

YEAR 7 YEAR 8 SUBJECT HANDBOOK



Greensborough
COLLEGE

STRIVE FOR EXCELLENCE



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.

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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



Core English



Mathematics



Science



Humanities



Physical
Education



Connect



Italian

Year 7 students undertake these Semester-based subjects



Art



Design &
Technology



Food
Technology



Digital
Technology



Health



Performing Art-
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



Core 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



Game Design
& Digital
Worlds



Heroes and
Villains



Music



Lego Lab:
Gears and
Gadgets

OR Year-long Program



Athlete 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 Two Enrichment Program Subjects- A Semester of: • Game Design & Digital Worlds • Heroes and Villains • Dance • Science Models • Lego Lab: Gears and Gadgets • Music	2
TOTAL	25



High Ability Programs

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

High-Achiever English and Advanced Mathematics Classes (Years 7 -10)

At Greensborough College, identified students are placed in either Advanced Mathematics or High Achiever 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 the class, dependent upon their academic performance and teacher judgement throughout the year. Additional students can also be nominated to move into these classes based on the same criteria.

Victorian High-Ability Program (Years 7 – 8))

The Victorian High-Ability Program (VHAP) is run by Virtual School Victoria. It consists of ten-week online courses for English and Mathematics where students engage in synchronous online classes with their teachers. They can also engage with the course material outside of the assigned lesson times.

In the Secondary English course, students investigate villains in literature and learn to view them through a philosophical lens, while exploring ideas about representation, perception, morality and cultural norms.

In the Secondary Maths course, students explore irrational numbers such as surds, and irrational constants such as pi, phi (golden ratio) and e (Euler's number). The course is aimed at improving students' estimation and pattern-based reasoning and showing students real-world applications of mathematical ideas.

Virtual School Victoria nominates students to enrol in VHAP based on external testing data. Schools can also enrol students to enrol in VHAP dependent upon their academic performance and teacher judgement throughout the year.

Participation in VHAP is fully subsidised by the Victorian Government.

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 Lachlan Kafer. Lachlan.kafer@education.vic.gov.au

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 learning activities including:

- a tailored Independent Reading program. Students select 'just-right' reading material in consultation with their teachers who are informed by *Renaissance Reading* program data. This system allows teachers to hone students' reading skills and encourage growth
- Literature Circles, in which students are supported to apply a reciprocal, collaborative reading protocol
- novel study
- low stakes-writing and longer compositions in a variety of genres
- oral presentation tasks
- Spelling Bee

Units include:

Year 7	Year 8
• Create your own Mythical Creature • Legend Research & Drafting • Crazy Fun Park Text Response • Literature circles unit • The Simple Gift Text Response • Innovations and Inventions • Dystopian Worlds	• Create your own Mythical Creature • Legend Spoken Presentation • Crazy Fun Park Text Response - this is missing from the list of units • The Simple Gift Text Response • Poetry Spoken Presentation • Literature circles unit • Spelling Unit

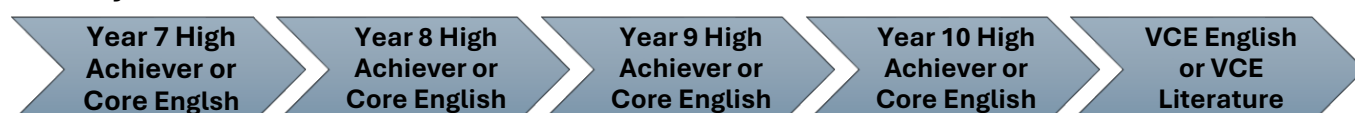
Assessment includes:

Year 7	Year 8
• Introductory Letter to the classroom teacher • Personal Narrative • Persuasive Oral Presentation • Literature Circles writing prompts • Text Response • Informative Writing • Renaissance Reading • PAT Reading	• Persuasive Essays • Oral Presentations • Poetry Anthology • Literature Circles booklet & presentation • Text Response • Renaissance Reading • PAT Reading

Year 7 and 8 English High Achiever

Identified students will be placed in this class which is designed to meet specific student learning needs and extend student skills and knowledge. Students will study richer, more complex texts and experiment broadly by writing in a range of genres.

