

Victory Christian College Pathways Program





VCC Pathways Program

The vision at Victory Christian College is to share Christ's love and pursue academic excellence in a dynamic community, which fosters creativity and personal success. We aim to build leadership, hope, compassion, and self-discipline through a safe and nurturing environment.

Our vision is visible through our curriculum delivery and unique Pathways Program.

This program provides rich and diverse learning experiences that engage and inspire. With strong links to career pathways, our program is created to enable all students to explore individual passions, unique interests, and their God-given strengths.

Junior School



Prep – Year 4 Learning Program

The Junior School is a special place where each student is nurtured and valued as a child created in the image of God. Biblical truths and values are woven throughout the curriculum, guiding students as they grow in Godly character. We recognise that each child is unique and will respond to different styles and approaches. Interdisciplinary experiences allow students to consolidate skills through authentic opportunities connected to real-world scenarios. They make meaningful links to the community while engaging with a range of subject areas to develop innovative solutions. Students who become fluent in this process are well-equipped to uncover their God-given passions and gifts. Core subjects at this level include English, Mathematics, Science, Humanities, Health, Bible, German, Digital Technologies, Art and Design, Music, Performing Arts and Physical Education.

PREP

Our foundational learning programs align with the Science of Learning through explicit, structured teaching. In Prep, students develop early phonics, handwriting, number knowledge, and counting skills. Learning focuses on building strong foundations through hands-on activities, repetition, and guided practice, all within a fun and safe learning environment.

YEAR 1-2

In Years One and Two, students build reading fluency, spelling, writing, number understanding, and problem-solving skills through targeted instruction and regular practice. Students are encouraged to apply these skills independently across a range of learning experiences. Tasks and activities are designed to build confidence, resilience and curiosity while supporting each students' individual growth and development.

YEAR 3-4

Students in Year Three and Four extend their learning and use various skills and content across a range of subject disciplines. Engagement and adaptation to broader contexts are crucial to solidify and reinforce learnt concepts. Students are introduced to the design process and make use of technology and tactile resources to engage in higher-order thinking. They are encouraged to express their skills and knowledge and explore their God-given talents.

Middle School





Year 5-6 Pathways Program

The Middle School journey begins by expanding students' curiosity and introducing them to a wide range of learning experiences. In Years 5 and 6, students are encouraged to explore new areas of interest through engaging, hands-on Pathway subjects.

Through practical challenges and creative problem-solving, students follow the design process, where they learn to think critically, take risks, test ideas, and learn from both success and failure in a supportive environment. These experiences help students build confidence, resilience, and a deeper understanding of how learning connects to real-world contexts.

Biblical values remain at the centre of learning, guiding students as they develop their identity, character and understanding of their place within the community.

At this stage, students begin to discover their interests and strengths, laying the foundation for future pathway choices.

Core subjects at this level include: English, Mathematics, Science, Humanities and Social Sciences, German, Art and Design, Music and Performing Arts, Digital Technologies, Physical Education, Health and Bible.

Elective Pathways Subjects

FIBRE AND FASHION

In Fibre and Fashion, students will explore and experiment with different fibres and yarn while also developing their hand sewing and crochet skills. They will investigate how materials can be repurposed for sustainable and useful design, exploring the needs of our community and applying their skills to discern the direction of their final design. This subject is an introduction to future design and textile pathways.

ROBOTICS AND CODING

Robotics and Coding gives students the opportunity to explore and experiment with robots and code. They will complete a variety of challenges and tasks to help them build knowledge and skills related to the capabilities and usability of robots. Students will then be faced with problem-solving projects to showcase their learning. This subject is an introduction to future pathways in the technology space.

ENGINEERING AND CONSTRUCTION

Engineering and Construction investigates the scientific and creative challenges within the trade and technology area. It has a particular focus on sustainable industrial design. Students consider economics, repurposing and construction methods when working with timber and other materials. They make waste into treasures and hypothesise design solutions to solve a range of current world and/or local problems. Students will build a range of safety and hand tool skills. This subject is an introduction to future pathways in the technology space.

FOOD SCIENCE

Food Science explores ethical food production, with a particular focus on the characteristics and properties of a range of materials, tools and equipment in the area of hospitality. Students investigate sustainable food production and design, hypothesise and create solutions. They create a variety of healthy, sweet and savoury dishes, whilst looking at different science experiments in cooking. This subject is an introduction to future pathways in Design Technology, Food and Fibre and Food Science.

MOVING AND GROOVING

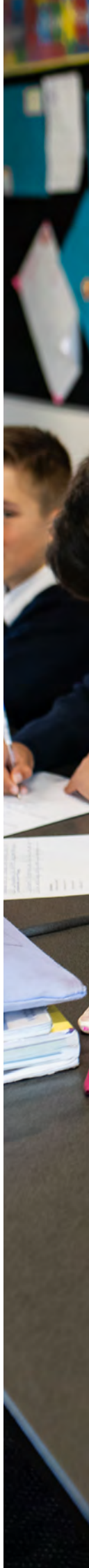
Moving and Grooving explores the creative elements of dance performance, focusing on movement, lighting and visual illusion. Students develop their skills through a range of practical, performance-based activities, where they create and present dance sequences that communicate ideas and tell stories. They work both independently and collaboratively, building confidence, coordination and expressive movement. This subject introduces students to foundational concepts in dance and performance while encouraging creativity, teamwork and an appreciation of the performing arts.

PRINT CUT

Print Cut investigates a range of manufacturing methods, design and technology. Students explore computer-aided design, using vector-based software, laser cutting and 3D printing methods. They investigate scientific concepts, apply the design process, and respond to authentic problems to create design solutions. This subject is an introduction to future pathways in Systems Engineering and Digital and Design Technology.

MINDLENS

In Mindlens, students dive into the world of visual storytelling through photography and digital drawing. They uncover how images create meaning by using photography techniques, dynamic design principles and creative drawing. Students will enhance their visual skills while bringing stories to life through images and artworks. They also explore the cognitive psychology behind these areas. This course is a pathway subject to Photography and Design.



YEAR 5-6 PATHWAYS PROGRAM



Middle School



Year 7/8 Pathways Program

As students progress through Middle School, they begin to take greater ownership of their learning and start shaping their individual pathway. In Years 7 and 8, students deepen their skills and understanding across core subjects while engaging in a broad range of pathway electives.

Students are given increasing opportunities to choose subjects that align with their interests, strengths and future aspirations. This stage supports the development of independence, confidence and informed decision-making as they prepare for Senior School pathways.

A strong Biblical worldview continues to underpin the program, encouraging students to reflect on their identity, purpose, and contribution to the wider community.

Compulsory Year Seven subjects include:

- English
- Mathematics
- Science
- Humanities and Social Sciences
- Physical Education
- Health
- Bible
- Art and Design
- German
- Digital Literacy
- Food Studies
- Materials and Systems

Compulsory Year Eight subjects include:

- English
- Mathematics
- Science
- Humanities and Social Sciences
- Physical Education
- Health
- Bible
- Art and Design
- German
- Inquiry
- Academic Writing
- Personal Development

Additionally, over the course of Years Seven and Eight, students have an opportunity to choose two elected Pathway Subjects each semester.

Elective Year Seven and Eight Pathways Subjects

ADD-VENTURE

Add-Venture aims to provide students with the opportunity to explore the great outdoors. Students will learn teamwork and cooperation as they tackle the obstacles and challenges that the outdoors presents. They will learn a variety of skills that are necessary for outdoor adventures. These include safety and survival skills, hiking, map reading, orienteering, camping, mountain bike riding and canoeing. A foundational level of fitness is required to participate in this subject, as well as thermals and a warm sleeping bag. Students will participate in a one-night hike as part of this pathways subject.

This subject is an introduction to pathways in Outdoor Education, and Environmental Science.

ADVANCED PE: SPORT AND RECREATION

Advanced PE: Sport and Recreation broadens students' experiences through a range of non-traditional and lifetime physical activities. Students participate in activities such as water-based games, golf, croquet, bowling, and roller skating while developing skills, coordination, and confidence. The subject builds teamwork, game understanding, and explores how activities can be adapted to promote inclusion and participation for all. It emphasises enjoyment, wellbeing, and lifelong engagement in physical activity.

This subject is an introduction to pathways in Physical Education and Health & Human Development.

ADVANCED PE: FITNESS AND PERFORMANCE

Advanced PE: Fitness and Performance develops students' fitness, skills, and physical performance through a range of practical and sport-based activities. Students participate in individual and team activities while building strength, endurance, coordination, and confidence. Through regular participation, students learn how to improve performance, set goals, and track progress. The subject emphasises active participation, personal improvement, and developing lifelong healthy habits.

