

Junior Subject Guide

Year 9



Learn, Think, Perform, Belong

CONTENTS

Introduction	3
Core and Elective Subjects.....	4
 CORE SUBJECTS	 5
English	5
Geography	5
History	5
Mathematics	6
Science	6
 ELECTIVE SUBJECTS	 7
Auslan	7
Design Technologies	7
Digital Technologies	8
Drama	8
Economics and Business	8
Food Technology.....	9
Health and Physical Education	9
Industrial Technology and Engineering.....	10
Japanese.....	11
Media	11
Music.....	13
Visual Art and Design	13
 VPSHS ACADEMIES	 14
Academic Academy.....	14
Elective Academies	15
Vikings Sport Academy (Advanced)	15
Creative Industries Academy: Dance - Advanced	16
Creative Industries Academy: VPtv Media - Advanced	16
STEM Technologies Academy: Robotics - Advanced	17
Scholarships.....	17
Scholarship Value	17
Code of Behaviour	18
Victoria Point State High School Contact Details	20

INTRODUCTION

Victoria Point State High School is committed to offering you a variety of learning opportunities in a range of different curriculum areas across the Junior and Senior phases of learning. All learning pathways are designed to ensure you progress with the necessary skills to enter the next phase of your education, or with the skills required to enter the workforce.

This book is designed to inform you of your options of learning pathways:

- Health, Humanities & Enterprise
- Languages
- Science, Technology, Engineering & Mathematics
- The Arts

The information provided will also detail the expectations associated with the different learning pathways and the subjects offered within these pathways.

The Victoria Point State High School curriculum consists of subjects which are aligned with Queensland Curriculum & Assessment Authority (QCAA) requirements. More detailed descriptions can be sourced on the school's website (www.vpshs.eq.edu.au).

To ensure your learning is as engaging and productive as possible please ensure you take the time to read the information about the specific focus of each of the learning pathways, the core subjects and the electives you choose. To assist you to make informed decisions about your elective subjects we suggest you:

- Explore all options outlined in this book.
- Ask questions of relevant staff (Family Group Teachers, Curriculum Teachers, Heads of Department)
- Choose subjects which interest you and will be beneficial to future pathways you may be interested in.
- Apply yourself to your current program of study to provide yourself with the best chance of meeting all the requirements for your preferred pathways.

You are also expected to participate in the Family Group program that focuses on student wellbeing and the development of skills to become a valuable member of the school community, as well as the wider community. The choices you make now can and will have a significant impact on the opportunities you will have in the future.

Please note:

- The school reserves the right to withdraw any subject where there are insufficient numbers of students enrolled or where suitably qualified teachers or specialist rooms are not available.
- The number of students enrolled in elective subjects is limited by timetabling constraints and classes may be capped at the determination of the Principal.
- It is assumed that you would have successfully fulfilled the academic, engagement and financial expectations of the previous year's electives before consideration for successful enrolment in new electives.

Core and Elective Subjects



English

English



Health and Physical Education

Physical Education
Vikings' Sports Academy*



Humanities

Economics and Business
Geography
History



Languages

Auslan
Japanese



Mathematics

Mathematics



Technologies

Design Technologies
Digital Technologies
Food Technology
Industrial Technology and Engineering
Robotics Academy*



Science

Science



Creative Industries - The Arts

Art and Design
Dance Academy*
Drama
Media Academy*
Music



Pathways for Success

Family Group program
Pathways for Success programs
e.g., Digital literacy

CORE SUBJECTS

English

Health, Humanities and Enterprise

Core

In Year 9 English, you will continue to develop your language skills through exposure to a wide variety of written, spoken and visual texts. You will also be encouraged to think critically about language and its use.

Possible topics for study include representations of cultures through different texts, speculative fiction, novel studies, play studies, and multimedia texts explorations.

Assessment

Tasks are designed based on the Australian Curriculum standards and include a range of:

- Written and spoken tasks
- Exams and Assignments

Geography

Health, Humanities and Enterprise

Core

Geography is a structured way of exploring, analysing and understanding the characteristics of the places that make up our world, using concepts of place, space, environment, interconnection, sustainability, scale and change.

It addresses scales from the personal to the global and time periods from a few years to thousands of years. You will be introduced to environmental change and management, and indicators of human wellbeing.