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:

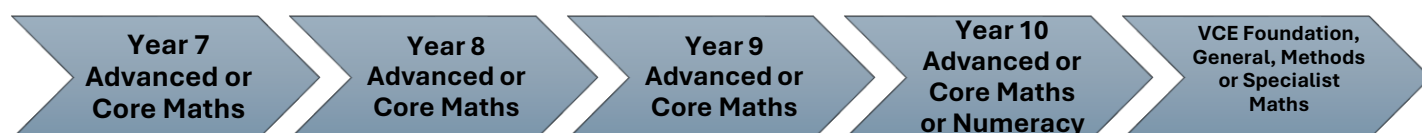
- Tests
- Assignments
- Essential Assessment
- PAT Maths

Year 7 and 8 Advanced Mathematics

The Advanced Mathematics classes will delve into Year 7 and 8 content and beyond in greater depth, with a focus on developing reasoning and problem-solving skills. Their classwork will give greater opportunities for enrichment and will include more challenging assessment tasks.

Composition of the Advanced Mathematics class will be reviewed regularly, and students will move in and out to best suit their learning. Students will be selected based on a combination of performance and learning behaviours.

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
• Geographical Skills • Water in the world • Liveability • Understanding history • Ancient Australia • Ancient Egypt • 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 • Sentence Builders	• Completing a Flipgrid • Research • Oral Presentations • Creating a recipe • Sentence Builders

Pathways to VCE:



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:

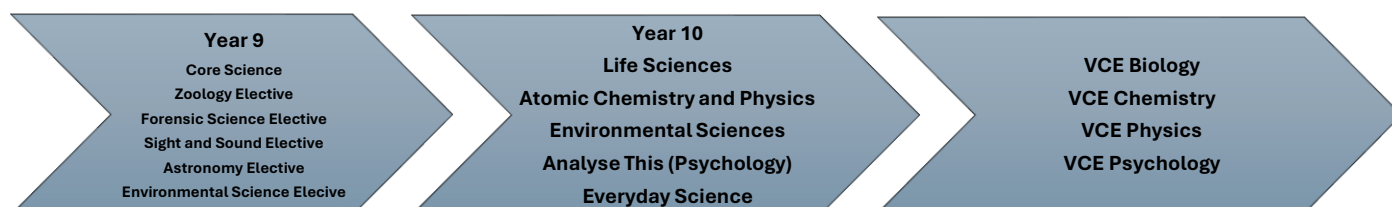
Year 7	Year 8
• Science Skills • Ecosystems • Our Place in Space • Mixtures • Classification • Forces	• Cells • Body Systems • Matter • Chemical Change • Water as a Resource • Earth and Rock Cycle • Energy

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:



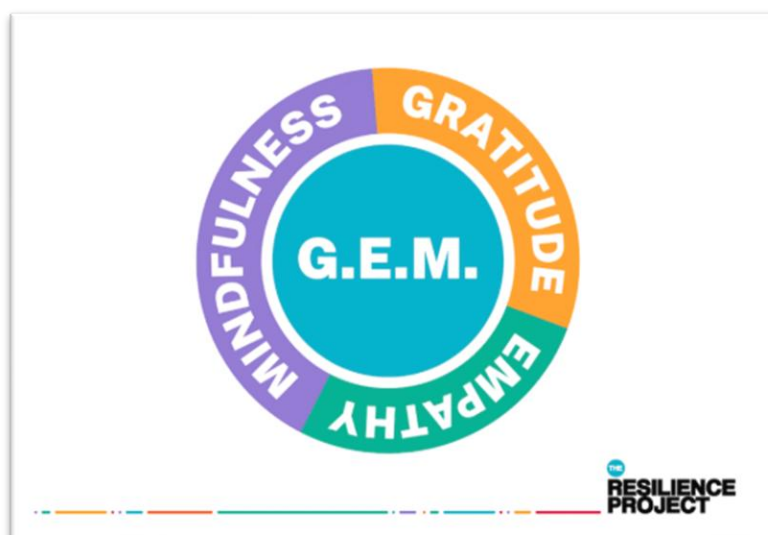
Year 7 and 8 CONNECT

Connect is relevant to all students as they navigate their personal lives and nurture career aspirations. Student wellbeing is promoted and enhanced through *The Resilience Project*.

