YEAR 7
YEAR 8
SUBJECT HANDBOOK

Greensborough
COLLEGE

At Greensborough College we "Strive for Excellence"

We educate the whole person through focusing on:

Academic Achievement, Social and Emotional Learning and Careers and Pathways.

Principal
Ms. Pauline Barker

Assistant Principals
Ms. Rose Thomson - Teaching and Learning
Mr. Louis Turner - Inclusion, Engagement and Wellbeing

Junior Engagement and Well-being Leader
Mr. Nicholas Heading

Pathways Practitioner
Ms. Jane Alexander

High-Ability Programs Coordinators
Mr. Lachlan Kafer and Ms. Rose Thomson

Greensborough College

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How to use this guide:

The Contents page features a linked menu which allows you to click on the subject name and jump to its full description.

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Principal's Message

As you enter Year 8 you now have an opportunity to start actively shaping your future and taking a step up towards adulthood.

In considering your future, remember that the more you make out of your time at school, the greater the range of choices you will have open to you. Success in the classroom is one way to broaden your choices, but there are many others. You have the chance to participate in a wide range of additional activities at school. You could join a sporting team, take up debating or participate in a musical production. You can also have an active voice in how the school operates.

We value the contribution students make through the Student Leadership Program and Student Representative Council. Participating in these programs at school gives you the chance to develop your skills in areas such as leadership, decision making and creativity.

In this handbook you will find information on subjects offered, information on special programs and general information about the College.

There are a number of support structures in place to help students. Year Level Leaders, Student Engagement and Wellbeing Leaders, Student Wellbeing Coordinator, Office Staff, Principals and Classroom Teachers provide ongoing assistance. Parents and students are encouraged to seek assistance from these staff whenever it is needed.

The School Council and staff at the College take pride in the achievements of our students. I encourage you to celebrate your achievements and the achievements of your peers throughout your schooling at Greensborough College.

Pauline Barker
Principal

Year 7 Program

Year 7 students undertake these CORE Year-long subjects

English
Mathematics
Science
Humanities
Physical Education
Connect
Italian

Year 7 students undertake these Semester-based subjects

Art
Design Technology
Food Technology
Digital Technology
Health
Music and Drama

Year 7 students also undertake an Enrichment Program:

Semester-based Program

Science Investigations
Media and Visual Communication and Design

OR Year-long Program

Athlete Development Program

Year 8 Program

Year 8 students undertake these CORE Year-long subjects

- English
- Mathematics
- Science
- Humanities
- Physical Education
- Connect
- Italian

Year 8 students undertake these Semester-based subjects

- Art
- Design Technology
- Food Technology
- Digital Technology
- Health
- Drama

Year 8 students also choose an Enrichment Program:

Semester-based Electives - Choose 2:

- Science Investigations- Models
- Dance
- eSports
- Heroes and Villains
- Vikings, Myths and Legends
- Lego Lab: Gears and Gadgets
- Music Development Program
- We Built this City on Rock and Rome

OR Year-long Program

- Athlete Development Program
- Music Development Program

Victorian Curriculum

The Year 7 & 8 Curriculum follows the design laid out in the Victorian Curriculum to run over a 2 year period. The Victorian Curriculum incorporates 8 learning areas and 4 main capabilities as shown in the table below.

Learning Areas	Capabilities
English	Personal and Social
Mathematics	Critical and Creative Thinking
Science	Intercultural
Health and Physical Education	Ethical
Language	
Humanities & Social Sciences (History, Geography, Civics & Citizenship, Business & Economics)	
The Arts	
Technologies (Design & Technologies and Digital Technologies)	

Year 7 Program Structure at Greensborough College

Subject	Sessions per week
English	4
Maths	4
Science	2
Humanities	2
Physical Education	2
Connect	1
Language (Italian)	2
A Semester each of: Health / Food Technology	2
A Semester each of: Art / Drama and Music	2
A Semester each of: Design Technology / Digital Technology	2
Athlete Development Program (ADP) Year-long or **Two Enrichment Program Subjects-** **A Semester of:** • Science Investigations • Media and Visual Communication and Design	2
TOTAL	**25**

Year 8 Program Structure at Greensborough College

Subject	Sessions per week
English	4
Maths	4
Science	2
Humanities	2
Physical Education	2
Connect	1
Language (Italian)	2
A Semester each of: Health / Food Technology	2
A Semester each of: Art / Drama	2
A Semester each of: Design Technology / Digital Technology	2
Athlete Development Program (ADP) Year-long or **Music Development Program (MDP) Year-Long** or **Two Enrichment Program Subjects-** **A Semester of:** • Esports • Heroes and Villains • Dance • Science Models • Vikings, Myths and Legends • Lego Lab: Gears and Gadgets • We Built this City on Rock and Rome • Music	2
TOTAL	**25**

High Ability Programs

Greensborough College offers a range of high-ability programs for students across all year levels.