This subject is an introduction to pathways in Physical Education and Health & Human Development.

VICTORY RACING TEAM (VRT)

In VRT, students will explore Human Powered Vehicles (HPVs), combining engineering, design, and sustainability. The course challenges students to create efficient, functional transportation through hands-on projects and teamwork. Students will learn about aerodynamics, materials, and mechanical systems, using advanced design software and gaining practical fabrication skills. Throughout the year, students will have the opportunity to engage in a range of races across Victoria, applying their designs in real-world competitive settings. This practical experience enhances their understanding of sustainable transport solutions and is ideal for those passionate about engineering and innovation.

This subject introduces pathways in Physical Education, Mechanics, Engineering and Health and Human Development.

TRADE

Trade focuses on construction methods associated primarily with a range of materials that require a systematic approach. The study requires that students work individually and collaboratively, and apply a range of technical and physical skills, including testing processes and materials, design, planning, construction, fabrication and evaluation. Students study the correct and safe use of a range of tools and develop an appreciation of the materials to be worked.

This course is designed to equip students with key life skills related to the trade industry.

Elective Year Seven and Eight Pathways Subjects

CAD - COMPUTER-AIDED DESIGN

CAD - Computer-Aided Design focuses on developing key digital skills in both raster and vector-based software, with the intention to develop print based graphic design skills. Students begin to transfer digital designs from the screen into real-world laser cut and print projects. They will be challenged with projects that reflect real-world scenarios and focus on a design process and problem-solving. Students will experience a wide range of design software and tools.

This subject is an introduction to pathways in Engineering, Design, Media and the Arts.

DIGI-TECH

Digi-Tech reminds students that the one thing they can count on in life is change. The course enhances flexibility and the concept of lifelong learning in a digital technology context. Students use a variety of platforms to create code for games, robots and microcontrollers. They develop skills in block coding, critical thinking, problem-solving and teamwork while taking on relatable and authentic tasks.

This subject is an introduction to pathways in Game Design, Data Science, VCE Computing and VCE Systems Engineering.

ELECTRO-TECH

Electro-Tech allows students to develop knowledge and understanding in the area of electronics. Students will complete practical projects involving the development of soldering skills and understanding the function and purpose of various electronic components. Projects may branch into many areas, including, micro controllers, wireless radio transmission, light, sound, and movement.

This subject is an introduction to pathways in Systems Engineering, Electronics and Product Design and Technology.

ROBOTICS

Robotics focuses on students developing practical and soft skills in the field of digital technology and robotics. Students engage in the design process and work to create a range of projects using Codey Rocky, and Sphero robots, as well as integrating them with Technic Lego to solve authentic problems. Students research past and present digital designs that inform their own solutions. They ideate, prototype, present and evaluate their designs. Students work independently and collaboratively.

This subject is an introduction to pathways in Data Science, VCE Computing and VCE Systems Engineering.

GAME DESIGN

In Game Design, students follow an authentic design process to gain knowledge, understanding and skills in the development of digital entertainment. They invent, ideate and map virtual spaces as well as write descriptions for character profiles and create narratives. Students practically develop Coding and Software Solutions, Digital Illustration, Pixel Art and Animation. Students develop computational thinking skills as they investigate, analyse, design, develop and evaluate software solutions.

This subject is a preferred prerequisite for VCE Media, VCE Studio Arts, VCE Visual Communication Design and VCE Computing.

Elective Year Seven and Eight Pathways Subjects

MEDIA: PHOTOGRAPHY

Media: Photography allows students to develop skills in digital photography using iPads. Students explore composition techniques and the media production process. They will develop their skills through research, analysis and composition exercises before producing a Photography Folio. Students are assessed on Media Production Development, Composition, Photography Analysis and their Photography Folio.

This subject is an introduction to pathways in Media and Visual Communication and Design as well as Art and Design.

MEDIA: FILM

Media: Film allows students to develop filmmaking skills. They explore and apply core industry concepts, including film techniques, story conventions, and camera codes, through hands-on research, story structuring, and filming workshops. Assessment is based on media production development, story conventions, film codes, film analysis and media production.

This subject is an introduction to pathways in Media and Visual Communication and Design as well as Art and Design.

MUSIC

Music aims to develop students' abilities to read, write, analyse, compose, perform and record music. Through various listening activities, students learn to critically analyse and evaluate all areas of musicianship. The various studios and breakout rooms in the Music Centre allow students to practise and perform on their chosen instruments, as soloists and through collaboration. Students learn how to record and orchestrate their own compositions using industry standard software.

This subject is an introduction to pathways in Songwriting and Worship, Music Media and Music Creation.

THEATRE STUDIES PRODUCTION

Theatre Studies Production involves participation in the school production, with a focus on developing performance skills in both theatre and dance. Students apply voice, movement, acting, and choreography through rehearsals and live performance. Working as part of a production ensemble, students build confidence, teamwork, and stage awareness in a practical performance setting. This subject is well suited to students interested in hands-on, collaborative performance work and is an introduction to pathways in the Performing Arts.

The course is designed to prepare students for further studies in the dramatic arts, public speaking, and performance.

THEATRE STUDIES PRACTICE

Theatre Studies Practice focuses on classroom-based skill development in theatre and dance. Students explore acting, voice, movement, and choreography through structured assessment tasks and performance activities. Students develop their ability to communicate ideas through performance, while building confidence, creativity, and collaboration skills.

This subject is hands-on and collaborative providing a strong foundation for further study in the performing arts.

Elective Year Seven and Eight Pathways Subjects

ADVANCED VISUAL ARTS

Advanced Visual Arts encourages and supports students to recognise their individual potential as art makers, designers, and inventors. The study aims to build effective art, design and innovation skills, techniques and practices through a series of workshops and the production of a student directed folio. Students explore and research the ways in which artists have interpreted and expressed ideas, sourced inspiration and used materials and techniques in the production of artworks. Students will use a wide range of materials, techniques and processes in a variety of art forms.

This subject is an introduction to pathways in Art and Design.

ADVANCED VISUAL DESIGN

Advanced Visual Design encourages students to develop their abilities in the area of visual communication and graphic design. The study aims to build foundational technical and digital drawing skills, design techniques and practices through the design process to produce a folio of work. Students learn how to explore and research the ways in which communication designers have interpreted and expressed ideas, sourced inspiration and used materials, techniques and processes to create both two and three-dimensional forms.

This subject is an introduction to pathways in Visual Communication Design and Media.

INDUSTRIAL DESIGN

In Industrial Design, students will encounter and build skills in technical drawing, idea development and follow an authentic design process focused on real-world problems. Key skills include: understanding the stages of the design process, understanding the internal workings of consumer electronics and considering sustainable and ethical practices related to these industries. Focus areas on digital devices, architecture and working to scale will be covered alongside a variety of soft skills centered around idea development, research and appropriation.

This subject is an introduction to pathways in Industrial Design and Visual Communication and Design.

FIBRE AND FASHION

Fibre and Fashion focuses on the design and construction methods associated with textiles, related to ethical clothing, manufacturing of fibre, and interior design. Students apply the design process to investigate, design and develop solutions that take the form of physical, three-dimensional functional products. Students build on, and refine existing skills, and have the opportunity to develop new skills. In this subject, students create a variety of textile-based items, use a range of recycled and new fabrics, study fibre design and become more familiar with using a sewing machine.

This subject is an introduction to pathways in Industrial and Fashion Design, Visual Communication and Design, Art Creative Practice and Product Design Technology.

MASTER CHEF

Master Chef provides students with the opportunity to investigate and design, produce, analyse and evaluate food production. They work to implement a range of cooking skills and will be taught to use appropriate technical language when analysing and evaluating the production of food in peer critiques and self-evaluations.

This subject is an introduction to pathways in Hospitality and Food Studies.

Senior School



Year 9-10 Pathways Program

The Senior School years are a significant stage in each student's learning journey, where they begin to shape their future pathway with increasing clarity and purpose. Students are supported academically, pastorally and spiritually as they consider subjects aligned with their strengths, interests and aspirations.

Through a combination of core subjects and a wide range of pathway electives, students engage in authentic, real-world learning that develops critical thinking, problem-solving, and independence. As they progress, they build confidence and take greater responsibility for their learning and decision-making.

Opportunities such as accelerated VCE subjects, VET programs, and School-Based Apprenticeships provide practical experience and clear connections to future pathways. A strong Biblical worldview continues to underpin the program, guiding students as they develop their identity, character, and purpose.

