KENT STREET
SENIOR HIGH SCHOOL

Years 9 & 10 Subject Information Handbook

2026

CONTENTS

YEAR 9 AND YEAR 10 CURRICULUM AT KENT STREET

The students in Years 9 & 10 will study the Western Australian Curriculum in all learning areas.

Students study subjects which fall into eight learning areas. Within these areas there are contexts. The table below shows the composition of the curriculum.

**Not all learning area contexts will be delivered each year as they are dependent on student numbers and interests.*
***Charges listed in this booklet are subject to change upon confirmation of costing.*

Learning Area	Status	Context
English	Compulsory	English
Mathematics	Compulsory	Mathematics
Science	Compulsory	Biological Sciences Chemical Sciences Physical Sciences Earth and Space Sciences
	Select entry	CoRE (Centre of Resources Excellence)
Humanities and Social Sciences	Compulsory	History Geography Civics and Citizenship Economics
Health and Physical Education	Compulsory	Health Education General Physical Education (all students except Approved Specialist Program - Cricket students) Sport Specific Game Play (Year 9) Outdoor Education (Year 10) Sports Science (Year 10)
	Specialist (Application and test)	Cricket
The Arts	Choice of contexts	Drama Music Photography Visual Arts
	Specialist (Application and test)	Fashion and Design (Art)
Languages	Elective	Japanese
Technologies	Choice of Context	Digital Technologies Food Metal Wood
	Specialist (Application and test)	Fashion and Design (Textiles) Aviation

CHOICE OF STUDIES

Compulsory	Electives
English	The Arts
Maths	Technologies
Science	Health and Physical Education
Humanities & Social Sciences	Japanese
Health and Physical Education*	

* Students in the Approved Specialist Program - Cricket do not study General Physical Education, but do study Health Education.

Approved Specialist Programs
Students are able to continue their studies in their Approved Specialist Programs in Years 9 and 10. Students may also request entry if not previously studied however this is subject to testing and places available. Further details are explained later in this booklet.

Study of an Approved Specialist Program in Year 9 and/or 10 may effect elective subject selection due to timetabling.

Select Entry Program
CoRE (Centre of Resources Excellence) is a Select Entry Program offered at Kent Street Senior High School. It is a Science, Technology, Engineering, Arts and Math (STEAM) education model based in the resources industry and aimed at preparing today's young minds to power our future.

Entry to this program is through application to the program coordinator. Applications forms are available from the school administration office. Alternatively, the application form can be downloaded from the school website.

Year 10 Pathways in English, Mathematics and Science
These learning areas have Pathways designed to ensure students are challenged and prepared for the academic requirements of ATAR level subjects in senior school. Students are assigned to these classes by the Heads of Learning Area and is based on their previous academic results.

Subject	Pathways	Preparation for Senior School Studies of
English	1	ATAR English
	2	General English
Mathematics	1	Mathematics Methods, Mathematics Specialist and Mathematics Applications
	2	Mathematics Applications, Mathematics Essentials
	3	Mathematics Essentials
Science	CoRE	All ATAR Science Courses. An A or B grade is required to be recommended for all ATAR Courses.
	1	All ATAR Science Courses. An A or B grade is required to be recommended for all ATAR Courses.
	2	A grade A or B to be recommended for any ATAR subjects, otherwise General Human Biology and / or General Integrated Science recommended.

WHERE YOU CAN GET MORE HELP

Nasser Anastasi
Year 9 & 10
Coordinator

Helena Rychal
Deputy Principal
Years 7 - 9

Craig Lynch
Deputy Principal
Years 10 - 12

Tim Dowd
VET Coordinator

Luke Watson
Career
Practitioner

Marisa Green
Arts & Languages
HOLA

Crystal Blaze
English HOLA

Rebecca Celenza
HaSS HOLA

Cory Hugo
HPE HOLA

Roneil Billimoria
Maths HOLA

Frank Cardenia
Science HOLA

Ben Thurston
Technologies
HOLA

ARTS

Pathways in Drama

Prerequisites: None

Year 9

Semester 1

In this subject, students will explore the theatrical styles of Melodrama and Commedia dell'Arte, focusing on the development of stock characters through music, exaggerated movement, and slapstick comedy. They will apply and manipulate the elements of drama to create both devised and scripted performances that reflect the conventions of these significant forms. Production and design roles, including lighting design, will be explored as a fundamental tool to enhance their performances. Students will deepen their understanding of drama by engaging in self-reflection and analysis of a published play performance.

Semester 2

In this subject, students will explore the theatrical styles of Elizabethan Theatre and Multi-form Devised Theatre. They will engage with classical Shakespearean texts and have the opportunity to create original scripts inspired by contemporary national issues. Through both devised and scripted performances, students will apply and adapt the elements of drama to reflect the conventions of these theatrical forms. Production and design roles, including costume design and scenographer, will be explored as a fundamental tool to enhance their performances. To deepen their understanding of drama, students will participate in reflective practices and complete a report outlining their chosen design role.

