



**Emerald**  
STATE HIGH SCHOOL

# Year 9 Subject Handbook 2026

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### **Core Subjects**

**All students study the following each week:**

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**Students then choose 2 different electives which they will study for 2 lessons/week for the entire year. The options to choose from are:**

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**\* Note:** Food Specialisations, Textiles, Visual Arts and Materials and Technology Specialisations all have an additional cost above the standard year level Student Resource Scheme (SRS). All fees must be paid for students to remain in these subjects as per the agreement if you opt in to the SRS.

### **General information to parents:**

All electives are chosen using OneSchool. This can be accessed at home at <https://oslp.eq.edu.au> and the student uses their school username and password to access or via the Student Portal on our Website <https://emeraldshs.eq.edu.au/Pages/default.aspx>. Once all students have selected their subjects, the access will be locked and no further editing will be possible.

Should insufficient numbers of students choose a particular elective/s, then this subject won't be viable to run. Students will be contacted individually and asked to choose another elective.

In the new year, student timetables will be available to parents via QParents and to students via their school email. Students will have their timetable emailed to their school email address. This can be accessed via <https://owa.eq.edu.au> or via the Student Portal on our [www.emeraldshs.eq.edu.au](http://www.emeraldshs.eq.edu.au) and students select WEBMAIL and then enter their username and password that they use at school.

The details listed on the following pages are a guide as to what is involved in each subject:

- ❖ Title of subject
- ❖ Cost of subject
- ❖ Topics covered (in child friendly language)
- ❖ Assessment
- ❖ Excursions (if any)
- ❖ Where this subject leads to (school and possible jobs examples)
- ❖ Any pre-requisites (or if it is a pre-requisite for subjects in future year levels)
- ❖ Any necessary materials required for studying this subject.

## ***Heads of Department***

If you require further information regarding specifics on subject choice, please make contact with the appropriate Head of Department (HOD) through the school main office:

<b>Curriculum area</b>	<b>Head of Department</b>	<b>Email address</b>
English	Gabrielle Hunt	<a href="mailto:ghunt55@eq.edu.au">ghunt55@eq.edu.au</a>
Mathematics	Rajiv Bhar	<a href="mailto:rxbha0@eq.edu.au">rxbha0@eq.edu.au</a>
Science	Jaksen Brose	<a href="mailto:jbros33@eq.edu.au">jbros33@eq.edu.au</a>
Humanities	Kerrie-Ann Van Hees	<a href="mailto:kvanh4@eq.edu.au">kvanh4@eq.edu.au</a>
HPE/Japanese	James Fitzpatrick	<a href="mailto:jfitz248@eq.edu.au">jfitz248@eq.edu.au</a>
Arts	Amy Cochrane	<a href="mailto:acoch25@eq.edu.au">acoch25@eq.edu.au</a>
Technologies	Noel Cavanagh	<a href="mailto:ncavo8@eq.edu.au">ncavo8@eq.edu.au</a>
VET	Tanya McIntosh	<a href="mailto:tmcin163@eq.edu.au">tmcin163@eq.edu.au</a>
Student Services	Rebekah Pillay	<a href="mailto:rcomo3@eq.edu.au">rcomo3@eq.edu.au</a>
Special Education Services	Sarah Somerville	<a href="mailto:ssome17@eq.edu.au">ssome17@eq.edu.au</a>

# ENGLISH

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme. Novels and plays (including alternative texts) are available from the library.

**TOPICS COVERED:**

- Advance Australia: Persuasive writing and the Australian identity
- Unidentified Objects: Sci Fi Fiction including *War of the Worlds* (radio program), *Back to the Future* (film) and a variety of short stories
- A New Hope: *The Hunger Games* (novel and film)
- Fight for Your Right: *12 Angry Men* (play and film) and *The Final Quarter or The School that Tried to End Racism* (documentary)

**ASSESSMENT:**

- Advance Australia: 1. Persuasive Speech
- Unidentified Objects: 2. Creative Response to Stimulus Exam
- A New Hope: 3. Analytical Essay
- Fight for Your Right: 4. Feature Article

**EXCURSIONS:** N/A

**PATHWAY:** English will impact on every subject at Emerald State High School. This subject provides the literacy skills that will be necessary for any pathway.