Core subjects include:

- English, Academic Writing
- Mathematics (streamed) program
- General Science
- Humanities and Social Sciences
- Physical Education
- Health and Bible

Students additionally choose from a broad range of authentic and career-linked subjects from the following pathway streams.

- Christian Ministry + Biblical Leadership
- Communication + The Arts
- Design, Engineering + Technology
- Human Influence + Impact
- Medicine, Health + Wellbeing
- Science + Inquiry
- Trade, SBAT + VET
- Languages



Christian Ministry + Biblical Leadership



Core Year Nine and Ten Pathway Subjects

Students elect one, time allocation one period per week

CHRISTIANITY 101

The Christianity 101 Bible course explores the relevance and practical application of biblical teachings from both the Old and New Testaments. Students engage with the Bible through a variety of learning experiences, including investigation, film, and participation in class and small group discussions, helping to deepen their understanding. Throughout the course, students examine the character of Christ and discover how His love for humanity is central to the Christian faith. Taught over one period per week, this subject serves as an introduction to faith, Jesus, and Christianity, aiming to provide students with a solid foundation in the Christian worldview.

CHRISTIAN LIVING

The Christian Living Bible course is designed to deepen students' understanding of key biblical themes and their relevance for everyday life. Students develop practical skills for studying the Bible and applying its teachings in meaningful and thoughtful ways. They are encouraged to reflect and consider how biblical principles can shape their attitudes, decisions, and actions. Delivered over one period per week, this subject is intended for students with a foundational understanding of Jesus and core Christian beliefs.

SALT

In SALT, students deepen their understanding of how to apply biblical knowledge in an ever-changing 21st-century world. They build on the foundations of the Christian faith, exploring how to express Christ's love in practical ways within their communities. Students are also given opportunities to discover their God-given gifts and sense of purpose, while developing their self-worth, identity, and Christ-centred leadership skills. Delivered over one period per week, this subject is designed for students seeking a deeper engagement with faith and the Bible. It provides a strong foundation for pathways in Christian ministry, social work, and community service, and is a preferred prerequisite for the VET Certificate III in Christian Ministry.

Elected Year Ten Optional Pathway Subjects

DEEPER INTO THE BIBLE

Deeper Into the Bible is aimed at students who are interested in investigating the Bible in greater depth and understanding its message and application for today. Students will delve into the historical context of the Bible stories and scriptures, learn ways to understand and interpret scripture well, and explore how to live a life of faith, determination, and joy. This subject is in addition to the compulsory Bible subject in Years 9 and 10, and can be completed in addition to VET Christian Leadership.

THE BIBLE LAB

The Bible Lab is aimed at students who are interested in spending more time investigating the Bible and understanding its message and application for today. Students will delve into the historical context of the Bible stories and scriptures, learn ways to understand and interpret scripture well, and explore how to live a life of faith, determination, and joy. This subject is in addition to the compulsory Bible subject in Years 9 and 10, does not have a prerequisite (Deeper into the Bible) and can be completed in addition to VET Christian Leadership.

SONGWRITING AND WORSHIP

Songwriting and Worship focuses on developing a student's appreciation of music and capacity to compose music and create lyrics. Students work individually and within groups to compose songs in a range of styles including Christian worship. They use various techniques and technology to compose and record songs, and participate in activities to develop their songwriting craft.



Communication + the Arts

Elective Year Nine and Ten Pathway Subjects

CREATE, PRINT, PUBLISH

Create, Print Publish focuses on the design and creation of books and printed publications through both traditional and contemporary processes. Students will explore visual communication, illustration, page layout and typography while developing creative design solutions for print and digital media.

Students will investigate historical printing and bookbinding methods through hands-on printmaking techniques such as lino printing, drypoint etching, embossing and monotype printing using a traditional printing press. They will create illustrations and page designs for a short story while developing an understanding of typography and visual communication. Students will also explore contemporary digital methods using Adobe Illustrator to design and manipulate imagery for publication outcomes.

This subject provides an introduction to pathways in Illustration, Graphic Design, Publishing, Printmaking and Visual Communication, and is a preferred prerequisite for VCE Visual Communication, VCE Media and VCE Art Creative Practice.

DRAWING FOR ILLUSTRATION

Drawing for Illustration assists students in developing effective art and design skills, techniques, and practices across both digital and manual drawing methods. Students engage in a range of design tasks, working to specific design briefs that encourage creativity, problem-solving, and purposeful thinking. They explore and apply a combination of materials, techniques, and processes to communicate ideas visually through drawing and illustration. The skills developed in this subject help students build confidence and capabilities that are valuable for future pathways in the arts, creative industries, and personal creative pursuits. The course focuses on drawing from observation, understanding proportion, and rendering surfaces through structured workshops, leading into more complex, self-directed design and art projects. This course is suitable for students of all experience levels, from beginner to advanced, and supports the development of both technical skill and creative design thinking.

This subject is an introduction to pathways in Design, Visual Arts, Illustration, and Game Design and is a preferred prerequisite for VCE Art Creative Practice, VCE Media, VCE Product Design and Technology and VCE Visual Communication Design.

FIBRE AND FASHION: STITCH IT

Fibre and Fashion: Stitch It focuses on textile design and construction methods with an emphasis on ethical understanding and responsible making. Students apply the design process to investigate, design and develop solutions that take the form of functional, three-dimensional textile products. They engage in structured design tasks, working to design briefs while exploring a combination of materials, techniques and processes. Students build on and refine existing skills, while developing new knowledge of fabric properties, construction techniques and production methods. Throughout the course, students create a range of textile-based items using both recycled and new materials, and become increasingly confident using sewing machines and following commercial patterns. Sustainability is embedded through thoughtful material selection and waste-reduction practices.

This subject provides an introduction to pathways in Industrial Design, Fashion and the Textiles Industry, and is a preferred prerequisite for VCE Visual Communication, VCE Art Creative Practice and VCE Product Design Technology (Textiles).

FIBRE AND FASHION: EMBELLISH IT

Fibre and Fashion: Embellish It focuses on textile design with an emphasis on surface decoration, creativity and ethical understanding. Students apply the design process to investigate, design and develop solutions that respond to a client or end user, taking into account function, aesthetics and responsible design choices. They engage in structured design tasks, working to design briefs while exploring a combination of materials, techniques and processes. Students build on and refine existing skills, while developing new knowledge of surface design methods, textile manipulation and decorative techniques. Throughout the course, students create a range of embellished textile items using both recycled and new materials, and experiment with processes such as embroidery, appliqué and fabric manipulation. Sustainability is embedded through thoughtful material selection, consideration of budget constraints and waste-reduction practices.

This subject provides an introduction to pathways in Industrial Design, Fashion and the Textiles Industry, and is a preferred prerequisite for VCE Visual Communication, VCE Art Creative Practice and VCE Product Design Technology (Textiles).

MOVING IMAGE

Moving Image focuses on developing student abilities in the areas of stop motion, animation and film. Throughout the course students engage in higher-order thinking skills. They recognise their individual potential as moving-image makers. Students apply the design process and produce a digital folio of work. Students explore and research the ways in which past and contemporary artists and designers have produced digital works. This subject will prepare students for pathways in Media, Marketing, Entrepreneurialism and the Entertainment Industry.

This subject is a preferred prerequisite for VCE Media, VCE Art Creative Practice and VCE Visual Communication Design.

MUSIC CREATION

Music Creation focuses on learning how to create, perform and analyse music. Students will break down, explore and evaluate a variety of musical works and performances in order to compose, rehearse and perform music in a range of styles. Students will develop skills in group performance, music analysis, aural training and music theory, with a focus on rhythm, beat and tempo. They will analyse how the elements of music are used within a variety of musical works and performances, and how these elements contribute to the musical character of a work. Students will also use music technology, including Logic Pro, to compose and record an original work as part of the Kool Skools program.

This subject is a preferred prerequisite for VCE Music.

MUSIC MEDIA

Music Media focuses on learning how to create, perform and analyse music. Students will break down, explore and evaluate a variety of musical works and performances in order to compose, rehearse and perform music in a range of styles. Students will continue to develop skills in group performance, music analysis, aural training and music theory, with a focus on pitch-related concepts. They will analyse how the elements of music and compositional devices are used within a variety of musical works and performances, and how these contribute to the musical character of a work. Students will also use music technology, including Logic Pro, to compose and produce music for film as part of a film composition project.

The course is designed to develop students' musical interests and abilities, as well as prepare interested students for the multitude of opportunities in the music industry, and is a preferred prerequisite for VCE Music.

