Kalamunda Senior High School
An Independent Public School

YEAR 9 ELECTIVE INFORMATION 2026

Course selections for students entering Year 9 in 2026 at Kalamunda Senior High School will commence from **3.30 pm Thursday 4 September** and close at **8 am Monday 15 September 2025**.

Your child has been given a copy of the information below.

You can access Year 9 course information from the Kalamunda Senior High School website.

From the Parents menu, scroll down to your child's current year level.
Here you will find:
• A link to Subject Selection Online (SSO)
• A link to the Electives Information Booklet

From 3.30 pm today you will have access to (SSO) to record your preferences.
At the login prompt enter the eight-digit student number and the PIN provided.

Students who will not be returning to Kalamunda SHS next year should complete only the relevant questions, including the school they will be attending, and return their signed report to the front office. Any student who is unsure whether they will be returning next year should complete the selections as if they will be returning.

All students must print their Preference Selection Report before the close-off time, sign it, have a parent sign, and return the report to the school office by **Monday 15 September**.

Note: SSO will not allow you to generate your Preference Selection Report until you have completed all required sections.

If you have any problems using SSO please contact the school office on 9293 6400 or email noelene.clarke@education.wa.edu.au.

All current Year 9 students are required to complete this process.

Electives

Where possible, students should consider choosing preferences which give them experiences in the courses they may wish to study for their WACE in Year 11 and 12. They are also encouraged to read through the information in this booklet and, if necessary, speak with teachers prior to selecting preferences.

Availability of electives can be affected by popularity, staffing, resources and timetabling constraints. Although the school makes every effort to accommodate students' choices, selections are your preferred electives only and **are not a guarantee of placement.**

Electives are NOT being offered on a first-in-first-served basis but we do ask that preferences are completed and preference reports returned by the close-off date.

Students enrolling at Kalamunda Senior High School at a later time will select electives at their enrolment interview.

Special Programs

Special programs are available only to those students who have been officially accepted.

Students who are *currently* enrolled in a special program (GATE Art, OAP, KPA [General], KPA [Music], IMSS Music, Soccer) will be **automatically** placed in that program for next year. These courses will not appear on SSO. You will still need to select the required number of preferences.

THE ARTS - PERFORMING

Kalamunda Performing Arts Program General - Theatre, Dance, Music

Full year - 4 x 60 minute periods per week

Continuing KPA General students should select this full year course which counts as 4 electives. Students will explore the history and conventions of Melodrama and create their own Villain and Hero scripts for performance. In furthering their singing development, students have the choice of preparing an acapella, or a cover version of a song. In dance, students will develop their choreographic skills by using visual stimulus, and using narrative, binary and ternary choreographic structure. The highlight of the KPA year is our annual musical theatre production in which all Year 9 KPA students are involved.

Note: Acceptance into this program is by audition only and continuing students will be automatically placed for next year. The dance component of this course will cover the Physical Education requirement of the curriculum, so students are not required to undertake a separate Physical Education class.

Kalamunda Performing Arts Program - Music

Full year - 2 x 60 minute periods per week

In Year 9, students stream into 2 areas of specialisation: Singer-Songwriters, who explore compositional song-writing skills, and Instrumental Specialists, who specialise in developing higher level instrumental skills. These skills are put into practice in class performance tasks and musical performances over the year. Students also continue to develop higher level musicianship skills in the areas of aural perception, theory, arranging and composition. They will also be involved in KPA productions and musical theatre.

Note: Acceptance into this program is by audition only and continuing students will be automatically placed for next year.

Music Program

Full year = 2 x 60 minute periods per week

Students in the Instrumental Music Program (IMSS) will be automatically placed in this course for the full year.

The musical genres covered in Year 9 are Reggae, Funk, Classical Music, and Film and TV Music. Students will be provided with activities and learning opportunities in all aspects of music – notation, Kodaly – Solfa, listening, analysing, performing, arranging, composing, and music culture and history. Assessment types will include: performance (ensemble and individual), listening, composing, theory and research (Music History). It is desirable but not essential to have completed Music in Year 8.

THE ARTS - PERFORMING

Dance 1 - Creative Dance

Semester - 2 x 60 minute periods per week

This course introduces students to the fundamental skills of choreography, including structuring methods such as binary, turnery and rondo, and the use of devices for manipulating movement such as canon, motif and repetition. Students will enhance their dance technique. Skills worked on include fitness, strength, flexibility, kicks, turns, leaps and isolations. This course includes performing in a dance show.

As students are given performance opportunities, social skills, technique and fitness are all important aspects of this course.

Dance 2 - Dance Through Time

Semester - 2 x 60 minute periods per week

Dance Through Time gives students the opportunity to learn dances from the past, placing dances in their historical and cultural context. Students will have the opportunity to study various dances; examples may include: Charleston, Rock 'n' Roll, Flamenco, Can Can and old school Hip Hop.

Students examine why people dance and how people make and perform dance. This course includes the opportunity to perform in a dance show.

