



Year 9

Navigator

CHALLENGE AND CHOICE



KOROWA
ANGLICAN GIRLS' SCHOOL

Welcome

YEAR 9 - MISSION STATEMENT

In Year 9, we work to provide a seamless transition from Cripps into the Senior Years, it is a year of challenge and choice. Signature experiential programs, underpinned by character development, allow students to consider and develop their strengths, test their mental toughness, and develop their confidence and skills required for their journey through the Senior Years.

WELCOME TO THE SENIOR YEARS AT KOROWA!

As students join us in Year 9, we are excited to work alongside and support them as they begin their Senior Years journey. In a year of challenge and choice, students are encouraged to consider others, look inward and test their mental toughness through a range of immersive learning opportunities. Peak experiences including Project Empathy, Trek, Urban Challenge and House Arts, together with the Year 9 Ambassador Program, provide leadership opportunities and a means to put into practice, the skills that students develop through Crew, a program which focuses on character development.

In Year 9 there is a focus on developing confidence, providing leadership opportunities, character development, service, building resilience and encouraging students to be empathetic.

Year 9 is a busy year and we encourage all students to make the most of it by getting involved, trying new things and striving towards personal best.

Karlie Stocker
Head of Senior School

Year 9 focuses on developing the skills and foundations needed for success throughout the senior years and beyond through the diverse and rich programs on offer. In my role as Head of Year 9, I have the pleasure of working with students as they explore and navigate the challenges, successes and opportunities this year affords them. I am passionate about developing empowered individuals who are confident, courageous and respectful. This can be best achieved in an environment that offers safety, acceptance and inclusion. We strive to achieve this environment with the year level throughout our day-to-day interactions, experiential programs and academic life. Students will start to consider what life might look like beyond the walls of the classroom throughout this year. Through regular Crew classes we explore these ideas and enable our students to consider how they might make positive change in the world around them. We start to see the qualities of the next generation of leaders and game changers, the programs in place in Year 9 encourage these skills to thrive. This is a year of great personal growth, discovery and development and as Head of Year 9 it is a joy to support the students throughout this important year.

Natalie Ward
Head of Year 9

WE ARE CREW

DEVELOPING GOOD PEOPLE

The essential purpose of Crew is to develop good people.

Crew offers the opportunity for students and staff to build relationships that are pivotal to the success of a student at Korowa. Crew groups and their leaders, connect in class several times a cycle through a myriad of discussions and debates around relevant topics. Crew opens discussion for students through provocations in order to explore, as a group or individually, who we are and how we can be our best selves and instigate self-care. These provocations range from inclusion, character traits, problem solving, using your strengths, setting goals, academic and leadership skills and characteristics, and connecting with others in a social and community context.

Students also begin to consider their future career aspirations and pathways through the Year 7-9 Become.Me program conducted through Crew.

Our Chapel Program enhances our concept of community and service, and is embedded within our Crew framework. Our Chapel Program, overseen by our School Chaplain, provides opportunities for our students to engage with key ideas and issues in an Anglican context.

As part of Crew students are encouraged to act through service initiatives which allows them to determine how they can both positively influence others while contributing to society. This is done through coaching conversations, practical workshops and collaborative tasks. Crew leaders also work with the students to develop the traits of being courageous, respectful, honest, generous, and above all kind in all that they do.

Crew utilises a range of frameworks including the Korowa Mental Health Strategy, Predictive 6 Factor Resilience Scale (PR6) wellbeing framework, Character Education, Korowa Learner Attributes and the Korowa Leadership Framework. Crew leaders are supported to: know, connect and advocate, as required, for the students in their care.

Mission and Values

Korowa students want to be prepared for their future, to be ready to thrive in an increasingly complex and challenging world. They want authentic learning experiences that will be relevant in the real world. They are curious and relentless in the pursuit of knowledge and want to make connections between school and life.

At Korowa, our Mission and Values provide the framework to delivering students a holistic education where they are supported and encouraged to explore their passions, try new things and achieve their best.

MISSION

Our purpose is to develop self-aware, confident and capable young women who understand their responsibility and capacity to influence the world in a positive way.

VALUES

At Korowa, we believe in the power of Kindness and the values of courage, respect, integrity and service.

Be brave, respectful, honest, generous and above all be kind.

STRATEGY

Korowa's strategy provides the structure to support teaching and learning and the delivery of an outstanding education program.

