



Brighton
Secondary
School

2027

Curriculum Guide

Year 9





Year 9 Curriculum Pattern

General Course

All learning in the Middle School at Brighton Secondary School is based on the Australian Curriculum. In Year 9 you have the option to build upon the skills and experiences you chose in Years 7 and 8, or to try out new areas of interest or personal development through your subject choices.

In Year 9 you will study the compulsory Australian Curriculum subjects with a full year of English, Mathematics, and Science, and a semester of History and Health and Physical Education.

You will need to choose one Arts and one Technology subject and can continue with the language you studied in Year 7 & 8.

You will have additional free choices subjects from the performing and visual arts (Drama, Music and Art), Technologies, Health & Physical Education, and Humanities and Social Sciences options.

Your pattern of subjects is shown below, with each full row representing a full year subject and each half row representing a semester subject.

Home group	
English	
Mathematics	
Science	
HPE	History
Technologies (choice)	Arts (choice)
PLUS	
Additional choice (from Arts, HPE, or Technologies)	Additional choice (from Arts, HPE, or Technologies)
Additional choice (from Arts, HPE, or Technologies)	Additional choice (from Arts, HPE, or Technologies)
OR	
Language (French or Japanese)	
Additional choice (from Arts, HPE, or Technologies)	Additional choice (from Arts, HPE, or Technologies)



Year 9 Special Interest Music (SIM)

In Year 9 **Special Interest Music** you will study English, History, Mathematics, Science and Health and Physical Education subjects.

You will have two free choice subjects, which can be selected from any Arts, Humanities and Social Science, Health & Physical Education, or Technologies elective subject.

Home group	
English	
Mathematics	
Science	
Special Interest Music (incorporating Core Music)	
HPE	History
PLUS	
Additional choice (from Arts, HPE, or Technologies)	Additional choice (from Arts, HPE, or Technologies)
OR	
Language (French or Japanese)	



Year 9 Special Interest Volleyball (SIV)

In Year 9 **Special Interest Volleyball** you will study English, History, Mathematics, and Science subjects. The Health and Physical Education curriculum is incorporated into the program.

You will need to select one Art and one Technologies subject as well as three additional free choice subjects which may include continuing to study a language.

Home group	
English	
Mathematics	
Science	
Special Interest Volleyball (incorporating HPE)	
History	Arts (choice)
Technologies (choice)	Additional choice (from Arts, HPE, or Technologies)
PLUS	
Additional choice (from Arts, HPE, or Technologies)	Additional choice (from Arts, HPE, or Technologies)
OR	
Language (French or Japanese)	



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Building with the Elements of Art



Length: Semester

Contact: Yasmin.Paterson519@schools.sa.edu.au

Prerequisites:

None

Learning Area: The Arts

Recommended Background:

None

Student Experience

In Building with the Elements of Art you will explore line, tone, texture, colour, shape, space, and form as the important building blocks of visual and design art works. This learning will form the basis of creative practical problem -solving and the making of artworks. You will be able to study the elements of art in the work of key artists and their works.

You will develop your ideas and processes through folio- based themes including studies of artists and their works. Students will be able to bring their own ideas into their artmaking. You will work with a range of art media which may include drawing, painting, printmaking, collage and sculpture. Your final products will be displayed in school-based exhibitions.

Assessment

- Folios
- Products and Practitioner's Statements

Leads to:

- Year 10 Visual Art
- Year 10 Visual Design



Creative Principles of Art



Length: Semester

Contact: Yasmin.Paterson519@schools.sa.edu.au

Prerequisites:

None

Learning Area: The Arts

Recommended Background:

None

Student Experience

In Creative Principles of Art, you will focus on learning how artworks can have rhythm, contrast, balance, pattern, emphasis, movement, and unity.

These principles will be explored further in themed projects to develop your skills and techniques in a range of art media. This includes drawing, print making, painting, collage, sculpture, and installation to create artworks.

You will learn how the principles of art are evident in artworks through short critical analyses. You will develop folios leading to products and practitioner's statements. Final works can be displayed in school-based exhibitions.

Assessment

- Folios
- Products and Practitioner's Statements

Leads to:

- Year 10 Visual Art
- Year 10 Visual Design



Media Arts



Length: Semester

Contact: Yasmin.Paterson519@schools.sa.edu.au

Prerequisites:

None

Learning Area: The Arts

Recommended Background:

None

Student Experience

Do you want to learn how to edit in Premier Pro and create a short film?