Drama 1: Stagecraft 1

Semester - 2 x 60 minute periods per week

In this semester-long course students will begin to develop basic performance skills. This will be based on a blend of improvisation and group devised work. They will also explore how to successfully work with others as part of a small ensemble cast, and have the opportunity to participate in a performance night.

Drama 2: Stagecraft 2

Semester - 2 x 60 minute periods per week

In this semester-long course students will continue to develop and build upon their existing performance skills. They will be introduced to the basic movement, mime and voice skills required to develop and sustain a character in performance. Students will continue to develop their understanding of improvisation and group devised play-building. They will be offered the opportunity to participate in a performance night.

THE ARTS - VISUAL

Gifted and Talented Visual Arts Program

Full year - 2 x 60 minute periods per week

Continuing Gifted and Talented Visual Arts students will be automatically placed for next year.

The Gifted and Talented Program is a fantastic opportunity for students who wish to become an expert in the field of Visual Arts, and seek pathways into creative careers. Their skills are extended in Saturday classes where they participate in a range of studio art making projects run by professional artists.

For students interested in gaining entrance into the program the process is a written application, test and portfolio. See the Gifted and Talented Visual Arts Coordinator for more information.

Creating Art 1

Semester 1 - 2 x 60 minute periods per week

This course is an opportunity to explore a wide range of creative materials both 2D and 3D, including drawing, painting, print making and clay. The course focuses on the practical side of art making, allowing you to develop your skills, ideas and creative expression. To complement your practical project, you will analyse artworks from practicing artists today and from the past.

Creating Art 2

Semester 2 - 2 x 60 minute periods per week

Creating Art is a fun, challenging experience that builds on students' foundation skills for creative expression. Art projects will include opportunities to work in 2D studio areas such as drawing, painting, printmaking and sculptural media. The course focuses on the practical side of Art Making. To complement your practical art projects, you will analyse artworks from practicing artists today and from the past.

Art and Design 1

Semester 1 - 2 x 60 minute periods per week

This course is suited to students who like a combination of designing using traditional art making processes such as drawing (fine liners, coloured markers, pencils) and advanced technologies such as Adobe Photoshop. The course will also provide an opportunity for you to develop skills in illustration and cartooning. In selecting this course, you will be tasked with coming up with a design solution in response to a commercial task brief involving product, cartoon illustration or Graphic Design process both 2D or 3D. Some of the projects that you may do in the course include creating decorative and/or function designs for objects such as badges, decals (stickers), or toy products. Although this is a predominantly practical course, you will also develop your understanding of design in society through analysis and investigations, poster and brochures.

THE ARTS - VISUAL

Art and Design 2

Semester 2 - 2 x 60 minute periods per week

This course is suited to students who like a combination of designing using traditional art making processes such as drawing (fine liners, coloured markers, pencils) and advanced technologies such as Adobe Photoshop. Art and Design provides an opportunity for students to develop their skills in illustration and cartooning. We will explore a range of processes where you will have the opportunity to further extend your skills using traditional design making processes such as fine liners, watercolour, pencils and textas in Adobe Photoshop and Illustrator software. Some of the projects that you may do in the course include creating decorative and/or function designs for objects such as badges, decals (stickers), or toy products. We will look at some famous graphic designers for inspiration and to develop your understanding of design history.

Media Arts 1 – Action

Semester 1 - 2 x 60 minute periods per week

Students extend and refine their skills as they explore Australian and International media work. With a focus on Media Fiction students will analyse and work on film production skills to produce short video productions to entertain audiences. Students will develop skills in the following areas: problem-solving, teamwork, creating and following timelines as well as processes and strategies to ensure safe and responsible use of media equipment.

Media Arts 2 - Animation

Semester 2 - 2 x 60 minute periods per week

Students extend and refine their skills as they explore animation work from around the world. With a focus on animation, students will analyse and work on producing short animation video productions through Photoshop, Premiere Pro and Stop-motion Animation. Students will develop skills in problem-solving, teamwork, creating and following timelines, as well as processes and strategies to ensure safe and responsible use of media equipment.

Additionally, students will use their Claymation skills to build their own Claymation characters, storyboard the process and eventually film a short animation. This course offers an introduction to the world of animation.

This course is designed to introduce students to the varied world of Media Arts. There is no prerequisite or prior experience needed. However, a desire to produce and respond to media texts is needed. The skills learnt in the course will underpin the necessary skills needed for Year 10 Media Arts courses.

THE ARTS - VISUAL

Photography 1 - Lifestyle

Semester 1 - 2 x 60 minute periods per week

In Year 9 Photography, students will investigate the practical and theoretical aspects of digital photography. The course supports students in learning about the manual functions of a camera, image composition, and digital manipulation using Adobe Photoshop and Lightroom.
Projects will involve experimentation with advanced and traditional camera technology and digital manipulation of images in Photoshop. For example, manipulation of camera settings including aperture, shutter speed and ISO. Students will produce a high quality Lifestyle Photography Portfolio.

