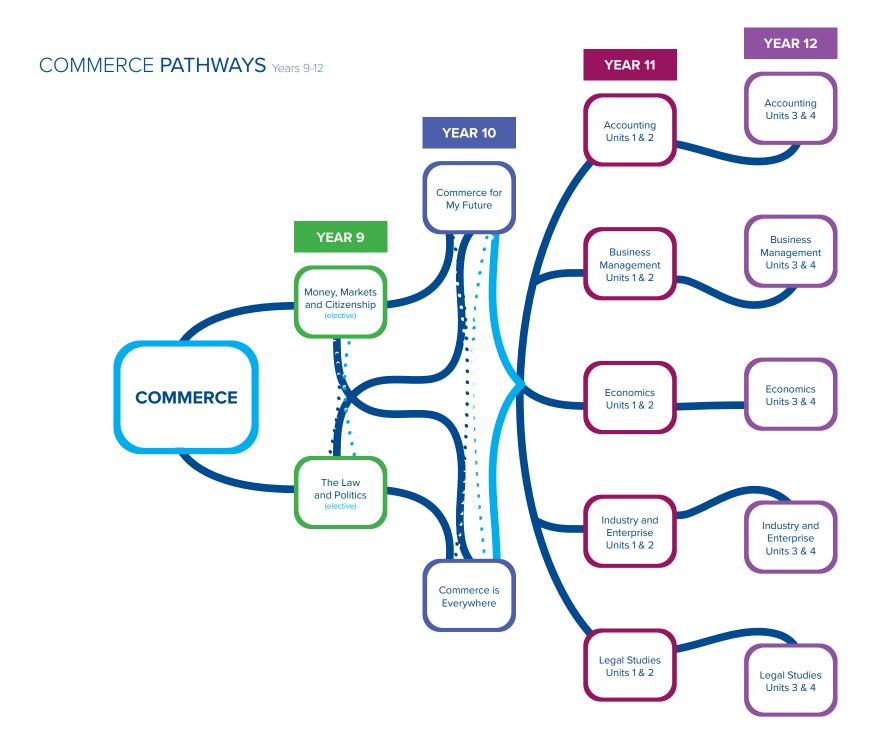
SUBJECT CHOICES Years 9-12

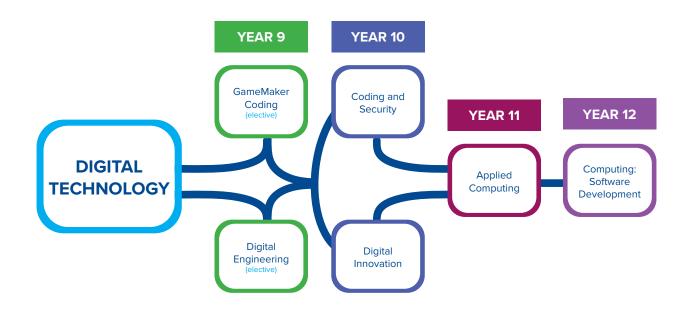


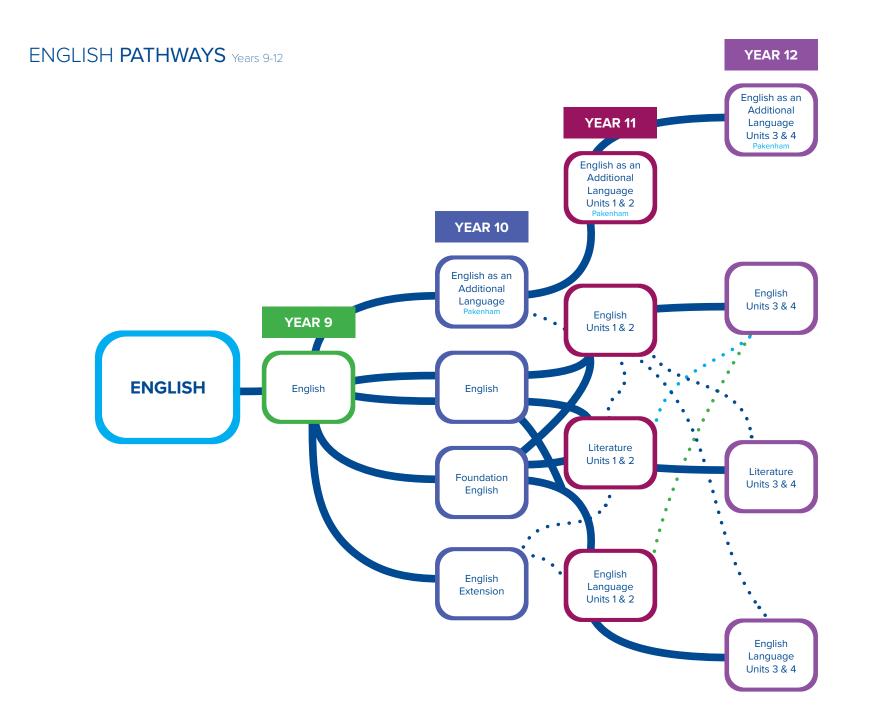
FACULTY	YEAR 9		YEAR 10	VCE UNITS 1	VCE UNITS 1 & 2		VCE UNITS 3 & 4	
COMMERCE	•	Money and Markets and Citizenship* Law and Politics*	 Commerce for My Future Commerce is Everywhere (semester 2 only) 	 Econom 	s Management ics and Enterprise	• • •	Accounting Business Management Economics Industry and Enterprise Legal Studies	
DIGITAL TECHNOLOGY	•	GameMaker Coding* Digital Engineering*	Coding and Security Digital Innovation	Applied	Computing	•	Computing: Software Development	
ENGLISH	•	English	 English English Extension English as an Additional Language (P) Foundation English 		_anguage as an Additional	• • •	English Literature English Language English as an Additional Language (P)	
HEALTH AND PHYSICAL EDUCATION	•	Health and Physical Education Sports Coaching and Officiating*	 Personal Skills for Life Sport and Athlete Development Sport Science 	 Develop Outdoor Studies 	nd Human iment and Environmental Education	•	Health and Human Development Outdoor and Environmenta Studies Physical Education	
HUMANITIES	•	Humanities (Geography, History) Travel Guides*	 Geography (Global Perspectives) ExTENd Project History (Conflict and Change History (Fight for Freedom) 		ohy 20th Century)	• •	History (Revolutions) Extended Investigation Geography	
LANGUAGES	•	French (VET) Japanese (VET)	French (VET)Japanese (VET)	FrenchJapanes	e	•	French Japanese	