In Media Arts you will explore sound, word and images and learn how to make different media products, like magazine covers, mashups and adverts.

You will also be taken through the film making process and make a movie either as an individual or group project using the video cameras and editing in Premiere Pro.

Assessment

- Introduction to Media
- Mashup
- Genre Twist
- Filmmaking

Leads to:

- Year 10 Media Arts



Drama - Performance



Length: Semester

Contact: Yasmin.Paterson519@schools.sa.edu.au

Prerequisites:

None

Learning Area: The Arts

Recommended Background:

None

Student Experience

How can our stories change the future? How are young theatre makers reimagining live performance? Throughout the semester, you will discover how artists make groundbreaking shows today, as well as explore some of the most powerful political theatre styles of the past.

You will use these ideas as inspiration to create and perform your own live theatre that integrates new ways of telling stories. As you refine your skills as a performer, the experience will encourage you to see how powerful your ideas are and how, through making a show, you can communicate what really matters to you.

Assessment

- Performance and Practical Skills
- Collaborative and Creative Process
- Critical Reflection

Leads to:

- Year 10 Drama A
- Year 10 Drama B



Technical Theatre and Design



Length: Semester

Contact: Yasmin.Paterson519@schools.sa.edu.au

Prerequisites:

None

Learning Area: The Arts

Recommended Background:

None

Student Experience

How do the elements of production, such as lighting, sound, costume and set, influence the audience's understanding of a theatre show? How can we create designs that reflect key aspects of the story, as well as the mood, tone and feel of a production? How can we utilise technology in performance?

In this course you will follow design processes to create original designs for the stage. You will develop your creativity as well as learn how to operate technology. You will collaborate to develop a major production in the theatre.

Assessment

- Performance and Practical Skills
- Collaborative and Creative Process
- Critical Reflection

Leads to:

- Year 10 Drama A
- Year 10 Drama B



Geography

Length: Semester

Contact: Kirsty.Raymond929@schools.sa.edu.au

Prerequisites: None

Learning Area: HASS

Recommended Background:
None

Student Experience

Why do some people have plenty of food while others go hungry? In *Biomes and Food Security*, you'll explore the environments that grow our food, how humans impact these natural systems, and what it takes to feed a growing world sustainably. You will investigate the major biomes found on Earth, learning about the variations of landscapes, climate, plants, and animals found within each biome. You will undertake learning about staple foods and the issues associated with world food security, while developing knowledge of various ways to increase agricultural yields.

Ever wondered how your online shopping, favourite music, or travel dreams connect you to people and places around the world? In *Geographies of Interconnections*, you'll explore how our lives are linked globally — and how those links shape the world we live in today.

Assessment

You will demonstrate your knowledge, understanding, and skills in a range of assessments, including:

- One fieldwork report
- One multimodal presentation
- One mapping skills task
- One investigation task

Leads to:

- Year 10 Geography



Physical Education: Personal Performance Analysis



Length: Semester

Contact: Matt.Fuss906@schools.sa.edu.au

Prerequisites:

None

Learning Area: Health & Physical Education

Recommended Background: Genuinely interested and highly motivated to learn a range of sports and activities.

Student Experience

Physical Education is an elective subject designed for students who are genuinely interested and highly motivated to learn a range of sports and activities. Individuals must be committed to develop their sporting skills and maintaining a physically active lifestyle.

In this subject, you will continue to build your sporting skills, stay active, and explore how to improve your performance using technology. You will have the chance to analyse how you move, reflect on your progress, and give helpful feedback to your classmates. This will support everyone in developing their skills and working better as a team.

This subject is a great pathway if you are interested in studying Physical Education in senior school. You will explore a variety of sports, including:

- Invasion sports
- Net and wall sports
- Striking and fielding sports

Assessment

- One **individual practical and reflection** to demonstrate leadership, fair play, and cooperation, including analysis of throwing and catching skills with feedback based on skill criteria.
- One **individual performance analysis** to collect and evaluate video footage of a player, using a table to reflect on movement concepts and strategies.
- One **individual report or presentation** to explain the use of movement concepts, strategies, and skills in a competitive game, showing understanding in both competitive and non-competitive situations.
- Two **individual skill analysis tasks** using video and images to break down a skill, focusing on technical aspects of the skill being executed.

