

# STAGE 5 - SUBJECT SELECTION FORM (2024)



Name: \_\_\_\_\_

Please make 3 choices per line, per semester, in order of preference 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>. PDHPE will be assigned on ONE line for both semesters.

## SEMESTER ONE 2024

### Line 1

- ☐ VA02 – Advanced Visual Arts (Yr10 Only)
- ☐ CA01 – Visual Arts: Drawing
- ☐ CS01 – Child Studies 1
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HC06 – Commerce: Towards Independence
- ☐ HG01 – Geography: World Disasters
- ☐ HH01 – History's Mysteries
- ☐ HP01 – High Performance Soccer
- ☐ IS03 – iSTEM: Motion and Mechatronics
- ☐ LB01 – Library: Critical Thinking 1
- ☐ MM03 – Mathematics: Trade Maths
- ☐ MS01 – Music Essentials
- ☐ PP02 – PASS: Sports Fitness
- ☐ PP03 – PASS: Sports Medicine
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD01 – Computing Technology: Robotic Systems
- ☐ TDT1 – Design & Technology: Graphics Design
- ☐ TEL2 – Electronics Core 2
- ☐ TF13 – Food Technology 3
- ☐ TMM5 – Multimedia: Core 1 Design (Graphics & Web)
- ☐ TT05 – Textiles 1
- ☐ TW01 – Timber Core 1: General Timber

### Line 2

- ☐ Y10 PAAL (**Invitation only**)
- ☐ HCO8 – Commerce: Law & Politics (Yr10 Only)
- ☐ LJ03 – Languages: Japanese 3 (Yr10 Only)
- ☐ CA02 – Visual Arts: Painting
- ☐ CA03 – Visual Arts: Ceramics
- ☐ CS01 – Child Studies 1
- ☐ EIS1 – Computing Technology: Networks and Social Connections
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HC06 – Commerce: Towards Independence
- ☐ HH01 – History's Mysteries
- ☐ IS01 – iSTEM: Engineering Fundamentals
- ☐ MM04 – Mathematics: Money Matters
- ☐ MS01 – Music Essentials
- ☐ PH01 – Photography: No Phone Photography 1
- ☐ PP01 – PASS: Sports Performance
- ☐ PP03 – PASS: Sports Medicine
- ☐ PP04 – PASS: Sports Coaching
- ☐ SD02 – Computing Technology: Game Programming
- ☐ TDT1 – Design & Technology: Graphics Design
- ☐ TDT5 – Design & Technology: Interior Design
- ☐ TF11 – Food Technology 1
- ☐ TM01 – Metal Core 1: General Metal
- ☐ TW01 – Timber Core 1: General Timber

### Line 3

- ☐ Accelerated Investigating Science (**Yr10, Invitation Only**)
- ☐ HC07 – Commerce: Economics & Business in Action (Y10 Only)
- ☐ CA03 – Visual Arts: Ceramics
- ☐ DN01 – Dance: Performance & Composition
- ☐ EIS3 – Computing Technology: Analysing Data in the Real World
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HG02 – Geography: Political Geography
- ☐ HH04 – History: Heroes, Villains & The Ancient World
- ☐ LJ01 – Languages: Japanese 1
- ☐ MM04 – Mathematics: Money Matters
- ☐ PH01 – Photography: No Phone Photography 1
- ☐ PP01 – PASS: Sports Performance
- ☐ PP03 – PASS: Sports Medicine
- ☐ PP04 – PASS: Sports Coaching
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD03 – Computing Technology: App Programming
- ☐ TDT2 – Design & Technology: Industrial Design
- ☐ TDT5 – Design & Technology: Interior Design
- ☐ TM01 – Metal Core 1: General Metal
- ☐ TMM6 – Multimedia Core 2: Video Production
- ☐ TW01 – Timber Core 1: General Timber
- ☐ VD01 – Visual Design 1

### Line 4

- ☐ Y9 PAAL (**Invitation Only**)
- ☐ HC07 – Commerce: Economics and Business in Action (Y10 Only)
- ☐ HCO8 – Commerce: Law & Politics (Y10 Only)
- ☐ CA06 – Visual Arts: Slippery Ceramics (Advanced)
- ☐ CS01 – Child Studies 1
- ☐ DRO1 – Drama: Putting it Together (Playbuilding)
- ☐ EWW1 – English: Writing and Writers
- ☐ HC05 – Commerce: The Consumer & Business World
- ☐ HH05 – History: Hitler to JFK
- ☐ IS02 – iSTEM: Aeronautical Manufacturing
- ☐ LJ01 – Japanese 1
- ☐ MM04 – Mathematics: Money Matters
- ☐ MS03 – Music: Live Music on Stage
- ☐ PP02 – PASS: Sports Fitness
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD03 – Computing Technology: App Programming
- ☐ TDT4 – Design & Technology: Jewellery Design
- ☐ TEL1 – Electronics Core 1: Electronics 1
- ☐ TF11 – Food Technology 1
- ☐ TM01 – Metal Core 1: General Metal
- ☐ TT06 – Textiles 2
- ☐ TW02 – Timber Core 2: General Timber
- ☐ TW03 – Timber: Specialised Module 3 Cabinetwork

