## SUBJECT CHOICES Years 9-12

FACULTY	YEAR 9		YEA	R 10	VCI	EUNITS 1 & 2	VCE	UNITS 3 & 4
COMMERCE	Citiz	ney and Markets and zenship* and Politics*	•	Commerce for My Future Commerce is Everywhere (semester 2 only)	•	Accounting Business Management Economics Legal Studies Industry and Enterprise	:	Accounting Business Management Economics Legal Studies Industry and Enterprise
DIGITAL TECHNOLOGY	• Gar	neMaker Coding*	•	Coding and Security Digital Innovation	•	Applied Computing	•	Computing: Software Development
ENGLISH	• Eng	lish	•	English English Extension English as an Additional Language (P) Foundation English	•	English Literature English Language English as an Additional Language (P)	•	English Literature English Language English as an Additiona Language (P)
HEALTH AND PHYSICAL EDUCATION	• Spo	olth and Physical cation rts Coaching and ciating*	•	Personal Skills for Life Sport Science Sport and Athlete Development	•	Health and Human Development Outdoor and Environmental Studies Physical Education	•	Health and Human Development Outdoor and Environmental Studies Physical Education
HUMANITIES	Hist	nanities (Geography, ory) vel Guides*	•	Geography (The Race Against the Flood) Geography (Global Perspectives) EXTENd Project History (Conflict and Change)	•	Geography History (20th Century)	•	History (Revolutions) Extended Investigation Geography
LANGUAGES		nch (VET) anese (VET)	:	French (VET) Japanese (VET)	:	French Japanese		French Japanese
MATHEMATICS	• Mat	hematics	•	Mathematics (Higher) Mathematics (Core) Mathematics (Foundation)	•	Specialist Mathematics Mathematical Methods General Mathematics Foundation Mathematics	•	Specialist Mathematics Mathematical Methods General Mathematics Foundation Mathematics
PERFORMING ARTS	Pro	ice* ma: Design and duction* sic Performance*	•	Contemporary Music Performance	•	Dance Drama (Unit 1) and Theatre Studies (Unit 2) Music	•	Dance Drama Music Performance (Contemporary) Music Performance (Repertoire)
PERSONAL DEVELOPMENT/ EXPERIENTIAL PROGRAM	<ul><li>Exp</li><li>Per</li><li>Cor</li><li>Six</li></ul>	Experience eriential Modules sonal Best nmon Good Pillars con Explorers	•	Concept: Making Decisions Ethics and Life Physical Health and Wellbeing Learning Pathways (Careers)				
SCIENCE		ence ensics*	•	Biology and Psychology Biology and Chemistry Physics and Chemistry	•	Biology Chemistry Physics Psychology Environmental Science	•	Biology Chemistry Physics Psychology Environmental Science
TECHNOLOGY	<ul><li>Pro Tec Mat</li><li>Pro Tec</li></ul>	d Studies* duct Design and hnology (Resistant erials)* duct Design and hnology (Textiles)* tems Engineering*	•	Food Studies Product Design and Technology (Resistant Materials) Product Design and Technology (Textiles) Systems Engineering	•	Food Studies Product Design and Technology (Resistant Materials) Product Design and Technology (Textiles) Systems Engineering	•	Food Studies Product Design and Technology (Resistant Materials) Product Design and Technology (Textiles) Systems Engineering
VISUAL ARTS	<ul><li>Black</li><li>Pho</li><li>Arc</li><li>Dig</li></ul>	tography ck and White tography* (P) nitecture* tal epreneurship*	•	Art Media (Photography) Media (Film) Design and Graphics	•	Art Making and Exhibiting Media Visual Communication Design	•	Art Making and Exhibiting Media Visual Communication Design
EXTERNAL PROVIDER			•	External Language Studies (VSL)	•	Vocational Education Training (VET) External Language Studies (VSL)	•	Higher Education Studies Vocational Education Training (VET) External Lnguage Studies (VSL)