MATHEMATICS	•	Mathematics	 Mathematics (Higher) Mathematics (Core) Mathematics (Foundation) 	MathemGeneral	st Mathematics atical Methods Mathematics ion Mathematics	• • •	Specialist Mathematics Mathematical Methods General Mathematics Foundation Mathematics	
PERFORMING ARTS	•	Dance* Drama: Design and Production* Music Performance*	 Contemporary Music Performance VCE Drama and Theatre Studies 		Jnit 1) and Studies (Unit 2)	•	Dance Drama Music Performance (Contemporary) Music Performance (Repertoire)	
PERSONAL DEVELOPMENT/ EXPERIENTIAL PROGRAM	•	City Experience Experiential Modules Personal Best Common Good Six Pillars Beacon Explorers	 Concept: Making Decisions Ethics and Life Physical Health and Wellbeing Learning Pathways (Careers) 					
SCIENCE	•	Science Forensics*	 Biology and Psychology Biology and Chemistry Physics and Chemistry 	 Biology Chemist Physics Psychologies Environr 		• • • •	Biology Chemistry Physics Psychology Environmental Science	
TECHNOLOGY	•	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 	Technolo (Resistar • Product Technolo	Design and	• • •	Food Studies Product Design and Technology (Resistant Materials) Product Design and Technology (Textiles) Systems Engineering	
VISUAL ARTS	•	Art Photography (B) Black and White Photography* (P) Architecture* Digital Entrepreneurship*	 Art Media (Film) Media (Photography) Design and Graphics 	• Media	ng and Exhibiting ommunication	• •	Art Making and Exhibiting Media Visual Communication Design	
EXTERNAL PROVIDER	•••••		External Language Studies (VSL)	Training	nal Education (VET) Language Studies	•	Higher Education Studies Vocational Education Training (VET) External Language Studies (VSL)	