High-Achiever Classes (Maths Years 7 – 10 & English Years 7 – 9)

At Greensborough College, identified high achieving students are placed in either high-ability Maths or English classes which are designed to meet, and extend, their specific learning needs.
Students coming into the school at Year 7 are selected based on their Year 6 academic results. In subsequent years these students are given the opportunity to remain in a high-achievers class, dependent upon their academic performance and teacher judgement throughout the year. Additional students can also be nominated to move into high-achievers classes based on the same criteria.

Victorian Challenge and Enrichment Series (All year levels/curriculum areas)

The Victorian Challenge and Enrichment Series (VCES) provides funded extension activities for high-ability and interested students in Victorian government schools from Prep to Year 12. Within the series, education expert partners are delivering a suite of face-to-face and virtual incursions and excursions, such as workshops, tutorials, conferences, lectures and competitions, across all areas of the curriculum that are free of charge. All subject teachers have access to the information on these programs and will select relevant activities at various stages throughout the school year.

For all enquiries regarding any of the High-Ability Programs offered through Greensborough College, contact Jennie Hollamby or Andrew Ericksen.

YEAR-LONG SUBJECTS

Year 7 and 8 ENGLISH

Year 7 and 8 English Core

Sound literacy and communication skills underpin success in all other subjects. Student learning in English is centred around the development of their reading, writing, speaking, listening, and critical thinking skills. Students participate in Independent Reading, Literature Circles and Grammar refreshers. The Renaissance Reading program is used to assess reading levels and help teachers hone students' reading skills and encourage growth.

Units include:

Year 7	Year 8
• Personal Writing • Personal Narrative • Literature Circles • Jar of Junk • Falling From Grace • Media Issues	• Create your own Mythical Creature • Legend Research & Drafting • The Simple Gift Text Response • Innovations and Inventions • Dystopian Worlds • Exploring Graphic Novels • Genres that Grip: Focus on Story Types • Year 8 Breaking News: Junior Journalist

Assessment includes:

Year 7	Year 8
• Letter to the Teacher • Personal Narrative • Literature Circles • Oral Presentation • Text Response • Informative Writing • Renaissance Reading • PAT Reading	• Essays • Presentations • Assignments • Poetry Portfolio • Speeches • Renaissance Reading • PAT Reading

Year 7 and 8 English High Achiever

In 2025 an English High Achiever class will be offered. Identified high achieving students are placed in this class which is designed to meet, and extend, their specific learning needs.

Pathways to VCE:

Year 7 and 8 MATHEMATICS

Year 7 and 8 Mathematics Core

In Mathematics, we aim to develop the numeracy skills that all students need in their personal and working lives. The Essential Assessment Program is used to assess and develop their mathematical skills and knowledge. Mathematics provides opportunities to use efficient mental and written strategies and appropriate digital technologies such as the scientific calculator.

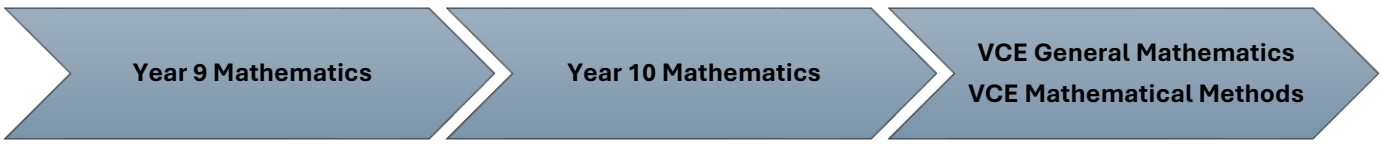
Units include:

Year 7	Year 8
• Statistics • Geometry • Fractions • Indices • Time • Positive and Negative Integers • Perimeter and Conversions • Algebra and Equations • Area and Volume • Probability • Ratios, Percentages and Best Buys • Cartesian Plane • Triangles, Quadrilaterals	• Using units of measurement • Chance • Fractions Review, Decimals, Percentages and Financial Maths • Area and Volume • Integers, Time • Algebra • Statistics • Equations and Straight Lines • Transformation and Congruence

Assessment includes:

- Tests
- Assignments
- Essential Assessment
- PAT Maths

Pathways to VCE:



Year 7 and 8 Mathematics High Achiever

The High Achiever class/classes will consolidate Year 8 work and will work beyond. Their coursework will include more enrichment in problem solving and challenging assessment tasks.

Pathways to VCE:

Year 7 and 8 HUMANITIES

Humanities encourages students to investigate the history of societies and the way humans interact with the environment in different places and at different times. It offers students the opportunity to find out more about the world, its origins, and its complexities.

