



Ellenbrook
CHRISTIAN COLLEGE



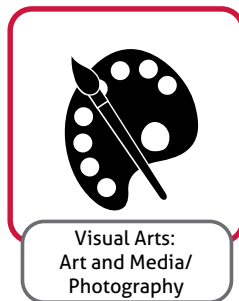
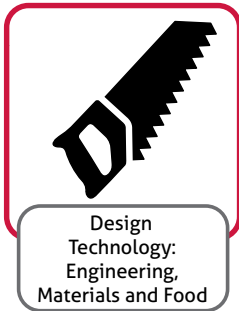
Year 7 to Year 10 Semester Electives

Year 7 to Year 10

Semester Electives

Our elective program will allow students to choose from a range of units, spanning across all the elective curriculum areas. The intention is to help them become successful and engaged learners with opportunities to develop mastery, increased autonomy, and purpose in learning. This will be facilitated in exciting learning environments that allow students to participate in authentic units, fostering the development of highly transferrable skill sets.



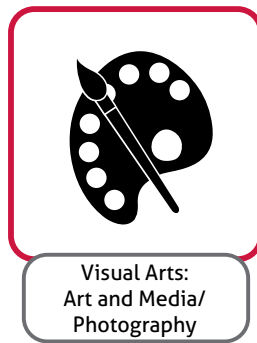
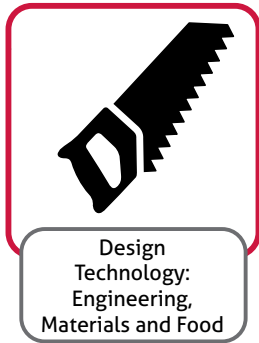


In **Year 7 and Year 8**, the core subjects include Christian Living, English, Mathematics, Science, HaSS, Physical Education, Health, French, and Digital Technologies. In addition to these core subjects, students will study **four** semester long electives per year, which must include one Visual Arts unit, one Performing Arts unit and one Design Technology unit.

In **Year 9 and Year 10**, the core subjects include Christian Living, English, Mathematics, Science, HaSS, Physical Education, and Health. Students select **six** semester long electives per year. Students may study more than one unit from a subject area.

All of the electives will only run subject to sufficient student demand. The college will strive to offer and allocate electives according to students' highest preferences. Each year, students will indicate their elective preferences for the following year via an online form. Based on student choices, electives will then be timetabled and allocated to students.

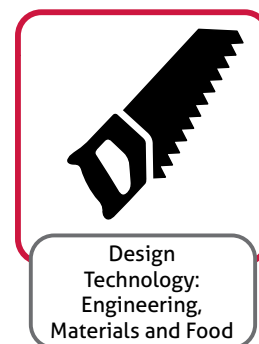
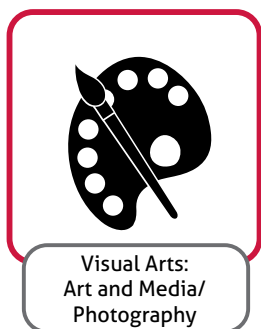
Year 7 and Year 8 Elective Units



Design Technology	Visual Arts	Performing Arts
<p>Materials (Wood) Year 7 DTM1: Materials in motion DTM2: Designed for purpose Year 8 DTM1: Smart materials, smart choices DTM2: Collaborative creations</p> <p>Food Science Year 7 DTF1: Tastes and techniques DTF2: From garden to table Year 8 DTF1: Ethical eats DTF2: Future foods</p>	<p>Media/Photography Year 7 MED1: Frame it: The art of a film poster MED2: Catch me if you can Year 8 MED1: Trailer vision: Genre in motion MED2: Audio visual production</p> <p>Art Year 7 VIA1: Elements in action VIA2: Artful narratives Year 8 VIA1: Techniques and traditions VIA2: Art and audience</p>	<p>Dance Year 7 DAN1: Circus Spectacular DAN2: All that jazz Year 8 DAN1: Real world performance art DAN2: Children's musical theatre</p> <p>Drama Year 7 DRA1: Discovering drama 1 DRA2: Discovering drama 2 Year 8 DRA1: Playbuilding 1 DRA2: Playbuilding 2</p> <p>Music Year 7 MUS1: Play, create and explore MUS2: Shape your sound Year 8 MUS1: Patterns in sound MUS2: Sound and structure</p>



