



2026 YEAR 9 Course Selection Handbook





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# Introduction

In Year 9 students will study the following compulsory courses:

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

In addition, students will study six electives, three in each semester. The Year 9 Handbook lists all the electives that are available for students to choose from.

They predominately come from the following Learning Areas:

- Arts and Information Technology
- Health and Physical Education
- Technology and Enterprise

The information in this handbook should assist students in the making their choices for Year 9, but further information can be sought from the Heads of Learning Area, or the classroom teacher.

There are no pre-requisites for Year 9 courses, and all electives are "stand alone".

Whilst we endeavour to make sure that all students given their first preference, this might not always be possible so elective courses will be subject to change.

When choosing Year 9 electives students should consider the following:

- Any possible future career pathway
- Areas of interest

Finally, all course costs are approximate and subject to change.



# **Digital Technology**

### **Duration: Semester**

The Year 9 Digital Technologies course at Armadale Senior High School is designed in line with the Western Australian Curriculum, providing students with opportunities to apply computational thinking and problem-solving skills to real-world contexts. Students will develop their understanding of digital systems and data representation through hands-on activities in coding and robotics. By writing and modifying algorithms, they will learn how to create digital solutions that are efficient, functional, and purposeful. Robotics challenges allow students to apply these skills in a tangible way, reinforcing logical reasoning, system design, and automation.

The course also introduces students to 3D printing and game development, supporting the curriculum focus on creating and evaluating digital solutions. Students will design 3D models using computer-aided design (CAD) software and understand how data is translated into physical form through digital systems. In game creation, they will explore user interface design, interactivity, and the use of programming languages to produce engaging, rule-based environments. These activities promote innovation, collaboration, and critical thinking, equipping students with essential digital literacy and preparing them for further study or future digital technologies pathways

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Learn to write and debug basic code
- Build and program robots to complete tasks
- Design 3D models using CAD software
- Print 3D creations using a 3D printer
- Create and test simple computer games
- Explore how digital systems work

# **Graphic Design**

**Duration: Semester** 

In year 9 Graphic Design, students will have the opportunity to express themselves creatively through a wide range of engaging projects, that will teach them a variety of key digital art skills and techniques.

This course is structured in a way that students of all artistic abilities can find success and enjoyment in the tasks we complete. Students will learn through project-based activities how to use industry level design programs such as Illustrator and Photoshop as well as other creative practices such as; illustration, digital art, and image editing.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Developing skills in the Adobe Creative Suite: Illustrator and Photoshop
- Building skills in creative and critical thinking
- Developing skills in concept development and innovative and creative design

## **Media Arts**

### **Duration: Semester**

Year 9 Media Arts is a fun and creative subject. In this course students will have the opportunity to create their own media projects, through photography, video production, audio production and animation. This course aims to increase learners' awareness of media and develop students creative and critical thinking. This course will also develop creative technological skills by using industry standard software and help students gain skills that they can take into career pathways. Media plays a central role in contemporary culture, society, and politics. It shapes our perceptions of the world through the representations, ideas and points of view developed.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Industry standard creative software such as Adobe Creative Suite.
- Learning about contemporary platforms and how to create an online presence.
- Learn how to create digital images for marketing and media projects.
- Media tackles topics including radio, television, film, media ethics, and digital culture.

# Music

### **Duration: Semester**

This course is especially suited to students who love playing and listening to music. Students will be able to learn basic instrumental skills on various contemporary instruments. The class examines modern music closely and focuses on writing and creativity exploring various themes. Starting next year, recording original songs using our state-of-the-art recording equipment will become a new component of the course, enhancing students' experience. Students will also form bands, rehearse, and perform music of their choosing, with opportunities to showcase their work at school and community events. All students who participate in the specialist instrumental program are required to enrol in this course.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Exploring different musical genres and styles through listening and analysis
- Developing personal and group musical projects from concept to performance
- Experimenting with digital music production tools and techniques
- Participating in peer feedback sessions to refine their musical creations
- Attending workshops with professional musicians to gain industry insights
- Collaborating on creative songwriting exercises and improvisational sessions