Leads to:

- Year 10 Physical Education



French

i **Length:** Full Year

Contact: Tracey.Holt418@schools.sa.edu.au

Prerequisites:
None

Learning Area: Languages

Recommended Background:
Year 8 French

Student Experience

In Year 9 French, you will build upon your understanding of French culture and further develop your French language skills including asking questions, time and daily routines, transport and map reading. You will explore French cinema and music as you build a deeper understanding of the rich French cultural experiences.

Assessment

- Text Analysis - Reading and Listening
- Text Production - Writing in French
- Interactions - Interviews in French
- Cultural Research tasks
- Language Study Tasks - Vocabulary and grammar games, exercises and quizzes

Leads to:

- Year 10 French



Japanese



Length: Full Year

Contact: Tracey.Holt418@schools.sa.edu.au

Prerequisites:
None

Learning Area: Languages

Recommended Background:
Year 8 Japanese

Student Experience

In Year 9 Japanese you will build upon your understanding of Japanese culture and further develop your Japanese Language skills. You will learn how to talk about your milestones and growing up, your language studies, and fast food in Australia and Japan. You will also explore shopping and leisure activities in Japan.

Assessment

- Text Analysis - Reading and Listening
- Text Production - Writing in Japanese
- Interactions - Conversations in Japanese
- Cultural Research tasks
- Language Study Tasks - Vocabulary and grammar games, exercises and quizzes

Leads to:

- Year 10 Japanese



Core Music (required for SIM students)



Length: Full Year

Contact: Chip.Diamond149@schools.sa.edu.au

Prerequisites:

Year 8 Core Music

Learning Area: Music

Student Experience

In Core Music, you will have the opportunity to play in a class band, string ensemble or percussion ensemble. You will have access to free instrumental music lessons every week to support your learning. Instruments can be hired from the school so there is no need to own an instrument. Choosing Core Music will also allow you to participate in the many co-curricular ensembles and choirs available before school, at lunchtime and after school. Core Music students are also eligible for the incredible local and international music tours.

Student will celebrate their learning each semester at a Showcase concert.

Assessment

- Part testing on your chosen ensemble instrument each term.
- Part testing of your year level choir each semester.
- Musicianship assessment on the concepts taught throughout the semester.

Leads to:

- Year 10 Core Music



Materials Technologies

Length: Semester

Contact: Narelle.Brennan461@schools.sa.edu.au

Prerequisites:

None

Learning Area: Design Technologies

Recommended Background:

Year 8 Material Technologies

Student Experience

You will create designed solutions incorporating responses to the challenge of sustainability. You will create and adapt design ideas, make decisions and justify your choices to different audiences using relevant technical terms and computer aided manufacturing processes. You will need to apply project management skills and document your production and reflections whilst using a variety of materials including metals, timbers, and plastics.

Assessment

Type 1 – Skills Tasks

You'll complete **two practical tasks** using tools, equipment and machines.

For each task, you'll:

- Show your practical skills and safe use of tools and machinery
- Explain the steps you followed
- Talk about any problems you faced and how you solved them
- Reflect on how well the task went and what you could improve

Type 2 – Major Project

This is your main project, where you design, plan and create something from start to finish.

Part 1 – Plan Your Project

- Research and explore different ideas
- Design a project that meets the subject requirements
- Make a clear plan that shows your thinking and how you'll complete the project

Part 2 – Make and Review Your Project

- Build your final product using the skills and techniques you've learned
- Show how you worked through challenges and made decisions
- Evaluate how successful your final product is and how it could be improved

Leads to:

- Year 10 Material Technologies - Timber
- Year 10 Material Technologies – Metal



Digital Product Design



Length: Semester

Contact: Narelle.Brennan461@schools.sa.edu.au

Prerequisites:

None

Learning Area: Design Technologies

Recommended Background:

Year 8 Digital Product Design

Student Experience

Year 9 Digital Product Design empowers students to become innovative designers, creators and entrepreneurs. Through authentic design challenges, students will identify opportunities, solve real-world problems and create products that deliver value for users and/or businesses. Using industry standard software such as Autodesk Fusion 360, alongside tools including 3D printers, laser cutters and web and app development software, students will design, prototype, test and refine their ideas.

Students will develop curiosity, creativity, empathy, and critical thinking as they explore the design process. Projects may involve physical products, digital solutions, or a combination of both, with a strong focus on innovation, user-centered design and entrepreneurial thinking. This practical and engaging course develops future-ready skills and provides a strong foundation for further study in Digital Product Design and emerging technologies.