Year 10

Semester 1

In this subject, students will explore and workshop contemporary practitioners and theatre styles, including Theatre of the Absurd and Devised Theatre. Through practical engagement, they will develop their skills in voice, movement, and improvisation. Students will take on a variety of acting, production, and design roles, gaining hands-on experience in the collaborative process of creating theatre. They will also engage in professional practices by performing their devised scenes to an external audience as part of the Arts Showcase. To support their creative development, students will extend their reflective processes to refine performance techniques and produce more detailed production and design reports. It is recommended that students complete Year 10 Drama as a year-long subject as a pathway to future Upper School Drama.

Semester 2

In this subject, students will explore and workshop contemporary practitioners and theatre styles, including Youth Theatre and Contemporary Aboriginal Theatre. Through practical engagement, they will develop their skills in voice and movement to enhance dramatic storytelling. Students will take on the roles of both actor and director, experimenting with ways to modernise Shakespearean monologues to resonate with today's teenage audiences. They will deepen their self and peer reflection practices to refine performance techniques and produce a critical analysis of a published play

It is recommended that students complete Year 10 Drama as a year-long subject as a pathway to future Upper School Drama.

ARTS

Pathways in Media

Prerequisites: None

Year 9		Year 10	
Film & Television	Code: 9Film	Television and Radio Production	Code: 10Tele
Popular Culture	Code: 9PopC	Film Making	Code: 10Film

Year 9

Film and Television

Born into a digital world, students see hours of video/TV and view dozens of films along with their internet and social media use. This unit aims to provide a "behind the scenes" view of the film and TV production industries where students experiment with filmic techniques to plan, shoot and edit their own media works, both in the school TV studio and "on location" around the school. Students understanding of the media world they are a part of, is enhanced through becoming both media producers and audience.

Teen Popular Culture

Music video and comics, video games and animation or other forms of popular media are studied in this fun, practical unit. Students will learn about how the media informs, entertains and sells to teens in a range of media forms. They will demonstrate their understanding of the power of the media through production of their own media messages such as comics, game design, reels, music videos and/or teen magazines or podcasts. The unit is based around the interests of the students in the class. They will then screen and review each others media work.

Year 10

Television and Radio Production

In this subject, students will explore the world of the electronic media. After examining popular TV genres and audio productions, students will experiment with media technologies to create their own TV and radio shows or podcasts. They will apply what they have learned in the school TV and radio studios in their own 'live' performances. When possible, students will visit a TV station and/or have industry guest speakers. This subject is suited to students with an interest in acting/presenting, scripting/storyboarding and/or video and radio production and prepares students for the Media Production and Analysis subject in Years 11 and 12.

Film Making

At last, students have the opportunity to make a short film of their own. This subject allows students to produce a fiction film or documentary from the ground up. From the start of this learning program the students will begin planning their own masterpiece. After learning production techniques and seeing how other films (and documentaries) are produced, students will shoot, edit and screen their own film. This unit prepares students for the Media Production and Analysis subject in Years 11 and 12.

ARTS

Pathways in Music

Prerequisites: None

Year 9		Year 10	
Music 1	Code: 9Music1	Music 1	Code: 10Mus1
Music 2	Code: 9Music2	Music 2	Code: 10Mus2

Important note:

Students wishing to continue to learn to play a musical instrument through the visiting teachers from IMSS (Instrumental Music School Service) **MUST choose** to study at least one semester of music each year.

Year 9

Students who select this subject can study it for one semester, that is 9Music1. Those students who are keen to study music for the year should choose 9Music2 in Semester 2 as well.

Music 1 & 2

The foci of studies in this subject are on contemporary music, music performance and music technology.

Music Performance:

Students will have the opportunity to learn guitar, keyboards, voice, drums and/or bass. Students will be placed in small ensembles, choose songs to play, rehearse and perform in front of class. Ideal for students at any level who wish to pursue singing or playing a musical instrument, such as:

- Guitar
- Keyboards
- Drums
- Voice
- Small Ensemble Work

Music Technology:

Students will have the opportunity to utilise Music Technology to create music. Students will be learning how to remix songs, DJ, work with Reason, and use Garage Band.

- Remixes
- DJ
- Advanced Garage Band
- Reason
- Creating music with technology

ARTS

Pathways in Music (continued)

Prerequisites: None

Important note:

Students wishing to continue to learn to play a musical instrument through the visiting teachers from IMSS (Instrumental Music School Service) **MUST choose** to study at least one semester of music each year.

Year 10

Students who choose to study music for one semester should choose 10Music1. Students wishing to study music in both semesters should also choose 10Music2.

Music 1 & 2

The focus is on contemporary music, music production and performance. The subject is designed to prepare students for music studies in senior school.