**PRE-REQUISITE INFORMATION:** This subject is compulsory.

# MATHEMATICS

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

## TOPICS COVERED

- Number
- Algebra
- Measurement
- Space
- Probability
- Statistics

## ASSESSMENT

### ***Term 1***

Exam

Assignment – Problem Solving and Modelling Task

### ***Term 2***

Assignment – Problem Solving and Modelling Task

### ***Term 3***

Exam

Assignment – Problem Solving and Modelling Task

### ***Term 4***

Exam

**EXCURSIONS:** N/A

**PATHWAY:** Mathematics is more than a subject that everyone in school needs to take. Many believe that Mathematics is only needed in the Science, Technology Engineering and Mathematics fields (STEM). That's true, Mathematics is absolutely essential in those fields, but it is also needed in many other fields including economics, many of the social sciences such as psychology and sociology, and in many of the arts and humanities disciplines including art, music, and mass communications. Mathematics has been called "the universal language".

**PRE-REQUISITE INFORMATION:** This subject is compulsory.

## HISTORY

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

- UNIT 1: Industrial Revolution
- UNIT 2: WWI

**ASSESSMENT:**

- IA1 - Independent Source Investigation (Researching the Industrial Revolution)
- IA2 - Essay in Response to Historical Sources (Investigating the significance of the Anzac legend and Anzac Day)

**EXCURSIONS:** N/A

**PATHWAY:** History provides students with skills in research, writing and critical thinking skills. It is also excellent preparation for students wanting to progress to university especially in careers that focus on law, journalism, human resources, technical writing, teaching, public relations, government service, politics etc.

**PRE-REQUISITE INFORMATION:** This subject is compulsory.

## GEOGRAPHY

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

- UNIT 1: Biomes and Food Security
- UNIT 2: Geographies of Interconnection

**ASSESSMENT:**

- IA1 – Data Report (Investigating the impacts of food security on biomes)
- IA2 – Combination Response Test (Interconnections)

**EXCURSIONS:** N/A

**PATHWAY:** Geography is the study of the interaction between people and their environments, both natural and human. Geographers examine the places and regions resulting from such interactions and analyse the spatial characteristics of all manner of cultural, economic, political, and physical processes and relationships. Career pathways in geography include: environmental science, geology, mining and engineering, urban planning, surveying, teaching, geographical information systems technician, landscape architect, hydrologist, climatologist and many other university pathways.

**PRE-REQUISITE INFORMATION:** This subject is compulsory.

## HEALTH and PHYSICAL EDUCATION (HPE)

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:** Respectful relationships, Sustainable health challenge, My social responsibility, and Active Aussies. Sports can include touch, netball, basketball, European handball, volleyball, athletics and other sports depending on teacher specialities.

**ASSESSMENT:** case study, multimodal presentation, research task, and a collection of work

**EXCURSIONS:** N/A

**PATHWAY:** Can lead to Senior Physical Education or Sport and Recreation/Fitness

**PRE-REQUISITE INFORMATION:** This subject is compulsory.

**MATERIALS NECESSARY FOR THIS SUBJECT:** Bucket hat (school hat preferred).

## SCIENCE

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Term 1 Biological sciences - Multicellular organisms and ecosystems

Term 2 Physics - Energy transfers using wave and particle models

Term 3 Chemical sciences - Matter and Chemical reactions

Term 4 Earth and Space Science - Plate tectonics and explaining global patterns

**ASSESSMENT:**

- Research Investigations
- Exams
- Student Experiments
- Data Tests

**EXCURSIONS:** N/A

**PATHWAY:** Can lead to General and Applied Science subjects in Senior – Biology, Chemistry, Physics, Psychology and Science in Practice

**PRE-REQUISITE INFORMATION:** This subject is compulsory.



## Japanese

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Life Stories. What are social issues? How big is the generation gap? What are our global connections?