# Music (Extension)

### **Duration: Year long**

Music Extension offers a unique opportunity for students passionate about deepening their knowledge and practice on one chosen instrument. This specialised program provides students with a dedicated weekly session with an instrumental teacher from the Instrumental Music School Services (IMSS), alongside their regular music class. In addition to focused individual instruction, students will have the chance to be part of an ensemble, where they can collaborate with peers and apply their skills in a group setting. This extension is perfect for those looking to elevate their musical proficiency and engage in a more immersive and personalised musical experience.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Focusing on mastering complex techniques and expanding technical proficiency through targeted exercises and practices.
- Joining an ensemble to collaborate with peers, experience ensemble dynamics, and perform together, enhancing both individual and group performance skills.
- Exploring advanced music theory concepts and apply them to their instrumental practice, enriching their understanding of music composition and structure.
- Preparing for and participate in solo and group performances, showcasing their progress and gaining valuable stage experience.
- Attending specialised masterclasses and workshops with professional musicians to gain new insights, techniques, and inspiration.
- Engage in creative projects such as arranging and composing for their instrument, allowing them to explore their creativity and personalize their musical expression.

# **Visual Arts**

**Duration: Semester** 

Year 9 visual program starts emphasizing the development of critical thinking, creativity, aesthetic knowledge, and artistic communication skills. Students engage with diverse art forms, histories, and practices, including a focus on First Nations Australian arts. Year 9 art students will be encouraged to develop their own unique responses and ideas, creating both 2D and 3D artworks that express artistic intention. and techniques while applying knowledge of compositional structure and safe practices. Studio areas will include drawing, painting, printmaking, sculpture and ceramics. This course supports students' ability to recognise and develop cultural appreciation of visual arts in past and contemporary contexts through exploring and responding to artists and their artworks. All students will have the opportunity to showcase their work in our Arts & IT night.

### **Course Activities:**

- Ceramics
- Painting
- Sculpture
- Print Making
- Drawing

# Specialist Information Technology (Endorsed)

### **Duration: Year long**

The course is a Department of Education approved specialist program. Learn and develop advanced skills in Information Technology. In this course you will gain knowledge in game creation, programming (coding), virtual reality, robotics and many other aspects of Information Technology. The skills developed will prepare students for entering senior school, employment, TAFE and/ or University entry.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Computer Maintenance
- Game Creation
- 3D Modelling and Blender
- Software Development
- Computer Hardware
- PC Builds

Approx. cost: \$95

# Specialist Visual Arts (Endorsed)

### **Duration: Year-Long**

In year 9 Specialist Visual arts students learn skills in two-dimensional and three-dimensional art forms, including painting, drawing, mixed media, printing, sculpture and ceramics as well as some digital arts such as photography and design. Our specialist programmes are designed to teach students the skills to produce quality and conceptual artwork, as well as developing a more independent working approach to their creativity. This course continues and builds students artistic and technical skills to develop the talent that each of us has. All students will have the opportunity to showcase their work in our Arts & IT night as well as participate in community events and arts competitions.



# Fitness & Recreation

### **Duration: Year-Long**

This year-long course invites students to explore a range of recreational activities that focus on lifestyle, wellbeing, and connection to the natural environment—rather than traditional competition.

### **Course Content:**

Through partnerships with external agencies, students gain hands-on experience in pursuits such as:

- Archery
- Lawn Bowls
- Cycling
- Rowing
- Indoor Beach Volleyball
- Outdoor Adventures

The program is designed to build confidence and competence in navigating outdoor environments safely and responsibly. Students will engage in both practical sessions and supporting theory lessons that prepare them to interact with equipment and nature with minimal impact.

Note: Additional costs may apply for excursions, including day trips and overnight camps.

# **Health & Physical Education**

Health and Physical Education (HPE) offers students dynamic opportunities to develop essential life skills within a holistic educational framework. Through diverse and inclusive activities, students enhance their physical capabilities, deepen their understanding of health and wellbeing, and cultivate positive attitudes toward lifelong fitness.