The Resilience Project

The Resilience Project's teaching and learning program is predicated on the GEM principle.

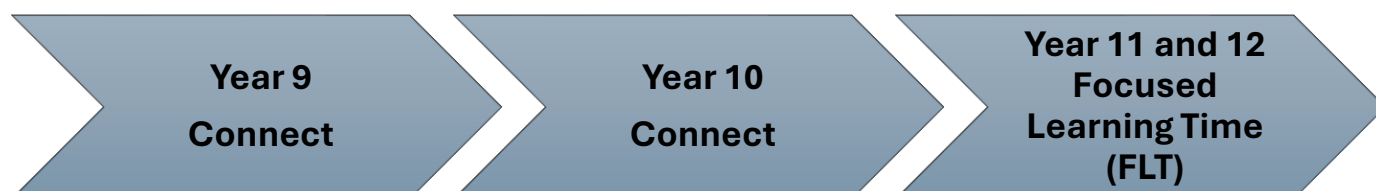
GEM stands for Gratitude, Empathy and Mindfulness. Engagement in these pillar practices is proven to cultivate positive emotions, and the more positive emotions our students experience, the more resilient they will be.



Students are taught gratitude, empathy and mindfulness strategies. In addition, teachers initiate and conduct conversations about student wellbeing by delivering highly relatable materials that incorporate storytelling, games and humour.

Furthermore, Connect provides students with opportunities to understand First Nations culture and heritage.

Pathways to VCE:



SEMESTER-BASED SUBJECTS

Year 7 and 8 ART

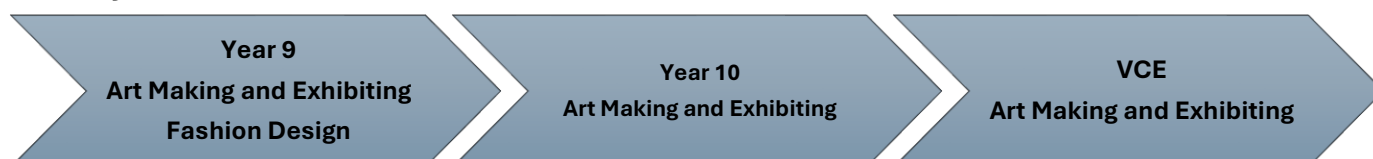
Art is a productive journey of exploration in technical art skills and theory. Students develop skills in planning and designing art works and documenting artistic process. Students will explore a range of methods, materials and media whilst exploring both 2D and 3D presentation formats.

Units and assessment include:

Year 7	Year 8
• Art Elements and Principles • Textiles	• Intro to Art • Ceramics • Printmaking • Lino Printing • Pointillism



Pathways to VCE:



Year 7 PERFORMING ARTS- Drama and Music

In Year 7 Music students build foundational musical skills through performance and composition. Students complete a unit of work covering music theory and performance. Through practical application they develop music terminology, rhythmic notation and performance skills. Students develop an understanding of percussive instruments through practical application and a range of different genres and rhythms. Upon completion of this unit students compose a song on a percussive instrument using rhythm notation.

In Year 7 Drama students finish the semester by completing a unit of work on Puppetry. Through this unit of work, they identified and analysed the history of Puppetry, Aesop's Fables and the manipulation of voice. Students were then required to reimagine one of Aesop's Fables and recreate their own version through the form of a puppet show. Students applied their knowledge through creating their puppets and performing their own group puppet show.

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:

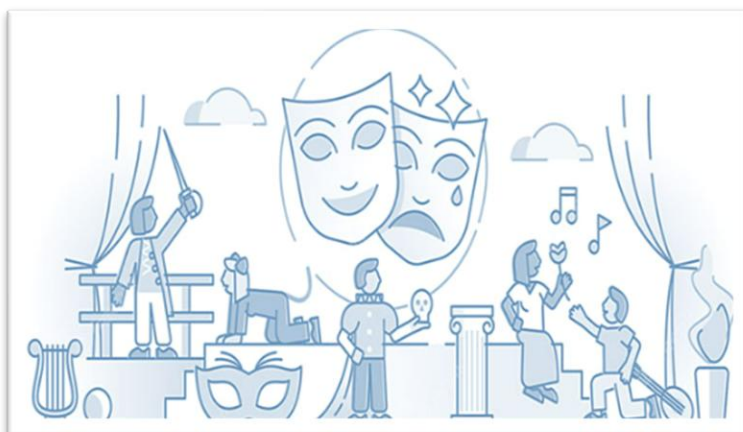
Year 8

- Introduction to Expressive skills
- Games & Spatial Awareness
- Gestures & Facial Expressions
- Movement & Voice
- Acting skills

