliability and build balanced interpretations. Alongside this, students will explore the role of archaeology in uncovering physical evidence—such as artifacts, structures, and environmental data—that provides a tangible connection to past human activity. While historians primarily focus on written records to construct narratives, archaeology offers material evidence that can confirm, challenge, or enrich these accounts. They will learn history skills, the work of historians, the field of archaeology, a case study on Ancient Australia and conclude with investigation into Ancient Rome and Ancient Egypt.

Indigenous Studies
This subject will immerse students into the histories of cultures of Indigenous Australia that are often left out of mainstream education, giving our students the opportunity to broaden their cultural and historical understanding of the oldest continuing culture on earth. Some topics of study will include pre-colonial cultures, lifestyles, belief structures, and relationships between tribal groups. Students will examine colonial settlement and the impact on Indigenous land owners and migrating tribal groups. They will also explore the Frontier Wars between European and Indigenous peoples as well as Indigenous rights in the 20th century.

Medieval Studies
This subject would provide students with a comprehensive understanding of life in medieval Europe, with a specific focus on the Holy Roman Empire during the year 1066. This was a time of significant political, social, and cultural change, and studying it can offer valuable insights into the foundations of modern European society. Students will explore how this time period is remembered by historians through the investigation of primary and secondary sources. Students will consider political structures, social hierarchies and daily life in the Holy Roman Empire. They will explore medieval economic systems and trade networks as well as cultural and artistic developments and compare these to other European regions at the time.

Year 10

Alternative History and Conspiracy Theories 1

Was JFK really assassinated by a lone gunman? Are UFOs a real phenomenon? What are crop circles and who made them? Did we really land on the moon?

The purpose of this unit is to examine and discern evidence for its reliability and bias, including those considered to be valid sources. We use case studies like these to analyse and challenge established theories as 'truth' and to critique claims that may excite the imagination but lack legitimate evidence. Please note: there is an Alternative History and Conspiracy Theories 2 unit should students wish to do this course over a year.

Alternative History and Conspiracy Theories 2

Did the Egyptians really build the pyramids? Are pyramids around the word linked to a more ancient society like Atlantis? Have the deaths of famous people been properly explained, or did they even die when History says they did, such as Marilyn Munroe, Kurt Cobain, Michael Jackson, Elvis or Adolf Hitler? Is demonic possession a real phenomenon? Were there really secret Satanic cults throughout the USA in the 80s and 90s?

The purpose of this unit is to further examine and discern evidence for its reliability and bias, including those considered to be valid sources. We use case studies like these to analyse and challenge established theories as 'truth' and to critique claims that may excite the imagination but lack legitimate evidence. Please note: students do not have to do Alternative History and Conspiracy Theories 1 to select this unit.

Geography

Geography is the study of places and the relationships between people and their environments. Geography seeks to understand where things are found, why they are there, and how they develop and change over time. In this course, students will explore both the physical properties of Earth's surface and the human societies spread across it. Students will investigate topics such as climate change, natural and ecological hazards, and sustainable development.

By analysing real-world case studies, students will develop critical thinking skills and gain insights into the complex challenges facing our world. An important part of geography will be conducting field work, where students will have an opportunity to apply and examine geographical concepts and skills in the real world.

Science
Year 9

Oceanography – Science at Sea
Dive into the fascinating world of our oceans! In this engaging elective, students will explore the physical, chemical, and geological features of the ocean. From powerful waves and mysterious currents to ocean exploration technologies, Intro to Oceanography offers students a look at how the sea shapes our planet. Ideal for curious minds who love science, nature and discovery, this subject will enable students to build a deeper understanding of Earth's blue heart.

Please note there is a compulsory field trip component of this course which will incur additional costs.

Everyday Chemistry - Science in the Home
Everyday Chemistry looks into the fascinating realm of basic chemistry as it manifests within our domestic environments. Through this module, students embark on an exploratory journey that uncovers the fundamental principles of chemistry and its applications in everyday life. By analysing household products, investigating the impact of chemical interactions on health and the environment, and engaging in hands-on experiments, students develop a comprehensive understanding of how chemistry shapes their homes and the world around them.

Year 10

Exploring the Mind, Society and Crime
This unit will explore individuals, their mental processes and behaviour in society. There will be a focus on Psychology, Sociology, Criminology and Forensics:

- Investigating the individual: What is behaviour? What are mental processes? Students will explore what influences an individual and their behaviour and mental processes.
- Social structures: What is considered a norm? How do we develop norms? What impact does this have on the individual? How do we classify behaviour? Students will study sociological frameworks to help in understanding an individual within social structures.
- Criminology: Why do individuals commit crimes? What are their motives? Students will learn about crime through unpacking deviation from societal norms and standards. Students will look at the different aspects of crime and analyse real life case studies.
- Forensics: What techniques are used to collect evidence at a crime scene? How is evidence preserved? Utilising prior knowledge, students will investigate a fake crime scene to examine and interpret evidence. They will analyse eyewitness accounts and their effectiveness.

Students will investigate the motives and actions of individuals within broader society with a focus on criminal behaviour and Forensic Science.

Marine Biology - Life in the Ocean
Discover the incredible life beneath the waves! This exciting elective focuses on the study of marine organisms and their environments – from coral reefs and kelp forests to the deep sea. Students will investigate ocean food webs, adaptations, biodiversity, and the impact of human activity on marine ecosystems. Marine Biology is perfect for students who are passionate about animals, conservation, and the science of the sea.

Please note there is a compulsory field trip component of this course which will incur additional costs.

Mathematics

Cryptography: Ancient Ciphers to Modern Encryptions

Unlock the hidden language of secrets in this dynamic Cryptography course, beginning with ancient ciphers and evolving through to modern encryption methods. Students will journey through history as codebreakers and code-makers, building understanding step by step. In this course, students explore how data is represented, secured and transmitted across systems, and how security practices protect information in an increasingly digital world.
At the heart of this course lies mathematics – the true engine of encryption. Students will develop skills in problem solving, abstraction and analytical thinking. Rather than relying on programming, this course foregrounds conceptual understanding and mathematical reasoning – no coding is required – making it an ideal bridge between abstract mathematics and real-world application. Perfect for curious minds who enjoy puzzles, strategy, and uncovering hidden structures, this course offers a pathway into cybersecurity thinking. By the end, learners won't just understand cryptography – they'll think like cryptographers, equipped with the mathematical insight and critical reasoning skills to navigate and shape digital landscapes of the future.

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