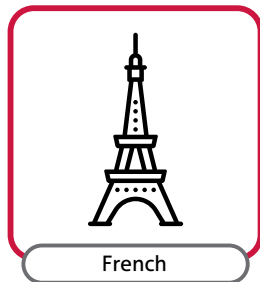
Year 9 and Year 10 Elective Units



Visual Arts	Performing Arts	Design Technology
<p>Media/Photography Year 9 MED1: Still stories: Photography in focus MED2: Top of the Charts Year 10 MED1: Lens and light: Telling stories through photography MED2: DocuLens: Exploring reality through genre</p> <p>Art Year 9 VIA1: Themes and techniques VIA2: Meaning and message Year 10 VIA1: Reimagining the familiar VIA2: Voice and vision</p>	<p>Dance Year 9 DAN1: Screen to stage DAN2: Dance across the globe Year 10 DAN1: Dance for change DAN2: The dance professional</p> <p>Drama Year 9 DRA1: Performance and Production 1 DRA2: Performance and Production 2 Year 10 DRA1: Youth Theatre 1 DRA2: Youth Theatre 2</p> <p>Music Year 9 MUS1: Rhythms and roots MUS2: Styles in sound Year 10 MUS1: Sound identity MUS2: Music in context</p>	<p>Materials (Wood) Year 9 DTM1: Function meets form DTM2: Purposeful design Year 10 DTM1: Sustainable innovation DTM2: Design in action</p> <p>Food Science Year 9 DTF1: Think global, cook local DTF2: Culinary innovation Year 10 DTF1: The thoughtful table DTF2: Future-focused foods</p> <p>Engineering Year 9 ENGI1: Torch Project ENGI2: Useless Box Project Year 10 ENGI1: Bot Foundations ENGI2: Battle Bot Development</p>



Outdoor Education



French

Outdoor Education	French
<p>Outdoor Education Year 10 OED 1: Outdoor Education 1</p>	<p>French Year 9 FRE1: Fashion and living space design FRE2: Sport and society Year 10 FRE1: French cuisine, Bon Appetit! FRE2: Transport and travel</p>





Design Technology: Materials

Year 7 Units

DTM1: Materials in motion

Students investigate material properties through hands-on projects, exploring strength, flexibility, and sustainability. They sketch, model, and safely construct simple products, applying ethical thinking and evaluating how materials influence function, aesthetics, and environmental impact.

DTM2: Designed for purpose

Building on foundational skills, students design and produce functional items that solve real-world problems. They refine planning and production techniques, manage resources responsibly, and present their work with clear documentation, reflecting on design effectiveness, user needs, and sustainable practices.

Year 8 Units

DTM1: Smart materials, smart choices

Students investigate sustainable materials and their properties through hands-on design challenges. They develop annotated sketches and models, apply safe tool use, and consider ethical impacts, evaluating how material selection influences environmental outcomes and product performance.

DTM2 : Collaborative creations

Building on design foundations, students work in teams to develop scaled prototypes that address real-world needs. They manage tasks collaboratively, refine production techniques, and present their solutions with clear documentation, reflecting on sustainability, user needs, and design effectiveness.

Materials

Year 9 Units

DTM1: Function meets form

Students explore material performance and sustainability through practical design challenges. They apply design thinking, test material properties, and use advanced tools to create functional prototypes, supported by detailed planning, modelling, and two- and three-dimensional visual representations.

DTM2: Purposeful design

Building on prior knowledge, students design and produce innovative solutions to real-world problems. They manage projects independently, refine production techniques, and evaluate outcomes against design criteria, considering environmental impact, user needs, and the effectiveness of their design processes.

Year 10 Units

DTM1: Sustainable innovation

Students investigate advanced materials and technologies to design sustainable, functional solutions. They apply design thinking, ethical reasoning, and technical drawing to develop prototypes, managing complex projects with precision and creativity while evaluating environmental and social impacts.

DTM2 : Design in action

Building on prior learning, students independently and collaboratively produce refined products that meet real-world needs. They document and justify decisions, apply strategic planning, and present resolved solutions, demonstrating innovation, craftsmanship, and a deep understanding of design processes and responsibilities.

A close-up photograph of a person's hands cooking. One hand is holding a wooden spoon, stirring a pan filled with sliced carrots and other vegetables. The pan is on a gas stove, and steam is rising from it. The background is slightly blurred, showing a kitchen setting.

Design Technology: Food

Year 7 Units

DTF1: Tastes and techniques

Students explore basic food preparation techniques and ingredient functions. They design simple, sustainable recipes, apply safe kitchen practices, and use annotated sketches to plan and reflect. Ethical and environmental considerations guide their choices and evaluation of outcomes.