PAINTING

Painting focuses on processes and techniques with an emphasis on personal expression and storytelling. Students apply the creative process to investigate, design and develop artworks that communicate personal ideas and narratives through painting. They explore a combination of painting materials, techniques and processes, inspired by the work of well-known artists. Students build on and refine existing skills, while developing new knowledge of colour, composition and painting techniques. Throughout the course, students create a range of painted artworks inspired by personal stories, and experiment with different approaches to applying paint and expressing meaning. They investigate how artists from different times and cultures use materials and techniques to communicate ideas, supporting the development of their own style and visual language.

This subject provides an introduction to pathways in the Visual Arts and creative industries and is a preferred prerequisite for VCE Art Creative Practice and VCE Visual Communication Design.

THEATRE STUDIES PRODUCTION

Theatre Studies Production focuses on performance and participation in the school production through involvement in practical, ensemble-based work. Students develop skills in acting, movement, and elements of dance, applying a creative process to rehearse and present performance pieces.

The course explores a range of theatre styles, contexts and cultural influences, while introducing students to stagecraft and production elements such as costume and staging. Students build confidence, collaboration skills, and an understanding of how meaning is communicated through live performance.

This subject provides a foundation for pathways in Theatre, Performing Arts, and the creative industries, and supports progression to VCE Theatre Studies and VET Dance.

THEATRE STUDIES PRACTICE

Theatre Studies Practice focuses on developing performance and choreographic skills through classroom-based learning. Students combine acting, movement, and dance to create and present performance work that communicates ideas and meaning.

Through structured tasks, students explore a range of styles, techniques, and cultural contexts, developing skills in improvisation, characterisation, and choreography. Students work both independently and collaboratively to refine performance quality, creativity, and expressive skills.

This subject supports pathways in Theatre, Dance, and the Performing Arts, and prepares students for further study including VCE and VET Dance.

STILL IMAGE

Still Image focuses on developing student abilities in the area of digital photography. Students study the historic, scientific and artistic aspects of the art form. They explore and research ways in which photographers have produced analogue and digital images, and over the course of the study students learn about image capture, digital editing and printing methods. Students produce a developmental folio and finished photographic works.

This subject is an introduction to pathways in Photography, Photojournalism, Visual Arts, Film and Design, and is a preferred prerequisite for VCE Art Creative Practice, VCE Media and VCE Visual Communication Design.

3D ARTS

3D Arts focuses on three-dimensional art practices with an emphasis on creativity, problem-solving and material exploration. Students apply a creative process to investigate, design and develop sculptural artworks that communicate ideas and meaning in three-dimensional form. They explore a combination of materials, techniques and processes through both traditional and contemporary sculptural practices. Students build on and refine existing skills, while developing new knowledge of additive and subtractive construction methods, form and spatial awareness. Throughout the course, students create a range of sculptural artworks, experimenting with different materials and techniques, and documenting their ideas and development in a folio of art practice. They investigate how artists from different times and cultures use sculptural materials and processes to communicate ideas, supporting the development of their own creative approach.

This subject provides an introduction to pathways in the Visual Arts and creative industries, and is a preferred prerequisite for VCE Art Creative Practice, VCE Media, VCE Product Design Technology and VCE Visual Communication Design.



Design, Engineering + Technology



Elective Year Nine and Ten Pathway Subjects

ADVANCED MANUFACTURING

Advanced Manufacturing engages students in project-based learning with the aim to develop creative, critical and reflective thinking when combining Science, Technology, Engineering, Artistic and Mathematical principles. Students apply the design process to complete individual and collaborative projects. They develop skills in computer aided design and prototyping to create a range of interdisciplinary industrial design projects. Students investigate the practical and ethical applications of design. They explore materials and systems, and study three-dimensional printing, digital and manual drawing methods to create suitable presentation formats to prototype potential solutions. The subject focuses on solving design problems within such areas as Sustainable Design, Electronics, Robotics, Invention, Digital Design, Industrial Design and Mechanical Engineering.

Completion of Advanced Manufacturing may assist students who wish to study VCE Systems Engineering, VCE Computing, Informatics and Software Development, VCE Product Design Technology, VCE Physics.

FUTURE NET

In Future Net, students learn about cutting-edge technologies of the digital age from blockchains and cryptocurrency to data mining and cyberwarfare. Students will learn to use computer technology and coding techniques to explore the opportunities for budding entrepreneurs like themselves. In an escalating growth area within global industry, students will study the fundamentals behind the field.

This subject will prepare students for pathways in Business, Computing, Data Science, IT and Software Development.

GAME DESIGN

In Game Design, students follow an authentic design process to gain knowledge, understanding and skills in the development of digital entertainment. They invent, ideate and map virtual spaces as well as write descriptions for character profiles and create narratives. Students practically develop Coding and Software Solutions, Digital Illustration, Pixel Art and Animation. Students develop computational thinking skills as they investigate, analyse, design, develop and evaluate software solutions.

This subject is a preferred prerequisite for VCE Media, VCE Studio Arts, VCE Visual Communication Design and VCE Computing.

INHABIT

Inhabit investigates the scientific and creative challenges of sustainable design in the 21st century. Throughout this study, students will apply concepts of environmental physics and creative design to form energy-efficient building solutions. Students study the sources of energy production currently used in the world and identify viable sustainable alternatives. They investigate the scientific concepts behind energy efficiency and will analyse the environmental impacts of the production of a range of materials in sustainable architecture. Students research the contextual background of Environmental Design and respond to a range of briefs to create solutions. This subject is an introduction to pathways in Architecture, Environmental Physics, Environmental Design, Sustainability and Drafting.

Inhabit is a preferred prerequisite for VCE Physics, VCE Visual Communication Design, VCE Product Design Technology and VCE Environmental Studies.

MIND YOUR BUSINESS

Mind Your Business offers students a dynamic learning experience that blends practical business knowledge with entrepreneurial thinking. Through an in-depth business simulation, students gain hands-on experience in running their own enterprise while developing key life skills such as bookkeeping, accounting, financial recording, reporting and analysis. Students will also explore marketing strategies, design their own product to sell, study real-world case studies, and engage with the ASX share market—applying their learning with the goal of turning a profit, merging Real-World Skills with Entrepreneurial Ideas.

This subject serves as a strong introduction to pathways in Entrepreneurialism, Advertising, and Marketing and is a preferred prerequisite for VCE Business Management and VCE Media.

AEROSPACE

Aerospace is an authentic subject that investigates the science of flight, both in aviation and rocketry. This course will analyse the principles of Physics that make flight possible including Lift, Force and Motion, and Pressure and Fluid Mechanics. Students will learn Physics concepts through hands-on learning, including conducting experiments, and will perform an investigation involving the launching of rockets. Students will also gain basic aircraft flight skills through a flight simulator, and gain effective construction techniques in order to design and build their own radio-controlled electric aeroplane. Units covered in this course include: Linear Motion, Momentum and Force, Equilibrium of Forces, Energy, Work and Power.

This subject is a preferred prerequisite for VCE Physics and VCE Systems Engineering.

PROGRAMMING

Programming takes learners from being complete novices to having the confidence to tackle VCE-level programming challenges. Learners are appropriately scaffolded and challenged as they move through the lessons. Students who have already programmed with a text-based language can advance through the earlier lessons at a faster rate if they choose. Explorer tasks are integrated to help stretch those who are ready for a further challenge.

This subject is a preferred prerequisite for VCE Computing.

BRANDING AND INDUSTRIAL DESIGN

Branding and Industrial Design focuses on responding to design briefs, generating and refining ideas, and applying the design process through both manual and digital methods. Students explore logo and branding design in Messages, and product design in Objects, while considering audience, purpose, function and form. Skills developed include concept drawing, orthogonal and isometric technical drawing, and digital design using Adobe Illustrator. A focus on good Design and sustainability is embedded throughout. This course is suited to beginner and advanced design students.

This subject is an introduction to pathways in Architecture, Communication Design and Industrial Design, Product Design, Landscape Design, Set Design, Illustration, and is a preferred prerequisite for VCE Art Creative Practice, VCE Visual Communication Design and VCE Business Studies.

ARCHITECTURAL AND INTERACTIVE DESIGN

Architectural and Interactive Design focuses on responding to design briefs, generating, and refining ideas and applying the design process through both manual and digital methods. Students develop skills in concept drawing, technical drawing systems such as floor plans and elevations, and digital design using Adobe Illustrator. A focus on good Design and sustainability encourages students to create thoughtful and purposeful design solutions. This course is suited to beginner and advanced design students.