Music Performance:

Students will have the opportunity to learn guitar, keyboards, voice, drums and/or bass. Students will be placed in small ensembles, choose songs to play, rehearse and perform in front of class. Ideal for students at any level who wish to pursue singing or playing a musical instrument such as:

- Guitar
- Keyboards
- Drums
- Voice
- Small Ensemble Work

Music Production:

In this unit students will cover a broad range of skills dealing with Music Production. Students will be expanding their understanding of using Music Technology, DJ, Electronic Dance Music, song creation, remixing, audio mixing and lighting design.

- Music Recording and Mixing
- Song Writing
- Advance Ableton
- Music Video
- Remixes
- DJ
- Lighting
- Electronic Dance Music

ARTS

Pathways in Photography

Prerequisites: None

Year 9		Year 10	
Digital Photography	9Photo1	Digital Photography	10Photo1
Digital Photography – Semester 2	9Photo2	Digital Photography – Semester 2	10Photo2

Year 9

Digital Photography introduces students to the fundamentals of camera operation, including settings and techniques for capturing high-quality images. Students explore composition through the elements and principles of design, learning how to create visually compelling photographs. The subject also covers lighting techniques—both natural and artificial—to enhance mood, texture, and depth in images.

Digital Photography – Semester 2 builds on the skills developed in the first semester. Students now work with a theme to guide their photography and are introduced to Adobe Photoshop for editing and creative enhancement. The subject continues to explore composition, lighting techniques, and the elements and principles of design, while encouraging students to develop a more personal and expressive approach to their work.

Year 10

Design Photography focuses on developing both creative and technical skills in photography and design. Students explore themes and ideas through a design-thinking approach, using Adobe Photoshop to edit, enhance, and transform their images. The subject encourages experimentation and personal expression while building a portfolio of work that showcases their understanding of composition, visual storytelling, and digital design. Students strengthen their photography, editing, and design skills as they create thoughtful and visually engaging projects.

Design Photography – Semester 2 extends students' creative and technical skills in photography and design. Building on their previous work, students continue to explore themes using a design-thinking approach and further develop their editing skills in Adobe Photoshop. This semester focuses on producing a cohesive portfolio of work for exhibition, encouraging students to refine their ideas, experiment with techniques, and present their photography in a professional and visually engaging way.

ARTS

Pathways in Visual Arts

Prerequisites: None

Year 9		Year 10	
Discovering Visual Art	9DVArt1	Developing Visual Art	10DVArt1
Investigating Visual Arts	9IVArt2	Exploring Visual Art	10EVArt2
Jewellery Design	9Jewel		

Students with little previous learning who have talents and a real interest in visual arts subjects or have not completed Visual Art in Year 8 can choose to study visual arts subjects. As required, students will be fast tracked through the basic drawing and designing skills at the start of the chosen visual art subject.

Year 9

Discovering Visual Arts

Discovering Visual Art continues to build on student learning. In this subject students will have the chance to develop their skills as a painter, printmaker and/or sculptor. All projects begin with analytical drawing as a base for designing creative, innovative and original studio pieces. Students will also have the opportunity to improve their ability to talk and write about the art that they are creating.

Investigating Visual Arts

Investigating Visual Art continues to build on student learning, however, – students do not need to have completed 9Art1 in semester one to study this unit in Semester 2. In this subject students will have the chance to develop their skills in contexts such as ceramics, textiles and mixed media artwork . All projects begin with analytical drawing as a base for designing creative, innovative and original studio pieces. Students will also have the opportunity to improve their ability to talk and write about the artworks that they are creating.

Jewellery Design

In this course, students will explore the world of jewellery design through research into traditional and contemporary practices from a variety of cultures and time periods. Students will use clay to craft a jewellery dish or holder, and design and make a brooch and earrings. Emphasis will be placed on the design process and creative development. Students will also learn how to photograph their finished pieces for display and promotion.

Year 10

**All Year 10 Visual Art subjects are most suited to students with a background of Visual Arts subjects in Year 8 and 9. These subjects present the opportunity for higher level Visual Art studies which build on the skills and techniques learned in earlier years. All Year 10 Visual Arts subjects are a stepping-stone into senior school Visual Art subjects.*

Developing Visual Art

Drawing and design are used as starting points for a range of art projects in the areas of painting, illustration and ceramics. Students will establish a portfolio and learn how to write an artist's statement effectively. Computer research will assist in the analysis of art forms from different places and times. Themes will be selected to provide the impetus for acquiring appropriate new skills and techniques in the production of individual and group work.

Exploring Visual Art

Drawing and design are used as a starting point for a range of artworks in the area of ceramics, sculpture, printmaking and textiles. Students will establish a portfolio and learn how to write an artist's statement effectively. Computer research will assist in the analysis of art forms from different places and times. Students will use a broad range of materials and develop appropriate skills and techniques through the processes involved in creating practical projects.