DTF2: From garden to table

Building on foundational skills, students create seasonal food solutions using fresh, sustainable ingredients. They manage tasks independently and collaboratively, refine techniques, and respond to feedback. Visual planning tools support their communication of ideas, with a focus on nutrition, ethics, and presentation.

Year 8 Units

DTF1: Ethical eats

Students explore sustainable and ethical food choices through practical cooking tasks. They investigate ingredient sourcing, apply safe and creative techniques, and use visual planning tools to design meals that reflect environmental awareness, cultural understanding, and nutritional value.

DTF2 : Future foods

Students explore ethical considerations to design innovative food solutions for future needs. They experiment with alternative ingredients, evaluate social and environmental impacts, and refine their ideas through feedback, presenting thoughtful, well-executed dishes with purpose and creativity.

Food

Year 9 Units

DTF1: Think global, cook local

Students explore sustainable food practices by designing meals that address health, environmental, and economic concerns. They apply design thinking, develop safe food-handling skills, and use graphical techniques to plan, produce, and evaluate innovative food solutions for real-world contexts.

DTF2: Culinary innovation

Building on sustainable principles, students create original recipes that respond to emerging food trends and global challenges. They refine production processes, experiment with ingredients, and present their ideas using annotated sketches and evaluations, demonstrating creativity, precision, and purposeful design.

Year 10 Units

DTF1: The thoughtful table

Students explore ethical and sustainable food systems, designing innovative products that address real-world issues. They apply advanced planning, including time and cost management, and adapt production processes, and evaluations to communicate and refine their culinary solutions.

DTF2: Future-focused foods

Building on prior learning, students develop socially responsible food products that reflect global trends and community needs. They manage complex projects independently and collaboratively, applying theoretical knowledge, refining techniques, and presenting resolved outcomes with creativity, precision, and purpose.



Design Technology: Engineering

Year 9 Units

ENGL1: Torch Project

Part 1: Electronics fundamentals and circuit assembly

Students develop core electronics and fabrication skills by learning safe soldering/desoldering, wire preparation, and component identification (resistors, LEDs, switches). They design, build, and test a simple LED circuit using simulation software, power supplies, and multimeters, with an emphasis on precision and circuit integrity.

Part 2: Digital design with Fusion 360

Students learn CAD/CAM by creating 2D and 3D torch components in Fusion 360, using tools like sketches, extrusions, and assemblies. They prepare designs for fabrication while building spatial awareness, digital literacy, and design thinking.

Part 3: Prototyping, fabrication and assembly

Students prototype and refine components, laser cut parts, and assemble the casing, LED circuit, and batteries. They troubleshoot, test functionality, and reflect on challenges and improvements.

ENGL2: Usless Box Project

Part 1: Electronics and soldering

Students learn circuit components (switches, motors, batteries), practise soldering techniques, and use power supplies/multimeters for testing. They then build and verify the control system for the useless box.

Part 2: CAD/CAM Design with Fusion 360

Students use Fusion 360 to interpret instructions, apply parametric and assembly tools, design the box structure, and prepare files for laser cutting.

Part 3: Prototyping, fabrication and assembly

Students prototype with cardboard, laser cut acrylic parts, assemble mechanical and electronic components, then test and troubleshoot their devices.

Year 10 Units

ENGL1: Bot Foundations

Part 1: Electronics and circuit design

Students build core skills in soldering, wiring, and component identification. They design, construct, and troubleshoot a transistor-controlled LED circuit with a light sensor, laying the foundation for future bot systems.

Part 2: 3D CAD and customisation

Using Fusion 360, students design custom tools and attachments, apply digital fabrication workflows, and enhance their bots with personalised features for Semester 2 competitions.

ENGL2: Battle Bot Development

Part 1: Mechanical design and prototyping

Students refine their bot designs, prototype and assemble custom acrylic components, and integrate mechanical systems to boost performance in battle challenges.

Part 2: Systems, coding and control

Students wire and program microcontrollers such as Arduino to interface with sensors and motors. They develop wireless control systems and environmental response programs, refining and optimising their code for competition performance.

Culminating Project: Battle Bot Tournament

Students compete in a final Battle Bot Tournament, testing their designs in creative, skill-based challenges. Success requires not only strong engineering but also teamwork, resilience, and innovation.