**ASSESSMENT:**

Comprehension (speaking, writing, analysing), Collection of work (writing, speaking), Collection of work (speaking, analysing, reflecting), Collection of work (speaking, reflecting)

**EXCURSIONS:** N/A

**PATHWAY:** Can lead to Senior Japanese. Careers in International Business, Politics and Trade etc.

**PRE-REQUISITE INFORMATION:** Have studied Year 7 & 8 Japanese.

## Food Specialisations

**COST OF SUBJECT:** \$100 for ingredients and consumables.

**TOPICS COVERED:**

Year 9 Food specialisation gives students and introduction to Hospitality catering and food and nutrition. Over the 4 units students follow the design process to investigate the following topics:

- the functions of ingredients
- method of cookery
- sustainability in food production and packaging
- international cuisines
- indigenous perspectives
- food fusion
- cooking for special occasions
- food trends

**ASSESSMENT:** Exam and design folios with both written projects and practical components.

**EXCURSIONS:** N/A

**PATHWAY:** Further studies in Hospitality and Food and Nutrition. Careers in the Hospitality, Health and Science fields.

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:** Medium sized container, enclosed shoes and hair tie (as per Workplace Health & Safety requirements), basic stationery supplies as stated on booklist.

## Civics and Citizenship

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

This covers the features of Australia's political system, people's political choices, key principles of Australia's system of justice and the role of Australia's court system.

**ASSESSMENT:**

Civics and Citizenship – Essay and Project

**EXCURSIONS:** N/A

**PATHWAY:** The research and analytical skills this course develops are universally valued in business, health, science and engineering industries. A course of study in civics and citizenship can establish a basis for further education and employment in the fields of law, law enforcement, criminology, justice studies and politics. The knowledge, skills and attitudes economics students gain are transferable to all discipline areas and post-schooling tertiary pathways. The research and analytical skills this course develop are universally valued in business, health, science and engineering industries. A course of study in Economics can establish a basis for further education and employment in the fields of business, law, finance and health.

**PRE-REQUISITE INFORMATION:** N/A

## Economics and Business

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

By the end of Year 9, students explain the role of the Australian economy in allocating and distributing resources, and analyse the interdependence of participants in the global economy. They explain the importance of managing financial risks and rewards and analyse the different strategies that may be used. They explain why businesses seek to create a competitive advantage, including through innovation, and evaluate the strategies that may be used. Students analyse the roles and responsibilities of participants in the workplace.

**ASSESSMENT:**

Term 1	Term 2	Term 3	Term 4
Exam	Project	Report	Multi-Modal Presentation
What are Australia's trading connections	Written and practical Market Stall	Managing Financial Risks	Change Management

**EXCURSIONS:** N/A

**PATHWAY:** Students who take Year 9 business can pursue various career pathways in the business field. They can explore careers in marketing, finance, or entrepreneurship, gaining skills in market research, financial analysis, and business planning. With further education and experience, they can aspire to become marketing managers, financial analysts, or successful business owners.

**PRE-REQUISITE INFORMATION:** N/A

## Textiles

**COST OF SUBJECT:** \$60 for materials.

**TOPICS COVERED:** Textiles is a 'hands on' practical based course focused on integrating the principles of Design and project-based learning through a broad range of experiences using a variety of textiles and material. Students identify the steps involved in planning the production of a designed solution and apply project management plans to create design tasks safely. Students will investigate sustainability in the textiles industry.

**ASSESSMENT:** Design folios with both written projects and practical components.

**EXCURSIONS:** Visit local Cotton Gin

**PATHWAY:** Further studies in Textiles, Fashion and Design Technologies.

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:** Basic stationery supplies as stated on booklist.

## Music

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Semester 1 – In the Popular Music unit, the focus is on exposing students to major periods of popular music, as well as learning about the bands/musicians who are icons of the genre.

Semester 2 – In the Film Music unit, students will make and respond to film music by exploring elements of music that involves various styles, genres, musical ideas and other art forms.

**ASSESSMENT:**

Responding and Making (performance and composition)

**PATHWAY:** Opportunities to pursue a career as a musician, composer, performer or a profession that requires 'out of the box' thinking, delivery of presentations and speaking to clients and/or participating in team work tasks on a daily basis.

