# Year 9 Scope & Sequence 2021

#### Term 1

Subject	Week	Week	Week	Week	Week	Week	Week	Week	Week	Week			
	1	2	3	4	5	6	7	8	9	10			
English			1	Jus	stice	1		1	Task 1				
Science		Body Balance											
History		Depth Study 1: Making a Nation Task 1 World War I											
Psychology		What is Psychology Task 1											
Geography	What are Biomes? Urbanisation & Task 1 Urbanisation & Australia's urban future							n & Australia's	urban future				
Commerce			С	onsumer & Fir	nancial Decisio	ns			Promoting	g & Selling			
PD/H/PE					Respectful F	Relationships							
				Practica	al: Netcourt, Fi	ness, Invasion	n Games						
PASS	Body Systems												
1700						ious practical							
Japanese						pular culture							
Music					Fundament	als of Music	_						
Visual Arts		Cubis	sm 2D and 3D I	Forms		Task 1		Cubism 2D a	and 3D Forms				
Graphics			Core Mod	lule 1 and 2 In	strument Draw	ing and Comp	uter-Aided De	sian (CAD)					
Technology						•		sign (one)		_			
IST				Auth	oring and Mult					Task 1			
IT - Metal	Safe					Storage							
IT - Timber	Safe	ty				Bread	Box						
Food Tech				-	nit 1: Food sel	ection and hea	lth						
Mathematics	Reviewing Computing with Integers, Fractions, Algebraic Techniques Indices												
(5.1)	Decimals and Percentages												
Mathematics	Reviewir	Reviewing Computing with Integers, Fractions,				Algebraic Techniques			Indices				
(5.2)		Decimals and	Percentages		_								
Mathematics	Reviewir	Reviewing Computing with Integers, Fractions,				Algebraic Techniques Indices and Sur							
(5.3)	Decimals and Percentages												

### Term 2

Subject	Week	Week 2	Week 3	Week	Week 5	Week 6	Week	Week 8	Week 9	Week 10		
English	1	2	-	4 Iose Study of	•		1	0	Task 2	10		
Science	Close Study of Text: War Poetry Task 2 Destruction											
History	Task 2 World War 2											
Psychology				1001(2	Forensic F	sychology	Trond T					
Geography			Task 2	Food	production & s	, ,		Migra	ation			
Commerce		Task 1			a & Selling	e e u	The Econor		& Business en	vironment		
	Nutrition											
PD/H/PE	Task 1		Practical: Striking Games									
<b>D</b> 400	Body Sy	/stems	Ta ala 4	Body S	systems	Ŭ		nysical Fitness	/sical Fitness			
PASS	Practical: O		Task 1		wn Games	Practical: Own Games						
Japanese							ese popular ci	e popular culture				
Music		Func	damentals of M	lusic		Task 1						
Visual Arts		Task 1			Cubism 2	2D Forms		Task 2				
Graphics	Core Modu	le 1 and 2 Ins	strument Drawi	ng and Comp	Iter-Aided Des	ian (CAD)	Task 1					
Technology				•		• • •						
IST				R	obotics & Auto	mated System	IS					
IT - Metal	Storage		Task 1			ch screwdriver		Task 2				
IT - Timber	Cutting	Board	Task 1		Cutti	ng Board			ck and Folio	Task 2		
Food Tech		Unit 1 cont'd		Task 1	Unit 2: Food for special needs							
Mathematics		Task 1	Proper		Linear Equations Trigonometry					1		
(5.1)		TUOK T	Geometric			Eniodi Equato	110	rigonomeay				
Mathematics		Task 1 Properties o			Linear Equations				Trigonometry			
(5.2)			Geometrical Figures									
Mathematics (5.3)		Task 1	Proper Geometric	ties of al Figures	Linear Equations			Trigonometry				

## Year 9 Scope & Sequence 2021

### Term 3

Subject	Week	Week	Week	Week	Week	Week	Week	Week	Week	Week		
	1	2	3	4	5	6	7	8	9	10		
English	Comparative Study of Texts Task 3											
Science	Top Gear Task 2 Top C											
History	Making a Nation Task								World War 1			
Psychology	Task 2 Learning, Intelligence and Creativity											
Geography	What are Biomes? Task 1 Urbanisation & Australia's ur									urban future		
Commerce	The Ec	onomic & Bus	iness environr	ment		Task 2		Inve	sting			
PD/H/PE	Overcoming Challenges Practical: Modified Games, Fitness Testing Task 2 Practical: Modified Games, Fitness Testing											
PASS		Physical Fitness Practical: Various practical										
Japanese	Japanese popular culture Task 2								School life			
Music			Music for Radi	o, Multimedia			Task 2					
Visual Arts					Pair	nting						
Graphics	Core Mod	ule 1 and 2 In:	strument Draw	ing and	Task 2	C	Core Module 1 and 2 Instrument Drawing and					
Technology	Co	mputer-Aided	Design (CAD)		Idsk Z	Computer-Aided Design (CAD)						
IST	Artificial Intelligence, Simulation & Modelling Task 2											
IT - Metal				Cen	ter punch / Sc	rewdriver / Cla	mp					
IT - Timber	Spice Rack and Folio Task 3											
Food Tech		Task 2	Ui	nit 2 continued	ł	it 3: Food Trei	nds					
Mathematics (5.1)	Area and Su	rface Area	Task 2	Linear Relationships				Financial Mathematics				
Mathematics (5.2)	Area and Su	rface Area	Task 2	Linear Relationships				Financial Mathematics				
Mathematics (5.3)	Area and Su	rface Area	Task 2	Linear Relationships				Financial Mathematics				

### Term 4

Subject	Week	Week	Week	Week	Week	Week	Week	Week	Week	Week		
-	1	2	3	4	5	6	7	8	9	10		
English	Personal & Public Worlds (PBL)											
Science	Fire S	cience	e Task 3 Fire Science									
History	World	War 1	Task 2	World War 1	World War 2							
Psychology	Task 3 Biological Basis for Behaviour											
Geography			Task 2	Food p	roduction & se	ecurity		Migr	ation			
Commerce	Investing	Task 2					Travel					
PD/H/PE		Task 3		Best Party Ever Practical: Team Sports, Recreation								
PASS		Task 2	Issues in Sport Practical: Various Practical									
Japanese		School life Task 3 School life										
Music	Task 3 Australian Music Music of a Culture											
Visual Arts		Task 3				3D F	orms					
Graphics Technology		1 and 2 Instrume and er-Aided Design	•	Task 3	Task 3         Core Module 1 and 2 Instrument Drawing and Computer-Aided Design (CAD)							
IST	00put	Task 3	(0, 12)		The	Internet & We	bsite Develop	ment				
IT - Metal	G CI	amp	Task 3	G Cla	G Clamp Fire pit							
IT - Timber		•			Jewelle	ry Box		•				
Food Tech		Task 3		Unit 3: Food trends continued								
Mathematics (5.1)	Task 3	Single	Variable Dat	ta Analysis	Pr	Probability		Congruency		Revision		
Mathematics (5.2)	Task 3	Single	Variable Dat	ta Analysis	Pr	Probability		Congruency		Revision		
Mathematics (5.3)	Task 3	Single	Variable Dat	ta Analysis	Pr	obability		Congruency	/	Revision		