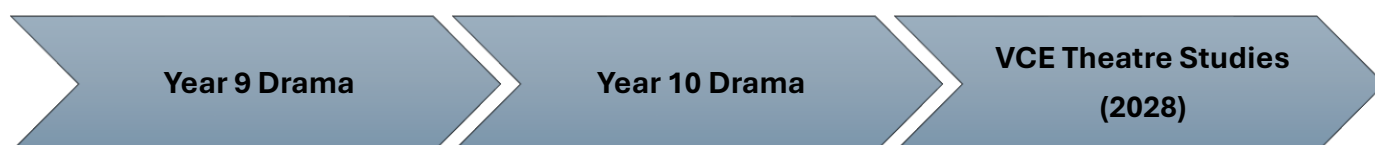
Assessment includes:

Year 8

- Rehearsal
- Small group performance
- Test
- Whole class performance
- Performance reflection



Pathways to VCE:



Year 7 and 8 DESIGN & TECHNOLOGY

Year 7 & 8 Design and Technologies develops creativity, innovation and practical problem-solving skills through hands-on design projects. Students follow the design process to create, test and evaluate solutions using a range of materials, tools and technologies.

Throughout Years 7 and 8, students build skills in design communication, technical drawing, computer-aided design (CAD), digital fabrication and production techniques while learning safe workshop practices and sustainable design principles. They are encouraged to think critically, collaborate effectively and refine their ideas through feedback and evaluation.

The subject combines traditional manufacturing skills with emerging technologies, providing a strong foundation for future studies in Product Design, Systems Engineering and other technology pathways, while developing skills valued across engineering, design, manufacturing, construction and technology industries.

Units and Assessment:

- Design thinking and problem-solving
- Applying the design process from concept to production
- Sketching, technical drawing and design communication
- Computer-Aided Design (CAD) and digital technologies
- Safe use of tools, equipment and workshop processes
- Measuring, marking out, cutting and assembly techniques
- Material selection and sustainable design practices
- Prototyping, testing and product evaluation
- Creativity, innovation and user-centred design
- Project planning, organisation and time management
- Collaboration, peer feedback and design iteration
- Understanding manufacturing and production processes



Pathways to VCE:



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 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 and Positive Relationships • Mental Health and Wellness	• Get Smart about Drugs • Eat Well, Live Well • Think Safe, Act Safe, Be Safe • Respectful Relationships including Gender & Identity, and Positive Gender Relations

Assessment includes:

Year 7	Year 8
• Research Task • Investigation Task • Growth Mindset Task	• Research Task • Investigation Task • Case Study



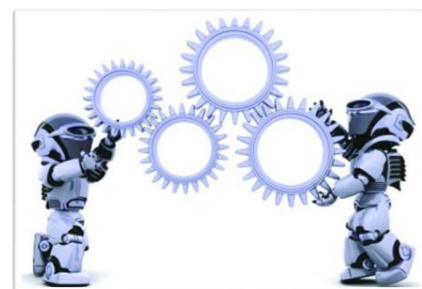
Pathways to VCE:



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.



Students can expect to engage in fun and interactive projects, from coding first programs to building and programming robots. They will work with tools like micro:bits and Edison 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 subject, designed to equip students with essential skills for the digital age. Through coding, robotics, and 3D printing, students gain the knowledge and experience to bring creative ideas to life!