This subject is an introduction to pathways in Architecture, Communication Design and Industrial Design, Product Design, Landscape Design, Set Design, Illustration, and is a preferred prerequisite for VCE Art Creative Practice, VCE Visual Communication Design and VCE Business Studies.

ENGINEERING AND CONSTRUCTION

In Engineering and Construction, students will learn about principles of civil engineering and construction through hands-on projects including constructing and using a hydraulic flume, building material analysis (e.g. concrete testing) and construction projects.

This subject leads to further study of engineering through VCE Physics, VET Engineering and other construction trades.



Human Influence and Impact

Core Year Nine Pathways Subject

GENERAL HUMANITIES

In this introductory Humanities course, students study units in History and Geography, including Australians at War (World Wars I and II), Building Modern Australia, and Biomes and Food Security (Poverty: Issues and Challenges). The course explores human behaviour and conflict within social, cultural and political contexts. Students develop skills in critical thinking, problem-solving, ethical empathy, effective communication, and adaptability.

This subject is a preferred prerequisite for VCE Classics, VCE History, VCE Sociology and VCE Geography.

Elective Year Nine and Ten Pathway Subjects

ANCIENT WORLDS: UNEARTHED

In Ancient Worlds: Unearthed, Dig deeper into the past and uncover the secrets of lost civilisations. Decode hieroglyphs with the Rosetta Stone, journey through Greek myths, explore the ruins of Troy, and investigate the mystery of the Dead Sea Scrolls and the Biblical world. Students become archaeologists—uncovering ancient times, epic stories, and discoveries that still shape our world today.

This subject is a preferred prerequisite for VCE History (Ancient History, Australian History, Revolutions, Modern History and Text and Traditions), and VCE Literature.

WILD WEST, DOWN UNDER

In Wild West, Down Under, students will investigate what cowboys, bushrangers, revolutionaries, gold miners, enslaved people, and Indigenous peoples reveal about two rising nations. The new worlds of Australia and the United States are explored through colonisation, conflict, gold rushes, independence, Civil War, and Federation. The two nations are compared through patterns of expansion and struggle since the Industrial Revolution. Through experience-based learning, historical sources and key events are brought to life, revealing how prejudice, power and the movement of peoples shaped both countries and their future trajectories.

The study of Wild West, Down Under is a preferred prerequisite for VCE History (Australian History, Revolutions and Modern History) and VCE Literature.

WORLD WAR II

World War II: Explore the world in conflict, the tensions and events that led to global war. Students will step into the role of historian as they investigate the Treaty of Versailles, the Great Depression, and the rise of dictatorships. They examine key conflicts across Europe, the Mediterranean, and the Pacific, including Australia's Rats of Tobruk, Kokoda, and uncover the human cost of war through the Holocaust and prisoners of war. Students develop skills in critical thinking, ethical empathy and inquiry as they analyse evidence and understand how global conflict shapes the world.

The study of World War II is a preferred prerequisite for VCE History, and VCE Literature.

COLD WAR, HEATED BATTLES

Cold War, Heated Battles dives into the world of spies, espionage and conflicts across the globe (Korea and Vietnam) as the two superpowers USSR and USA faced off in what was known as the Cold War Era from 1945-1989. This subject covers the economic and social change from the 1960s/70s, immigration, civil and women's rights, the space race, hot and cold battles up to the collapse of communism.

The study of Cold War, Heated Battles is a preferred prerequisite for VCE Politics, VCE History (Australian History, Revolutions and Modern History) and VCE Literature.

THE AGE OF TECHNOLOGY, TERROR AND TODAY

The Age of Technology, Terror and Today explores the modern world students live in today, shaped by rapid technological change, global conflict, and shifting power. From the rise of the internet and social media to climate awareness and the war on terror, students will examine key events including 9/11, global terrorist attacks, conflicts in Iraq and Afghanistan, and the rise of groups like ISIS, Hamas and Hezbollah. They will also investigate the forces behind COVID-19 and consider how ongoing conflicts—such as the Russia-Ukraine war and tensions involving Iran—along with the growing influence of China and India, continue to shape the world today.

This subject is a preferred prerequisite for VCE History, VCE Sociology and VCE Politics.

iSPY: INTERNATIONAL POLITICS

In iSpy: International Politics, students step into the mindset of a global intelligence operative—"Bond 007" style—as they explore how power, conflict and alliances shape Australia's place in the world. Through case studies such as East Timor, Pacific nuclear testing, and the sinking of the Rainbow Warrior, students connect historical events to today's global tensions and shifting international alliances. Uncover the motivations that drive different countries' decisions, and how these competing interests continue to shape Australia and the wider world in an increasingly complex global landscape.

This subject is a preferred prerequisite for VCE History, VCE Sociology and VCE Politics.

POWER AND RESPONSIBILITY

In Power and Responsibility, students explore the intersection of law and politics. They discover how legal systems and political structures shape the physical and social landscapes we live in and develop critical thinking skills as students analyse real-world case studies. From human rights issues to environmental policy, the course expands students' awareness of global issues and supports their development as engaged global citizens.

The study of Power and Responsibility is a preferred prerequisite for VCE Legal Studies, VCE Business Management, VCE Sociology and VCE Politics.

WHERE IN THE WORLD

Where in the World turns Geography into real-life mystery solving. Students crack criminal cases and track missing aircraft using maps, clues and sharp detective skills. Global challenges take centre stage—from Iran’s water crisis to China’s population changes—showing how human decisions reshape nations. Additionally, they explore how Australia is influenced by global change—and how it shapes the world in return. Build practical skills through hands-on mapping, data analysis, and fieldwork. The unit begins with a high-stakes courtroom simulation of the Chamberlain case, where students examine evidence and help decide the final verdict.

This subject is a preferred prerequisite for VCE Politics, VCE Sociology, VCE Economics, VCE Legal Studies, VCE Business Management and VCE Geography.

HEROES AND VILLAINS: ETHICS UNCOVERED

In Heroes and Villains: Ethics Uncovered, students will tackle ethical dilemmas; from open AI to just wars, drugs and doping, the law, cannibalism, contentious arts, superpower stand-offs and unusual medical breakthroughs. This is where Psychology, Philosophy and History collide. Get ready for thrilling disagreements, dark humour and stretching your moral reasoning. Discover where you stand.

This subject is a preferred prerequisite for VCE English Literature, VCE English, VCE Psychology, VCE Philosophy, VCE Classics, VCE History, VCE Politics and VCE Sociology.

MONEY MATTERS

Money Matters introduces students to key economic and business concepts, focusing on Australia’s role in the global economy and the factors that affect economic performance and living standards. Students explore how individuals, businesses and governments interact in both global and national contexts, and examine the role of government in managing economic outcomes and addressing issues like resource depletion. Through case studies and current events, students develop practical skills and knowledge to understand and respond to economic challenges in various contexts, from local to global.

This subject is a preferred prerequisite for VCE Economics, VCE Accounting and VCE Business Management.

PRE-VCE SOCIOLOGY

Pre-VCE Sociology explores human behaviour, society and social relationships through topics such as culture, identity, social inequality and social justice. Using real-world case studies, current issues and statistical data, students learn to think critically, challenge assumptions and understand how society influences people’s lives and experiences. Pre-VCE Sociology is an engaging and discussion-based subject that builds valuable skills in research, analysis and communication.

This subject is a preferred prerequisite for VCE Sociology.

Medicine, Health + Wellbeing



Elective Year Nine and Ten Pathway Subjects

ANATOMY AND COACHING

Anatomy and Coaching explores the science of human movement and the role of coaching in improving sporting performance. Students will investigate the structure and function of the human body, including major body systems and how they respond to physical activity and exercise. They will also develop practical coaching and leadership skills through planning drills, analysing performance, and learning strategies used to teach and improve skills in a variety of sports. Students will have opportunities to participate in unfamiliar sports and activities while developing advanced movement skills, teamwork, communication, and game sense. Typically, the structure of this course includes three theory periods and two practical periods per week.

This subject is ideal for students with an interest in sport, fitness, coaching, or human performance and is a preferred prerequisite for VCE Physical Education, VET Sport and Recreation, and VCE Health and Human Development.

SPORTS NUTRITION AND BIOMECHANICS

Sports Nutrition and Biomechanics investigates how the body fuels movement and how athletes can improve performance through training, nutrition, and movement analysis. Students will explore the principles of sports nutrition, including the role of nutrients, hydration, and recovery strategies in supporting physical activity and elite performance. The subject also introduces students to biomechanics and skill development, examining how movement techniques, forces, and body positioning can enhance efficiency and performance in sport. Through both practical and theoretical learning experiences, students will analyse movement patterns, apply training principles, and develop their understanding of the science behind athletic performance. Typically, the structure of this course includes three theory periods and two practical periods per week, and is designed for students who enjoy sport, exercise, and science-based learning.