Units of work focus on: Biomes and Food Security; and Geographies of Interconnections

Assessment

- Examinations
- Assignments, reports and/or investigations

History

Health, Humanities and Enterprise

Core

The study of history is based on evidence derived from remains of the past. It is interpretative by nature, promotes debate and encourages thinking about human values, including present and future challenges.

The process of historical inquiry develops transferable skills, such as the ability to ask relevant questions; critically analyse and interpret sources; consider context; respect and explain different perspectives; develop and substantiate interpretations, and communicate effectively.

Units of work focus on:

- World War I (1914-1918).
- Making and transforming the Australian Nation (1750-1914).

Assessment

- Examinations
- Assignments, reports, investigations

Mathematics

Science, Technology, Engineering & Mathematics

Core

In Year 9, you will revisit and extend the topics already encountered in Year 8:

- Number and Algebra – ratio, ratio, proportion, percentage, financial maths, algebra; patterns and functions, equivalence and equations
- Measurement and Space – time, length, mass, area, volume; shape, location, direction, movement;
- Probability and Statistics – data collection and analysis, study of chance.

The use of technology, scientific and graphic calculators and computers will be a key strategy in our teaching mode.

Assessment

- Exams
- Assignments, reports and investigations

Science

Science, Technology, Engineering & Mathematics

Core

In Year 9 Science, you will further your understanding of Biology by exploring ways in which the human body responds to its external environment, and the interdependencies between living and nonliving components of ecosystems.

In Chemistry, you will study the atom as a system of protons, electrons and neutrons, and they will explore how this system can change through nuclear decay. You will also investigate how matter can be rearranged through chemical change, and how these changes affect the world around us.

You will expand your understanding of Physics through the study of the concept of conservation of matter and will apply your understanding of energy and forces to global systems such as continental movement.

Assessment

- Examinations
- Student experiment
- Research investigation

Pathways for Success

(Including Family Group and Inter-school Sport)

Core

Pathways for Success includes the Family Group program in which you develop an understanding of social awareness and practice skills that enable productive and healthy relationships both at school and beyond. Students participate in activities that help build self-awareness and self-esteem, as well as the school's community and culture through individual and project-based activities.

You will also be given the opportunity to engage in the sporting culture of the school through participation or representation in a variety of sports over the summer and winter sporting seasons.

ELECTIVE SUBJECTS

Auslan Languages

Elective

Auslan focuses on skills in communicating - listening, reading, speaking and writing. Activities and discussions are conducted to further develop understanding and ability to compare and contrast, to sign instructions, problem-solve, make announcements, persuade, and recount experiences in increasing detail.

You will engage with a range of Auslan texts, and express feelings and emotions creatively in the language. You will participate individually and in groups in tasks and learning experiences, explaining or justifying positions, elaborating opinions, and giving and receiving multistep instructions. You may select this course if they have prior experience of Auslan.

Assessment

- Communicating and understanding tasks include: viewing, reading, signing and writing assignments
- Exams relating to topics studied.

Design Technologies Science, Technology, Engineering & Mathematics

Elective

Design Technologies empowers students to design, sketch, and prototype their own projects in response to real-world contexts. Students are guided through the design process of explore and develop —researching and investigating a problem, generating creative solutions through sketching, producing detailed plans, and developing a functional prototype. The subject encourages individual creativity, critical thinking, and reflection in a supportive and hands-on learning environment.

Assessment

- Design Folios
- Design Projects

Additional Costs/Requirements

\$25.00 subject levy per semester.

Please Note: Due to Workplace Health and Safety regulations the wearing of approved personal protective equipment is required to gain workshop access (e.g. approved enclosed footwear, safety glasses, etc.)

Digital Technologies

Science, Technology, Engineering & Mathematics

Elective

This subject focuses on developing problem-solving skills, coding knowledge, and an understanding of computer systems. Students will explore operating systems, examine hardware components, and investigate how data is stored and processed. Through hands-on learning, they will develop coding skills using Python and Minecraft and work with emerging technologies such as drones.

A key project involves designing, building, and programming an autonomous robot capable of climbing a chimney structure. Students will also plan, test, and evaluate their own digital solutions while critically analysing existing technologies.