**PRE-REQUISITE INFORMATION: N/A**

**Visual Arts**

**COST OF SUBJECT:** \$50

**TOPICS COVERED:**

Students explore the concept of *Who am I?* Initially, they experiment with various mediums and become familiar with the Elements and Principles of Art. They then use this knowledge to develop a resolved mixed media artwork which will feature their own unique interpretation of themselves. They will also complete an accompanying artist statement and reflection of their making process.

Students then explore the concept of an *Artistic Narrative*. Initially, they experiment with various mediums and revise the Elements and Principles of Art. They then use this knowledge to develop a resolved artist altered book which, through its pages, will communicate a unique narrative. They will also complete an accompanying artist statement and reflection of their making process.

**ASSESSMENT:**

Making and Responding (various assessment tasks)

**PATHWAY:** Opportunities to pursue a career as an artist, curator, architect, arts teacher or a profession that requires organisation, design and delivery of presentations, 'out of the box' thinking and speaking to clients and/or participating in team work tasks on a daily basis.

**PRE-REQUISITE INFORMATION: N/A**

## Drama

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme. Playtexts are available from the library, and recorded, professional productions are sourced when required at no cost. Live professional productions may incur a small fee, subject to the production.

**TOPICS COVERED:**

- Collage Drama – Performance skills, social issues for youth and devising.
- Verbatim Theatre – Scriptwriting, contemporary theatre for empowerment and educational outcomes.
- Australian Gothic Theatre – Performance skills, directing, ensemble work. Texts include Angela Betzein's, *'Children of the Black Skirt'*.
- Australian Indigenous Theatre – Responding to recorded performances, responding tasks in Drama. Texts include, Tom Wright's, *'Black Diggers'*.

**ASSESSMENT:**

- Collage Drama – Group, devised performance task.
- Verbatim Theatre – Individual, original scriptwriting task.
- Australian Gothic Theatre – Group, performance task from scripted text.
- Australian Indigenous Theatre – Individual, short response exam to recorded theatre.

**EXCURSIONS:** TBC - dependant on availability with touring theatre companies.

**PATHWAY:** Drama provides students with learning opportunities and skills that can be transferred across all other subject areas. Drama can also provide the opportunity for students to engage with knowledge that will prepare them for careers such as, but not exhausted to; teaching, acting for screen and stage, directing, project / production / stage management, creative writing, journalism and film.

**PRE-REQUISITE INFORMATION:** N/A

## Materials and Technology Specialisations

**COST OF SUBJECT:** \$50.00

**TOPICS COVERED:**

Materials and Technology Specialisations is a 'hands on' practical based course focused on integrating the principles of Design and project-based learning through a broad range of experiences using a variety of materials and mediums. Students identify the steps involved in planning the production of a designed solution and apply project management plans to create design tasks safely. Students learn to transfer theoretical knowledge to practical activities across a range of projects such as:

- Serving Tray
- Store it
- Technology Holder
- Mobile movement

**ASSESSMENT:**

Students **create** design ideas, identify product processes and justify decisions in a **portfolio** of their product. Students communicate and document product research and apply sequenced production and management plans when producing product. They select and **use appropriate technologies** skilfully and safely to produce high-quality designed **products**.

**EXCURSIONS:** Local Trade Workshops

**PATHWAY:** Can lead to Industrial Technology and Design (Furnishing), Industrial Technology and Manufacturing (Engineering), Industrial Graphics Skills, Design.

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:** Materials covered in student fees.

## Design and Technologies

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Students use a range of technologies including a variety of graphical representation techniques to communicate, generate and represent original ideas. Students create production plans in two and three-dimensional items using a range of technical drawings including perspective, scale, orthogonal and production drawings with sectional and exploded views. They produce rendered, illustrated views for marketing and use graphic visualisation software to produce dynamic views of virtual products such as:

- Cam Toy
- Furniture item
- Engineering item
- House plan
- Gearing.