JPDATED 27/06/2024

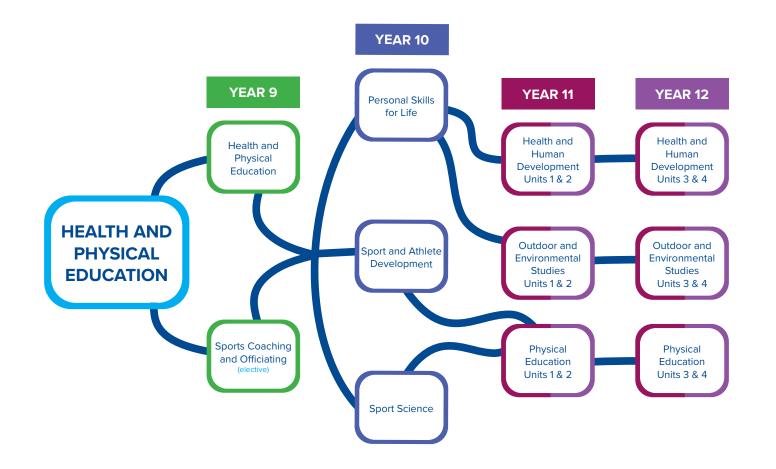


DIGITAL TECHNOLOGY PATHWAYS Years 9-12

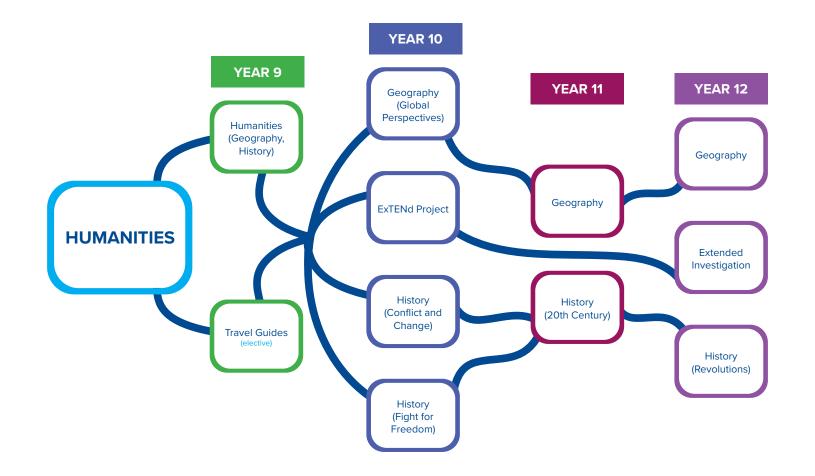




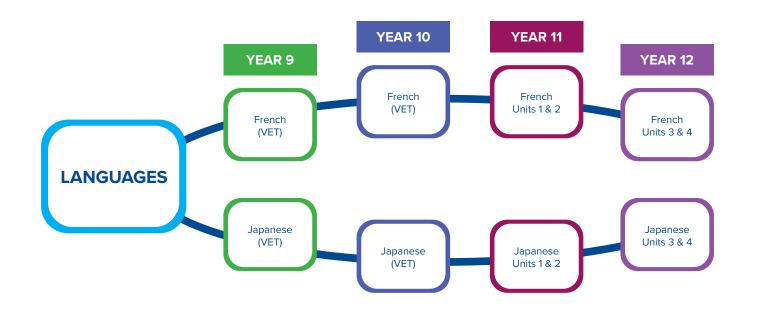
HEALTH AND PHYSICAL EDUCATION PATHWAYS Years 9-12