Units include:

Year 7	Year 8
• Understanding history • Ancient Australian • Ancient Egypt • Geographical Skills • Water in the world • Liveability • Civics and Citizenship	• Medieval Europe • Shogunate Japan • Landscapes and Landforms • Changing Nations • Geographical Concepts • Megacities, urbanisation, and migration • Business and Economics

Assessment includes:

Year 7	Year 8
• Chronology task • Evidence task • Research task • Reading, analysing and displaying data • Mapping task	• Research Task • Source Analysis • Tourism Brochure • Tests

Pathways to VCE:

Year 7 and 8 ITALIAN

In Italian, students socialise with peers and adults to exchange factual information and opinions about shared events, leisure activities and interests. Students convey factual information and ideas through a range of spoken, written and multimodal texts, using information from a range of sources. Students participate in listening to, reading and viewing imaginative texts and make connections with characters, events, actions, settings, and key ideas and messages. Students understand and use key features and patterns of the Italian grammatical system, including preposition use, gender and agreement, present tense of regular and common simple sentence construction.

Units include:

Year 7	Year 8
• Classroom Instructions • Greetings • Conversations • Italian versus Australian School Systems • School- likes and dislikes, timetable • Family • To have and to be • Animals	• Favourite Pastimes • Verb conjugations • Italian immigration to Australia • Irregular and regular verbs • Noun and gender agreement • Modes of transport and regions of Italy • Time – telling and reading time in Italian • Prepositions • Sentence structure • Il Cibo - Food • Imperative tense

Assessment includes:

Year 7	Year 8
• Create a Comic Strip • Create a school timetable • Oral Presentations • Multimedia photo album • Picture story book	• Completing a Flipgrid • Research • Oral Presentations • Creating a recipe • Quizlets

Pathways to VCE:

Year 9 Italian → **Year 10 Italian** → **VCE Italian**

Year 7 and 8 PHYSICAL EDUCATION

In Physical Education, students focus on developing their ability to practise and apply personal and social skills when undertaking a range of roles in physical activities. Students modify rules and scoring systems to allow for fair play, safety and inclusive participation. They use feedback to improve body control and coordination when performing specialised movement skills. Students participate in physical activities that develop health-related and skill-related fitness components and create and monitor personal fitness plans.

Units include:

Year 7	Year 8
• Sports Biomechanics (Athletics & Hockey) • Net-Wall Games • Movement sequences and inclusivity with Invasion Games • Fitness	• SEPEP Invasion Games (Basketball) • SEPEP Invasion Games (Soccer) • Target Games (Kubb, Finska, Frisbee Golf) • World Games (Sofcrosse, Euro Handball, Tchoukball) • Striking & Fielding (Baseball, Softball, Rounders, Kickball, Blindfold Kickball) • Collaboration within Minor Games • Skill-Related Fitness

Assessment includes:

Year 7	Year 8
• Teacher Rubric • Self-reflection Rubric • Training Diary	• SEPEP Folio • Peer Observation Rubric • Self-Reflection Rubric • Assignment

Pathways to VCE:

Year 7 and 8 SCIENCE

Science allows students to explore topics across all areas of Science; Biology, Chemistry, Physics and Earth and Space.

The Science curriculum provides opportunities for students to build an understanding of important scientific concepts and processes, the practices used to develop scientific knowledge, the contribution of science to our culture and society, and its applications in our lives.

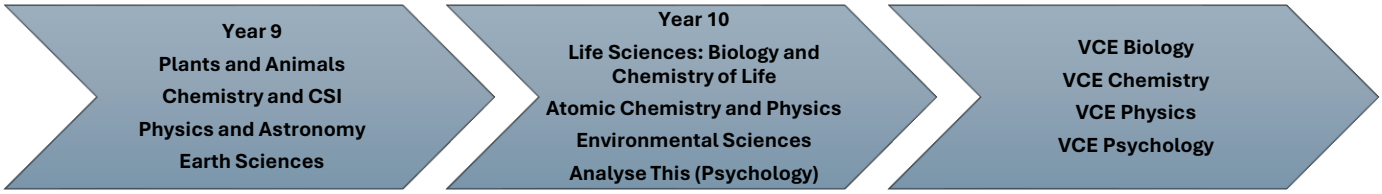
Units include:

Year 7	Year 8
• Science Skills • Ecosystems • Earth, Sun and Moon • Mixtures • Classification • Forces & Simple Machines • Earth Resources	• Cells • Body Systems • Matter • Chemical Change • Water as a Resource • Energy • Earth and Rock Cycle

Assessment includes:

Year 7	Year 8
• Research Task • Scientific Poster • Tests • Investigations • Scientific Reports	• Research Task • Scientific Poster • Tests • Data analysis • Scientific Reports

Pathways to VCE:



Year 7 and 8 CONNECT

This subject is relevant to all students as they navigate their personal lives and nurture career aspirations.