HEALTH & PHYSICAL EDUCATION

Year 9	Year 10	Senior School
General Physical Education (9PEd)	General Physical Education (10PEd1)	Physical Ed Studies (General & ATAR)
Health Education (9HEd)	Health Education (10HEd)	Health Studies (General & ATAR)
Netball (9Net1)	Outdoor Education (10OutEd)	Outdoor Education
Soccer	Sports Science (10SPS)	Cert II Sport and Rec (Cricket)
	Badminton	Cert II Sport Coaching

Choosing from this Learning Area:

1. Students in the **Approved Specialist Cricket Program do not choose General Physical Education.**
2. Students can choose **no more than one sport** specific subject (netball, soccer, badminton) each semester.
3. Students can choose the same sport specific subject in both semesters.
4. Year 10 students can only choose Outdoor Education **once in either semester** 1 or Semester 2.

Student Requirements:
Students are expected to come prepared for the class and wear the appropriate uniform which is: navy blue shorts, Physical Education T-shirt in their house colour and the correct footwear.

Classes are conducted throughout the year in all seasons and students must be personally prepared for all weather outcomes. All students, except those in the Cricket Approved Specialist Program, are required to be involved in compulsory General Physical Education which is a yearlong program.

Year 9

Being Healthy The Health Education subject is compulsory and aims to develop students' understanding of the influences, risk and consequences that lifestyle choices have on the individual and society. The topics include; maintaining respectful relationships, the influences and impact of decision making on sexual health (conception, pregnancy, birth), diet and nutrition

General Physical Education
Students will have the opportunity to develop their skills in swimming, soccer, touch rugby, basketball, AFL, tennis, netball, volleyball, athletics, Gaelic football and badminton.

Netball - Semesters 1 & 2 in lieu of General Physical Education
The aim of this subject is to develop the skills, strategies and knowledge of the students that will enable them to compete successfully in Netball.

Soccer
In this subject, the emphasis is on advancing soccer skills to the next level. We strive to enhance the complex abilities needed for higher-level games through competitive play. By emphasising strategies and tactics, we prepare for success by adapting to match situations and developing tactically aware players.

HEALTH & PHYSICAL EDUCATION

Year 10

Responsibility for My Healthy Future

The Health Education subject is compulsory and aims to develop the student's knowledge, skills and attitudes that will enable them to make informed decisions and become responsible for their own health now and in the future. The topics include; making assertive decisions in relationships, postponing sexual involvement, contraception, drugs and harm reduction strategies, peer pressure, influences of media, and the Keys for Life Driver Education Program.

General Physical Education

Students will have the opportunity to enhance their skills in various sporting activities such as: swimming, cricket, volleyball, softball, soccer, athletics, Gaelic football, Australian Rules football, netball, floor ball, tennis and hockey.

Outdoor Education

In this subject, students learn about leadership and demonstrate knowledge, understanding and skills around expedition planning and outdoor education. An important component of this elective is for students to develop leadership and expedition planning skills in authentic environments. This includes practical activities in which students practice leadership, reflect on performance, plan an extended expedition (2 nights) and learn all the necessary skills to camp in the great outdoors. Our emphasis is on water based activities and an ability to demonstrate competency in the water by floating and swimming 200m is required.

By the end of this subject, students will:

- demonstrate leadership skills and the capacity to work cooperatively
- plan strategies to achieve set goals
- identify potential hazards and devise ways to enhance the safety of themselves and others in outdoor recreation activities
- interpret weather information and apply to expedition planning
- develop basic mapping skills to use a map for bearings and back bearings

Badminton

In this subject, the emphasis is on advancing badminton skills to the next level. We strive to enhance the complex abilities needed for higher-level games through competitive play. By emphasising strategies and tactics, we prepare for success by adapting to match situations and developing tactically aware players.

Sports Science

Studies in this Sports Science subject contributes to the development of the whole person and provides an excellent base knowledge for those students intending to study Physical Education Studies in senior school. It promotes the physical, social and emotional growth of students. Throughout the program, emphasis is placed on understanding and improving performance in physical activities.

The integration of theory and practice is central to studies in this subject. The foci of studies in this subject are on the complex interrelationships between motor learning and psychological, biomechanical and physiological factors that influence individual and team performance.

Students engage as performers, leaders, coaches, analysts and planners of physical activity.

LANGUAGES

Japan has a unique charm. It has an amazingly rich cultural history and a language system that is more than two thousand years old. Through studying this language, students will have the opportunity to tap into the language, the people and the traditions.

Our subject not only builds upon language skills acquired by prior study, but also takes students on a journey of experiences in food, culture and lifestyle, (whether contemporary or traditional). As part of the subject students can dine at local Japanese restaurants, invite guest speakers into our classes, cook, watch films or use computers to broaden their learning opportunities. **This is a year-long subject.**

Major Languages Learning Outcomes

1. Listening, Responding and Speaking - Students comprehend and communicate in the target language through listening, responding and speaking.
2. Viewing, Reading and Responding - Students view and read a variety of texts in the target language and respond appropriately.
3. Writing - Students write a variety of texts in the target language.
4. Cultural Understandings - Students develop sociolinguistic and socio-cultural understandings and apply them in their use of the target language.
5. The System of the Target Language - Students apply their knowledge of the system of the target language to assist them to make meaning and create texts.
6. Language Learning Strategies - Students acquire a range of skills and strategies to support their ability to make meaning of and express themselves in the target language.