**ASSESSMENT:**

Students plan and manage projects using a design digital **portfolio**. Students create designed solutions for one or more of the technologies contexts based on a critical evaluation of needs or opportunities. They establish detailed criteria for success, including sustainability considerations, and use these to evaluate their ideas and designed solutions and processes. They create and connect design ideas and processes of increasing complexity and justify decisions.

**EXCURSIONS:** Local Council, Drafting Business

**PATHWAY:** Can lead to Industrial Graphics Skills, Information and Computer Technology, Design

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:** Portable storage USB device (8G).

# Engineering Principles & Systems

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Engineering principles and systems is focused on how forces can be used to create light, sound, heat, movement, control or support in systems. Knowledge of these principles and systems enables the design and production of sustainable, engineered solutions. Students need to understand how sustainable engineered products, services and environments can be designed and produced as resources diminish. Students will progressively develop knowledge and understanding of how forces and the properties of materials affect the behaviour and performance of designed engineering solutions of:

- Windmill
- Robotics
- Catapult
- Gearing

**ASSESSMENT:**

Students plan and manage projects using a design digital **portfolio**. Students create solutions for one or more of the technologies contexts based on a critical evaluation of needs or opportunities. They establish detailed criteria for success, including sustainability considerations, and use these to evaluate their ideas and designed solutions and processes. They create and connect design ideas and processes of increasing complexity and justify decisions.

**EXCURSIONS:** Local Council, Drafting Business

**PATHWAY:** Can lead to Industrial Graphics Skills, Information and Computer Technology, Design

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:** Materials provided for via the Student Resource Scheme. Portable storage USB device (8G).



# Digital Technologies

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Students consider how human interaction with networked systems introduces complexities surrounding access to, and the security and privacy of, data of various types. They interrogate security practices and techniques used to compress data, and learn about the importance of separating content, presentation and behavioural elements for data integrity and maintenance purposes. When creating solutions, both individually and collaboratively, students comply with legal obligations, particularly with respect to the ownership of information, and when creating interactive solutions for sharing in online environments. They learn to transfer theoretical knowledge to practical activities across a range of projects such as:

- HTML coding
- Robotics
- Digital solutions
- Gaming

**ASSESSMENT:**

Students plan and manage digital projects using a design digital **portfolio**. Students design and evaluate user experiences and algorithms. Students test and predict results and implement digital solutions. They evaluate information systems and their solutions in terms of risk, sustainability and potential for innovation and enterprise. They share and collaborate online, establishing protocols for the use, transmission and maintenance of data and projects.

**EXCURSIONS:** Local Council

**PATHWAY:** Can lead to Information and Computer Technologies, Design

**PRE-REQUISITE INFORMATION:** N/A

**MATERIALS NECESSARY FOR THIS SUBJECT:**

Portable storage USB device (8G).

## Media Arts

**COST OF SUBJECT:** All costs covered by the Student Resource Scheme.

**TOPICS COVERED:**

Students explore the topic of Music Videos to develop knowledge of the codes and conventions of film making. Students will explore the history of music videos and how they have been influenced over time by institutions and technologies. Students will then capture this knowledge by working through the three stages of production to produce their own music videos. Students will learn how to write industry specific proposals, create design plans and produce and edit content.

Students will then step into the world of storytelling to uncover the timeless structure of the Hero's Journey and how it continues to shape modern narratives. They explore how heroes are created, challenged, and transformed. Students will respond critically and creatively to these texts, developing the skills required to plan and construct their own Hero's Journey narrative. They will then apply their knowledge of story structure, character development, and visual storytelling to bring their original hero tale to life on screen. Students will work through character creation, storyboarding, and pitching ideas, all the way through to a high-quality finished film product.

**ASSESSMENT:**

Making and Responding (various assessment tasks involving responding to, designing and producing media products)

**PATHWAY:** Opportunities to pursue a career in film making, content creation, marketing, media teacher or a profession that requires organisation, design and delivery of presentations, 'out of the box' thinking and speaking to clients and/or participating in team work tasks on a daily basis.

**PRE-REQUISITE INFORMATION:** N/A