Concepts Explored: • Coding and algorithms • Robotics and automation • Digital circuits and electronics • 3D design and printing • Problem-solving and logical thinking • Ethical considerations in technology	Skills Developed: • 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
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Units of Study: Year 7

Unit 1: Introduction to Coding with Python Learn the basics of coding with Python, covering topics like variables, loops, and conditionals to build simple programs.	Unit 2: Introduction to Robotics and Automation Explore the fundamentals of robotics, including building and programming robots with Micro:bits and Edison robots, along with creating simple circuits and 3D designs.
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Units of Study: Year 8

Unit 1: Intermediate Coding with Python Build on your Python skills, learning more advanced coding techniques like functions, libraries, and working with data to create more complex programs.	Unit 2: UI App Design Students design and prototype a user-friendly app interface by creating wireframes in Figma, developing skills in UI/UX design, user-centered thinking, digital prototyping, visual communication, and iterative problem-solving.
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Pathways to VCE:



ENRICHMENT PROGRAMS

(Semester-based)

Year 7 Science Investigations

Students complete a science investigation of their choice. During the first term, students will follow a modelled process to understand the components of a scientific investigation. In the second term, students research a topic of their choice, 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 to any problems they encounter.

Students 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

In the area of Visual Communication Design (VCD), students explore the drawing styles of one-point and two-point perspective technical drawing, as well as learning to digitally render images using the program Adobe Photoshop. In Media the students explore the 3 phases of Production (Pre-Production, Production and Post-Production) and create a fictional podcast using lapel microphones and the digital program Audacity.



Year 8 DANCE

What you will 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 Game Design & Digital Worlds

What you will learn...

Students are introduced to the foundations of game design and how interactive digital experiences are created. You will explore how games are planned, designed, and developed, including core elements such as gameplay mechanics, storytelling, level design, and player experience. Students will use problem-solving and creative thinking to design their own game concepts, develop prototypes, and test ideas with peers. You will also build an understanding of digital systems and networks that support online games, alongside key concepts such as online safety, digital footprints, and responsible communication in digital environments. Throughout the semester, students will analyse and play a variety of games to understand what makes them engaging, challenging, and successful from a design perspective.

Victorian Curriculum:

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

Why you might be interested:

- ☐ I enjoy playing and analysing video games
- ☐ I am curious about how games are designed and built
- ☐ I like problem-solving, creativity, and design thinking
- ☐ I want to create your own game ideas, characters, or worlds
- ☐ I am interested in coding, digital technologies, or game development careers
- ☐ I enjoy working collaboratively on creative digital projects



Year 8 HEROES and VILLAINS

What you will learn...

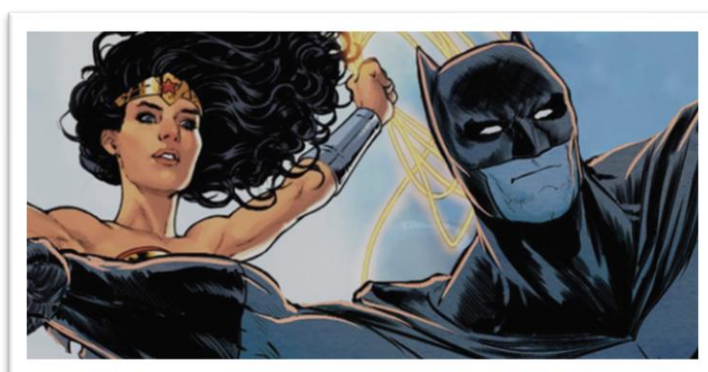
Students will read graphic novels and investigate what makes a hero or villain and how they have been presented in society. They will investigate how major historical events have been portrayed in pop culture through the creation of pop culture heroes like Batman (Proto-Psychology), Wonder Woman (Feminism), 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

What you will 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.

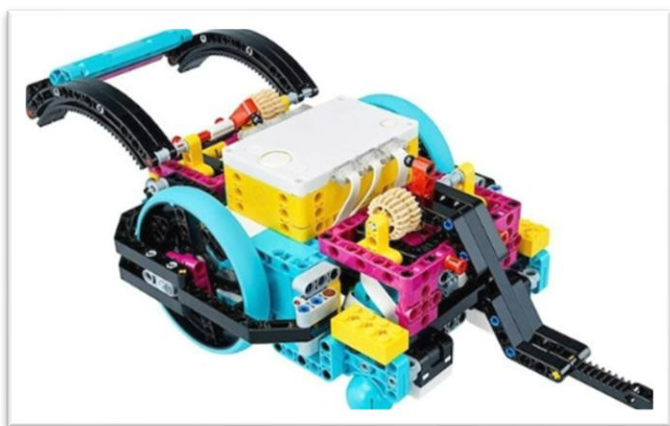
Finally, students will work collaboratively and draw on their new skills to design and build a 'LEGO Masters'-style creation, showcasing their talents.