Year 9

Japanese (9Japan)

Students in Years 9 should be able to build upon a number of accomplished basic skills from Year 8 studies and will now learn to master the second alphabet, KATAKANA. Plus, work toward achieving the following major learning outcomes by using their Japanese to:

- Read short texts written in both HIRAGANA and KATAKANA.
- Create short texts based in models studied
- Listen and respond to stories in Japanese
- Apply problem solving skills in practical situations when responding to unexplained language
- Expand contact with real situations and people

Some topics included may be Japanese housing and culture, wants and desires, descriptive language, shopping, invitations, people and weather.

Year 10

Japanese (10Jap1)

Students will work towards achieving the major learning outcomes by using Japanese to: –

- Read and write texts in Hiragana, Katakana and a larger number of Kanji.
- Respond to written or spoken Japanese, based on models studied in the target language.
- Read and write in a more natural and authentic style by identifying key points in texts of greater length and problem solving.
- Expand contacts with native speakers and set goals for possible exchanges either in/to Japan or in Perth.

Topics of study may include:

- Travel
- Culture
- Traditions
- Making plans and schedules
- States of change
- Directions
- Health
- Purchasing (a more familiar use of standard Japanese will be a key focus)

TECHNOLOGIES

Pathways in Digital Technologies

Prerequisites: None

Year 9		Year 10	
Digital Technology 1 - Graphic Design and Website Development	9dig1	Digital Technology 1 – Game Design and Development	10dig1
Digital Technology 2 - Coding and Robotics	9dig2	Digital Technology 2 – Artificial Intelligence	10dig2

Year 9

Semester 1: Website Development

Students will learn the role of hardware and software. They will develop skills using the Adobe Suite to design user interfaces and graphics to create a product that can be promoted through an interactive website. Students will further their knowledge of HTML, CSS and JavaScript and use AI tools to assist them in designing and creating digital products.

Semester 2: Python Coding and Robotics

Students will learn more about the role and use of AI. They will develop Python coding skills by creating simple games and apps. Students will code robots to complete a variety of simulated scenarios.

Year 10

Semester 1: Cyber Security

Students will learn more about how data is stored and managed on computers and networks and learn how cyber security techniques can protect data. They will develop their skills further in graphics design and animation software. Students will also learn how to create relational databases, and their role in sharing and storing data over the internet.

Semester 2: Python Coding and Robotics

Students will learn different game-planning techniques to become familiar with the Software Development Life Cycle. They will design different types of games or apps using Python coding and learn how AI tools can improve the overall design. Students will also continue to develop their robotics skills to complete more advanced scenarios including a robot battle.

TECHNOLOGIES

Year 9		Year 10	
Metals Engineering 1	9MeEng1	Metals Engineering 1	10MeEn1
Metals Engineering 2	9MeEng2	Metals Engineering 2	10MeEn2
Wood Technology 1	9Wood1	Wood Technology 1	10Wood
Wood Technology 2	9Wood2	Wood Technology 2	10Wood2

Year 9

Metal Engineering 1 - (Semester 1)

Students will investigate a range of materials and techniques associated with metalworking. They will also complete exercises and tasks involving a variety of welding and sheet metal fabrication techniques. There will be a focus on technical drawing, both mechanical and computer based, to develop and communicate ideas. Students will be required to find solutions to simple design problems and construct and evaluate their designs in terms of their appearance and functionality.

Metal Engineering 2 - (Semester 2)

Students will investigate a range of materials and techniques associated with metalworking. Students will be engaged in a range of tasks involving a variety of welding and sheet metal fabrication techniques. There will be a focus on the design of practical products. Students will further develop technical drawing skills both mechanical and computer based to develop and communicate ideas. Students will be required to find solutions to simple design problems and construct and evaluate their designs in terms of their appearance and functionality.

Wood Technology 1 - (Semester 1)

Students will investigate a range of materials and construction techniques associated with woodworking. They will be required to find simple design solutions using both natural timber and manmade wood products. They will construct and evaluate their designs in terms of appearance and functionality of the final product. Projects may include simple wood fabrication designs.

Wood Technology 2 - (Semester 2)

Students will investigate a range of materials and construction techniques associated with woodworking. They will be required to find simple design solutions using both natural timber and manmade wood products. Students have the opportunity to use computer software to communicate ideas and concepts. They will construct and evaluate their designs in terms of the appearance and functionality of the final product. Projects will include a variety of wood fabrication designs.