This subject is a preferred prerequisite for VCE Physical Education and VCE Health and Human Development.

BIOCHEMISTRY, MEDICINE AND DISEASE

In Biochemistry, Medicine and Disease, students will be introduced to and further their understanding of: Body at War – Immunology, Disease – Infection and Treatment, Pandemics and Epidemics, and the Future of Medicine. They will conduct associated laboratory experimentation and techniques to support theoretical applications. Content is designed to flow on from General Science in the mentioned content areas.

This subject is a preferred prerequisite for VCE Chemistry and VCE Biology and is designed to prepare students for pathways in Medicine, Microbiology, Psychology, and Scientific Research.

BRAIN WORKS

Brain Works is designed to stimulate students' interest in some of the occupational fields of Psychology, as well as prepare students who want to study Psychology at the VCE level. Within this course, students develop an understanding of Psychology as a science. They investigate the different fields of Psychology, learning to distinguish between Psychology and Psychiatry. Students delve deeper into two specific occupational fields of Psychology: Sports Psychology and Forensic Psychology. They then investigate social and emotional psychology, exploring the interplay of biological, psychological and social factors that shape the behaviour of individuals and groups.

This subject is a preferred prerequisite for VCE Psychology and VCE Biology and is designed to prepare students for pathways in Medicine, Psychology, and Scientific Research.

CARE AND COMMUNITY

In Care and Community, students develop practical skills and knowledge relevant to the world of healthcare by exploring the diverse needs of our local community and the organisations that support them. They investigate different demographics and undertake a hands-on project to assist a specific group, gaining real-world experience in community care. Additionally, students examine global health, analysing variations in health outcomes and the factors influencing these disparities. This subject provides valuable insights into the healthcare sector and prepares students for future studies or careers in health and community services. Assessment includes practical investigations, written tests, presentations and class participation.

This subject is a preferred prerequisite for pathways in Child, Age and Disability Care and Community Services.

DUKE OF EDINBURGH AWARD

Duke of Edinburgh Award is designed to encourage young people to develop into mature, active citizens who will positively contribute towards society. At the completion of the year, all students will have the opportunity to achieve their Bronze level Duke of Edinburgh Award. The course presents a balance of non-competitive and enjoyable programs consisting of voluntary activities that encourage personal discovery and growth, self-reliance, perseverance, responsibility and service to the community. Much of the work for this Award will be completed out of school time. For the Adventurous Journey component of the Award, students will engage in a 3-night hike along the Goldfields Track. Students design their own program by setting goals in activities that interest them. They will be required to participate consistently in activities that build fitness, skill and service.

Students who participate in this subject will be required to have a quality pair of hiking boots and a waterproof jacket. Further information can be found at <https://dukeofed.com.au/resource/handbook/>

FOOD MIND BODY

Food Mind Body focuses on expanding students' awareness of the impact of food connections within families and communities, whether from a nutritional or celebratory viewpoint. Students will research the links between psychological, physical and social behaviours in relation to their individual food choices. They delve into their own food identity, food-related emotions, and consider factors such as marketing and family values that may shape and influence their personal food choices. Students use The Australian Dietary Guidelines as the basis for nutritional advice for creating good eating habits and maintaining a positive, long-term relationship with food. Students will study alternative food choices, including veganism, restrictive and fad diets. They evaluate these from a nutritional perspective, and consider possible harmful consequences of following such diets. Assessment tasks include a reflection on personal food connections and implementing the design process to create a new food product.

This subject is a preferred prerequisite for VCE Food Studies.

HEALTH AND WELLBEING

In Health and Wellbeing, students develop the skills, knowledge, and understanding to strengthen a sense of self, and build and manage satisfying, respectful relationships. Students cover topics such as nutrition, sports injuries, illness, and health promotion. As a foundation for lifelong physical activity participation and enhanced performance, students acquire an understanding of how the body moves and develop positive attitudes towards physical activity participation and health.

This subject is a preferred prerequisite for VCE Health and Human Development.

LIFE, HEALTH AND FITNESS

Life, Health and Fitness helps to prepare students to live out their God-given potential in all areas of life. This subject has a strong practical focus with key activities including the development of healthy eating habits, fostering a positive self-image, nurturing interpersonal skills, service and engaging in fitness activities to improve health and wellbeing. This pathway subject will split classes to cater for the different needs and key issues facing adolescent boys and girls.

OUTDOOR EDUCATION

Outdoor Education concentrates on giving students skills in a wide range of outdoor pursuits. Students will cover a range of topics including environmental classifications, outdoor technologies, risk management and minimal impact strategies. It covers areas associated with environmental studies and deals with issues relating to conservation and the correct and efficient use of resources. In the second term, students begin looking at a range of recreational activities. The practical areas covered may include hiking, camping, canoeing, rock climbing and mountain biking. A good level of fitness will be necessary for most activities to allow students to fully participate in all sessions. Students will also need to own an array of outdoor equipment and suitable clothing (sleeping bags, sturdy shoes, thermals, etc.) Additionally, students may miss class time from other subjects due to camps or extended day activities. It is important that students wishing to do this elective are willing to work in their own time to catch up on all work requirements from other subject areas.

This subject is a preferred prerequisite for VCE Outdoor and Environmental Studies.

SPORTS MEDICINE

Sports Medicine investigates how science can be used to enhance sports performance, injury prevention and recovery. Students will examine a range of topics and explore how they can be used to better understand the field of sports science. These topics include energy system interplay, injury treatment and prevention, biomechanics, anaerobic training principles and ergogenic aids. The second area of study looks at the basics of life support and it prepares students to have a foundational understanding of first aid, which can help prepare them for a career in any industry. Students will explore the physiology behind life support and how humans can enhance their health through regular physical activity and healthy lifestyles. As well as theory, students will engage in two periods per week of related practical classes.

This subject is a preferred prerequisite for VCE Physical Education, VCE Biology and VCE Health and Human Development.

SURVIVOR

Survivor helps to prepare students for a range of outdoor pursuits and adventures. Additionally, it seeks to develop their interpersonal skills, problem-solving, teamwork, and wonder at God's incredible creation. Whilst the course is designed with a practical focus, students will engage in various theory classes to ensure that practical activities are undertaken in a safe and informed manner. Practical activities include orienteering, a multi-night canoeing trip, mountain bike riding and other outdoor challenge activities. Students undertaking this elective subject will need to own various specialised outdoor and adventure equipment. Equipment required: Sleeping bag (no more than 35cm in diameter, rated to 0 degree or below), hiking shoes and thermals.

This subject is a preferred prerequisite for VCE Outdoor and Environmental Studies.



Science + Inquiry

Core Year Nine Pathway Subject

GENERAL SCIENCE

General Science provides the opportunity for students to develop an awareness of their world, the universe around them, and their responsibility to maintain and enhance it. Students will study three focus areas and put theory into practice through practical investigations. Units covered in this course include: Physics - Energy, Light & Sound; Chemistry - Inside the Atom; Biology and Environmental Science - Global & Ecosystems

This subject is entry-level Science and a prerequisite for the further study and selection of specialty sciences.

Elective Year Nine and Ten Pathway Subjects

ENVIRONMENTAL SCIENCE

Environmental Science is designed to follow the General Science course to allow students to extend their knowledge on sustainable fisheries, global systems, and innovative ways of becoming a better global citizen. Students will study units on Healthy Waterways, Aquaponics and Sustainable Living. Students will undertake hands-on activities, practical investigations and inquiry tasks.

This subject is a preferred prerequisite for VCE Environmental Science.

ERUPTIONS, DESTRUCTION AND RUIN

This course follows General Science and broadly covers multiple areas of Science, with a focus in environmental science. Units covered in the course include: Mysterious Universe, Dynamic Earth and Dig Science. Students will learn about astronomy, meteorology, natural disasters, the greenhouse effect and archaeology. Students will undertake hands on activities, practical investigations and inquiry tasks.

This subject is a preferred prerequisite for VCE Environmental Science.