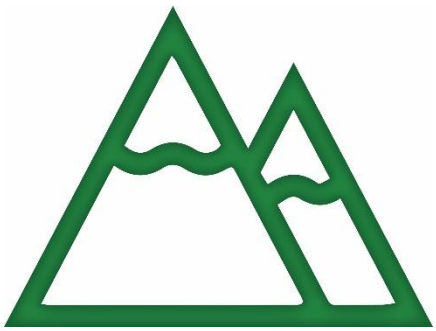
Connect focuses on students' self-awareness and habits of mind. Students also look to the future with lessons dedicated to understanding how their personal strengths are applicable to careers, and students engage in preliminary research about careers that are of interest to themselves. Students work on a range of problem-solving skills and the ability to apply these skills in multiple settings.

Units include:

- growth mindset
- gratitude
- empathy and conflict resolution
- problem solving
- school values

Assessment includes:

Year 7	Year 8
• Presentations • Interviews • Evaluating and Designing of a Product	• Problem solving scenarios • Love Bites online assessment on consent and relationships • My Career Portfolio • Financial literacy



SEMESTER-BASED SUBJECTS

Year 7 and 8 ART

Throughout Year 7 and 8, students' will develop skills in planning, documenting and creating art works. Students will explore a range methods, materials and media whilst exploring both 2D and 3D presentation formats which includes but is not limited to drawing, tracing, painting, collage, 3D modelling, sewing, manual printing and sculpture.

Units and assessment include:

Year 7	Year 8
• Introduction to Art • Art Elements and Principles • Textiles	• Ceramics • Printmaking • Pointillism



Year 9
Art Making and Exhibiting

Year 10
Art Making and Exhibiting
Visual Communication and Design

VCE Art Making and Exhibiting
VCE Visual Communication and Design

Year 7 Media and Visual Communication Design

(Semester-based)

In the area of Visual Communication Design (VCD), students explore the drawing styles of one-point and two-point perspective technical drawing. In Media the students explore the 3 phases of Production (Pre-Production, Production and Post-Production) and create a fictional podcast.

Year 7 PERFORMING ARTS- Drama and Music

Are you interested in...

Becoming a professional musician, composer, sound engineer, performer, musical director, ensemble performer, music journalist, game music composer, film music composer, session musician, music technician, instrumental music teacher or classroom music teacher?

In Year 7 Music, students build foundational musical skills through performance, composition and analysis. Students completed a unit covering music theory and vocal skills through which musical terminology and symbols were introduced and listening and analysis skills were developed. Students also completed a unit of work on World Music where they investigated traditional music practices from diverse cultures around the world. Following this, students completed a unit of work focussed on instrumental performance in which they learnt how to perform using the Ukulele and Percussion. This led to a performance where students presented their skills and knowledge through group performance and composition.

Units and assessment include:

Year 7 DRAMA	**Year 7 MUSIC**
• Expressive Skills • Games & Spatial Awareness • Gestures & Facial Expressions • Movement & Voice • Puppetry • Aesop Fables • Solo/Small Group Performance	• Foundational musical skills • Music theory • Vocal skills • World Music • Instrumental performance • Group performance and composition

Pathways to VCE:

Year 8 DRAMA

In Year 8 Drama, students build their knowledge and skills of drama through devised and scripted performances. Students learn and develop the use of expressive skills to develop their acting and apply their knowledge of expressive skills by rehearsing a chosen monologue and performing it. Students use play making techniques to develop a variety of stimuli for the creation of Group and Solo performances.

Units include:

Year 8
• Introduction to Expressive skills • Games & Spatial Awareness • Gestures & Facial Expressions • Movement & Voice • Improvisation • Comedy

Assessment includes:

Year 8
• Rehearsal • Performance • Test • Analysis Task and Planning a scene

Pathways to VCE:

Year 9 Drama → **Year 10 Drama** → **VCE Drama**, **VCE Theatre Studies**

Year 7 and 8 DESIGN TECHNOLOGY

In Design Technology, students are encouraged to further develop their skill range with the use of varied materials and building processes. Students are encouraged to design, draw, and produce set tasks whilst incorporating their own design element. Students are also taught how to use various equipment, and hand tools within a workshop environment in a safe productive manner.

Units and Assessment includes:

- Plastics
- Wood
- Design Brief

Pathways to VCE:

Year 9 Woodwork → **Year 10 Woodwork** → **VCE/VM VET**

Year 7 and 8 FOOD TECHNOLOGY

Food and Technology encourages students to build on their food handling, food preparation and cooking skills. Students cook a variety of recipes where they demonstrate safe work practices and appropriately use tools/equipment to measure accurately and develop an understanding preparation techniques impact on the sensory properties of food produced. Following recipes sequentially, managing time effectively and cleaning appropriately is emphasised. In Year 8, students develop an understanding of dietary food models that can assist them in making healthier choices when selecting food for their diet. Students explore sustainable and ethical concepts in food production systems.