Key elements:

- The Place to connect
- The Opportunity to excel
- The Challenge to learn

GUIDING PRINCIPLES

Underpinning all that we do are five overall guiding principles:

- A culture that encourages character and values that equip students to meet future opportunities and challenges.
- Academic excellence within a meaningful journey of rich, diverse, future-focused and holistic learning experiences.
- Staff are supported to develop their expertise and this commitment adds significantly to our students' capacity to enjoy learning and embark on their chosen pathways.
- A whole School community strengthened by enduring relationships of trust and a shared vision.
- Facilities that enhance the quality of our education and draw us together in celebration of our achievement.

We are Konnected!

At Korowa, we view technology as a vital tool to support collaboration and creativity. Online tools and programs facilitate transformational teaching and learning. Our staff and students have access to cloud-based programs such as Microsoft Mail, OneDrive, Microsoft Teams and professional tools such as the Adobe Creative Suite.

ONE TO ONE LAPTOP PROGRAM

Korowa Students and teachers have their own laptop with the most up-to-date tools and creative software.

Laptops provide the tools to channel student creativity and collaboration which in turn can be translated into prototypes in the STEAM Lab or film through the Media Studio.

KONNECT – LEARNING MANAGEMENT SYSTEM

A platform which supports every individual class with an online page to house resources, communications, online assessment and reporting.

LEARNING ONLINE

A digital toolbox allows student to create, design, collaborate and problem solve.

Tools include: Microsoft 365, OneNote, Stream, Adobe Creative Suite, Minecraft, CAD.

MICROSOFT TEAMS

2020 has shown us the importance of being adaptable and the value of being able to connect and collaborate anytime, anywhere. This powerful communication tool has allowed us to continue to teach and learn as well as stay connected remotely. Teams will continue to be a character of our classroom in both face to face and online learning into the future.

STEAM LAB

The STEAM Lab at Korowa facilitates hands on creative problem solving through tinkering with robotics and design thinking to develop and engineer prototypes. The STEAM Lab has a range of resources available including robotics, technology such as 3D printers, Virtual Reality systems, laser cutter, electronic equipment and other materials to assist students in bringing their creations to life.

The co-curricular Quest program provides an opportunity for students to work with external experts from industry and the tertiary sector.

MEDIA STUDIO

Set up with a suite of lights, cameras and other related tools, students can engage in developing and producing film in a media studio that replicates an industry standard experience.

Be part of the Crew Senior School

92 STUDENTS IN YEAR 9 2022

Total number of courses that students can choose from:

23 Subjects

Postcodes:

Year 9 2021 girls travelled from across 24 different suburbs

Out and about

42

Students enrolled to participate in Trek

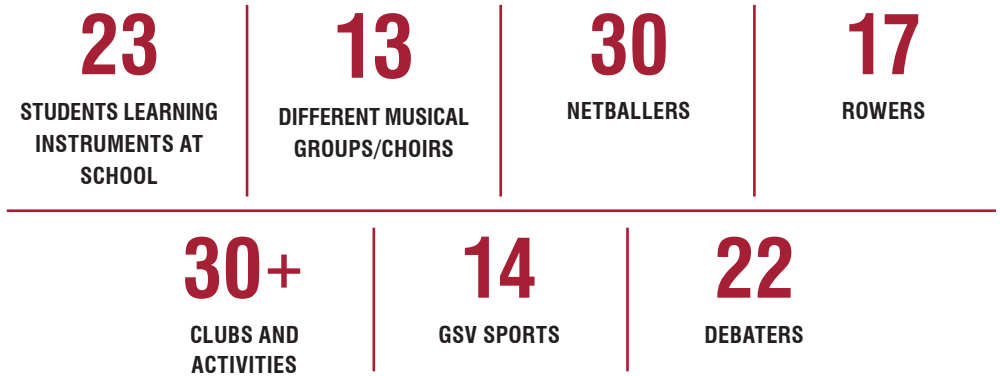
46

Students enrolled to participate in Urban challenge

4 HOUSES

**AKEHURST
WILKINSON**

**CLARKE
JAMIESON**



HISTORY:

Honoring the legacy of our Founder from 1914, Miss Akehurst's visionary leadership of providing higher education for girls and instilling a strong sense of self-worth has been celebrated for over 130 years.

In 2020 construction commenced on a the new Sports and Wellbeing Centre. This complex will provide students with state-of-the-art facilities including a swimming pool, netball courts, PMP studio, Pilates space, Drama room and cafeteria. The new building is scheduled to open in early 2022.

Wellbeing Ecosystem

At Korowa we believe in the power of kindness, and the capacity of our girls to develop into young women of good character who understand and act upon the need to be brave, honest, respectful and generous to others.

The Year 9 Program which spans the pillars of academic, social/emotional and physical wellbeing, offers through the Crew platform and a range of experiences the opportunity for students to further explore who they are; where they fit in the broader world; how they can influence and improve the lives of others; and most importantly, what kind of young women they wish to become in order to thrive.