Participation in health programs encourages students to explore ideas and express emotions while gaining valuable knowledge about personal health, nutrition, and mental wellbeing. Physical Education components focus on movement, fitness, recreation, and teamwork—fostering both individual growth and group collaboration.

Research consistently highlights the role of physical activity in preventing lifestyle-related diseases. HPE not only supports students' immediate wellbeing but also lays the foundation for healthy habits that extend into adulthood. Schools play a vital role in this journey, providing every child with the chance to understand their health needs and develop the confidence to engage in regular physical activity.

At Year 9, Health and Physical Education is a compulsory part of the curriculum:

- Physical Education: 2 sessions per week
- Health Education: 1 session per week

Students also have the opportunity to tailor their experience by selecting electives in:

- Fitness & Recreation
- Specialised Physical Education
- Netball Academy

# **Netball Academy**

**Duration: Year-long** 

The Netball Academy is a year-long program designed for students with a strong passion and aptitude for netball. Entry is based on demonstrated commitment, skill level, and enthusiasm in previous Physical Education classes and netball participation in Lightning Carnivals. This academy provides a pathway for students to elevate their performance through specialised training and strategic development.

### Course Content:

Throughout the year, students will:

- Refine advanced netball skills and positional play
- Develop tactical awareness and game intelligence
- Enhance fitness, agility, and conditioning specific to netball
- Build leadership capacity through coaching and officiating opportunities
- Participate in competitive and showcase matches against other schools and clubs

Theory sessions will complement practical training, focusing on game analysis, sports psychology, nutrition, and injury prevention—equipping students with a deeper understanding of elite performance. Students will also have the opportunity to complete a coaching & umpiring accreditation during this course.

# **Specialised Physical Education**

**Duration: Year-long** 

This year-long course is designed for students who demonstrate strong engagement and enthusiasm in General Physical Education. Selection is based on interest, participation, and potential. The course offers a pathway to extend and refine their physical education skills.

### **Course Content:**

Students will deepen their understanding of advanced techniques, strategies, and gameplay across a range of sports, including:

- Invasion Sports (e.g., soccer, basketball)
- Net Sports (e.g., volleyball, tennis)
- Striking Sports (e.g., cricket, softball)

Beyond skill development, the course places a strong emphasis on leadership. Students will gain experience in coaching, officiating, and managing gameplay. Students have the ability to build confidence and competence both on and off the field.



# Materials, Design and Technology: Metals

### **Duration: Semester**

The course allows the students to increase their knowledge and skills using a vareity of metal techniques. They will be provided the opportunity to further develop their hand skills and specialised machine skills through a combination of set projects and design activities.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Understanding the safety requirements when using engineering equipment
- Creating simple metal components
- Using CAD to create drawings and design

Approx Cost: \$80

# Materials, Design and Technology: Wood

### **Duration: Semester**

The Wood Design course not only focuses on basic woodworking hand skills but also provides students greater exposure to power tools and machinery. Students will manufacture a range of models with emphasis not only placed on woodworking techniques and workshop safety but also design fundamentals.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Understanding the safety requirements when using woodworking equipment
- Using different wood working techniques to create items such as chopping boards and simple furniture
- Creating using CAD to plan and create models

# Workshop Skills

### **Duration: Semester**

In Workshop Skills students will develop the necessary skills that are needed in households, including working with tools safely.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Wooden joinery skills
- Create a small wooden stool
- Different types of metal joinery including pot riveting and welding
- Create a metal dustpan
- Safe workshop practices and design brief skills

# Food Science and Technology

### **Duration: Semester**

Food is more than just sustenance—it's a celebration of culture, creativity, and connection. Immerse yourself in the excitement of local foods and festivals, where you can experience diverse cuisines and discover new flavours. Discover a vareity of food preparation techniques and leran about using equipment safely.