Units include:

Year 7	Year 8
• Kitchen Hygiene and Food Safety • Reading recipes • Uses of equipment and learning basic food preparation processes and cookery terms • Basic cooking methods • Design Process • Application of food preparation processes and equipment and learning	• Kitchen Hygiene and Food Safety • Reading recipes. • Learning basic food preparation processes and cookery terms • Basic cooking methods • Australian Guide to Healthy Eating Food Model • Ethics of egg production • Food preparation and impacts on Sensory properties • Modifications to make recipes healthier • Sustainability and ethics of eating Seasonally • Cooking from the vegie patch

Assessment includes:

Year 7	Year 8
• Design Brief • Practical Skills Test • Recipe Analysis	• Progress Skill Tasks • Annotated Recipes • Production lessons - Variety of cooking methods • Design Brief • Practical Exam

Pathways to VCE:

Year 9
Fabulous Fast Foods
Gourmet Traveller

→ **Year 10**
Cafe Culture
Patisserie

→ **VCE Food Studies**
VET Certificate II Cookery

Year 7 and 8 HEALTH

In Health, students focus on investigating the benefits of relationships and examining their impact on their own and others' health and wellbeing and selecting strategies to promote health, safety and wellbeing. Students develop skills to evaluate health information and expressing health concerns. They plan and use strategies and resources to enhance the health, safety and wellbeing of their communities.

Units include:

Year 7	Year 8
• Health Benefits of Physical Activity • Puberty Hygiene • Mental Health & Wellbeing	• Respectful Relationships • Drugs • Personal Safety

Assessment includes:

Year 7	Year 8
• Design Your Own Park Assessment • Identity, Change & Emotions Assessment • Mental Health & Wellbeing: Screen Time Assessment	• Respectful Relationships Reflection Portfolio • Drug Packaging Assessment • Personal Safety Assessment

Pathways to VCE:

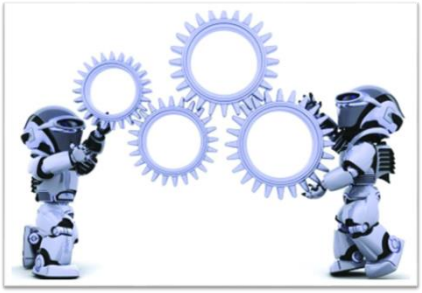
Year 9
Health & Physical Education

Year 10
Health & Physical Education
Outdoor Education
Everyday Movement

VCE Physical Education
VCE Health & Human Development
VET Sport & Recreation

Year 7 and 8 DIGITAL TECHNOLOGY

Digital Technologies (Years 7 & 8)



Digital Technologies for Years 7 and 8 introduces students to the exciting world of coding, robotics, and automation. Through hands-on projects, students will develop technical skills in coding, building robots, and creating digital solutions. This subject emphasizes problem-solving, creativity, and teamwork, helping students understand how technology can be used to innovate and solve real-world problems.

What to Expect:

Expect to engage in fun and interactive projects, from coding your first programs to building and programming robots. You'll work with tools like Micro:bits and Eddison robots, as well as explore 3D design and printing. This subject provides hands-on learning in a collaborative environment, offering the perfect balance of creativity and technical skills. Digital Technologies for Years 7 and 8 is a dynamic and hands-on subject, designed to equip you with essential skills for the digital age. Through coding, robotics, and 3D printing, you'll gain the knowledge and experience to bring your creative ideas to life!

Concepts Explored:	**Skills Developed:**
• Coding and algorithms • Robotics and automation • Digital circuits and electronics • 3D design and printing • Problem-solving and logical thinking • Ethical considerations in technology	• Coding with Python • Designing and programming robots • Building circuits and digital systems • 3D modelling and printing • Critical thinking and collaboration • Creativity and innovation in technology

Units of Study: Year 7

Unit 1: Introduction to Coding with Python	**Unit 2: Introduction to Robotics and Automation**
Learn the basics of coding with Python, covering topics like variables, loops, and conditionals to build simple programs.	Explore the fundamentals of robotics, including building and programming robots with Micro:bits and Eddison robots, along with creating simple circuits and 3D designs.

Units of Study: Year 8

Unit 1: Intermediate Coding with Python	**Unit 2: Intermediate Robotics and Automation**
Build on your Python skills, learning more advanced coding techniques like functions, libraries, and working with data to create more complex programs.	Take your robotics skills further by creating more sophisticated robots, integrating sensors, building more advanced circuits, and designing 3D-printed parts for your projects.

Pathways to VCE:

ENRICHMENT PROGRAMS

Year 7 Science Investigations

(Semester-based)

Students complete a science investigation of their choice. During the first term, students will follow a modelled process to design and create an investigation. In the second term, students research a topic, design a research task in the form of a question, find the answer to that question (through research, modelling, practical activity) and then present their findings. Students learn about being a scientist and collaborate with others to design solutions.

Students will then present their research findings and display their work at our showcase.