Students are encouraged to take responsibility for their own wellbeing development and growth, by utilising the wellbeing tracking measures available to them, and putting in place positive and proactive practices. Similarly, staff work alongside the students to provide support, encouragement and strategies, throughout the course of the Year 9 journey.

A key component of the Year 9 Wellbeing program includes Crew, which takes place in House groups as part of the weekly timetable.

Korowa's MENTAL HEALTH STRATEGY

Korowa's Mental Health Strategy was developed to support our student, staff and families. We recognise that investing in our community's mental wellbeing is paramount for ensuring that our students continue to thrive academically, emotionally, and socially in today's world. The Korowa Mental Health Plan, as illustrated, has been designed to enable the prevention and early intervention of wellbeing and mental health issues in students. This strategy has been integrated through all areas of teaching with a particular focus on the Circle, Community and Crew classes.

The strategy explores mental health under three sub-categories: Self-care, Connectedness and Health Practices underpinned by our School values, social emotional learning and character.

Self-Care is about caring for oneself and using a range of strategies alleviate stress and improve wellbeing such as contemplation, creativity and self-compassion.

Connectedness is about feeling you belong to something, that you are included, accepted and appreciated. We look at this through the climate of kindness, collaboration, ceremonies and connection.

Health Practices is the final element of the Mental Health Strategy which examines positive health practices, being physically active, eating well and looking after yourself.

Looking after oneself and supporting each other to maintain a healthy mind and body has never been more important.



Kashdan, T.B., & Rottenberg, J. (2010). Psychological flexibility as a fundamental aspect of health. *Clinical Psychology Review*, 30, 865-878.

Goodenow, C. (1993). The psychological sense of school membership among adolescents: Scale development and educational correlates. *Psychology in the Schools*, 30, 79-90.

Signature programs are unique to Korowa and equip our young students with the skills and experiences of real life learning and application that extend them both within and beyond the classroom. Korowa endeavours to create connections within the community and industry to provide authentic experiences for our students.

Signature programs

TREK

This unique and iconic four week point to point wilderness adventure celebrated its 25th anniversary in 2019 with an incredible 925 Korovians having participated in the program. Organised and led by the Outdoor Education Group (OEG), and accompanied by some Korovian group leaders, students learn to be self-sufficient campers as they venture by foot, bike and raft from the Victorian Alps to Ninety Mile Beach. Trek develops self-esteem, confidence, leadership and interpersonal skills as students learn to manage their emotional responses to difficult and stressful situations. Trek often shapes the lives of our students, far beyond their years and experiences at Korowa. Students select to participate in either Trek or Urban Challenge.

URBAN CHALLENGE

Over three weeks, students explore some of the key social justice issues affecting urban Melbourne, and other regional areas in Victoria. Urban Challenge caters for a wide range of skills and abilities and allows students to find appropriate levels of personal challenge and build mental toughness. Students also actively engage in service projects. The program allows students to work to their strengths while also finding important opportunities for challenge and growth. Students select to participate in either Trek or Urban Challenge.

YEAR 9 AMBASSADORS

The role of Year 9 Ambassadors is one of welcome and communication. Students assist with School Tours and Open Days, sharing their Korowa experiences with future families. The Ambassador's role is an important one in that it encompasses the School values of service and respect. In 2020, the Year 9 Ambassadors participated in an educational program centred around "Communication and Influence". Mr Jon Yeo, the licensee for TEDx Melbourne worked with the students through a 4-part program where they explored communication as a skill set; messaging vs influencing; storytelling; speaking confidence; and, managing nerves.

HOUSE ARTS

This program is Korowa's Years 7-9 Performing Arts Competition which provides leadership opportunities for all Year 9 students. Based on a stimulus, each House presents a performance, which involves acting, singing, dancing and instrumental. The program is entirely led by Year 9 students who each take on a position of responsibility. In this much anticipated part of the Year 9 Program, students will build skills in communication, project management, literacy, personal growth, collaboration, time management, critical thinking and so much more.

PROJECT EMPATHY

The project framework is set up to support students pursue a particular service project. Projects change each year, in 2021 the project focus was 'What is Melbourne's story of homelessness?' Students work with the City of Melbourne and a range of organisations to address homelessness and to profile the story of each organisation. Students attend a week-long program in City Cite, working with a particular organisation to develop a public exhibition.

'Project Empathy provided our students with a truly authentic and life-changing experience that allowed them to gain an understanding of our country's homelessness crisis. The week dispelled many preconceived stereotypes and beliefs and shone a light on the large percentage of 'invisible' people who are currently experiencing homelessness.'

