

Year 9 Assessment Calendar – Term 3, 2026

WEEK	KEY COLLEGE EVENTS	ASSESSMENT KEY DATES
1 13-17 July	17/7 Creative Generation	
2 20-24 July	21/7 Caloundra Career Expo (Yr 9)	
3 27-31 July		Mathematics exam
4 3-7 Aug		Music: Workbook 1 Due English: Discussion draft due
5 10-14 Aug		Food Spec: Unit 1 - Global Culinary (Checkpoint) PE: Peer review Health: Draft
6 17-21 Aug	19/8 Whole-College Assembly (ext. connect) 20/8 Interschool Gala Sports Day (Yr 9) 21/8 House Cup – Academic Challenge	Material Tech: Unit 1 – Set of Drawer/Project (Checkpoint) Design Tech: Unit 1 - Industry Innovation Challenge (Checkpoint) English: Discussion final due PE: Draft Due
7 24-28 Aug		Japanese: Unit 1 Written Summative Dance: Performance Due Media Arts: Making Due (Final Submission) Music: Workbook 2 Due Geography: Draft Due
8 31 Aug-4 Sep	4/9 Student Free Day	Music: Workbook 3 Due Legal Studies: Exam (lesson 2 and 3) PE: Friday Summative Assessment Due
9 7-11 Sept	9/9 Whole-College Assembly (ext. connect) 10/9 R U OK? Day	Mathematics exam Science exam Food Spec: Unit 1 - Global Culinary (Final Due Date) Material Tech: Unit 1 – Set of Drawer/Project (Final Due Date) Design Tech: Unit 1 - Industry Innovation Challenge (Final Due Date) Music: Composition Due (Final Submission) Visual Art: Making & Responding Due (Final Submissions) English: Exam (lesson 1 and 2) Geography: Final Due
10 14-18 Sept	18/9 MTSS Celebration Day	Media Arts: Written Exam

Year 9 Assessment Overview – Term 3, 2026

Learning Area	Unit Name	Unit Overview	Assessment Task
English	<i>The Road to Winter</i>	Students will learn how to analyse representation of characters within the text <i>Road to Winter</i> and how to use text structure and language feature to communicate their analysis of the characters.	Discussion and examination
Mathematics	Quadratics	Students will learn to simplify algebraic expressions and expand binomial products. They will learn to expand and factorise monic quadratic expressions. Students will use mathematical modelling to solve problems involving change in financial and other applied contexts.	Exam 1 – Simplifying and expanding Exam 2 – Factorising and graphing
	Legal Studies –	Students will learn how to investigate and identify the differences between civil and criminal law, explain the roles and processes of courts and tribunals, and create a visual representation of the Australian court system showing each court's jurisdiction and hierarchy. They will develop and revisit questions, locate and compare information from diverse sources, analyse perspectives with sensitivity, and use discipline-specific terminology to construct evidence-based arguments.	Examination
	Geography –	Students will learn how to investigate a geographical challenge connected to globalisation. After selecting your topic, identify and explain how your geographical challenge interconnects between people, changes places and the environment by analysing data and drawing evidence-based conclusions about the impact of the geographical challenge. Your findings will be presented in a mode of your choice.	Geographical presentation
Science	Chemistry	Students will learn to explain the chemical processes involved in radioactive decay. They will analyse and connect data to predict changes in substances over time.	Exam
Health and Physical Education	Health Education –	Students evaluate the many factors that influences relationships and propose and justify strategies to manage gender inequality and consent in online and offline situations. While participating in modified and Indigenous game students will adapt and transfer skills to create successful outcomes.	journal
	Physical Education –	Students reflect on the overall effectiveness of movement strategies in touch football, propose improvements, and discuss how these strategies can be transferred to other movement situations.	folio