The program aims to foster teamwork, critical thinking and creativity and problem-solving skills, and will provide students with a hands-on learning experience.

Year 7 Media and Visual Communication and Design

(Semester-based)

In the area of Media and Visual Communication Design (VCD), students create an event poster, a one-point perspective technical drawing and a two-point perspective technical drawing and a film review of the movie Toy Story.

Year 8 DANCE

(Semester-based)

What you learn...

Explore Hip Hop, Afro-Cuban, Jazz and Contemporary Dance styles through small, sequenced dance performances. Dance students will have the chance to explore popular culture and storytelling through dance taking into consideration dance trends such as Tik Tok and Youtube.

Students will also work in teams to produce choreographed dance sequences linked to a theme. Students will have the opportunity to select their own music and dance styles to perform dance performances in teams at the end of a semester. If you are interested in movement, music, dance, fitness and creativity then sign up to Dance and form your own mini dance squad!

Victorian Curriculum:

- The Arts- Dance
- Personal and Social Capability

Why you might be interested:

- ☐ I enjoy music
- ☐ I would like to learn more dance moves
- ☐ I am interested in learning more about styles of music
- ☐ I am interested in performing in front of an audience

Year 8 ESPORTS

(Semester-based)

What you learn...

Students will be introduced to the world of esports and will apply an understanding of networks to solve technical problems. They will learn about online safety, digital footprints and appropriate ways to communicate online with people they know. Students will play a variety of Esports titles. They will train in these games during lessons to ensure they understand what esports is and begin exploring how to safely and respectfully communicate with competitors.

Victorian Curriculum:

- Digital Technologies
- Critical and Creative Thinking Capability
- Personal and Social Capability

Why you might be interested:

☐ I am interested in game concepts

☐ I enjoy problem solving and games.

☐ I like exploring a range of video games.

☐ I am interested in coding and computer programming.

☐ I want to learn more about game development and designing my own projects.

Year 8 HEROES and VILLAINS

(Semester-based)

What you learn...

Students will read graphic novels and investigate what makes a hero or villain and how they have been presented in society. They will investigate how major historical events have been portrayed in pop culture through the creation of pop culture heroes like Batman (Proto-Psychology), Wonder Woman (Feminism), the X-Men (Civil rights movement and racism), the Incredible Hulk (the Nuclear age, which relate to historical events and movements) and Captain Planet (environmentalism).
They will design their own aspirational hero/ despicable villain and link them to a modern movement or social concern.

Victorian Curriculum:

- English Literature
- Visual Communication and Design
- Humanities Civics and Citizenship
- Ethical Capability

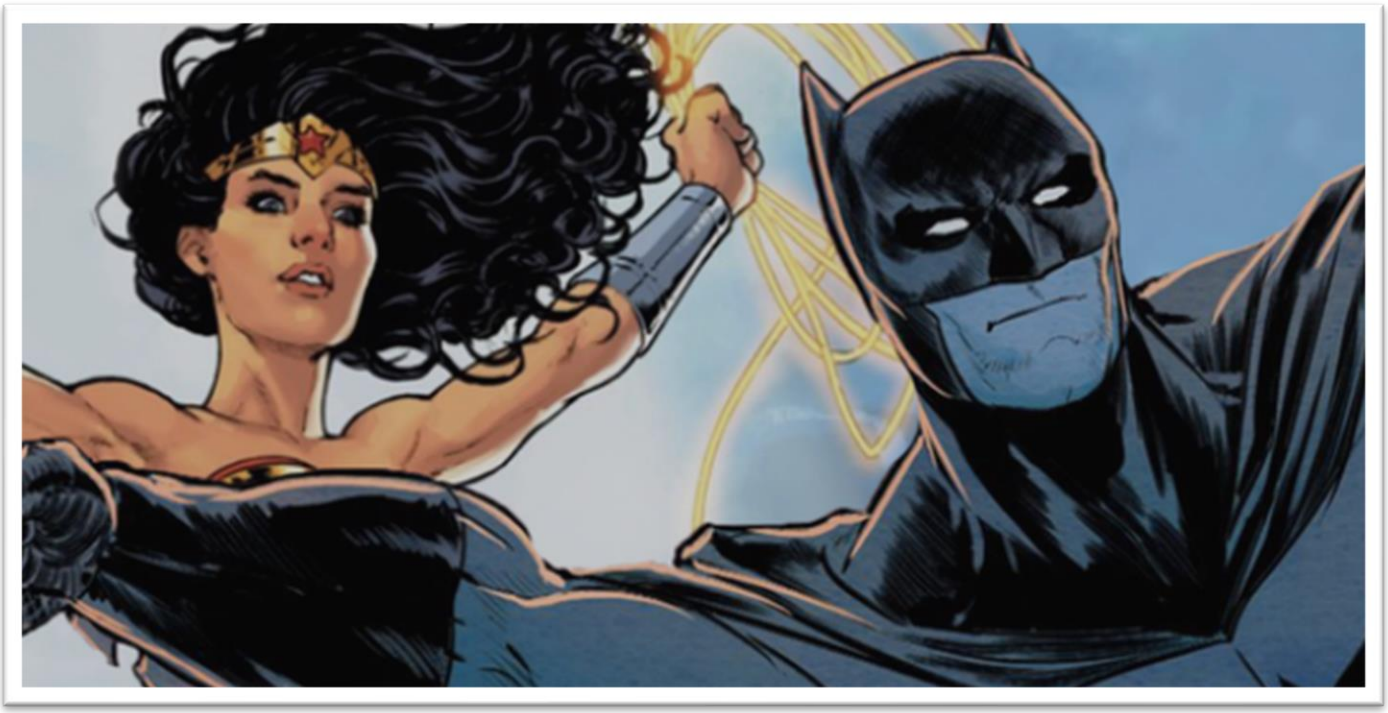
Why you might be interested:

☐ I am interested in history

☐ I want to learn more about my hero

☐ I want to be more creative

☐ I want to develop skills in creating with ICT



Year 8 LEGO LAB: GEARS and GADGETS

(Semester-based)

What you learn...

Mechatronics is an emerging field that combines the disciplines of mechanical and electronic engineering. In this elective, students will be introduced to the fundamentals of mechatronics, as well as design and problem-solving through the use of LEGO Technic and SPIKE systems.

During the first half of the program, students explore how simple machines work using Lego Technic, creating and building solutions to specific challenges. In the second term, they will work with the new LEGO SPIKE system to consolidate and extend their learning through the incorporation of automation and robotic systems into their designs.

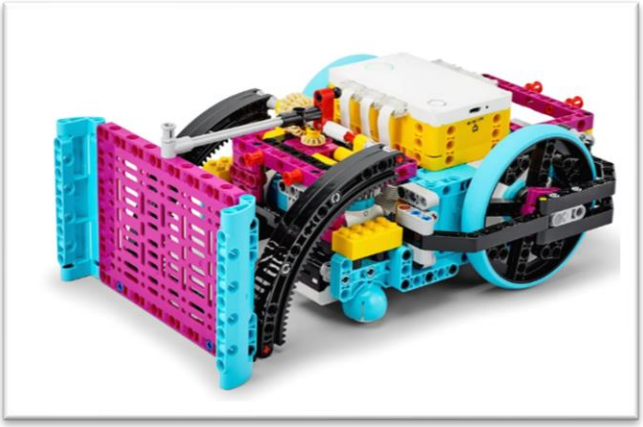
Finally, students will work collaboratively and draw on their new skills to design and build a 'LEGO Masters'-style creation, showcasing their talents.

Victorian Curriculum:

- Science
- Design & Digital Technologies
- Critical and Creative Thinking Capability
- Personal and Social Capability

Why you might be interested:

- ☐ I love Lego
- ☐ I enjoy hands-on learning
- ☐ I want to learn more about machines and automation
- ☐ I am interested in coding and computer programming
- ☐ I enjoy working in small groups to design and build creative solutions to design briefs



Year 8 SCIENCE INVESTIGATIONS- MODELS

(Semester-based)

What you learn...

This program is designed for students with an interest in investigating using models.

During the first term, students will make several different models and then use their scientific understanding to explain how each model works. These models could include hot-air balloons, pin-hole cameras and rockets. In the second term, students will research and design a model of their own choice. They will need to collaborate together and problem solve to create their working model, and make a poster that explains how their model works.

Students will then present their model and poster at a Showcase.

The program aims to foster teamwork, creativity, and problem-solving skills, and will provide students with a hands-on learning experience.

Victorian Curriculum:

- Science as a Human Endeavour (research skills)
- Science Enquiry Skills
- Personal & Social Capability
- Critical & Creative thinking Capability

Why you might be interested:

- ☐ I want to learn about being a scientist
- ☐ I am interested in problem solving
- ☐ I am interested in collaborating with others to design solutions
- ☐ I enjoy hands-on learning and experimenting

Year 8 We Built this City on ROCK and ROME

(Semester-based)

What you learn...

We will examine the significant events in Italy's past, from Ancient Roman times to modern day Italy, and the journey that led to the formation of the country we now love and call Italy. We will trace the evolution of Italy from a collection of independent city-states to a unified country, and the challenges and triumphs that have marked its journey. This course will include many learning opportunities such as; active learning, hands on activities and an inquiry-based project. We will be focussing on the students' meta-cognition, critical and creative thinking also whilst giving student choice and agency.