Assessment

- Projects
- Project folios

Drama

The Arts

Elective

Drama is an important 21st century subject which teaches you creativity, collaboration, critical thinking and communication skills.

You will learn to manage, demonstrate and respond to the elements and skills of Drama and, the conventions of style and develop interpersonal and intra-personal communication skills.

Assessment

- An integrated task is completed each term, sections of which may be presented to you at different stages in the term. This task reflects the Australian Curriculum standards of Forming, Performing and Responding.

Economics and Business

Health, Humanities and Enterprise

Elective

In Economics and Business, you will be introduced to the concepts of an 'economy' and explore what it means for Australia to be part of the Asia region and the global economy. You will explore contemporary issues, events and case studies that cover personal, local, national, regional, and global contexts. You will consider the interdependence of participants in the global economy, including the implications of decisions made by individuals, businesses, and governments.

Through practical activities, you will explore what it means to be a consumer, a worker, and a producer in the market and the rights and responsibilities of each group. You will also investigate the characteristics of successful businesses and how entrepreneurial capabilities can contribute to this success. You will learn in a practical sense what it means to be an entrepreneur by running your own business.

In this subject you will have the unique opportunity to build valuable skills such as problem solving, critical thinking, financial and digital literacy, teamwork and communication.

Assessment

- Practical assessment tasks, multimodal presentations, project work.

Food Technology

Science, Technology, Engineering & Mathematics

Elective

Students creatively respond to design solutions which focus on food sustainability, food preservation and food technologies and trends. Students will immerse themselves in a broad range of intermediate cookery techniques to assist in building their skills and independence in the kitchen. They will work independently and collaboratively to prepare, present and evaluate their design solutions.

Food Technology is concerned with the theoretical concepts and practical applications of food preparation, kitchen essentials, safety, hygiene and nutrition with particular attention to food practices in other cultures and sustainability. Students will:

- Develop essential skills for safe operation within a food preparation setting
- Design and manufacture products that meet nutritional and quality standards
- Implement practical and sustainable solutions to real world problems
- Immerse themselves in international cuisine and presentation
- Understand the principles of food preparation techniques from other cultures
- Develop critical thinking skills through researching and analysing practical and written projects

Assessment

- Projects - multimodal

Please Note: You will be required to supply ingredients for some practical cookery lessons, as advised. You must also be dressed appropriately for practical work in compliance with the school dress code regarding shoes, hair, jewellery and nail polish.

Health and Physical Education

Health, Humanities and Enterprise

Elective

The Year 9 HPE curriculum builds on each student's prior learning. During this time, students refine their understanding of how they can contribute to individual and community health and wellbeing. Students have frequent opportunities to participate in physical activities, including in outdoor settings, to value the importance of active recreation as a way of enhancing their health and wellbeing throughout their lives.

Students explore practical and creative actions that promote their own health and wellbeing and that of their wider community, such as designing spaces promoting physical activity, active transport options and sustainable strategies for selecting food sources. Practical learning experiences in these years support students to plan, implement, monitor and evaluate personal habits to enhance their wellbeing.

Students explore how societal attitudes and values can reinforce stereotypes and role expectations. They investigate how these can impact young people's choices in relation to health behaviours, healthcare options, help-seeking strategies and physical activity participation.

Students investigate a range of health issues relevant to young people, including mental health, sexual health, healthy eating, personal and relationship safety, body image and behaviours associated with substance use. As they do so, students further refine their help-seeking strategies, assertive behaviours, conflict resolution and negotiation.

Students have opportunities to explore the nature and benefits of respectful relationships. They further develop skills to manage their relationships as they change over time. They have opportunities to explore empathy, ethical decision-making, respect and consent, and analyse the role they play in establishing and maintaining respectful relationships.

Students practise and refine more specialised movement skills and complex movement strategies and concepts in different movement environments. They apply movement concepts and strategies to evaluate and refine their own and others' movement performances.

Students further investigate techniques to assess the quality of movement performances. They adapt and improvise their movements to respond to different movement situations, stimuli and challenges. Students refine and consolidate their leadership, teamwork and collaborative skills through participation in a range of physical activities.

