



# Year 7

**2025**  
Course Guide  
Warragul



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## Welcome

### Transition

Starting secondary school is a big step for many students. At St Paul's we understand that and work hard to make the change as smooth as possible to ensure that our students feel safe, happy and respected. Year 7 students are based in their own building and will have a large number of classes in a designated room. In the year before they commence, students are invited to a Friendship Morning at the School, which helps them to get to know other Year 7 students at St Paul's and learn their way around. Later in the year, a three day Orientation program will take place and students will learn more about their classes and meet many of our teachers, as well as a group of Peer Support Leaders. By the time they start Year 7, our aim is that students will feel comfortable with their new environment and excited about starting at St Paul's.

### Year 7 Curriculum

St Paul's operates a fortnightly timetable. Each day is divided into six periods, marked by bells, and students will spend time in all of their semester subjects during the course of the fortnight.

At St Paul's, everyone in Year 7 studies:

- Christian Studies
- English
- Health and Physical Education
- Humanities
- Language - Japanese
- Mathematics
- Science
- Arts/Technology Program
- Sport



**Mrs Debbie Cameron**

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All students study Japanese from Year 7, they will study this Language until the end of Year 9, but may choose to continue studying this through to VCE.

If students wish to study a language different from Japanese, they can do so at an extra cost through the Victorian School of Languages. However, this is not to take place of Japanese, but is studied as an additional subject. Please contact the Head of Languages if you require further information.

The Year 7 and 8 Electives program is an exciting part of the new school year. Students engage with their choice of subjects, chosen from the Visual Arts, Performing Arts, Science, Technology and Sport streams.

### **Laptop Program**

Students will be using laptops which will form part of the basic equipment they will bring to school every day. Students will be addressed regarding the safe use of the computer and shown how to access school resources on the wireless network. Instruction and guidance regarding the use of key programs is part of the academic program.

### **Co-curricular Life**

St Paul's offers many activities outside the classroom, and we strongly encourage students to involve themselves in some of these at the earliest opportunity. It is a great way to meet new friends and to learn and practice a whole range of new skills. Students might like to try out for one of the SEISA (South Eastern Independent Schools Association) inter-school competition teams, represent their House in Swimming or Athletics, become a photographer or a member of the Student Representative Council. If music interests them, we offer a wide range of options which include: learning an instrument, joining a band or Choir, playing in a small group, a school production, or even the school orchestra. House activities available include being involved in House Cultural Day, involving music and drama, and Interhouse sport as well as Sport Aerobics or Debating. The aim is for students to do all that they can to become involved in the life of the school, and the opportunities offered.

### **Orientation - Peer Support Camp**

A great way to get to know other students and form friendships is through the Year 7 Camp in February. It is a week full of fun and activities, designed to help students learn to work together as a group and create friendships. Year 11 Peer Support Leaders work closely with the students before, during and after the camp program. At the end of Year 7, students will also be introduced to Outdoor Education; Peer Support Leaders will also be involved in the preparation for this camp.

### **Reporting and Communication**

Statements of Results are issued at the end of Terms 2 and 4 and Parent Student Teacher Interviews occur in the later parts of Terms 1 and 3. Other contacts are made through the Subject Teacher, Mentor Group Teacher, Head of Faculty, Head of Year or Head of Secondary School when necessary. The use of the school diary is encouraged as an effective tool of communication between the school and home and it will be student's responsibility to have it signed by their parents each week. A fortnightly newsletter, the Grammarian, conveys important and interesting information about the life of the school and upcoming school events.

All students will have access to the school's portal, 'MyStPauls' where they are provided with a rich array of learning resources, and submit work and receive grades. Co-curricular information, the daily Bulletin, House updates and messages from the Head of Year are also available on MyStPauls. Parents also have access to help them to stay informed on a range of school matters (including assessment planners, which are updated annually). All members of the community are welcome to follow the St Paul's Facebook page [www.facebook.com/StPaulsAnglicanGrammarSchool](http://www.facebook.com/StPaulsAnglicanGrammarSchool).

We look forward to welcoming all our Year 7 students in 2025 and sharing with them the life at St Paul's.



## Christian Studies

### Course Description

Year 7 Christian Studies introduces students to the Bible and the person of Jesus. Students will gain an understanding of how the Bible is structured and how to find their way around it. Key topics include who wrote the Bible, when it was written, the different genres of writing it contains and how to look up a Bible reference. Following this, students will explore some of the life and teachings of Jesus. They will develop a basic understanding of the events of his life, his teaching, and his influence. The course concludes with an exploration of Christian values represented in a contemporary movie.