Victorian Curriculum:

- Historical Concepts and Skills
- Ethical Capability
- Intercultural Capability
- Critical and Creative Thinking Capability

Why you might be interested:

- ☐ I want to learn more about Italian history
- ☐ I like completing projects
- ☐ I would like to improve my auditory & communication skills
- ☐ I like to try new things

Year 8 MUSIC

(Semester-based OR Year-Long)

Are you interested in...
Do you want to become a professional musician, composer, sound engineer, performer, musical director, ensemble performer, music journalist, game music composer, film music composer, session musician, music technician, instrumental music teacher or classroom music teacher?

What to expect...
Students will

- Perform a solo piece on their chosen instrument
- Develop music analysis skills
- Learn about the elements of music
- Compose music using a DAW (digital audio workstation)
- Develop music technology skills through digital software
- Develop and apply practice techniques during rehearsals
- Perform duet and group performances with peers
- Take part in music workshops

Pathways to VCE:

Year 7 and 8 ATHLETE DEVELOPMENT PROGRAM (Year-long)

This year-long program should be selected by students wanting to be a part of the Athlete Development Program (ADP).

Are you interested in...
Being a better athlete?
Becoming stronger, faster, more explosive and powerful?
Taking your sport to elite/state/national level?
Minimising your risk of injury?

What to expect...
The ADP provides student athletes with the opportunity to upgrade their athletic performance whilst at school. Their involvement will help them to achieve their personal best in their sporting pursuits, in all facets of their schooling and in life beyond their time at Greensborough College. Within this subject, students will participate in two strength and conditioning sessions per week.

Pathways to VCE:

OPTIONAL Sports Coaching

Qualifying students can also choose to undergo technical sports coaching in AFL, Basketball or Tennis. There are 2 categories of sports coaching:

- **Development Coaching** - Athletes in these squads receive 2 hours of technical coaching per week. This coaching is aimed at those students who aspire to take their sport to the next level.
- **Extended/Elite Coaching** - Athletes in these squads receive 3-6 hours of elite technical coaching per week. This coaching is aimed at student athletes who are already performing at a very high standard and aiming to compete at state and national levels. Student 'try-outs' for squads will be held.

The sports coaching sessions are all completed at Greensborough College with some sessions starting before school hours and during period 1 of timetabled classes. Other sessions run during scheduled class time or during lunch time. Please contact the ADP Coordinator for more information relating to the sports coaching timetables.

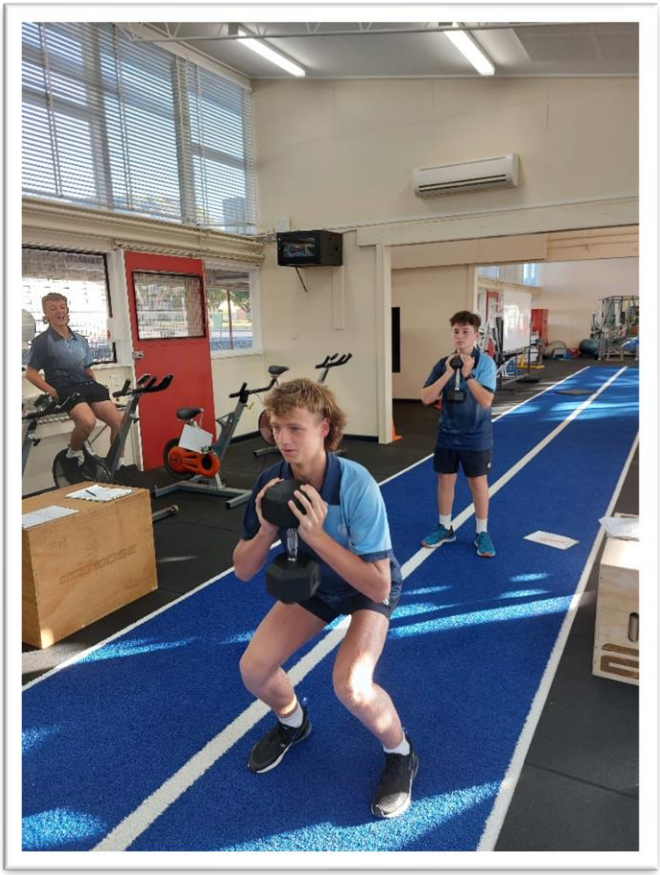
ADP Levies

Athlete Development Program (All ADP students)	**$720***
ATHLETE ID PROGRAM	**$300***

OPTIONAL Sports Coaching

AFL Development Coaching (2hrs/wk)	$600*
AFL Extended Coaching (3hrs/wk)	$900*
Basketball Development Coaching (2hrs/wk)	$800*
Basketball Extended Coaching (3hrs/wk)	$1,200*
Tennis Development Coaching (2hrs/wk)	$1,000*
Tennis Elite Coaching (6hrs/wk)	$3,000*

***These are out 2025 prices. These will be adjusted for 2026 based on student numbers.**



Greensborough COLLEGE

Please note: All Subject Levies are dependent on School Council approval and will be published later in the year