



ELECTIVE SUBJECT LIST

Year 9

2026

Visual Art

Visual arts contribute to the fields of art, craft and design. Learning in, through and about these fields, students engage critically using creative processes and artistic practices to communicate and make meaning.



Drama

Drama uniquely explores and communicates the human condition through the enactment of real and imagined worlds. Drama responds to our need to share and enact stories, and create and make meaning across cultures, times, places and communities.



Music

Music's raw material is sound. In music, sounds are combined and shaped into a meaningful form. Music exists distinctively in every historical and contemporary culture, and is a basic, shared expression and communication of human experience. Sharing music and ideas about music across cultures, times, places and communities builds knowledge and enhances empathy.



Design and Technology

This subject focuses on a broad range of traditional, contemporary and emerging materials and specialist areas that typically involve extensive use of technologies. We depend on designed products, services and environments for communication, housing, employment, healthcare, recreation and transport; however, we also face increasing concerns related to long-term sustainability.



Geography

In a world of increasing global integration and international mobility, it is critical to sustainability and human wellbeing that young Australians develop a holistic understanding of the world. This requires deep knowledge and understanding of why the world is the way it is and the interconnections between people, places and environments over time.



STEM (science, technology, engineering, mathematics)

The iSTEM (elective subject) enables students to learn through problem solving, inquiry, critical thinking, creativity, collaboration and curiosity. By innovating solutions to authentic Science, Technology, Engineering and Mathematics (STEM) challenges, students are able to create, be inspired and develop aspirations for the future.

Learning experiences include building of solar boats and cars, renewable energy projects, design thinking challenges around personal cooling, learning Arduino coding and underwater robots.



Sport and Recreation

Sport and recreation activities are a part of the fabric of Australian life and are an intrinsic part of Australian culture. These activities can encompass social and competitive sport, aquatic and community recreation, fitness and outdoor recreation.