Photography 2 - Abstract

Semester 2 - 2 x 60 minute periods per week

In this course students will investigate the practical and theoretical aspects of black and white film, and digital photography as it relates specifically to Fine Art Photography. They will learn about the manual functions on a camera, image composition and digital manipulation using Adobe Photoshop. An introduction to the darkroom environment will provide students with a basic understanding of processing film to develop their own black and white imagery.

The course offers a deeper understanding of the historical and conceptual aspects of photography through the exploration of past and contemporary photographic artists. Projects offer skills in developing photographic studio lighting and the basics of photo shoot arrangement such as still life, backdrops, props, costume, and make-up.

TECHNOLOGIES - DESIGN & TECHNOLOGY

Metal Jewellery

Semester - 2 x 60 minute periods per week

This course provides students with the opportunity to develop skills in the cutting and forming of different types of metal to a stage where they can design their own projects. A variety of jewellery items will be made. As skills develop students will be encouraged to design and construct items of their own choice.

Model Making

Semester - 2 x 60 minute periods per week

Students will develop skills and the knowledge required to manipulate materials including wood, metal and plastic to produce a variety of interesting models.

The technology process will be utilised and developed whilst studying Model Making.

STEM - Engineering

Semester - 2 x 60 minute periods per week

This course takes a modern and hands-on approach to project-based learning. Using some of the latest software and hardware available, students will research, design and produce a range of individual and group projects. Students will develop skills in Computer Aided Drawing, and using either laser cutting or 3-D printing, create real world projects. Students will also learn to build simple electronics and work with Micro-controllers such as Arduino. Using an iterative design process students will learn how failing is paramount to becoming successful in their journey towards achievement.

Technical Drawing

Semester - 2 x 60 minute periods per week

Through a variety of activities, students will learn how to read drawings and use various techniques to present drawings which create impact. Throughout the course a folio of work will be developed by students.
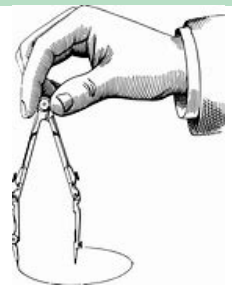
Wood Design

Semester - 2 x 60 minute periods per week

This course is designed to develop skills in working with wood to construct small projects. Students will be given the opportunity to use the technology process to create individual projects from wood.

TECHNOLOGIES - DIGITAL & INFORMATION

Digital Technologies - Coding and Game Design

Semester - 2 x 60 minute periods per week

In this course, students are given opportunities to innovate and create digital solutions that utilise coding. Students are introduced to 'turtle programming' through a self-paced online course. This allows students to learn the basic principles of coding and be able to write their simple programs. Students are then able to start creating and testing their own games to develop more advanced skills. Coding skills are in high demand and will be required in many jobs of the future.

TECHNOLOGIES - HOME ECONOMICS

Fashion Sewing

Semester - 2 x 60 minute periods per week

No previous sewing experience required! The emphasis in this course is to develop basic sewing skills that can be used to create many exciting effects with fabrics, trims and products. Students will have the opportunity to design and make a variety of fashion items.

Foods

Semester - 2 x 60 minute periods per week

In this course, students will explore a variety of recipes while building essential cooking skills and confidence in the kitchen. Whether you're a beginner or already love to cook, this class offers something for everyone. Students learn about nutrition, food safety, and meal planning, all while working in a collaborative and creative environment. With a strong focus on practical skills and tasty results, Year 9 Foods is the perfect recipe for fun, learning, and skills for life!

HEALTH, OUTDOOR AND PHYSICAL EDUCATION

Outdoor Adventure Program - Approved Specialist Program

Full year - 2 x 60 minute periods per week

Students who are continuing or have been accepted into the Outdoor Adventure Program will be automatically placed into this full-year course.

Outdoor Recreation

Semester - 2 x 60 minute periods per week

This is a highly practical semester-long subject, where students get to participate in abseiling and mountain biking activities. This usually includes roping activities on site and mountain biking on local trails.

Soccer Program

Full year - 2 x 60 minute periods per week

Students who are continuing or have been accepted into the Year 8 Soccer Program will be automatically placed into this continuation of the program.

Students who wish to apply for entry to this program should see Mr Forrest.

LANGUAGES

Indonesian, Japanese and Italian

Full year - 2 x 60 minute periods per week

If selecting a language course, students must study their chosen language in both Semester 1 and 2.

Language is a life-long skill, which has a positive effect on students' intellectual and social capabilities.

Italian, Indonesian and Japanese students learn how to communicate in the target language through reading a variety of texts, writing, listening and speaking. Students use the language within and beyond the classroom to interact and collaborate in their community and the globalised world.

Students will focus on the topics of sport, sustainable living in Europe and Asia, hobbies, travel, food, fashion, festivals, daily routine and cinema.

Students learn about these aspects in various interactive and creative ways:

- role plays
- podcasts
- VLOGS
- foreign cinema and film reviews
- SMS in the target language
- advertisements.

Year 9 Language students are also given many learning experiences throughout the year including guest speakers, musical performers, cooking opportunities, cultural excursions and, in some years, overseas tours.