Assessment

- Investigation
- Project

Industrial Technology and Engineering **Science, Technology, Engineering & Mathematics**

Elective

This subject focuses on theoretical understandings and practical applications related to trade-based industries, such as furnishing, acrylics, engineering, sheet metal and construction. You will problem solve to make products and develop industry knowledge and, skills in industrial technology machinery and engineering concepts. You are also given opportunities to develop graphical design skills to produce technical drawings and sketches used in a variety of trade industries.

Assessment

- Projects and practical demonstrations, including LED light box with electronic functionality; Wooden Mantle Clock; Sheetmetal Carryall; CO2 Dragsters

Additional Costs/Requirements

Please Note: Workplace Health and Safety regulations stipulate wearing of approved personal protective equipment for workshop access (e.g. approved enclosed footwear, safety glasses, etc.). Subject levies may vary from year to year.

Studies continue to focus on skills in communicating (listening, reading, speaking and writing) Japanese language. Activities and discussions are conducted to develop students' understanding and awareness of the close relationship between language and culture through studying a range of topics focusing on life in Japan and making connections and comparisons with Australian lifestyles.

Japanese cultural experiences and excursions: e.g. Obento lunch opportunities for students, movie festivals and restaurant visits.

Assessment

- Tasks that reflect the dimensions of Communicating and Understanding of the Australian Curriculum are applied when assessing students' skills in listening, reading, speaking and writing. Instruments such as assignments or exams are used.

Additional Requirements / Prerequisites

- For enrolment consideration, students must be passing English
- Students must have studied Japanese in year 9 and/or year 10 semester 1.

Media (VPtv)

Certificate II Creative industries – CUA20215 The Arts

Pre-requisites:

- Newly enrolling students: Minimum C standard in Year 9 English and Mathematics, assumed knowledge of subject.
- Continuing students: As above and a minimum standard in Year 9 Media Academy – Advanced.

Certificate II in Creative Industries is a way to jump start a creative career pathway within the media industry.

Students will be given the opportunity to build foundation skills in the areas of film making (including editing), basic animation, photography and graphic design.

Students will work individually and collaboratively towards the completion of media productions, while being exposed to real-world application of skills. Students also develop critical and creative thinking, problem solving skills, planning and organisation techniques, as well as effective communication and collaboration skills. Successful students will also be required to build and utilise positive, collaborative working relationships with other media students as well as clients and customers.

Certificate II in Creative Industries course directly aligns with Certificate III in Screen and Media pathway. Our VPtv Media program is currently partnered with SAE, JMC and Brisbane TAFE (Southbank). We also work collaboratively with media industries such as Live Stream Brisbane and Alpha Media.

Successful students who continue their studies in media can find employment pathways in filming and camera operation, editing, cinematography and content writing.

Competencies Delivered

BSBTWK201	Work effectively with others
CUAIND211	Develop and apply creative arts industry knowledge
CUAWHS312	Apply work health and safety practices
BSBCRT210	Develop and apply thinking and problem-solving skills
BSBCRT311	Apply critical thinking skills in a team environment
CUACAM 211	Assist with basic camera shots
CUADES201	Follow a design process
CUADIG212	Develop digital imaging skills
CUAPOS211	Perform basic vision and sound editing
CUAVSS211	Develop basic vision system skills
ICTICT214	Operate application software packages
ICTICT215	Operate digital media technology packages

Assessment

- Projects include project briefs, current industry research, WHSS, pre-production planning, concept development, production outcomes and reflections.
- Projects are student-negotiated and industry relevant. Competency requirements include questions/interviews, observational checklists, production evidence, and workshop attendance.

Additional Costs/Requirements

- \$150.00 subject levy for entire course (single upfront payment).
- Levy covers Industry workshops; travel costs (usually train) associated with excursions to tertiary institutions and/or industry studios.
- Students are to have own external HD 500 GB with USB connection, 32GB SDHC memory card.

Drama

Creative industries - The Arts

Elective

Drama is an important 21st century subject which teaches students creativity, collaboration, critical thinking and communication skills.

Students manage, demonstrate and respond to the elements of drama and conventions of Verbatim Theatre; where they will explore personal narrative and the dramatic style of Commedia dell'Arte.

Excursions to view live theatre and guest lectures, facilitators and performers are an integral part of the program; although dependent on the scheduling of relevant performances that coincide with areas of study.

Assessment

One assessment piece each term that covers Forming, Performing and Responding and ask may be conducted and presented in parts at different stages of the unit of study.