TECHNOLOGIES

Year 10

Metal Engineering 1 - (Semester 1)

Students will investigate a range of materials and processes associated with manufacturing products in metal. They will be required to follow the design process using technical drawing as a means of communicating their ideas and produce items. There will be a focus on sheet metal fabrication and Oxy-Acetylene welding. Students will focus on technical drawing both mechanical and computer based to develop and communicate ideas. Projects will focus on practical products.

Metal Engineering 2 - (Semester 2)

This subject allows students to build on and develop their metal production skills. Students will develop their welding and fabrication skills through designing and manufacturing items in a range of metals. They will be required to follow the design process using technical drawing both mechanical and computer based to develop and communicate ideas. Students will have the opportunity to develop skills in electric welding operations. Projects will include practical metal products of student's design.

Wood Technology 1 - (Semester 1)

Students will investigate a range materials and processes associated with manufacturing items from wood. They will be required to follow the design process using graphics as a means of communicating their ideas and produce items using a variety of techniques and processes. Projects may include unique wood fabrication designs. Studies of this subject provides the background for studying the Materials Design and Technology - Wood in Years 11 and 12.

Wood Technology 2 - (Semester 2)

This subject allows students to build on and develop their woodwork skills in preparation for the Materials Design and Technology - Wood course in Years 11 and 12. Projects may include using specialized tools and technology such as laser cutting and CNC routing. Students also develop their design skills and learn to use 3D drawing computer software to prepare them for portfolio work in upper school. Projects may include small household furniture and items.

TECHNOLOGIES

Design and Technology (Home Economics)

Prerequisites: **None**

Year 9		Year 10	
Food for Fitness	9Food	Café Foods	10Cafe
Good Food Fast	9FFast	International Foods	10IntF

Year 9

Food for Fitness - (Semester 1)

Do you believe "You are what you eat"? Then you will enjoy this subject. Expand your knowledge of food by exploring a wide range of food products on the market. Develop food preparation skills by creating tasty and exciting meals and snacks using a variety of cooking methods.

Good Food Fast - (Semester 2)

Are you creative and a keen cook? Discover the fun in cooking and designing a new fast food while improving your food preparation skills. Develop innovative strategies and use materials to package and advertise food products. One of the main challenges in this subject will be to design and promote your fast food.

Year 10

Café Food - (Semester 1)

Indulge in café style food in the classroom. You will explore café menus creating pasta dishes, burgers, wraps and sweet treats such as cookies, cakes or muffins. Have a go at making coffee or perhaps hot chocolate , if it is more to your taste. Your technology skills will be developed by planning and preparing recipes/meals that have a focus on chicken or meat and are suitable for the café market.

International Food – (Semester 2)

Experience the taste of exciting cuisines from around the world. Learn to appreciate how other cultures prepare, serve and cook a wide range of foods. Consider this "magical" trip around the world – you won't regret it. You will explore food as a material by investigating how different cultures use ingredients/ foods differently. Your food preparation skills will be developed using a range of equipment and cooking methods from other cultures.

APPROVED SPECIALIST PROGRAMS

Year 9	Year 10
Aviation	Aviation
Cricket	Cricket
Fashion & Design	Fashion & Design

Aviation

Entry Requirements
In order to be granted a place in the Aviation Program students should be able to demonstrate:

- A genuine interest in aviation
- Satisfactory academic performance in previous two years
- Satisfactory performance in the Aviation aptitude tests for the relevant year level.

The aptitude tests assess Mathematics, English Comprehension, and Aviation Knowledge. In addition, school reports, references, and the personal qualities of the applicant may be considered when determining suitability.

Objectives of the Flight Course
The Course aims to:

- To provide students with a broad knowledge of aircraft and their operations
- To enable students to have a greater understanding of the aviation industry
- To provide students with an awareness of career opportunities existing in the field of aviation.

The course is designed to be motivating, intellectually stimulating, and to foster curiosity. Students are encouraged to develop logical and analytical thinking while applying a variety of skills, processes, and strategies to make informed decisions about aviation-related issues.

Practical experiences, such as familiarisation flights, further strengthen student engagement by promoting enthusiasm, self-discipline, and an appreciation of real-world aviation concepts. This hands-on component enhances interest and encourages achievement across all learning areas.

The Aviation Program caters to a wide range of student aspirations—whether pursuing a career in aviation, science, or engineering, or simply nurturing a personal interest in flight. Its broad, cross-curricular approach provides a strong foundation for students who wish to continue into Year 11 and Year 12 Aviation studies.

Flight Familiarisation
Students are encouraged to participate in familiarisation flights in the school aircraft.

- Cost: Approximately $250 per flight (at student expense)
- Frequency: Students are encouraged to undertake one or more flights each year

These flights provide practical insight into key topics taught in class, including aerodynamics, communications, aircraft systems, and instrumentation.