### Areas of Study

- Learning how to use the Bible.
- The ways an individual may contribute to the broader community.
- The radical life of Jesus.

### In this course students will:

- Investigate a range of Biblical texts.
- Develop skills in the use of conventions of Bible referencing.
- Engage in personal reflection on their spiritual life.



## English

### Course Description

The Year 7 English course is designed to help students appreciate the way in which language shapes their view of the world. Throughout the year, the students explore a range of texts that are carefully selected to engage and challenge them. These include various types of media texts, novels, non-fiction, poetry and films. Through their exploration, they develop their understanding of how texts are influenced by context, purpose and audience.

Students create a variety of imaginative, analytical and persuasive texts in response to literature and rich concepts. They read for pleasure and learn to evaluate texts through the wider reading program. Students also develop their ICT skills by producing texts in a variety of forms, including multimodal texts.

### Areas of Study

- Responding to literature.
- Imaginative writing.
- Persuasive writing.
- Speaking and listening.

### In the course students will:

- Explore a range of novels, short stories and poems.
- Develop their comprehension skills.
- Write in a variety of forms for different purposes.
- Develop their understanding of grammatical structures.
- Use laptops to draft and edit written work.
- Contribute to a range of discussions.
- Deliver prepared and impromptu speeches.
- Learn about the language required in different situations.
- Participate in the Wider Reading Program.



## Health

### Course Description

This course at Year 7 is designed to assist adolescents to make appropriate choices in relation to leading a healthy and balanced life. Students will investigate strategies to promote SunSmart awareness and to resist smoking. Respectful Relationships helps enhance positive self-esteem, develop cohesive friendships and identify bullying behaviours. Students will also gain skills in basic first aid and develop an understanding of the physical, social and emotional changes which occur during puberty.

### Areas of Study

#### Respectful Relationships

- Identifying bullying behaviours and development of strategies to build resilience.
- Development of cohesive and positive relationships.

#### Smoking/Vaping

- Investigate strategies employed by the Quit campaign and understand why it is important to resist smoking/vaping.

#### Puberty

- Investigate physical, social and emotional changes that occur during puberty.

#### First Aid

- Development of First Aid skills in regard to choking, burns and scalds, soft tissue injuries, heavy bleeds and attending an unconscious person.

#### SunSmart and Protective Strategies

- Gain an understanding of the importance of adopting SunSmart practices.



## Humanities

### Course Description

The Humanities curriculum provides a study of history, geography, governance and economics. This course invites students to be detectives in investigating historical sources and mysteries as they explore the development of Rome and China and the legacies of these ancient civilisations in the world today. The course also questions how humans use landscape and the impact of nature on human activities. Finally, the theme of 'liveability' extends to governance and the role of economics in modern-day Australia.

### Areas of Study

#### Semester 1

- Unit 1: Geography: Water in the World
- Unit 2: Government and Democracy
- Unit 3: History: Ancient Rome

#### Semester 2

- Unit 4: Entrepreneurs
- Unit 5: History: Ancient China
- Unit 6: Geography: Place and Liveability
- Unit 7: Laws and Citizens

### In this course students will:

- Reconstruct historical and geographical events.
- Communicate views and experiences from our past and present.
- Interpret and describe sources.
- Collect and organise data for research.
- Create and interpret models of governance and economics.





## Information Technology

### Course Description

Students develop their skills and capabilities learning to use IT effectively and appropriately to manage, create and communicate textual and visual information. Students use key contemporary software packages to learn and apply practical skills useful in other subjects, now and in the future. As well as efficient computer usage, basic theoretical terminology and computing concepts are covered along with basic coding language (HTML). Students learn about applying IT and smart devices in a safe manner.

### Areas of Study

- Interacting with Windows
- File management
- Document editing (including Word for Windows)
- Email
- St Paul's Portal usage
- Webpages
- Microsoft
- Designing and modifying digital documents
- Understanding and applying adequate device security.



## Languages: Japanese

### Course Description

Through aural, oral, reading and writing skills acquired during the course, Year 7 students will explore Japanese customs, places in Japan and Japanese food. While studying the Obento Deluxe textbook series, students will develop a strong grounding in each of the four areas of language acquisition and have the skills to introduce themselves and hold basic conversations in Japanese. The Obento Deluxe books are used through to the end of Semester 2 in Year 8. Therefore students must retain all books used in Year 7 Japanese. Education Perfect, an online digital platform, is an additional tool used to see technology improve student learning outcomes.