Music

Creative Industries - The Arts

Elective

Music is an important 21st century subject which teaches students creativity, collaboration, critical thinking and communication skills.

In Music, students explore the elements of music and the conventions of different styles and genres. They develop skills through learning experiences in the dimensions of Performing, Composing and Responding. This subject will prepare students for the complexities of Senior Music and Senior Music Extension subjects.

Assessment

- Practical tasks - song writing/composing tasks

Visual Art and Design

Creative Industries - The Arts

Elective

Students design and create a variety of 2D and 3D artworks including drawing (core component) and other study areas may include digital photography, painting, ceramics, sculpture and printmaking. Responding to artwork from other cultures and times in history is an integral area of study. Tasks become more conceptual in nature in preparation for senior studies with a focus on visual literacies.

Excursions to the Art Gallery may be arranged depending on exhibitions being held.

Assessment

- Making tasks - 2D and 3D artworks
- Responding – evaluation of own work and analysing artworks by other artists from different times and cultures

Academic Academy

The Academic Academy is by invitation-only and incurs a levy of \$200.00, payable upon successful enrolment in the academy. A scholarship of \$300 is issued annually for one student in each year of the academy.

Please note: Students with outstanding SRS or other invoices will be required to enter into an approved payment plan before being allowed to apply for enrolment in a VPSHS Academy.

The Academic Academy runs across the four core subjects of English, Mathematics, Science and the Humanities & Social Sciences.

The Academic Academy is specifically targeted at supporting highly academic students who intend on embarking on university studies. The goal of the program is to equip you with the specific skills aimed at enhancing future studies and providing you with the opportunity to achieve your highest ATAR in order to maximise your university options.

Over the course of the year, you will engage in philosophical inquiry to enhance your 21st Century skills. The purpose of the program is to expose you to open-ended, abstract problems to challenge your thinking and develop collaboration skills.

You will embed critical and creative thinking skills to respond and evidence the standards of the Australian Curriculum, including:

- Reflecting on Thinking and Processes
- Analysing, Synthesising and Evaluating reasoning and Procedures
- Inquiring – Identifying, Exploring and Organising Information and Ideas
- Generating Ideas, possibilities and Actions

You will work and learn through critically evaluating information and arguments, seeing patterns and connections, constructing meaningful knowledge and applying it in the real world. Initially you will collaborate to construct your knowledge and aim to think and work together with a powerful synergy of shared cognition. New knowledge created will leverage both individual and collective expertise and the quality of the shared thinking will ensure that new knowledge is highly applicable to the real world. You will be able to articulate how they “think together” to improve results.

(Critical Thinking: New Pedagogy for Deep Learning)

Criteria

An invitation to join the Academic Academy is based on the following criteria:

- Academic GPA
- Diagnostic Test Results
- Student Report Card – Entering You
- Teacher professional judgement.

Academic progress is subject to on-going monitoring through Visible Tracking, TrackEd & your OneSchool Student Profile.

Elective Academies

All elective Academies incur an additional levy of \$200, payable upon successful application. **Please note:** Students with outstanding SRS or other invoices will be required to enter into an approved payment plan before being allowed to apply for enrolment in a VPSHS Academy.

Vikings Sport Academy (Advanced)

The Vikings Sport Academy program is by selection, application and trial only, and incurs a \$200 levy.

The Vikings Sport Academy mission 'to provide our high performing Vikings Sport students with the greatest possible opportunity to engage, succeed and excel in their sporting and educational endeavours' forms the foundation for our participation in the wide range of activities offered. Students will engage in a holistic development program which is aligned with the Australian Curriculum for Health and Physical Education.

The Vikings Sport Academy will utilise the sporting context to facilitate student development in the areas of skill, fitness, culture, character and performance. This will be achieved by utilising a 'Craft and Culture' curriculum model through which students will engage in a holistic educational experience that is responsive to their individual needs, wants and capabilities.