Shannon Whithouse, teacher, group leader in Project Empathy

SHANGHAI INTERNATIONAL YOUTH SCIENCE & TECHNOLOGY EXPO

Students attend this biennial expo. In 2018, ten Year 9 and 10 students travelled to the 7th biennial expo titled 'Science & Technology Stars of Tomorrow'. Korowa students attained both first and third place awards for their projects.

Express yourself!



LANGUAGES

DRAMA

ENGLISH

VISUAL ARTS

MUSIC

KOROWA VALUES YOUNG PEOPLE AS INFLUENCERS

Young people want to make a difference, to address real issues and seek to influence today's decision making at a community and political level. Possessing strong communicative skills and the ability to effectively use technology as a conduit of communication will be vital.

Whilst the advent of technology has enhanced awareness of issues, many young people are not sure how to actively and effectively leverage media which often results in armchair activism where they may simply just agree or share information. We believe young people can be effective communicators and collaborators to create a positive influence about issues they are passionate about.

There are an array of subjects and signature programs which allow students to develop their communication skills and build confidence to be a leader.

ENGLISH

In understanding the self as an individual and a member of the global community, it is imperative that students discuss current issues and concerns, and they immerse themselves in the world of literature, exploring the ideas, views and values of writers, past and present. Moreover, it is equally important that they become creators of texts, sharing their voice through the power of the word.

This course challenges students to consolidate and extend oral and written language skills to create, inform, analyse, argue and persuade with increasing confidence, clarity and an awareness of audience. Through class discussions and collaborative activities, students use critical thinking skills to explore complex ideas and concerns about the human condition, in both print and non-print texts.

DRAMA

Ever wanted greater social connection, confidence or creativity? Skillful communication is the most sought after attribute that not only successful people share, but is an essential skill in the modern workplace from effectively pitching an idea to influence an audience to working cooperatively. Drama provides the stage upon which communication, collaboration, expressive skills and creativity are developed as students become innovators and problem solvers. This subject is highly practical in nature.

Act and React: Learn how to win friends and influence people: communication skills are enhanced in this fun, fast-paced and highly physical elective through workshops, games and systematic skill building through improvisation (Theatresports). This elective focuses on building confidence, creativity and the ability to solve problems in group situations.

Westend to Broadway: Who loves Musical Theatre? In this fun and interactive class, students explore the historical contexts of musical theatre and learn about its structure. Performing famous scenes, chorographical tasks, singing and design (lighting, set, costume) are all possibilities. Students can choose to focus on performance or design.

LANGUAGES

With the four languages **Chinese, Japanese, German and French** on offer, students are well placed to engage in a highly globalised world where travel, trade and international cooperation are key activities. Throughout the year, students have the opportunity to consolidate and build upon their previous knowledge of their one or two selected languages. They become more confident communicators in another language and continue to develop an understanding for the language learning process, through the focus skills of reading, listening, speaking and writing. Simultaneously, they study cultural norms which enhances their intercultural understanding, as an important part of a connected, globalised society.

In doing so they reflect on their own and others' communication and question their existing ideas and practices in relation to others. In moving between different language systems students develop a strong metacognitive capability.

MUSIC

Providing a unique way to communicate, a music education fosters creativity, improved confidence and self-expression while enhancing health and wellbeing. Neural pathways are developed and enhance brain function. Music promotes teamwork and collaboration, within a culture of tolerance and acceptance. Music has always been a vehicle for expressing ideas about injustice, in a non-violent manner, mostly, but not exclusively, through song.

Kool Skools: Interested in writing and recording a song? This elective provides the opportunity to write, produce and record original music in a professional recording environment. The culmination of the semester's musical and compositional understanding will be brought to life in the final recording project, where students will visit Empire Studios and record a final EP or album, giving a valuable insight into the professional music industry.

Music Makers: Is composing and performing music your passion? If so, this elective will allow musicians to create their own performance for any instrument (including voice) for any style, either as a soloist or as part of a group. If students don't have a particular instrument at the moment, they will be encouraged to pursue percussion or singing lessons at School. Musicians will be supported to achieve their goals through structured rehearsal and regular performance while researching and exploring a selected musician or genre. This elective will also be advantageous for students considering further music study at the VCE level.

VISUAL ARTS

'A picture is worth a thousand words'; studying the Visual Arts will give students the skills to find their visual voice. Students experience and develop skills in a broad range of media, such as drawing, painting, printmaking, ceramics, computer-based art, photography, textiles and design through our rich visual arts elective program.