### Areas of Study

#### Listening and Speaking

- Identify key information from audio texts.
- Distinguishing and repeating sounds accurately.
- Demonstrating verbal and non-verbal language including gestures and cues.
- Questioning and responding, using simple statements.
- Performing role-plays.

#### Reading

- Read for the purpose of selecting specific information or main ideas.
- Read aloud with attention to pronunciation and intonation.
- Recognise Hiragana, the most common Japanese script, and begin to develop an understanding of Katakana (the script for foreign words) and Kanji pictographs.
- Identify short words and particles in sentences and demonstrate an understanding of Japanese text.

#### Writing

- Write all of the Hiragana script.
- Demonstrate the ability to use grammatical forms studied in class.
- Use common statement patterns to create your own personal text.
- Write the most fundamental Kanji characters.
- Use the computer to write in Japanese.



## Mathematics

### Course Description

Mathematics is the study of function and pattern in number, logic, space and structure. It provides both a framework for thinking and a means of symbolic communication that is powerful, logical, concise and unambiguous and a means by which people can understand and manage their environment.

As well as the four basic functions, Mathematics involves using graphs and other visual aids to represent data. Students will develop mathematical skills for everyday living, employment and further study. Students have the opportunity to enhance and monitor their overall mathematical skills by completion of Maths Online tasks.

The Mathematics program provides the opportunity for students to be challenged beyond the standard course through the Australian Mathematics Competition and other extension Maths activities.

### Areas of Study

As outlined in the Australian Curriculum, Mathematics consists of the following areas of study:

- Number
- Algebra
- Measurement
- Space
- Statistics
- Probability

### In this course students will:

- Understand and apply key concepts related to the above areas of study.
- Learn how to use calculators effectively.
- Use problem solving techniques.
- Use mathematical software such as Maths Online.



## Physical Education

### Course Description

This course at Year 7 aims to develop basic motor skills and promote participation in a range of physical activities, encouraging physical, social and emotional development. The focus in Years 7 and 8 Physical Education is on participation and co-operation; working with other people to encourage confidence, tolerance and acceptance of others.

### Areas of Study

#### Ball Skills

- Development of hand and foot skills through participation in a variety of technical games and drills.

#### Striking Skills

- Development of hand-eye co-ordination through participation in a variety of striking sports.

#### Racquet Skills

- Development of hand-eye co-ordination through participation in a variety of racquet sports.

#### Minor Games

- Participation in tactical and strategy based games to build game sense and decision making skills.



## Science

### Course Description

The Year 7 Science program is designed to build upon the excitement and enthusiasm that most Year 7 students naturally bring to Science. Students learn about the range of scientific disciplines that impact daily life through many practical experiments and activities. They are asked to develop thinking skills that demonstrate a clear understanding of the concepts under investigation. Students explore the diversity of life on Earth and develop their understanding of the role of classification in ordering and organising information. They use and develop models such as food chains and food webs to represent and analyse the flow of energy and matter through ecosystems and explore the impact of changing components within these systems. They consider the interaction between multiple forces when explaining changes in an object's motion. They investigate relationships in the Earth, Sun, Moon system and use models to predict and explain events. Students look at mixtures including solutions and how they can be separated using a range of techniques. Students make accurate measurements and control variables to analyse relationships between system components; exploring and explaining these relationships through increasingly complex representations.

### Areas of Study

#### Working Scientifically

- Introduction to Science.
- Laboratory Safety and procedures.
- Measurement and use of equipment.

#### Biological Sciences

- There are differences within and between groups of organisms; classification helps organise this diversity.
- Interactions between organisms can be described in terms of food chains and food webs; human activity can affect these interactions.

#### Chemical Sciences

- Mixtures, including solutions, contain a combination of pure substances that can be separated using a range of techniques.
- States of matter and changing states.
- Understanding the particle model.

#### Earth and Space Sciences

- Predictable phenomena on Earth, including seasons and eclipses, are caused by the relative positions of the Sun, Earth and Moon.

#### Physical Sciences

- Change to an object's motion is caused by unbalanced forces acting on the object.
- Earth's gravity pulls objects towards the centre of the Earth.
- The effect of friction on objects.
- Magnetic fields and electric fields, static electricity.

#### EPI

- Design an appropriate experiment to investigate a topic.
- Conduct the experiment and collect data.
- Produce a formal report to analyse the results of the investigation and evaluate the methodology used.



## Sport

### Course Description

The key objectives are for Sport to have a positive effect on a participant's confidence, self-esteem and social interaction, through a program where the main emphasis is on 'sports for life'. The course also focuses on sports rules, co-operative play, and enjoyment through activity.