Visual Arts: Media

Year 7 Units

MED1: Frame it: The art of the film poster

In this unit, students plan, shoot, and edit a film genre poster using DSLR photography and Photoshop. They apply composition techniques, explore media codes and conventions, and analyse professional posters. Students document their creative process showcasing collaboration and innovation.

MED2: Catch me if you can

In this unit students will learn how to write a short script, storyboard and then film their Ultimate Chase Scene. They will use Digital Video Camera to film the Ultimate Chase Scene. They will learn how edit their film using basic editing software tools. They will also learn about superheroes and then create a superhero comic strip.

Year 8 Units

MED1: Trailer vision: Genre in motion

Students explore film genre through analysis and production. They review a feature film and two trailers, applying SWAT codes and conventions. Collaboratively, they script, storyboard, film, and edit a trailer. Students develop their understanding of media language, audience expectations, and creative storytelling.

MED2: Audio visual production

Students analyse short media excerpts, which may include chase scenes, film trailers, and music videos, to understand how meaning is constructed through visual and audio elements to create their own short films. They learn to capture quality footage, edit using Adobe Premiere Pro, and explore storytelling through engaging visual and audio techniques.

Media

Year 9 Units

MED1: Still stories: Photography in focus

Students explore photographic storytelling through planning, scripting, shooting, and editing a still photo narrative. Using DSLR cameras and editing tools like Lightroom and Photoshop, they apply media codes and conventions to construct meaning. Weekly reflections and evaluations deepen understanding of representation, composition, and visual storytelling.

MED2: Top of the Charts

You don't have to be a real singer; you can just lip sync and create your own music video clip. In this course, you will learn how to create a music video for Television. You will explore the various codes and conventions of music genres and then create a music video on your chosen genre. You will learn how to do green screen and shoot using a digital camera, set-up props and lighting for studio and outdoor locations; and finally edit using iMovie and adobe premiere pro software.

Year 10 Units

MED1: Lens and light: Telling stories through photography

Students plan, script, shoot, and edit a photographic narrative using DSLR cameras and editing software. They explore media conventions and cultural values, applying composition and lighting techniques. Weekly reflections and evaluations support their understanding of visual storytelling, Photoshop skills, and the construction of meaning in images.

MED2: DocuLens: Exploring reality through genre

Students explore documentary and mockumentary genres, analysing their codes, conventions, and cultural representations. They plan, script, and produce a short documentary, assigning production roles and applying genre-specific techniques. Through research, storyboarding, and treatment writing, students construct meaning and reflect on their creative and technical processes.



Visual Arts: Art

Year 7 Units

VIA1: Elements in action

Students explore the elements of art through drawing, painting, and sculpture. They experiment with line, shape, and texture to express ideas, while learning safe studio practices and analysing artworks using visual language and cultural context.

VIA2: Artful narratives

Building on foundational skills, students create 2D and 3D artworks that tell personal or imagined stories. They explore composition, symbolism, and materials, presenting their work thoughtfully and reflecting on meaning, audience, and artistic intention through discussion and written response.

Year 8 Units

VIA1: Techniques and traditions

Students investigate traditional and contemporary art techniques across cultures. Through drawing, painting, and sculpture, they explore materials, refine visual language, and respond to cultural themes. Critical analysis and safe studio practice support their understanding of artistic process and intent.

VIA2: Art and audience

Building on technical skills, students create artworks that communicate ideas to specific audiences. They experiment with composition, symbolism, and presentation formats, reflecting on how context influences interpretation. Students evaluate their own and others' work using visual language and critical thinking.

Year 9 Units

VIA1: Themes and techniques

Students explore personal and global themes through 2D and 3D media. They experiment with materials, refine techniques, and analyse artworks in context. Emphasis is placed on developing artistic intent, safe practices, and thoughtful visual communication.

VIA2: Meaning and message

Building on thematic exploration, students create resolved artworks that convey layered meanings. They consider audience, symbolism, and presentation, critically evaluating their own and others' work. Through contextual research and reflection, students deepen their understanding of art's expressive and cultural power.

Year 10 Units

VIA1: Reimagining the familiar

Students explore adaptation and reinvention by transforming everyday imagery and forms. Through advanced 2D, 3D, and digital techniques, they develop personal expression, document their process, and analyse how artists reinterpret meaning across cultural and historical contexts.

VIA2: Voice and vision

Building on conceptual and technical skills, students create resolved artworks that reflect their artistic voice. They critically evaluate intent, audience, and presentation, using 2D, 3D, or 4D media to communicate complex ideas with clarity, originality, and purpose.