The Visual Arts teach students to analyse and evaluate art forms and design from different cultures, times and places. By learning to make connections between visual conventions, practices and viewpoints they develop ways to express visually their own and respond to others' ideas. Visual Arts develops lateral thinking, creativity, spatial awareness and problem-solving skills, essential attributes for navigating our contemporary landscape.

Art and the Individual: Using a variety of art forms such as drawing, painting, ceramics, printmaking, and computer-based art, girls will deepen their artistic knowledge and find ways to express themselves visually. They will use this broad range of media to communicate and explore what it is that defines who they are as individuals and how they respond to the world around them.

Art of Photography: Dive deep into the world of photography and learn about the critical role photographers have played in documenting our history and reflecting society. Students will learn how to operate analogue SLR cameras that use film, as well as explore some of the latest digital DSLR cameras and digital editing applications. As Sally Mann has said: 'Photography opens doors to the past but also allows a look into the future'

Textiles by Design: Swing tags, sequins and stitches, oh my! This course encourages students to be playful, imaginative and curious while they explore the world of textiles by developing their practical skills. Students will explore a tailored combination of sewing and digital technologies which could include both machine and hand stitching, surface design practices, fabric printing techniques and processes, mock up illustrations, and textile product construction for a range of contexts.

WHY IS STEAM SO IMPORTANT?

We will depend on our young people who have a strong foundation in STEAM (Science, Technology, Engineering, Arts and Mathematics) to address the challenges of our present and future. These disciplines are instrumental in establishing a high degree of innovation, design, problem finding and solving, and creativity. Equipped with the latest technology and design tools, a language of coding, and a firm understanding of science and technology, who knows which of our students will discover; the next breakthrough for a pandemic cure, medical innovations or even solutions to mitigate climate change.

While study and careers in STEAM have traditionally been male dominated, it is essential that our students, as young women are encouraged, feel supported, confident and capable of moving into these career pathways.

STEAM - Future Builders

ONLY 16%

OF THE QUALIFIED STEM
POPULATION ARE WOMEN

LESS THAN ONE IN FIVE SENIOR RESEARCHERS
IN AUSTRALIAN UNIVERSITIES AND RESEARCH
INSTITUTES ARE WOMEN.

ACROSS ALL SECTORS,
WOMEN REPRESENT ONLY

27%

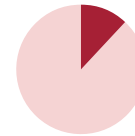
OF THE STEM WORKFORCE



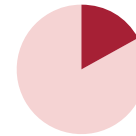
ONLY ONE IN FOUR IT GRADUATES ARE WOMEN.

GENDER DISTRIBUTION ALSO DIFFERS GREATLY BASED ON INDUSTRY.

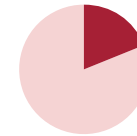
12% OF
THE STEM
WORKFORCE IN
CONSTRUCTION



17% IN
MINING



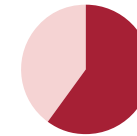
19% IN
UTILITIES
AND ICT



21% OF
PROFESSIONAL,
SCIENTIFIC AND
TECHNICAL
SERVICES



WOMEN
ARE BETTER
REPRESENTED
IN HEALTH
CARE AT 60%



EDUCATION
AND TRAINING
AT 41%.



FEWER THAN ONE IN
10 ENGINEERING GRADUATES
ARE WOMEN.

WHEN ASKED WHAT TYPE OF CAREER THEY
WOULD LIKE TO HAVE IN THE FUTURE, TWICE AS
MANY MALE STUDENTS ASPIRED TO A STEM-
RELATED CAREER THAN FEMALES. 41% MALES.
20% FEMALE.

Source of info:

STEM from the Office of the Chief Scientist's Australia's STEM Workforce

<https://www.science.org.au/files/userfiles/support/reports-and-plans/2019/gender-diversity-stem/women-in-STEM-decadal-plan-final.pdf>

<https://www.industry.gov.au/data-and-publications/advancing-women-in-stem-strategy/snapshot-of-disparity-in-stem/women-in-stem-at-a-glance>

TECHNOLOGY PROGRAMS

Developing tomorrow's problem solvers, **Digital Design: Internet of Science Things** is a year long course bringing together Science and Technology. Refer to Science section.

VISUAL ARTS

At the core of Visual Arts is creativity, a vital ingredient for STEAM education. Our Visual Arts program stretches the minds of our students through their exposure to the creative thinkers in our contemporary world. This builds their awareness of the breadth of responses to a singular concept and encourages lateral thinking and problem solving in their own artistic practice as they gain skills in a variety of mediums. The ability to visualise space underpins the three-dimensional arts such as ceramics and textiles, as students move from conceptual design to actualisation of their construction. While the use of a broad range of computer-based programs taught as part of design subjects provide our students with a rich digital tool box to apply across the STEAM program. The study of the Visual Arts equips our students with the skills and thinking practices to be the innovators of the future.