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

What you will 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.

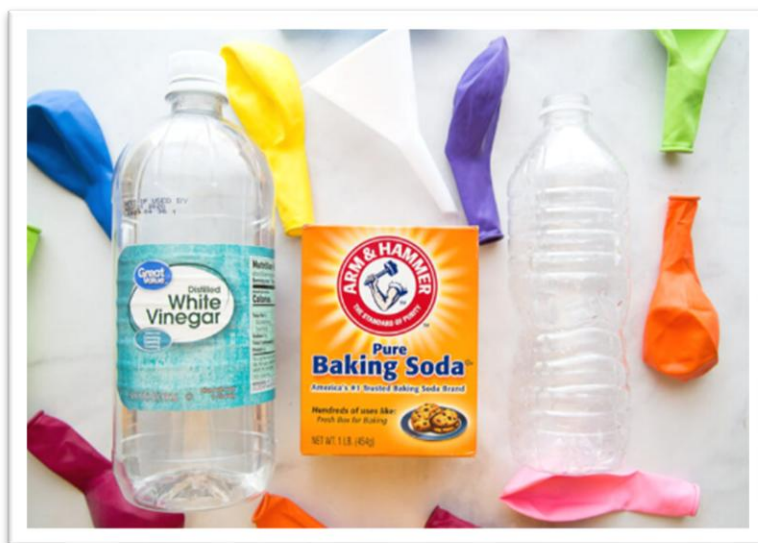
The program aims to foster teamwork, creativity, and problem-solving skills, and will provide students with a hands-on learning experience.

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 Music Development Program

What you will learn...

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

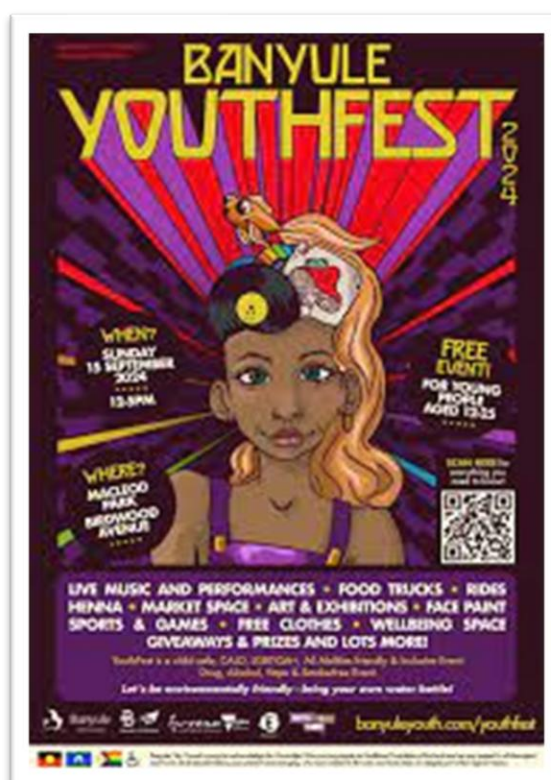
Victorian Curriculum:

- The Arts- Music
- Personal and Social Capability

Why you might be interested:

I want to become a

- ☐ professional musician, session musician, performer, ensemble performer
- ☐ composer, game music composer, film music composer
- ☐ musical director, sound engineer, music technician
- ☐ music journalist
- ☐ instrumental music teacher, classroom music teacher



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	\$350*

OPTIONAL Sports Coaching

AFL Development Coaching (2hrs/wk)	\$600*
AFL Extended Coaching (3hrs/wk)	\$900*
Basketball Development Coaching (2hrs/wk)	\$800*
Basketball Rep Ready Coaching (1hr/wk)	\$400*
Basketball Extended Coaching (3hrs/wk)	\$1,200*
Tennis Development Coaching (2hrs/wk)	\$1,000*
Tennis Elite Coaching (6hrs/wk)	\$3,000*

***These are our 2026 prices. These will be adjusted for 2027 based on student numbers.**





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COLLEGE