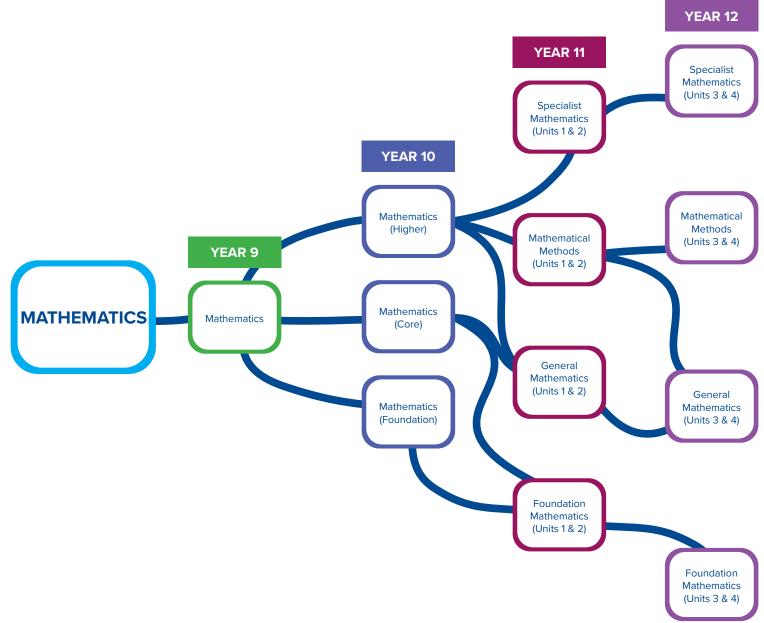
HUMANITIES PATHWAYS Years 9-12



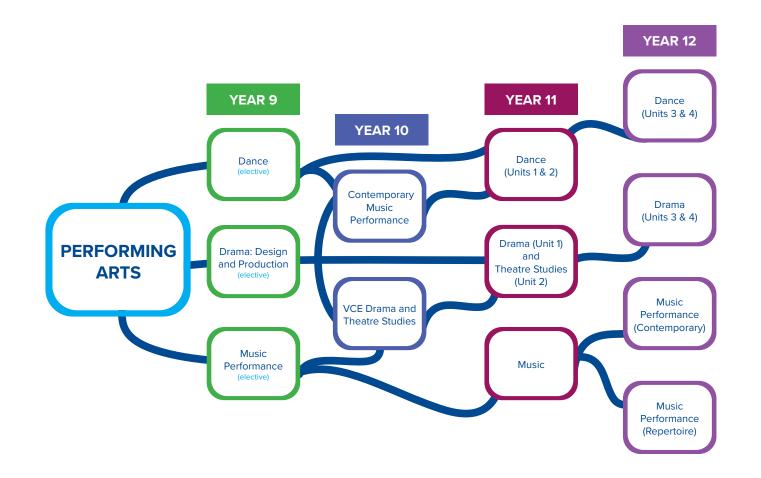
LANGUAGES PATHWAYS Years 9-12



MATHEMATICS PATHWAYS Years 9-12

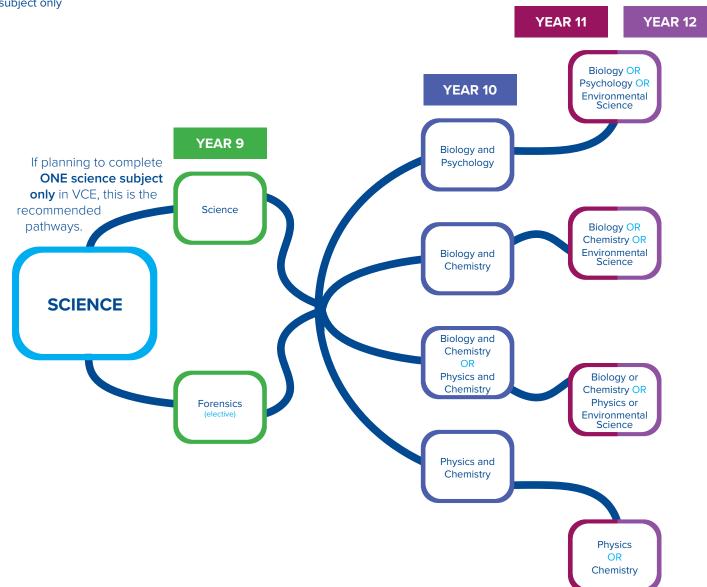


PERFORMING ARTS PATHWAYS Years 9-12