Performing Arts: Dance

Year 7 Units

DAN1: Circus Spectacular

This unit examines the integration of circus arts and dance, guiding students to merge acrobatics with choreography. Emphasising creativity, body awareness, and interdisciplinary collaboration, students will develop and perform original works, culminating in a dynamic circus dance showcase.

DAN2: All that jazz

This unit explores Broadway Jazz and other Jazz styles, guiding students to craft engaging stage performances. Through movement, costume, media, and music, students will evoke stories that inspire imagination, celebrate creativity, and connect performers and audiences through shared experiences.

Year 8 Units

DAN1: Real world performance art

Join us in an artistic exploration of real-world issues through dance. Short films will aim to authentically portray life, challenging unrealistic media depictions and fostering a deeper understanding of the societal truths that shape us all.

DAN2: Children's musical theatre

Explore the vibrant world of Musical Theatre, where storytelling for children comes alive through song, dance, and performance. This unit fosters creativity and imagination by transforming beloved tales into dynamic stage productions that captivate and inspire young audiences.

Dance

Year 9 Units

DAN1: Screen to stage

Elevate your dance journey beyond screens and social media. Explore how movement captivates live audiences, enriching storytelling in film, musical theatre, and beyond. Engage with Commercial Jazz and Musical Theatre to create compelling dance pieces that foster connection, appreciation, and artistic expression.

DAN2: Dance across the globe

Cultural dance embodies the spirit of its origins, inviting audiences into a rich tapestry of traditions. Celebrate global dance forms through an immersive performance, transporting viewers worldwide in minutes. Apply learned techniques to craft a compelling film that honours and showcases cultural expression.

Year 10 Units

DAN1: Dance for change

Dance serves as a powerful vehicle for social change, transforming movement into a voice for awareness and expression. Explore its elements to convey creativity and emotion, utilizing diverse techniques and styles to inspire, engage, and positively impact your community through meaningful artistic expression.

DAN2: The dance professional

A dance career extends far beyond the stage, offering opportunities in hospitals, art centres, schools, and more. Explore diverse professions in the field, gaining hands-on experience in various settings. Discover new paths that transform passion into a meaningful and fulfilling vocation.



Performing Arts: Drama

Year 7 Units

DRA1: Discovering drama 1

Students will explore the basic principles of voice and movement while discovering the skills required for improvisation and spontaneous performance. This unit will provide the opportunity to engage in team building activities and drama warm up processes to promote confidence.

DRA2: Discovering drama 2

This unit focuses on using voice and movement more purposefully to enhance performance and dramatic meaning. Students will work on storytelling techniques with an opportunity to work from scripts as well as the ability to create engaging and thoughtful extended improvisations.

Year 8 Units

DRA1: Playbuilding 1

This unit will focus on collaborative and creative play building processes. Students will generate original ideas and refine plot and narrative structures. This unit will focus on how to create a character using the work of Stanislavski and will explore how vocal dynamics and movement can bring that character to life.

DRA2: Playbuilding 2

Students will spend time exploring theme and staging and how they can be used to create drama for an intended audience. There will be a focus on creating smooth scene transitions and they will gain a greater understanding of the rehearsal process.

Drama

Year 9 Units

DRA1: Performance and Production 1

Students will study the elements of drama, specifically looking at situation, dramatic tension, focus, place and space, time, narrative, language, and movement. Students will learn about stage types and have an opportunity to incorporate their knowledge into staging and performing scripts.

DRA2: Performance and Production 2

Students will focus more closely on directing and designing as they develop knowledge and skills in stagecraft. They will have the opportunity to develop a group devised drama, spending time creating and writing their own script.

Year 10 Units

DRA1: Youth Theatre 1

Students will learn about various dramatic forms and performance styles and how they can influence a performance. They will study the elements of drama, specifically looking at dramatic meaning, symbols and meaning and creating mood.

DRA2: Youth Theatre 2

This unit will look at theatre influences and how theatre can act as an agent of change in society. Students will develop acting techniques to prepare and perform drama and will have an opportunity to respond to theatre performance.

A hand is shown drawing musical notation on a chalkboard. The notation includes a treble clef, a four-measure staff with vertical lines, and a note. The background is a dark chalkboard with horizontal lines.

Performing Arts: Music

Year 7 Units

MUS1: Play, create and explore

A musical journey that will develop instrumental skills and explore rhythm, melody, and harmony. Engage in arranging and songwriting as you build confidence in creating music. This unit encourages playful discovery while strengthening your understanding of music's expressive power.