		Consider the impact of these adaptations on achieving successful outcomes in both touch football and one other sport.	
Technologies	Design & Tech	Unit 1 – Industry Design Challenge – In this unit, you will work as a designer to solve a real-world industry problem by following the design process. You will investigate existing products, develop and communicate design ideas, and create a prototype that meets the needs of a client or target audience. You will justify your design decisions, apply safe workshop practices, and evaluate how well your final solution meets the design criteria.	Task: Design Folio & Project Hand out: Week 2 Check Point: Week 6 Final Due: Week 9
	Material Spec.	Unit 1 – In this Material Specialisation unit, Year 9 students will design and build a functional set of drawers while developing skills in measuring, cutting, joining and assembling timber. They will follow the design process from planning through to construction and finishing, using hand and power tools safely in the workshop. The project focuses on accuracy, quality workmanship and problem-solving, resulting in a practical storage piece that demonstrates their understanding of materials and construction techniques.	Task: Set of drawers Project Hand out: Week 2 Check Point: Week 6 Final Due: Week 9
	Digital Tech	Unit 1 – Python PyGame Zero Students will build on the foundations of coding in Python to develop a video game using sprites, sound and music. This includes exploring how control and logic structures can be used to enhance gameplay.	Task: Trophy Folio & Project Hand out: Week 2 Check Point: Week 5 Final Due: Week 9
	Food Specialisation	Unit 1 – Global Foods Students will create a folio of work by experimenting with culinary norms from around the world. Students will progressively develop knowledge and understanding of the kitchen equipment and processes through a variety of practical lessons.	Task: Folio Hand out: Week 3 Check Point: Week 6 Final Due: Week 8
Creative & Cultural Pursuits The Arts	Visual Art <i>Nature Vs Technology</i>	In this unit students will explore the concept of Dystopia: Nature vs Technology, by experimenting with a diverse range of mixed media printing and drawing techniques to communicate their own ideas about a fictitious future. They will investigate the contemporary artworks of Brian Robinson and Expressionism to develop stylised and distorted imagery to express their own ideas through natural and mechanical imagery. Students will interpret and analyse the elements and principles of art to respond to their own and others' artworks.	Exam: Week 2 Hand out: Week 3 Art Folio Due: Week 9

	Music <i>Gaming Music</i>	In Year 9, unit 1, Music students will focus on analysis and composition through the exploration and experimentation of the music elements, and compositional devices, to create atmospheric music based on a narrative stimulus. A range of instruments may be used (eg: percussion, guitar and keyboard) along with digital compositional tools such as Soundtrap. As part of their exploration students will analyse and evaluate how composers use the music elements, and compositional devices, to create narrative in gaming music.	Responding Workbook 1: Week 4 Workbook 2: Week 7 Workbook 3: Week 8 Composing Due: Week 9
	Dance <i>Let's Entertain!</i>	Students will focus on the commercialisation of dance for entertainment and promotion, with students developing technical and expressive skills in jazz and hip-hop commercial dance styles. They will explore the impact of media on the evolution and accessibility of dance, examining how media platforms have brought dance into mainstream culture. They will learn and perform a teacher-devised routine, applying technical skills, genre-specific techniques and expressive skills.	Hand out: Week 4 Performance Due: Week 7
	Media Arts <i>TV Ad Lab!</i>	Students will immerse themselves in the world of advertising, focusing on the creation, analysis, and evaluation of short TV advertisements. The central theme will revolve around Australian tourism ads, aiming to understand their representations and the resultant impact on audiences. Moreover, students will gain practical skills in filming and editing as they produce their own short TV ad and learn the foundations of pre-production, production and post-production processes.	Making Task Hand out: Week 5 Final due: Week 7 Responding Task Hand out: Week 8 Final due: Week 10
Languages	Japanese <i>My Town</i>	Students compare towns and cities of Australia & Japan. They learn how to express where they live and describe their local areas. Students will create a promotional brochure and YT short to promote their local area for Japanese visitors.	Hand out: Week 3 Final due: Week 7