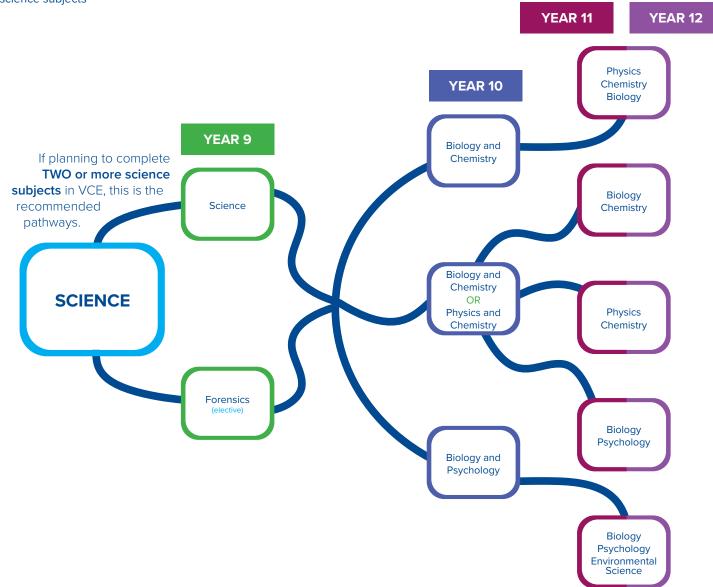
SCIENCE PATHWAYS Years 9-12

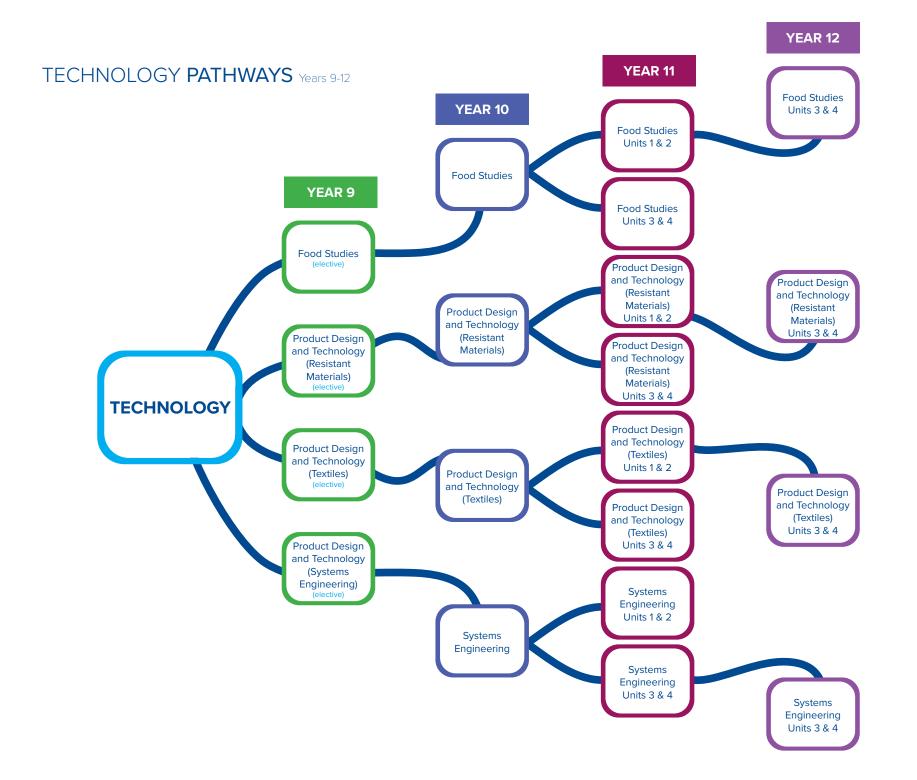
ONE science subject only



SCIENCE PATHWAYS Years 9-12

TWO or more science subjects





VISUAL ARTS PATHWAYS Years 9-12