MUS2: Shape your sound

Advance your musical creativity by composing and arranging original pieces. Deepen your understanding of structure, style, and storytelling through music. Use instruments and digital tools to shape your sound, collaborate with others, and express ideas that connect and inspire.

Year 8 Units

MUS1: Patterns in sound

Students explore rhythmic patterns, melodic development, and chord progressions through performance and composition. Using notation and digital tools, they create short works, refine ensemble skills, and analyse musical examples to deepen understanding of structure, style, and expressive intent.

MUS2: Sound and structure

Building on foundational skills, students perform and compose music in varied styles, focusing on texture, dynamics, and form. They evaluate their own and others' work, using musical terminology to articulate insights and enhance their expressive and technical capabilities.

Music

Year 9 Units

MUS1: Rhythms and roots

Students explore global rhythmic traditions and melodic structures through listening, analysis, and group performance. They compose short pieces using learned patterns, developing notation literacy and ensemble skills while deepening cultural understanding and expressive interpretation.

MUS2: Styles in sound

Building on rhythmic foundations, students compose and perform in diverse musical styles, integrating harmony, texture, and form. Through score analysis and reflective practice, they refine technique, enhance musical expression, and evaluate works across historical and contemporary contexts.

Year 10 Units

MUS1: Sound identity

Students explore their musical voice through advanced performance and composition. They experiment with musical elements, analyse diverse works, and reflect on influences. Through solo and group tasks, they refine technique and develop a personal, expressive musical identity.

MUS2: Music in context

Building on personal style, students compose and perform works that respond to cultural, social, and ethical themes. They critically evaluate music across genres and eras, deepening insight into music's role in society and enhancing expressive, purposeful artistry.



Languages other than English: French

Year 9 Units

FRE1: Fashion and living space design

France is a global hotspot for creativity, known for its cutting-edge fashion and architectural home planning. In this unit, you'll dive into French fashion and home design while building vocabulary and pronunciation skills. French designers have been trendsetters in both haute couture (high fashion) and prêt-à-porter (ready-to-wear). Assignments will cover one famous French designer such as Coco Chanel, Yves Saint Laurent or Christian Dior, and another will explore famous châteaux such as Cheverny and Chambord.

FRE2: Sport and society

Sport is a key part of French culture, with cycling - especially the Tour de France - holding legendary status, as well as le football, le tennis and le rugby. This unit explores the role of sport in French life, from national pride to everyday fitness. You'll learn essential sports vocabulary and grammar, then use your knowledge to follow the Tour de France and explore other popular French sports.

Year 10 Units

FRE1: French cuisine, Bon Appetit!

Food is at the heart of French identity! In France, we love eating – des croissants, du fromage, des crêpes and dishes like la ratatouille (stewed vegetables) and le cassoulet (white bean casserole with meats). We'll also explore cuisine from Francophone countries such as la Nouvelle-Calédonie and le Québec. In this unit, you'll discover French cuisine while learning grammar, vocabulary and pronunciation. Assignments will cover vanilla and the annual Vanilla Festival, les escargots de l'île des Pins, and famous French and Québécois chefs such as Marc-Olivier Frappier and François Nadon.

FRE2: Transport and travel

From high-speed trains to international travel, France's transport network is among the best in the world. In this unit, you'll learn about the TGV, Eurostar, French airports and sustainable travel options. Using your new vocabulary and grammar, you'll design an audio guide to help tourists explore France like locals—by researching major French and Canadian airports such as Roissy Charles de Gaulle, Orly, Toronto Pearson and Montréal-Trudeau.





Outdoor Education

Year 10 Unit

OED1: Outdoor Education 1

Do you think better on your feet? Are you energised by nature and hands-on learning? Then Outdoor Education is the elective for you! Designed for students who thrive outside the traditional classroom, this course offers exciting opportunities to explore God's good creation while building valuable life skills.

Outdoor Education takes learning outdoors, literally, through a variety of engaging and physically active experiences. Students will develop practical knowledge and techniques across a range of activities including archery, hiking, rock climbing, kayaking, canoeing, surfing, orienteering and more. Each activity not only builds confidence and resilience but also encourages teamwork, leadership and responsible decision-making in diverse environments.

Whether you're scaling a rock face or paddling through calm waters, you'll be challenged to step outside your comfort zone, problem-solve in real time and grow in appreciation for the world around you. This is more than just an adventure — it's a journey of personal growth, character development and discovery.





Ellenbrook
CHRISTIAN COLLEGE