APPROVED SPECIALIST PROGRAMS

Aviation

Year 9	Year 10
Power to Fly	Flying the Aeroplane
Model Making	The Aeroplane at War
Robotics	Human Factors in Aviation
Physics of Flight	Model Making / Drones

Aviation Year 9 (9 Avi)

Cost $150 charge per annum

Prerequisites: Continuation from previous year, or on successful application and testing. Satisfactory academic performance from previous 2 years.

The Power to Fly
Aeroplanes are provided with the force to move forwards by either reaction or piston engines. This module also investigates how each power source is developed.

The Physics of Flight
The aeroplane moves in three dimensions using the atmosphere as a mean of transport. Students will investigate Newton's Laws of Motion, the Gas Laws and the forces acting on an aircraft during flight.

Model Making
Almost as exciting as building the 'real thing' is building and flying model aircraft. Students are taught how to read plans and will develop skills required to build balsa models from laser cut templates.

Robotics / NXT
Students use Lego kits to investigate principles associated with gears, pulleys, drive trains, axles and transmissions. In addition, students are introduced to Mindstorm NXT where they further investigate coding to achieve predetermined outcomes.

APPROVED SPECIALIST PROGRAMS

Aviation Year 10 (10 Avi)

Prerequisites: Continuation from previous year, or on successful application and testing. Satisfactory academic performance from previous 2 years.

Flying the Aeroplane
This module examines how to load an aircraft correctly, calculate its center of gravity and determine take- off and landing distance. It also explores how to taxi, take-off and land an aeroplane.

Aircraft at War
Whilst we are all familiar with the use of aircraft as a means of transport, aeroplanes have also been used as weapons, essentially since their invention. This module examines the characteristics and roles of military aircraft, and the technological advances in military aviation since World War 1.

Human Factors in Flight
During this module, students investigate the way in which flight affects the human body. It also examines how the layout of the cockpit can lead to accidents and incidents. Students also gain their Senior First Aid Certificate in Term 4.

Model Making / Drones
Students are introduced to the necessary skills to construct a Panda 80 wood glider. During the build process, students are also shown how to effectively use hand tools and operate machinery whilst conforming to prescribed safety procedures. Drone terminology is investigated and students are provided with the opportunity to explore the flight characteristics of various drones.

APPROVED SPECIALIST PROGRAMS

Cricket

Cricket at Kent Street Senior High School offers a program of study for selected students from Years 8 to 12. The program allows all students to participate in 4 hours of Cricket a week. In lower school this is usually timetables with at least one double period (120 minutes). In senior school the students study for a Certificate II in Sport and Recreation which encompasses cricket.

Following is an overview of the themes and content on which the learning program is based. It is general enough to provide flexibility for teachers, enabling them to draw on their particular areas of expertise whilst meeting the needs and interests of our students of Cricket.

Year 10		Year 11 / 12	
Cricket skills	Preseason training	Certificate II	Certificate II
Captaincy	Fitness	Cricket Skills	Cricket Skills
Back Care	Strategies	Umpiring	Coaching

Year	Term 1	Term 2	Term 3	Term 4
9	Cricket skills	Umpiring Fitness	History Equipment Pre-season	Cricket skills
10	Cricket skills	Captaincy Fitness	Back care Strategies Pre-season	Cricket skills

In-Season (Terms 1 & 4)
Cricket training is conducted at school with WACA development officers used where it is seen appropriate. Students are required to have their unit booklet at each session and to write up their goals for training activities.

Off-Season
Sessions are generally split with theory and fitness work – off season – no cricket skills.

Pre-Season (Term 3)
During the pre-season students will be involved in 1 session of theory / fitness / throwing catching skills at the school with the other sessions in the indoor centre at the WACA.

APPROVED SPECIALIST PROGRAMS

Year 9 Cricket (9BCri & 9GCri)

Prerequisites: Continuation from previous year, or on successful application and testing.

CRICKET CURRICULUM OVERVIEW YEAR 9		
STRAND	**COURSE OF STUDY**	**METHOD OF ASSESSMENT**
Skills for Physical Activity	• Continue technique correction • WACA development officer coaching. • Technique assignment • Tactics, field placement and batting strategies	Video Analysis Skills rating Skills testing
Knowledge & understandings	• Captaincy-batting / bowling orders • Field settings • Reacting to batters • Equipment maintenance • History of Cricket – Australian – pre 1920	Written Practical demonstration of understandings Performance rating
Self-Management skills	• Mental skills – In the Zone • Match diary • Laptop scoring	Self-Analysis Objective tests Performance Rating
Interpersonal Skills	• Level 1 CAP, coaching, participation, administration • Team administration	Performance Rating
Attitudes & Values	• Preparation • Training ethic • Response to advice • Equipment management	Peer Rating Teacher Rating
Co-Curricular activities	• Country camp • Primary schools carnival • Inter-school matches	

APPROVED SPECIALIST PROGRAMS

Year 10 Cricket (10BCri & 10GCri)

Prerequisites: Continuation from previous year, or on successful application and testing.