Assessment

- **Assessment Type 1: Skills Tasks**
Short practical tasks that allow students to demonstrate new skills and techniques using software applications, digital technologies, and production equipment.
- **Assessment Type 2: Design Process and Solution**
Students develop a design portfolio that documents their design process, including research, sketching, planning, prototyping, testing, and evaluation. This assessment culminates in the creation of a final product or solution.

Leads to

- Year 10 Digital Product Design
- Year 10 Race Technologies



Race Technologies

i **Length:** Semester

Prerequisites:

None

Recommended Background:

None

Contact: Narelle.Brennan461@schools.sa.edu.au

Learning Area: Design Technologies

Student Experience

You will develop practical engineering and motorsport skills through a series of hands-on projects inspired by real-world racing. You will design, prototype and manufacture a sequential gear shifter while learning CAD and digital fabrication techniques, including 3D printing and laser cutting.

Explore how modern vehicles work through investigations into automotive systems. You will also develop an understanding of basic electronic circuits, applying these skills through practical activities and small projects.

The course introduces the fundamentals of race craft, strategy and performance analysis, allowing students to examine how engineering decisions, driver performance and race strategy influence success on track.

Assessment

- **Assessment Type 1:** Sequential Shifter Portfolio
Students design and build a sequential shifter for a racing simulator. They will record a design brief, inspiration, the process they have taken, issues encountered and how they were resolved, test and evaluate the success of their product.
- **Assessment Type 2:** Electronics Skills Tasks - Formative
Students learn how basic electronic circuits work
- **Assessment Type 3:** Automotive Systems Investigation
Students explore a range of automotive systems- what they do, how they work, and how they affect the performance or handling of a vehicle.
- **Assessment Type 4:** Team Race Strategy Portfolio
As a team, students collaboratively plan and prepare race strategies for a series of race events, students reflect on the races, their performances and improvements for the future.

Leads to:

- Year 10 Race Technologies
- Year 10 Digital Product Design



Food for Life



Length: Semester

Contact: Narelle.Brennan461@schools.sa.edu.au

Prerequisites:

None

Learning Area: Design Technologies

Recommended Background:

8 Food and Fabric

Student Experience

Build on your food knowledge and practical skills as you explore safe and hygienic food practices through skilled knife work and safe kitchen procedures. Investigate the rich flavours of bush foods, examine the cultural influences that shape cuisines around the world, investigate and explore solutions to the contemporary issue of food waste and evaluate your own dietary choices against the Australian Dietary Guidelines.

Working collaboratively, you'll design and prepare healthy slider burgers, explore sustainable food practices, and create innovative meals using ingredients that are often wasted. Through these projects, you'll develop a deeper understanding of nutrition, sustainability, and the role food plays in culture and everyday life.

Assessment

- Design Portfolios – Document your research, planning, action plans, work plans, and evaluations to demonstrate your understanding and application of the design process.
- Practical Assessments – Demonstrate your food preparation skills by designing, creating, and evaluating a range of food products.

Leads to:

- Year 10 Taste the World
- Year 10 Cafe Culture



Sew Make Create

i **Length:** Semester

Prerequisites:
None

Recommended Background:
Year 8 Food and Fabric

Contact: Narelle.Brennan461@schools.sa.edu.au

Learning Area: Design Technologies

Student Experience

You will learn how to use a sewing machine and develop practical skills in mending, repairing, and upcycling clothing. Through a range of creative textiles projects, you'll refine both hand and machine sewing techniques while building your confidence in the textiles room.

As part of the course, you'll dive into the world of sustainable fashion, exploring how your sewing skills can help promote eco-friendly practices. You'll find out how to reduce fashion waste by experimenting with visible mending, re-fashioning old clothes, and upcycling materials into something new and unique.

You'll get hands-on with the technologies process, exploring how to investigate, design, create, and evaluate your own projects. Along the way, you'll learn how to bring your ideas to life in fun and creative ways, while building skills that will set you up for success in future technology subjects.

For your final project, you'll have the chance to showcase your skills and creativity by designing and making your very own pair of pyjama shorts from scratch.

Assessment

- On going Design Portfolio with evidence of the design process and skill development
- Final prototypes / products

Leads to:

- Year 10 Fashion Design



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