Electives include **Art and the Individual**, **Art of Photography** and **Textiles by Design**. Refer to page 13 for further details.

MATHEMATICS

Mathematics courses support and challenge each student, to enable them to explore their potential and, through a level of curiosity and satisfaction, develop a liking of the subject. This may take different forms for individual students, but it is fundamental that every student has the opportunity to be extended in her own way.

Students are allocated to a Mathematics class that best meets their learning needs based on a comprehensive review across the suite of Year 8 assessments.

The three levels of Mathematics are: **9 Mathematics**, **9 Extension Mathematics** and **10A Mathematics**.

Year 9 and Year 9 Extension Mathematics will offer similar content, allowing for a different approach to the delivery for these two groups. Placement in either Year 9 Mathematics or Year 9 Extension Mathematics will not influence the selection of courses at higher levels. This differentiated approach to learning will assist each student to gain confidence and to establish a sound mastery of skills to ensure that she is ready to start the final years of her secondary education with the strongest foundation.

Students studying 10A Mathematics in Year 9 complete Year 10A Mathematics from the National Curriculum. Students who have shown mastery in the 10A Mathematics Program may undertake, by invitation, Mathematical Methods Units 1 and 2 in Year 10. The Head of Department, with documented evidence and advice from appropriate staff, will make the selection of students for each class.

SCIENCE

Underpinning each of the elements of STEAM, Science in Year 9 takes a real-world approach. Ever wondered why we reach for our jackets when we're cold, how medical imaging can see inside the body, or why soft drinks are bad for teeth? Students will examine the systems and interactions which have observable effects in our daily lives. Analysing these, at times complex, systems will develop abstract thinking skills while at the same time building capacity to experimentally investigate and develop engineered solutions. Through developing a deep understanding of theoretical models across physics, chemistry and biology, students will be able to make more evidence-based predictions about the world around us.

Digital Design: Internet of Science Things will focus on designing and building technology to collect physical and scientific data. In this course, our innovators will be introduced to coding microprocessors and sensors, developing an IoT device that can monitor, collect data from and/or respond to environmental inputs. Once the IoT devices have been designed, refined and tested using design-thinking principles, they will be used to undertake a scientific investigation project designed by the students within the school or local community.

Knowledge architects

Knowledge architects are visionaries who interrogate the lessons of both past and present to imagine and ultimately build a better future for all. Since ancient times, students of the Humanities have been at the forefront of our most complex and important debates about issues of social, cultural, economic, ideological and political significance. **History** and **Geography** are core subjects that are studied for a semester each by all students. Through these subjects students develop transferable skills which are highly sought after including the ability to write, argue and research.

History: Race Relations and Civil Rights: History continues to be made with an enormous mass movement in America protesting police brutality against black citizens and demanding the liberty and equality promised in the nation's founding documents. This injustice is shared by First Nations Peoples in Australia. What is institutional racism and why and how does it develop over time? With a focus on the US and Australia, key leaders, ideologies, policies and systems that have oppressed persons of colour will be examined, along with a look at the landmark moments in the ongoing quest for inclusivity and civil rights.

Geography: Biomes and Food Security

Currently, 820 million people go hungry everyday and by 2050, the world population will exceed 9 billion. That is 9 billion people who will all need food! Our consumption is already causing an agricultural crisis and exacerbating climate change. So how will we feed a growing population without destroying the planet? In this course, we will examine the biomes of Melbourne and the world and examine their alteration and significance as a source of food, freshwater, fuel and fibre.

Industry shapers

Entrepreneurship is an inherently human and creative act that builds something of value or meaning from spartan beginnings. It requires hard work and dedication, idea and solution generation, a willingness to take risks and the ability to relentlessly pursue a vision with passion and integrity. Industry shapers have the ability to change the way we live and work. They shape social and economic well-being and can even change the fate of nations. Courses such as 21st Century Global Markets or Money, Markets and Me provide critical skills and tools to prepare students to own their own business, help existing organisations and social enterprises to locate and fill market gaps, develop leadership skills, or move into public policy.

21st Century Global Markets: As economies, businesses and individuals become increasingly connected in the digital age, it is more important than ever for businesses to understand the global forces that impact and affect their competitiveness. Throughout this elective students will gain knowledge and skills to understand Australia's place in the global market, and how Australian businesses survive and thrive. Students will also explore how the same global forces are changing the nature of work.