Through the practical elements of the Vikings Sport Academy, curriculum will be focused on the development of each individual student's 'craft'. This focus will be primarily on developing the student's capacity to perform in the areas of Motor Skill Development, Fitness Component Application and Game Sense (strategy and tactics). The theoretical element of the Vikings Sport Academy curriculum will see students engage in a program of learning that is fully aligned with version 9 of the Australian Curriculum for Health and Physical Education. Students will have the opportunity to engage in a "CULTURE" of learning that allows them to optimise both their physical, intellectual, social and emotional performances. Specific topics of learning will include; Sportsmanship and Leadership, Sports Nutrition and Sport Psychology

Criteria

An invitation to join the Vikings Sport Academy is based on review of your submitted written application and a sports trial.

Academic progress is subject to on-going monitoring through Visible Tracking, TrackEd & your OneSchool Student Profile.

Creative Industries Academy: Dance

The Creative Industries: Dance Academy is by application and audition only and will incur a levy of \$100.00. Prerequisites for enrolment:

Newly enrolled students: Minimum C standard in Year 9 English, Mathematics.
Continuing students: As above and a minimum standard in Year 9 Dance Academy – Advanced.

Dance is a valuable subject for the 21st century learner and is intellectually engaging, provoking alternative ways of seeing, thinking and doing. Students learn through forming choreography, performing movement and responding to dance works. Dance teaches creativity, collaboration, critical thinking and communication skills in an experiential learning environment.

The students will study popular dance styles such as: Hip Hop and Commercial Jazz, Contemporary Dance and Dance with Technology. Comfortable dance attire appropriate to practical lessons is to be worn. Dance Foundation prepares students for the Year 11 and 12 senior dance general ATAR subject.

Assessment

One assessment task per term covering Forming, Performing and Responding, including;

- Group performances of both teacher and student choreographed dance works,
- Small group choreographic works
- Written responding exams focussing on the analysis, interpretation and evaluation of dance.

Creative Industries Academy: VPtv Media - Advanced

The Media Academy is by *application only* and successful enrolments must satisfy the following prerequisites:

- Newly enrolled students: Minimum C standard in Year 8 English, Mathematics.
- Continuing students: As above and a minimum standard in Year 8 VPtv Media Academy – Intermediate.

This program provides you with a hands-on experience in areas such as new media, animation, graphic design, photography – mood lighting and photo manipulation, video production and editing – green-screening, lighting, audio, film appreciation and pre-production planning.

Intensive industry workshops provide you with opportunities to practice your skills in real life situations, including setting up a studio shoot, operating the vision switcher, auto-cue and cameras. This is done in a live studio setting with an industry expert as a facilitator and costs are covered by the course levy. You will also be given authentic experiences to practice your media skills in the school and the wider community.

The pathway created by doing this course is the Year 10 Certificate II Creative Industries, which contributes four credits towards your Queensland Certificate of Education (QCE).

Assessment

- Making tasks - storyboard, scripts, capturing images (lighting/angles/green-screen), editing these images into a sequence or folio.
- Responding tasks - Film evaluation and analysis.

STEM Technologies Academy: Robotics - Intermediate

The Robotics Academy is by *application only* and successful enrolments must satisfy the following prerequisites:

- Newly enrolling student: Minimum C standard in Year 8 English, Mathematics.
- Continuing student: As above and a minimum standard in Year 8 Robotics Academy Intermediate.

The Robotics Academy is an engaging, hands-on subject where students apply intermediate skills in designing, building, and programming robots to perform real-world tasks. Using both SPIKE Prime Lego and Arduino electronics, students further develop their understanding of digital systems, coding, and automation. With robotics playing an increasing role in everyday life—across industries and in care settings—students will investigate how artificial intelligence is integrated into robotic systems. The course fosters innovation and critical thinking as students refine and apply their skills in meaningful, real-world contexts.

Assessment

- Project folios

Criteria

- Application Package.
- On-Going monitoring through Visible Tracking, TrackEd & OneSchool Student Profile.

Scholarships

Victoria Point State High School offers Scholarships for Academies.

One student scholarship is awarded per year level based on:

- demonstrated performance, and
- aptitude and potential to excel in your chosen field.

Scholarship Value

The VPSHS Academy - Scholarship Value of \$200 (\$300 for Academic Academy) will be issued to one successful student per Academy, per year level. The Scholarship value will be held by the school.

Parents can access the Scholarship value for the following:

- School Resource Scheme – Participation at no cost to cover fees.
- Subject Levies – that apply to specialist areas of common program, considering the scope of areas of the Academies.
- Subject Competition/s costs – including Mathematics and Science competitions, Eisteddfods.
- Excursions – curriculum based as requested.