FORENSICS

In Forensic Science, students develop knowledge, understanding and skills in collecting trace evidence in the form of fingerprinting and conducting hair and fibre analysis. They explore the physiology of the human body, including comparative anatomy. In the Biology unit, students will conduct practical investigations on fake blood and learn how the splatter pattern of blood provides crucial evidence for detectives. Students will also develop their problem-solving skills as they investigate, analyse and evaluate evidence to solve fictitious crimes. Both Forensic Chemistry and Physics will be embedded throughout this course for students to learn how to calculate projectile motion, speed and direction of a bullet, and how to use chromatography to analyse evidence.

This pathway subject will prepare students for all VCE Science subjects.

MAKE OR BREAK IT

In this pathway subject, students will be introduced to everyday Chemistry with a focus on: Carbon Chemistry, Plastics and Polymers – Biodegradable and non-biodegradable, Surfactants – soaps and use, and Food Chemistry. They will conduct associated laboratory experimentation and techniques to support theoretical applications. Content is designed to flow on from Year Eight and Nine Core Chemistry, in the mentioned content areas.

This subject is a preferred prerequisite for Pre-VCE Chemistry and is designed to prepare students for pathways in Chemistry, Environmental Science, and Scientific Research.

PROTOTYPE IT

In Prototype-IT, students will encounter hands-on group projects that scaffold skills and build toward more in-depth individual projects. An emphasis is placed on students developing an independent practical investigation through analytical techniques. Students undertake an extended research investigation of their choice. They will then work through a personal inquiry process to create concepts, develop prototypes and work towards solutions. The scope of this subject is broad and is aimed at self-directed and motivated students looking to take ownership of their learning.

This subject is a preferred prerequisite for VCE Investigation, University pathways, innovation, entrepreneurialism and business start-ups.

PRE-VCE BIOLOGY

Pre-VCE Biology is designed to prepare students and give insight into the future key skills and knowledge required for VCE study. This includes the following study areas: Cells and Microscope Work, Disease Transmission, Sexual and Asexual Reproduction; Genes, Inheritance and Pedigree Analysis. Students will also undertake an extended research investigation of their choice. It also focuses on developing key foundational skills and knowledge.

This subject is a preferred prerequisite for VCE Biology and VCE Environmental Science.

PRE-VCE CHEMISTRY

Pre-VCE Chemistry is designed to prepare students and give insight into the future key skills and knowledge required for VCE study. This includes the following study areas: The Periodic Table, Materials - Metals and Non-Metals, Ionic and Covalent Bonding, The Mole Concept, Types of Chemical Reactions and Factors that affect Reaction Rates. An emphasis is placed on students developing practical investigation skills through analytical techniques. Students will also undertake an extended research investigation.

This subject is a preferred prerequisite for VCE Chemistry and is designed to prepare students for pathways in Medicine, Biochemistry and Scientific Research.

PRE-VCE PSYCHOLOGY

Pre-VCE Psychology covers the investigation skills and knowledge that will be covered in greater detail in more senior years. This includes: The Human Brain and Nervous System, Research Methods and Mental Wellbeing. A student practical investigation is also undertaken, which provides students with the opportunity to develop key science skills and integrate the links between theory, knowledge and practice.

This subject is a preferred prerequisite for VCE Psychology.

LAND AND WATER MANAGEMENT

This subject introduces students to the scientific, geographic, and technological principles underpinning sustainable land and water use in urban and agricultural systems. Students explore the interactions between soil, water, climate, and human land use in regional and urban contexts. The course builds foundational knowledge in chemistry and agriculture, with strong emphasis on stewardship, sustainability, and innovation in food and fibre production.

This subject is a preferred prerequisite for VCE Environmental Science and VCE Chemistry.

PRE-VCE PHYSICS

Pre-VCE Physics is designed to prepare students in areas of key knowledge and skills for VCE Physics study. This includes: Conservation of Energy and Energy Transformations, Forces and Motion, and an in-depth study of Electrical Circuits. This study will provide students with the opportunity to develop skills in collecting and analysing data by conducting a series of scientific experiments. They will also complete a scientific investigation of a physics concept of their choice.

This subject is a preferred prerequisite for VCE Physics and will lead to a pathway into future studies including Engineering, Earth and Environmental Sciences, Medicine, Communications, and much more.





TRADE, VET + SBAT

Elective Year Nine and Ten Pathway Subjects

HOSPITALITY FOR LIFE

Hospitality for Life is intended to advance both the home cook and those wishing to pursue a career in the Hospitality Industry. Students study several life skills and become more aware of kitchen hygiene and safety requirements. They develop expertise in various cooking methods and become familiar with identifying preferred options for choosing and preparing ingredients. They will investigate budgeting and nutritional considerations when planning meals by examining labelling information. Industry-appropriate terminology is expanded, and job-hunting tips are included to assist with career options.

This subject is an introduction to pathways into Hospitality and is a preferred prerequisite for VCE Food Studies.

FUTURE FOODS

Future Foods focuses on expanding students' understanding of the use of technology throughout the food system and food industries. They will consider the design process within the food industry and apply it to create new products. They will reflect on their own food values and how they can apply them to advance food security and food equity. Students will investigate what sustainable food might look like in the future and develop an understanding of the unique position Australian Food Producers hold within the market. Students study Sustainable Living, with regard to technology, processing and preservation of food, packaging and waste, and feeding a growing population. Gastronomy, the science and functions of food, add some practical experiments to the mix, creating awareness of how recipes are developed. Assessments will include designing a New Food Product and a Research Task.

This subject is an introduction to pathways into Food Science and the Food Industry and is a preferred prerequisite for VCE Food Studies.

TRADE

Trade engages students in a range of trade-related experiences with the aim to develop workplace-related skills, understanding and insights into the different trades available. Students will engage in key trade areas such as carpentry, mechanics, electrical and construction. The study requires that students work individually and collaboratively and apply a range of technical and physical skills, including testing processes and materials, planning, construction, fabrication, work habits and evaluation. Areas of study may be adjusted each semester to suit students' individual interest areas and assessments in this subject are competency-based.

This subject is a preferred prerequisite for the Work Force, Trade Pathways, and may assist students who wish to study VCE Systems Engineering, VCE Product Design Technology and a wide range of VET subjects.

SBAT – SCHOOL-BASED APPRENTICESHIP AND TRAINEESHIP

A school-based apprenticeship or traineeship (SBAT) is an apprenticeship or traineeship undertaken by a student enrolled in a senior secondary program (VCE), with at least one day per week timetabled to be spent on the job or in training during the normal school week.

An SBAT combines: part-time, practical experience in the workplace, recognised structured training with a Registered Training Organisation, and continued school studies.

An SBAT offers students the option of combining part-time employment, school and training. The program is undertaken under a training contract with an employer, has a Training Plan signed by the school and formally registered with the Victorian Registration and Qualifications Authority (VRQA) and leads to a nationally recognised qualification. The program forms an integral part of the student's school learning program and study timetable, and a minimum of one day of the normal school week (which may be averaged over three periods of four months duration in each year of the training contract) must be spent in employment and/or structured training as an apprentice or trainee.

VET CERTIFICATE III IN SPORT AND RECREATION

VET Certificate III in Sport and Recreation develops the skills for coaching, sports business administration or outdoor education pathways. This is a VCE VET scored-assessed subject and on completion of the second year, students will obtain a Unit 3-4 credit towards their VCE and be required to sit an end of year exam.

The learning areas include: Planning sessions and facilitating groups, conducting warm-up and cool-down activities, Safety and the sport environment, Social media and creative thinking, Sports injuries and Sports and business technology.

This subject is an introduction to Physical Education, Coaching and Sports Management.

VICTORY RACE TEAM – VRT

The Victory Race Team engages VCC students in the world of competitive human-powered vehicle racing, blending elements of physical training, teamwork, and innovative engineering. Beyond the racing, students delve into the strategic world of marketing, learning how to promote their team and trike design to potential sponsors and supporters, fostering skills in communication and brand management.

Throughout the course, students immerse themselves in the intricacies of trike design and engineering, exploring concepts of aerodynamics, material science, and mechanical efficiency. They're not just racing, but also refining their understanding of physics and mechanics through hands-on application. The class offers a unique platform for students to hone key skills essential for success, including resilience, leadership, and problem-solving. Classwork includes factors such as fitness, teamwork, resilience, and racecraft, providing students with a comprehensive understanding of what it takes to excel in competitive HPV environments. Students will participate in a range of competitions throughout the year, some on weekends.

This subject is an introduction to pathways in Physical Education, Mechanics, Engineering and Health and Human Development.