Money, Markets and Me: Imagine it's 15 years into the future. Some people may be finishing a degree, backpacking through Europe or even starting a business. The future may seem far away, but we all can reap the rewards of the financial decisions made today, years from now. This elective teaches basic personal financial skills to empower students to live a healthy, happy and secure life. These skills include saving and spending, investing, personal financial decision-making, and how to be a smart consumer. As budding entrepreneurs, students will also investigate how small businesses operate in the Australian market, including how these businesses are addressing 21st century challenges.

A lifetime of wellness

Developing and maintaining a healthy lifestyle is vital in today's modern world. Crafting sustainable solutions with a low impact on the Earth is a priority in our program development. Creativity, collaboration, communication, problem finding and solving are all characteristics of subjects that sustain a healthy lifestyle. Programs establish healthy habits, routines, physical movement, nutrition and wellbeing strategies which last a lifetime while building resilience, comradery and collaboration.

As a core subject all students participate in **Physical Education** learning about what it means to be fit, how to improve personal fitness, how to test fitness, and how to design a fitness program for a selected activity. Students will practise skills for maintaining respectful relationships while evaluating behavioural expectations in a range of movement activities. Students will aim to improve their own performance in physical activities and sport as they explore tactics and strategies of play. Reflecting upon their participation in class, students will also consider their contribution and its impact to a variety of physical activities.

Dance: Design and Dynamics: In Dance, students build on their awareness and understanding of the body, and of how to create connections between technical movements, other performers and production elements in space. Students explore their creativity and expression through composing choreographic dance pieces, working with local industry professionals and seeing live dance performances to increase their understanding of the larger dance industry and all of the exciting possibilities a dance career could entail.

Food and You: Cooking with a wide range of ingredients is integral to developing the skills and awareness that enables young people to make appropriate food choices. This course explores a number of current issues and proposed solutions to contemporary food usage, with an emphasis on extending food knowledge and skills and building individual pathways to health and wellbeing through the application of practical food skills.

Healthy Bodies: What are our bones and joints made of and how do they all work together? What role do the body's systems play in producing a balanced lifestyle? This elective gives students the opportunity to use a wide range of resources to explore and research these topics in the quest to find answers. Students also investigate a range of community and government initiatives developed to increase physical activity and optimal health.

CREATE DESIGN

This innovative learning expedition involving Visual Arts Design and Food Studies is founded upon design thinking and involves students pursuing an authentic real-world challenge brief which revolves around sustainability, food production and design. Students acquire specialist skills in both CreATE Food and CreATE Design classes while also applying creativity and collaboration skills. During each semester, students work in either CreATE Food or the CreATE Design class to acquire specialist skills in order to develop a food product and packaging to be promoted at a farmer's market. A key feature of this program is the exposure to industry experts through incursions and excursions. 'The pitch' is a crucial part of the entrepreneurial experience where students have to promote their food and packaging product to experts.

Curriculum

Korowa students aspire to pursue lives of purpose, as good people who can embrace problems with creative solutions, positively participate, connect with, and care about others. While discovering their passions, any knowledge and skills acquired at Korowa will continue to enhance their future academic, professional and personal lives.

Year 9 offers students a smorgasbord of experiences in their learning as they sample a variety of electives to discover their passions and determine their future pathway. Our robust delivery of innovative teaching practices and curriculum development are founded upon up-to-date and renowned research and ensure our Year 9 students have a strong foundation of learning.

An innovative and challenging Year 9 curriculum develops a suite of skills such as communication, collaboration, critical thinking, problem solving, service and character that will assist our students to thrive and embrace the challenges and benefits of a globalised world.

The rich array of co-curricular experiences offered both in and beyond the School, facilitate access to external expertise, skill acquisition and opportunities to make connections of their knowledge in real world contexts. They are also able to develop their leadership of self and others while continuing to actively apply service and the important demonstration of kindness and gratitude in their community – attributes that will last a lifetime.

CORE SUBJECT LIST:

YEAR 9 CORE SUBJECTS (ALL STUDENTS COMPLETE)

English

Mathematics (Students are allocated to a class based on performance in Year 8 Mathematics. This information is communicated in Term 4 of Year 8)

History/Geography

Language: at least one language from the two studied in Year 8

Physical Education

Science

CREW

ELECTIVES:

STUDENT CHOICE ELECTIVES In addition to their core language, students have the option of continuing with their chosen second language from Year 7 or 8 as an elective. Languages provide our students with skills to live in an increasingly globalised world. Students who do not study a second language enrol in CreATE Design.