Each Year 7 House group will work in a team environment participating in a variety of sports. Several sessions will be spent on each sport, commencing with rules of the sport and an understanding of how to play the sport while maximising participation in competitive game situations.

### Areas of Study

Throughout the year, students will learn the rules and game play for several different sports and activities. They will also display respectful conduct in sports and their ability to operate in a team environment.

In the course students will participate in the following:

- Basketball
- Softball
- Tennis
- Fitness (circuit, walking, stretching)
- Netball
- Volleyball
- Soccer
- Table Tennis
- Badminton
- Touch Football
- Boxercise
- Ultimate Frisbee



## Elective Selection Process

The Elective unit program is a combined student grouping and is offered in both Years 7 and 8. Students will select and undertake four units in Year 7 and then select and undertake another four units upon transitioning into Year 8. In 2025, Year 7 students undertake two elective subjects from the list below each semester, a total of four over the year. It may not be possible to give students their four preferred subjects, but every effort will be made to do so. Students are asked to select reserves just in case.\*

Students must choose one subject from each of the following blocks to study over the course of Year 7:

Block A: Performing Arts

Block B: Visual Arts

Block C: Technology

Block D: Free Choice

Note 1 : Students are encouraged to select Coding as an elective choice in Year 7. Coding must be studied over the course of the two year elective program.

Note 2 : Students must select one Music subject over the course of the two year elective program. "Find your Groove" is an entry level Music subject that caters for a variety of skill level.

\* It is strongly suggested that students undertake the required Music and Coding subjects at Year 7.

Subject selections are made online. Individual instructions will be emailed to one parent on Thursday 1 August. Subject selections must be submitted on the Edval system by **3:10pm on Thursday 15 August, 2024.**

<b>Block A Performing Arts</b>	<b>Block B Visual Arts</b>	<b>Block C Technology and the Community</b>	<b>Block D Free Choice (This must not be a subject already chosen in Blocks A-C)</b>
Drama: Make a Scene!	Architecture and Design	Active for Life	Active for Life
Music: Find Your Groove (compulsory to be completed in Year 7 or 8)	Art in 3D	Code and Create (compulsory to be completed in either Year 7 or 8)	Architecture and Design
Music: Bring on the Music (Advanced)	A Slice of Art	Foodies	Art in 3D
	Photos in Motion	Gamers: IT and Games Programming	A Slice of Art
		Making Stuff that Moves	Code and Create (compulsory to be completed in either Year 7 or 8)
		Robotics	Crime Scene Investigation
		Textiles: Designers in the Making	Drama: Make a Scene!
		Crime Scene Investigation	Foodies
			Gamers: IT and Games Programming
			Making Stuff that Moves
			Music: Bring on the Music (Advanced)
			Music: Find Your Groove (compulsory to be completed in either Year 7 or 8)
			Robotics
			Textiles: Designers in the Making
			Photos in Motion



## Block A – Performing Arts Electives

### **Drama: Make a Scene!**

Drama: Make a Scene! focuses on the development of confident and creative performers. Students participate in a range of activities including mime, improvisation, monologue, duologue and group devised performance pieces. While this subject has a strong focus on developing dramatic skills and an engagement with performance and stagecraft, it also fosters personal growth and confidence through challenges and problem-solving. Students will enjoy the challenge of planning, devising, rehearsing, and performing a range of pieces.

### **Music: Find Your Groove (compulsory, must be undertaken once at either Year 7 or Year 8)**

Find Your Groove encompasses practical, theoretical, and listening skills. Students are introduced to rhythmic and melodic notation and utilise these through the study of rhythm section instruments to perform individually and as an ensemble. Students explore, investigate, compose, analyse and perform different styles of music. Students compose their own compositions using ICT resources.

### **Music: Bring on the Music (advanced)**

Bring on the Music encompasses practical, theoretical, and listening skills for students who enjoy or have a passion for music. Students are introduced to rhythmic and melodic notation and utilise these through the study of a concert band instrument to perform individually, in small groups and as a class. Students explore, investigate, compose, analyse, and perform different styles of music. Students compose their own compositions using ICT resources.





## Block B – Visual Arts Electives

### Architecture and Design

Ever wondered how architects and designers bring their visions to fruition? In this subject, you will learn to think like a designer as you find creative solutions to design challenges. You will develop skills in a variety of drawing systems and technology applications as you learn more about the role of scale and perspective in the process of architectural design. Follow the design process through the concept, to drawing and sketching, to 3D modelling and production while tackling challenges such as designing urban environments and using digital practices.