VOCATIONAL EDUCATION AND TRAINING

VCE VET programs are vocational studies approved by the Victorian Curriculum and Assessment Authority as appropriate for senior secondary school students. VCE VET programs lead to nationally recognised qualifications, thereby offering students the opportunity to gain both the VCE and a nationally portable vocational education and training certificate. VCE VET programs will be fully recognised within the Units 1–4 structure of the VCE and therefore will contribute towards satisfactory completion of the VCE. Please see the VCE Handbook for the list of external VET courses.

VET CERTIFICATE III IN CHRISTIAN LEADERSHIP

VET Certificate III in Christian Leadership is a vocational qualification that provides students with the knowledge and skills to lead effectively in various settings. Students will learn to identify the foundations of Christianity, describe the Bible's key themes, identify the Church's central doctrines, lead others in the foundations of Christianity, and demonstrate practical evangelism principles. The subjects in Certificate III in Christian Leadership have been selected to equip students to lead others to help them grow in their knowledge of the Bible and their Christian faith, and to equip them with tools to express and teach these concepts to others. These will be delivered on-site with a blended learning experience of face-to-face and digital content, and in-service training.

This subject is an introduction to pathways in Ministry, Leadership and Theological studies.

THE LANGUAGE HUB (GERMAN)

The Language Hub is a unique program that opens the doors to exploring languages other than English. Students can choose to study the German Language or opt for independent language study through the Victorian School of Languages. The program offers face-to-face German language classes, providing an immersive experience in both the language and culture. The close relationship between German and English languages ensures that students not only enhance their German language skills but also their English skills. The program covers a variety of topics, including practical scenarios like shopping in a German store and dining in a restaurant, while also introducing students to German traditions.

YEAR 9 GERMAN

Year 9 German offers an engaging and practical language learning experience through real-world topics such as food, shopping, restaurants, and transport. Students build confidence communicating in everyday situations while discovering German culture and traditions in meaningful and interactive ways. The close connection between German and English helps strengthen overall language and literacy skills, making learning both accessible and rewarding. Through hands-on experiences such as ordering food, shopping in German stores, and navigating transport, students gain valuable skills they can apply beyond the classroom. Year 9 German is an exciting opportunity to broaden perspectives, boost confidence, and develop communication skills that open doors to future study, travel and global opportunities.

This subject is a preferred prerequisite for Year 10 German.

YEAR 10 GERMAN

Year 10 German builds on students' existing skills by offering a dynamic and practical language learning experience centred on topics such as health, nature, holidays and jobs. Students refine their ability to communicate with increasing independence while exploring aspects of German-speaking lifestyles and contemporary issues. The strong links between German and English continue to support the development of language awareness and literacy, making learning both effective and relevant. Through activities like discussing wellbeing, planning trips, engaging with environmental themes, and considering future career pathways, students gain meaningful, real-world skills. Year 10 German encourages learners to become confident, globally aware communicators, preparing them for further study and opportunities beyond the classroom.

This subject is a preferred prerequisite for VCE German.



VESA

Victory Elite Sports Academy





Victory Elite Sports Academy - VESA

Developing the Whole Athlete

Victory Elite Sports Academy (VESA) is a specialised sporting program at Victory Christian College dedicated to developing outstanding student-athletes through high-quality coaching, intentional character development, and academic support.

VESA provides students with a unique opportunity to pursue excellence in their chosen sport while continuing to thrive academically and personally within a Christ-centred environment. Our vision is to develop the “whole athlete” — students who pursue excellence with diligence, humility, and purpose both on and off the field or court.

Through professional coaching, competitive opportunities, and mentoring, VESA seeks to equip students with the skills, mindset, discipline and resilience required to succeed in sport, school, and life.

Our Core Pillars

- **Excellence:** Striving to always give our best in training, competition, academics, and character.
- **Diligence:** Developing discipline, consistency, resilience, and a strong work ethic.
- **Humility:** Demonstrating respect, teamwork, teachability, and servant-hearted leadership.
- **Purpose:** Recognising that sport can be used to positively influence others and honour God through our gifts and attitudes.

VESA BASKETBALL



Programs

Basketball Development Squads (Years 5/6, 7, 8)

The VESA Basketball Development Squad provides students with quality coaching and structured development to improve their basketball skills and game understanding.

This program is designed for students who are passionate about basketball and eager to improve, but who may not yet be performing at the level required for the main VESA Basketball Program. Students will focus on skill development, teamwork, fitness and personal growth while preparing for possible future involvement in the main VESA pathway.

Students in the program are expected to demonstrate strong self-discipline, coachability and exemplary behaviour.

Program Structure

- Years 5–8: 2 periods per week (90 minutes)
- Years 9/10: 90 minutes per week (before school hours)

Basketball (Years 7, 8, 9/10 & VCE)

The VESA Basketball Program is designed for students currently performing at a representative or equivalent level who aspire to continue developing their game at an elite level.

Students receive high-level coaching focused on:

- Game-specific skill development
- Tactical understanding
- Leadership and teamwork
- Performance mindset
- Character development

The program is led by Coach Adam Tarr, whose extensive coaching background includes:

- Basketball Victoria High Performance Hub Lead Coach (Bendigo)
- Bendigo Braves NBL1 Men's Assistant Coach
- Representative coaching experience across Victoria

Program Structure

- Years 7–8: 4 periods per week (180 minutes)
- Years 9–10: 5 periods per week (225 minutes)
- VCE: 2 periods per week (90 minutes)
- Students may also have opportunities to compete in interschool and state-wide competitions throughout the year.

VESA

**STRENGTH + CONDITIONING &
SOCCER**



Programs

Strength and Conditioning (Years 7, 8 & 9/10)

The VESA Strength & Conditioning Program provides students with specialised training in:

- Functional movement
- Strength development
- Speed and agility
- Injury prevention
- Athletic performance
- Understanding human movement and anatomy

The program is ideal for students wanting to improve performance in their chosen sport while developing long-term athletic habits and knowledge.

The program is delivered in partnership with The Human Mechanics, led by Arj Perera, one of Central Victoria's leading High-Performance Coaches. Arj holds a Master's qualification in Exercise Science (Strength and Conditioning) and has worked with:

- Bendigo Spirit (WNBL)
- Bendigo Braves
- Australian Women's Volleyroos
- Hawthorn AFLW

Program Structure

- Years 7–8: 2 periods per week (90 minutes)
- Years 9–10: 5 periods per week (225 minutes)

Thanks to Human Mechanics, limited sponsorship opportunities may be available for eligible students.

Soccer (Years 5/6, 7, 8 & 9/10)

The VESA Soccer Program provides students with high-quality coaching and technical development designed to extend players' tactical understanding, game awareness and overall soccer ability. The program is designed for students currently performing at a representative or equivalent level who aspire to continue developing at an elite level. Students are challenged to grow not only as footballers, but also as leaders and teammates who demonstrate humility, discipline and resilience.

The program is led by Coach Fabrizio Soncin (Total Futbol Coaching), who brings more than 20 years of coaching experience, including:

- Football Australia/AFC A-Licence qualifications
- Head coaching roles across representative programs
- Football Victoria State Team experience
- Multiple Coach-of-the-Year honours

Fab is passionate about developing technically gifted players who understand teamwork, leadership, and tactical play.

Program Structure

- Years 5/6, 7 and 8: 2 periods per week (90 minutes)
- Years 9–10: 5 periods per week (225 minutes)

Programs

VESA: Netball (Years 5/6, 7, 8, 9/10)

The VESA Netball Program is designed for students who are currently performing at a representative level or aspire to compete at a high level. The program focuses on developing advanced netball skills, game awareness, and performance in competitive environments.

The program is delivered in conjunction with experienced coaches, providing students with high-quality instruction focussed on:

- Skill development, positioning and tactical play
- Game sense and decision-making under pressure
- Teamwork, leadership and communication

Program Structure

- Years 5–6: Two double periods per week (year-long)
- Years 7–8: Two double periods per week (year-long)
- Years 9–10: Two double periods and one single period per week (year-long)
- Opportunities to participate in interschool competitions and events

Entry Requirements

All VESA programs are selective-entry and require an application process prior to commencement.

Selection is based on:

- Athletic performance and potential
- Coach endorsement
- Behaviour and attitude
- Demonstrated diligence across all areas of school life

Some programs may also require students to attend tryouts. Places are limited, and highly competitive.

Uniforms

VESA uniforms are supplied through Breach Apparel:
<https://www.breachapparel.com.au/victory-christian-college-vesa/>

Basketball

- Reversible singlet
- VESA shorts

Soccer

- VESA training tee

Strength & Conditioning

- VESA training tee

Development Squad students are not required to purchase a VESA uniform. However, Year 5/6 students are welcome to purchase a VESA training tee if they wish.



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