Step 1: Students choose a minimum of two semester electives from the Arts offerings:

- Act and React (Drama)
- Art and the Individual (Visual Arts)
- Art of Photography (Visual Arts)
- Dance: Design and Dynamics
- Kool Skools (Music)
- Music Makers (Music)
- Textiles by Design (Visual Arts)
- Westend to Broadway (Drama)

Step 2: Students choose a further four electives. These may be chosen from the Arts group above and/or the group below:

- A second Language (must have been studied in Year 7 and 8). Year long – this counts as 2 choices
- 21st Century Global Markets (Commerce)
- CreATE Design (Food Studies and Visual Communications Design). Year long – this counts as 2 choices
- Digital Design: Internet of Science Things (Science and Technology). Year long – this counts as 2 choices
- Food and You (Food Studies)
- Healthy Bodies (Physical Education)
- Money, Markets and Me (Commerce)
- Learning Support

Electives may not run if insufficient students elect to undertake the elective on offer.

BEYOND THE CLASSROOM

The wide array of co-curricular activities compliments and adds to the learning that occurs in the classroom. We encourage our students to explore the breadth of experiences to discover their passions, many of which could last a lifetime.

MUSIC

There are a number of ensembles on offer for students of all abilities to become actively involved with, both instrumental and voice. There is something for everyone, from choirs, the orchestra, wind symphony and the stage band to jazz, saxophone, strings and rock bands.

DANCE AND DRAMA

With a wide variety of performance opportunities on offer, students can participate in performing arts productions, plays, dance showcases and concerts. A School Production is held every year, alternating between Senior and Cripps year levels.

SPEECH, DRAMA AND EFFECTIVE COMMUNICATION

This program is designed to develop a student's individual communication skills and performance techniques. The skills of oracy (reading, listening and speaking) are emphasised to enable students to develop clarity and confidence in all areas of oral communication. Private lessons are also available.

QUEST

This program runs after school in the STEAM Lab and provides students with access to internal and external industry experts within short term programs. Workshops have included engineering projects, wearable tech, 3D printing, robotics and digital film making.

SPORT

Sport and physical activity is essential to general health and wellbeing. At Korowa we encourage positive physical activity behaviour through school sport, Physical Education, recreation and leisure time activities both at school and through community and club links outside school.

There's something for everyone from House sport competitions to inter-school and intra-school sporting opportunities, as well as the Club Sports at Korowa in Netball, Snowsports and Rowing. Regardless of skill level, students have the opportunity to participate, it's a great way to make new friends, have fun and stay fit.

DEBATING

Korowa competes in the Debating Association of Victoria's Schools Competition with teams from Years 8 to 12. Students can also participate in inter-House debates held at Korowa, or staff-student debates.

Debating develops confidence in public speaking, is invaluable for interviews later in life, fosters the ability to analyse and research topics, serves as an excellent aid to essay-writing and stimulates the ability to 'think on one's feet'. It is also great fun!

LANGUAGE IMMERSION PROGRAMS

Partnerships with an array of schools in France, China, Japan and Germany allow students to practise their language skills in real life situations and to immerse themselves in a different culture living with host families for up to four weeks.

CLUBS

STEAM CLUB (YEARS 7-12)

Throughout the year, the STEAM Team run a number of fun lunchtime activities in the STEAM Lab to give students the chance to explore different technologies and their applications. Students often discover they have a real passion for all things STEAM and select from a number of elective STEAM classes or continue this interest through one of our co-curricular QUEST programs.

PRISM (YEARS 7-12)

Prism is a discussion group where students come together to build connections with their peers, and discuss ideas and issues associated with sexual identity and gender identity.

WRITERS' CLUB (YEARS 7-12)

Aspiring writers have fun while developing their skills through writing games, writing collaborative magnet poetry, learning how to edit stories, and much more. Any student of any writing level is welcome to join.

BOOK CLUB (YEARS 7-12)

Each week, like minded students discuss what they love most in the Learning Commons: books! All students are welcome to come along and be involved in general discussions with no set books or required reading.

CHESS CLUB (YEARS 7-9)

A chess coach from Melbourne University Chess Club runs regular sessions with Chess Club members, along with another coach who leads Masterclasses to prepare members for Interschool Chess Tournaments throughout the year.

ART CLUB (YEARS 7-12)

Students meet weekly to share their love of the visual arts. In a relaxed environment, students have fun learning about a range of art forms by engaging in a variety of stimulating art activities.

ENVIRONMENT GROUP (YEARS 7-12)

Sometimes known as Evergreen Korowa, the environment group is an assembly of students from all year levels oriented towards an enthusiasm for our natural environment. Throughout the year, they meet to discuss and implement ways to promote environmental sustainability, sometimes they just like to leave a space open for discussion and the sharing of ideas.