Students applying for a scholarship are required to complete an application form.

Code of Behaviour

Student Code of Conduct

All students enrolled at Victoria Point State High School are expected to uphold the School Values of Respect, Integrity and Responsibility. All students are subject to the consequences outlined in the school's 'Student Code of Conduct'. In addition, VPSHS Academy students must also abide by the expectations of high levels of school representation. Students must act in accordance with the responsibilities outlined in the Victoria Point State High School Academy Code of Responsibilities.

Academy Code of Responsibilities

Academy Codes of Responsibility may vary according to the specialist field. These responsibilities will be outlined in the consent forms which will require student and parent signature.

Individual Academic Review

VPSHS Academy students' progress will be monitored and reviewed with regard to specific disciplines and all-round academic progress as well as behaviour and attitude. An overall student review will be conducted towards the end of each semester.

In addition to the general Academy intake conducted at the end of each year, staff can recommend and approve a student's commencement in an Academy throughout the year for new you enrolling mid-year at Victoria Point State High School.

A high level of achievement and consistently high attitudinal and behavioural engagement along with levy payment will enable a student to continue the Academy pathway.

Student Responsibilities

- Strive for personal excellence by working hard.
- Demonstrate respect and courtesy at all times.
- Cooperate with peers, staff, and community members.
- Display appropriate behaviour in all situations.
- Learn to value honest effort, skilled ability and improvement including a sense of trial and error and experimentation where all outcomes are valued.
- Represent the School and the Academy appropriately and with pride, including wearing uniform correctly.
- Attend all extra-curricular activities.
- Notify staff of the inability to attend extra-curricular activities promptly.
- Complete all set work including assessment within the allocated time frame.
- Treat all resources and equipment with care and respect.
- A breach of the Academy Code of Responsibilities and/or the school's 'Student Code of Conduct' will result in consideration of suspension of Academy activities and/or cancellation of enrolment in the Academy. Please note financial refunds will not be possible.
- Parents will be notified of any breaches of the Academy Code of Responsibilities and the immediate actions. Whereby a student's enrolment is recommended for cancellation the Principal will determine the outcome.

Parent Responsibilities

- Encourage your child to always uphold the School Values and follow Codes of Conduct and support the decisions of staff and management.
- Develop in your child a commitment to an honest effort and positive attitude in order to maintain or improve your skills and level of achievement.
- Instil in your child an appreciation and respect for your studies and encourage them to participate in the spirit of the Academy.
- Applaud good student outcomes and celebrate success.
- Acknowledge and support specialist staff.

Staff Responsibilities

- Encourage students to display positive attitudes and to participate within the spirit of the Academy.
- Teach students the required knowledge and skills and extend your abilities to meet high expectations.
- Ensure mutual respect in all contexts and situations.
- Provide positive feedback when students improve their skills and outcomes and celebrate success and self-efficacy.
- Reinforce the School Values and VPSHS Academy Values through modelling positive attitudes and perceptions.
- Keep students informed regarding current industry practice for engagement in future pathways.
- Support students to manage time and work load.
- Be consistent when making decisions.
- Provide a safe and supportive environment for students to learn.
- Ensure Workplace Health & Safety regulations are enforced.

Victoria Point State High School Contact Details

General

School Administration Phone Number	(07) 3820 5888
School Fax Number	(07) 3820 5800
School Website	www.vpshs.eq.edu.au
School Administration email	admin@vpshs.eq.edu.au

VPSHS Academy Staff

Academic Academy	Head of Department – Humanities Christina Kasper ckasp1@eq.edu.au
Dance - Creative Industries	Head of Department – Arts Jo Bierton jbier1@eq.edu.au
VPtv Media - Creative Industries	Head of Department – Arts Jo Bierton jbier1@eq.edu.au
Robotics STEM - Technologies	Head of Department – Technology Michelle Galpin mmend12@eq.edu.au
Vikings Sport Academy	Head of Department – Health Tom Marshall tmars193@eq.edu.au



Victoria Point State High School

93-131 Benfer Road, Victoria Point QLD 4165

Phone: 3820 5888 | Fax: 3820 5800 | www.vpshs.eq.edu.au



Learn, Think, Perform, Belong