### Course Activities

In this course, students will have the opportunity to engage in:

- Will examine superfoods
- Food Preparation

Approx. cost: \$90

## **Textiles**

### **Duration: Semester**

This course enables students to further develop skills in the vareity of crafts introduced in the previous years. Students design individual craft items that enable them to use a range of materials and trending techniques that are currently popular. There are opportunities to make personal fashion accessories or clothes.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Clothes design
- Fashion accessory design
- Sewing

# Salon Skills

### **Duration: Semester**

This course gives students the opportunity to explore make-up, hairstyle trends and nail art. Students learn about skin care, they are encouraged to experiment with different styles of make-up application.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Make up designs
- Hair styling and treatments
- Skin routines and home-made treatment products

Approx. cost: \$80

# Children, Family and Community

### **Duration: Semester**

This course explores the different stages of child developemnt. Students learn about the responsabilities of caring for children, basic first aid, craft and cooking activities are inleuded to make this a fun filled course. This is a fantastic hands on course and is a foundation to further study.

### **Course Activities**

In this course, students will have the opportunity to engage in:

- Nutrition
- Infant development milestones
- The importance of play, produce a toy and activities to educate and entertain a child

# STEPS TO COMPLETE COURSE SELECTIONS FOR YEAR 9, 2026

- The following are yearlong subjects, continued from Year 8. These must be chosen for both semesters (unless communicated with the teacher and Mr Montgomery):
  - Specialist Visual Arts
- Specialist Information Technology
- Music Extension (receive tuition from Instrumental Music School Services IMSS)
- Physical Education subjects are yearlong subjects and must be chosen in both semesters. General PE don't need to be on the same lines in both semester but must be chosen once in each semester
- Students are to circle their first preference, write "2" next to their second preference, and "3" for their third prefer-Courses will be allocated on a first-in-first served basis and are subject to class size limits. ence. т М
- Please ensure that the name of the student is written on the front sheet and parents/caregiver have signed. 4.
- Return the form to the Front Office before 3pm, Wednesday 24 September 2025. ъ.

Select your subjects carefully; changes will not be made to your selection.

For subject information, please read the handbook found on our website under the 'Helpful Information' tab.

The timetable is created to satisfy most of the student's course preferences; this does not mean that every student will receive every preferred elective.

Subjects will be chosen on behalf of students, who do not hand in a completed form before the due date.



# **YEAR 9 COURSE SELECTION SHEET 2026**

Student name:

Line				SEME	SEMESTER ONE	ш			
-	Specialist	Specialist Information	Children, Family & Community \$80 S	MDT: Metal \$80 S	Music \$10 S	Music Extension \$17.50 S	Visual Art \$20 S	Netball Academy (Year-long) \$42 Y	General Physical Education
2	Visual Arts \$125 Y	Technology \$95 Y		Graphic Design \$20 S	Jesign S	Workshop Skills \$80 S	p Skills I S	Specialised PE (Year-long) \$42 Y	General Physical Education
က	Media Arts \$20 S	Food Science & Technology \$90 S	. Technology S	Salon Skills \$80 S	Skills S	Workshop Skills \$80 S	p Skills I S	Fitness & Physical Recreation (Year-long) \$110 Y	General Physical Education
4	Digital Technology \$12.50 S	Food Science & Technology \$90 S	MDT: Wood \$80 S	MDT: Textiles \$80 S	xtiles S				General Physical Education
				SEME	SEMESTER TWO	0/			
.c	Specialist	Specialist Information	Children, Family & Community \$80 S	MDT: Metal \$80 S	Music \$10 S	Music Extension \$17.50 S	Visual Art \$20 S	Netball Academy (Year-long) \$42 Y	General Physical Education
9	\$125 Y	Technology \$95 Y		Graphic Design \$20 S	Jesign S	Workshop Skills \$80 S	p Skills S	Specialised PE (Year-long) \$42 Y	General Physical Education
7	Media Arts \$20 S	Food Science & Technology \$90 S	. Technology S	Salon Skills \$80 S	Skills S	Workshop Skills \$80 S	p Skills S	Fitness & Physical Recreation (Year-long) \$110 Y	General Physical Education
80	Digital Technology \$12.50 S	Food Science & Technology \$90 S	MDT: Wood \$80 S	MDT: Textiles \$80 S	xtiles S				General Physical Education

PTO for instructions...

\_Date:\_

Parent signature:

Student signature:

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