### Art in 3D

Unleash the artist in you by designing and producing artistic creations in 3D. Discover the connection between sculpture and other art disciplines as they relate to 3D Art. Students will explore, develop and evaluate their own and other artists' ideas as they are inspired by works from different cultures and historical contexts. By applying the art elements and principles, students will create their own visual language as they experiment with different sculpture mediums, for example, papier-mâché, modroc and clay. Students will gain knowledge in additive, subtractive and assemblage techniques as sources of construction. Add another dimension to your creativity!

### A Slice of Art

Get creative with drawing, painting and printmaking. Using traditional methods of art making, students will investigate, enhance and critique the fundamentals of art using a creative process. By researching other artists and the world around them, students will discover a wide variety of ways of using different materials. Learn how to represent themes and concepts as well as express reactions, taking into account the approach of different cultures and times. Students will develop skills in composition, colour mixing, texture and brush techniques and begin to 'see' the world in an entirely new way.

### Photos in Motion

This subject combines the mediums of photography, media and animation. You will be introduced to the fundamentals of digital photography, animation and film making. Create still and moving pieces of digital art as you develop your skills in the use of IT programs favoured by professional artists working in the field of digital media, such as, Adobe Photoshop, Final Cut Pro X and Adobe Flash. Experiment with the secrets behind special effects such as green screening, while learning about the principles and processes involved in stop-motion animation and Claymation.



## Block C – Technology Electives

### Active for Life

This unit offers you the opportunity to be physically active and participate in a range of individual, fitness-based recreational and leisure sports. In this unit you will be assisted to understand and appreciate the skills needed to partake in sporting activities for your entire life. You will also have the opportunity to pursue sports outside of the school environment. If you want to try a range of sports, or just have a passion for sports in general, this is the elective for you.

### Code and Create (compulsory, must be undertaken once at either Year 7 or Year 8)

St Paul's students all undertake this coding unit as a part of their elective program at Year 7 and 8. Throughout the semester, you will learn the basics of coding and write your own code with continuous feedback and support. You will create your own programs and see the results. The foundations of the coding you learn are based on industry standards and prepare you to participate in a Year 9 elective in which you apply coding to create graphical interfaces.

### Crime Scene Investigation: Forensics

Have you ever wondered how scientists get evidence from crime scenes? In this subject, you will find out about some of these skills with hands-on practical activities to investigate various scenarios. Forensic science uses a combination of chemistry, biology and physics. It involves making predictions, analysing evidence and drawing conclusions from the results. Working in small groups you will learn how to use a range of scientific equipment and scientific methods. You will use and develop your problem-solving skills and learn new techniques to obtain evidence to determine the pivotal question: who done-it?

### Foodies

This subject is all about experimentation and creativity in the kitchen; there is so much you can do with food! Foodies will empower you to prepare food safely, confidently and creatively. You will also debunk the myths and learn fascinating facts about the science behind food and nutrition to support a healthy, active lifestyle.

### Gamers: IT and Games Programming

Enter the exciting world of computer programming as you conceive, design and test your own computer games. You will learn about the processes that are hidden behind the screen of popular genres, such as, 2D and multiplayer games and hone your problem-solving skills and your ability to think strategically while developing programs within game development environments. If you have ever wanted to know how games are made and are keen to tackle the challenges of designing and creating your own games, this is the subject for you.

### Making Stuff that Moves

This subject is about creatively imagining, designing and building products with moving parts. Learn to think like an engineer as you work through the design and production process. You will experiment with materials such as wood, plastics and even electronics as you design and build objects such as puzzles, games and moving toys. Engage in the processes involved in construction and engineering by designing and building scaled models such as bridges. Learn more about the future of construction by exploring the possibilities afforded by sustainable materials and cutting-edge technologies like 3D printing.



### Robotics

What is the future of Artificial Intelligence? Ponder this question as you learn to program our latest Adafruit Robots to successfully follow your commands. Robotics is a fascinating and exciting world of complex and sophisticated machines. This practical subject will engage you in the process of programming and controlling robots to solve specific challenges. Develop your creative problem-solving skills as you attempt to overcome barriers, avoid obstacles, employ sensors such as touch, infrared and distance locators that robots use to find out about the world around them.

### Textiles: Designers in the Making

Welcome to the world of fashion and design. This subject enables you to imagine and then create products using textiles, or soft materials. Master the sewing machine as you develop skills in machining and garment construction. You will design your own products by applying the design process. By researching, developing and experimenting with different ways of making textiles, you will create your own custom designs. Learn more about the sustainable future of fabric design by experimenting with 'upcycling', the creative reuse of products to make something new.



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