# STAGE 5 - SUBJECT SELECTION FORM (2024)



Name: \_\_\_\_\_

## SEMESTER TWO 2024

### Line 1

- ☐ HCO7 – Commerce: Economics and Business in Action (Yr10 Only)
- ☐ VA02 – Advanced Visual Arts (Yr10 Only)
- ☐ CA01 – Visual Arts: Drawing
- ☐ DN03 – Dance: Urban & Musical Theatre
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HC06 – Commerce: Towards Independence
- ☐ HG01 – Geography: World Disasters
- ☐ HH01 – History's Mysteries
- ☐ HPS2 – High Performance Soccer 2
- ☐ ISO3 – iSTEM: Motion & Mechatronics
- ☐ LB01 – Library: Critical Thinking 1
- ☐ MM03 – Mathematics: Trade Maths
- ☐ MS01 – Music Essentials
- ☐ PP02 – PASS: Sports Fitness
- ☐ PP03 – PASS: Sports Medicine
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD01 – Computing Technology: Robotic Systems
- ☐ TDT5 – Design & Technology: Interior Design
- ☐ TF13 – Food Technology 3
- ☐ TMM5 – Multimedia Core 1: Design (Graphics & Web)
- ☐ TT05 – Textiles 1
- ☐ TW02 – Timber Core 2: General Timber

### Line 2

- ☐ Y10 PAAL (**Invitation Only**)
- ☐ HC08 – Commerce: Law & Politics (Yr10 Only)
- ☐ LJ04 – Languages: Japanese 4 (Yr10 Only)
- ☐ MM02 – Preparing for Mathematics Extension (Yr10, 5.3 only)
- ☐ CA02 – Visual Arts: Painting
- ☐ CA07 – Visual Arts: Creative Intelligence – AI in Visual Arts
- ☐ CSO2 – Child Studies 2
- ☐ EIS2 – Computing Technology: Designing for Users
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HC06 – Commerce: Towards Independence
- ☐ HH01 – History: History's Mysteries
- ☐ HP02 – High Performance Cricket
- ☐ ISO1 – iSTEM: Engineering Fundamentals
- ☐ MS02 – Music Advanced
- ☐ PH01 – Photography: No Phone Photography 1
- ☐ PP01 – PASS: Sports Performance
- ☐ PP03 – PASS: Sports Medicine
- ☐ SD02 – Computing Technology: Game Programming
- ☐ TDT1 – Design & Technology: Graphics Design
- ☐ TDT5 – Design & Technology: Interior Design
- ☐ TF12 – Food Technology 2
- ☐ TM01 – Metal Core 1: General Metal
- ☐ TW01 – Timber Core 1: General Timber

### Line 3

- ☐ Accelerated Investigating Science (**Yr10, Invitation Only**)
- ☐ HCO7 – Commerce: Economics and Business in Action (Yr10 Only)
- ☐ HC08 – Commerce: Law & Politics (Yr10 Only)
- ☐ MM02 – Preparing for Mathematics Extension (Yr10, 5.3 only)
- ☐ CA03 – Visual Arts: Ceramics
- ☐ DN02 – Dance: Jazz & Contemporary
- ☐ EHM1 – History at the Movies
- ☐ EIS3 – Computing Technology: Analysing Data in the Real World
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HH05 – History: Hitler to JFK
- ☐ ISO1 – iSTEM: Engineering Fundamentals
- ☐ PH02 – No Phone Photography 2
- ☐ PP01 – PASS: Sports Performance
- ☐ PP03 – PASS: Sports Medicine
- ☐ PP04 – PASS: Sports Coaching
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD03 – Computing Technology: App Programming
- ☐ TDT02 – Design & Technology: Industrial Design
- ☐ TDT5 – Design & Technology: Interior Design
- ☐ TM02 – Metal Core 2: General Metal
- ☐ TMM6 – Multimedia: Core 2 Video Production
- ☐ TW01 – Timber Core 1: General Timber
- ☐ VD03 – Visual Design: Wearable and Object Design

### Line 4

- ☐ Y9 PAAL (**Invitation Only**)
- ☐ HCO7 – Commerce: Economics and Business in Action (Yr10 Only)
- ☐ HC08 – Commerce: Law & Politics (Yr10 Only)
- ☐ MM02 – Preparing for Mathematics Extension (Yr10, 5.3 only)
- ☐ CA06 – Visual Arts: Slippery Ceramics (Advanced)
- ☐ CSO2 – Child Studies 2
- ☐ DR03 – Drama: Stick to the Script
- ☐ EPH1 – Philosophy
- ☐ HC05 – Commerce: The Consumer and Business World
- ☐ HH05 – History: Hitler to JFK
- ☐ ISO2 – iSTEM: Aeronautical Manufacturing
- ☐ LJ02 – Japanese 2
- ☐ MS04 – Music: Recording Industry Skills
- ☐ PP02 – PASS: Sports Fitness
- ☐ PP05 – PASS: Anatomy & Physiology
- ☐ SD03 – Computing Technology: App Programming
- ☐ TDT4 – Design & Technology: Jewellery Design
- ☐ TEL1 – Electronics Core 1: Electronics 1
- ☐ TF11 – Food Technology 1
- ☐ TM02 – Metal Core 2: General Metal
- ☐ TMM5 – Multimedia Core 1: Design (Graphics & Web)
- ☐ TW02 – Timber Core 2: General Timber
- ☐ TW03 – Timber: Specialised Module 3 Cabinetwork