CRICKET CURRICULUM OVERVIEW YEAR 10		
STRAND	**COURSE OF STUDY**	**METHOD OF ASSESSMENT**
Skills for Physical Activity	• Technique Correction • WACA development officer coaching. • Technique assignment • Team tactics, match plan	Video Analysis Skills rating Skills testing
Knowledge & understandings	• Guest Speakers • History assignment • past players 1 pre 1950 • 1 post 1950	Written Practical demonstration of understandings Performance rating
Self-Management skills	• Diary review – personal, match day, training diary	Self-Analysis Objective tests Performance Rating
Interpersonal Skills	• Mental skills – visualization, IPS • Captaincy – game strategies • Level 11 CAPS	Performance Rating
Attitudes & Values	• Preparation • Training ethic • Equipment management	Peer Rating Teacher Rating
Co-Curricular activities	• Primary schools carnival • Southern Skies Challenge Brisbane • Intra – school matches, mid-week challenge • Captaincy	

APPROVED SPECIALIST PROGRAMS

Fashion & Design

Prerequisites: Students enrolled in the program in previous year/s and continuing, or students can apply directly for year 9 entry.

Students who enrol in the Fashion and Design program at Kent Street Senior High School will gain a strong general education alongside the opportunity to explore creative and industry-relevant pathways in the fashion and design fields.

This specialist program is designed not only to nurture creative and technical talent but also to provide students with real-world insight into the fashion, textiles, and design industries. It is ideal for students with a passion for personal expression, design, sustainability, or who are considering further study or a career in fashion or a related creative field.

While not focused on a single career outcome, the program equips students with transferable skills, portfolio development opportunities, and practical industry experience, offering clear pathways into TAFE and university-level study, as well as direct entry into the workforce.

Program Purpose and Learning Opportunities

The aim of this program is to provide students with a strong foundation in creative problem-solving, textile design, garment construction, and contemporary fashion practices.
Students will develop:

- A working understanding of basic and advanced design principles and their application in real-world contexts
- Skills in textile selection and manipulation, including sustainable material use
- High-level competency in garment construction and wearable design
- Knowledge of fashion history and contemporary fashion movements
- Digital design and CAD skills (available through senior pathways)
- Portfolio development through live briefs, exhibitions, and competitions
- Workplace readiness, including confidence, initiative, and professionalism

In addition to classroom-based learning, students may have the opportunity to participate in fashion shows, gallery exhibitions, and industry mentoring through our local partnerships.

APPROVED SPECIALIST PROGRAMS

Fashion & Design

Industry Integration – Essense of Australia

Kent Street SHS is proud to offer exclusive work placement opportunities with **Essense of Australia**, a global bridal design house headquartered in Perth. Through this partnership, students can gain:

- First-hand experience in bridal fashion and global design workflows
- Mentorship from industry professionals in garment design, production, and merchandising
- Exposure to international fashion markets and career opportunities

Senior School Pathways (Years 11–12)

While Fashion and Design is not currently offered as an internal subject at Kent Street Senior High School for Years 11 and 12, students who have developed a strong interest in this field during lower school are encouraged and supported to continue their studies through external providers, including TAFE and university programs.

This approach allows students to build on the creative and technical skills gained in lower school, and to tailor their individual pathways toward industry or further education.

TAFE Pathway

Students can enrol in nationally accredited Fashion and Textiles courses through Western Australian TAFE providers such as North Metro and South Metro TAFE.

These may include:

- Certificate II/III in Apparel, Fashion & Textiles – Focused on foundational skills in garment construction, patternmaking, and textile techniques
- Certificate IV & Diploma of Apparel, Fashion & Textiles – Covering advanced CAD design, digital illustration, technical garment development, and collection creation
- Advanced Diploma – Designed for students aiming for direct entry into the fashion industry, including a structured workplace component

These programs offer hands-on, studio-based learning environments, access to industry briefs, exhibitions, and opportunities to develop a professional portfolio.

University Pathway (Curtin University)

Students interested in pursuing tertiary education can apply to Curtin University's Bachelor of Design – Fashion Design Major, which includes:

- Fashion concept development, garment production, and design theory
- Opportunities to participate in end-of-year runway showcases and portfolio exhibitions
- Electives and specialisations in areas such as marketing, communication, and sustainability

Benefits to Students

- Access both vocational and university-level pathways
- Build a professional design portfolio through real projects and mentorship
- Gain early insight into the fashion industry through placements and excursions.
- Seamlessly transition into further study or employment in fashion, textiles, design, or retail

Fashion and Design at Kent Street SHS is offered to selected students in Years 7 to 10 as part of our Approved Specialist Programs. In senior school, students can continue through WACE by selecting **Materials Design and Technology – Textiles, Visual Arts – General,** or by integrating TAFE or Curtin-based extension programs as part of their Senior Secondary pathway.

Kent Street
Senior High School

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