

# Year 8 Curriculum Overview

## 2026

### English

Term 1	Term 2	Term 3	Term 4
<b>Culture and Creative Writing</b>	<b>Language Analysis</b>	<b>Novel Study - Trash</b>	<b>Film Study – Hunger Games</b>
<ul style="list-style-type: none"> <li>Identifying common features of creative texts</li> <li>Comprehension with a focus on making inferences</li> <li>Creating imaginative texts using narrative conventions</li> </ul>	<ul style="list-style-type: none"> <li>Analysing persuasive language techniques</li> <li>Writing persuasive responses using evidence</li> <li>Developing critical thinking about arguments and viewpoints</li> </ul>	<ul style="list-style-type: none"> <li>Analysing and interpreting themes in a text</li> <li>Selecting and explaining evidence to support a point of view</li> <li>Interpreting characters, events and ideas in a novel</li> </ul>	<ul style="list-style-type: none"> <li>Analysing film techniques and their effect on the audience</li> <li>Identifying evidence to support responses about a film</li> <li>Analysing how film techniques create mood and meaning</li> </ul>

### Maths

Term 1	Term 2	Term 3	Term 4
<b>Real Number</b>	<b>Measurement</b>	<b>Algebra</b>	<b>Linear Relationships</b>
<ul style="list-style-type: none"> <li>Solving problems involving percentage increase and decrease</li> <li>Exploring types of decimals and irrational numbers</li> </ul>	<ul style="list-style-type: none"> <li>Calculating perimeter, area and volume of various 2D and 3D shapes including circles and composite shapes</li> <li>Solving problems involving time</li> </ul>	<ul style="list-style-type: none"> <li>Solving algebra problem using a range of strategies</li> </ul>	<ul style="list-style-type: none"> <li>Graphing linear relationships and solving linear equations</li> </ul>
<b>Statistics</b>	<b>Financial Mathematics</b>	<b>Chance</b>	<b>Space &amp; Geometry</b>
<ul style="list-style-type: none"> <li>Exploring methods of data collection and the effect of population sizes</li> </ul>	<ul style="list-style-type: none"> <li>Exploring profit and loss</li> </ul>	<ul style="list-style-type: none"> <li>Calculating probabilities by exploring diagrams and tables</li> </ul>	<ul style="list-style-type: none"> <li>Exploring quadrilaterals</li> <li>Identifying and calculating congruent and similar shapes</li> </ul>

### Humanities

Term 1	Term 2	Term 3	Term 4
<b>Vikings – History</b>	<b>Minding the Media – Civics &amp; Citizenship</b>	<b>Money, Money, Money – Business &amp; Economics</b>	<b>Changing Nations – Geography</b>
<ul style="list-style-type: none"> <li>Explore the myths and realities of how Vikings lived</li> <li>Discover how, where, and why Vikings travelled</li> <li>Use source analysis to understand historical debates regarding common myths of Vikings</li> </ul>	<ul style="list-style-type: none"> <li>Understand how Australia's political system works</li> <li>Analyse news sources, including how bias influences citizens</li> </ul>	<ul style="list-style-type: none"> <li>Describe how Australians earn income and navigate the taxation system to achieve financial goals.</li> <li>Compete with students around Australia in the ASX's share market game</li> </ul>	<ul style="list-style-type: none"> <li>Discover how humans live in an urbanised and migrating world</li> <li>Apply skills to conduct a Geographical Inquiry</li> </ul>

## STEM

Term 1	Term 2	Term 3	Term 4
<b>Biology</b>	<b>Chemistry</b>	<b>Physics</b>	<b>Earth Science</b>
<ul style="list-style-type: none"> <li>Cell theory</li> <li>Cells, tissues, organs, and systems</li> <li>Body systems</li> </ul>	<ul style="list-style-type: none"> <li>The atomic theory of matter</li> <li>Periodic Table</li> <li>Properties of materials</li> <li>Physical and chemical changes</li> </ul>	<ul style="list-style-type: none"> <li>Kinetic and potential energy</li> <li>Household energy consumption</li> <li>Building design</li> <li>Parallel and series circuits</li> </ul>	<ul style="list-style-type: none"> <li>Rock cycle</li> <li>Sedimentary, igneous and metamorphic rocks</li> <li>Tectonic events</li> </ul>

## Health

Term 1	Term 2	Term 3	Term 4
<b>Fit and healthy</b>	<b>Drug education</b>	<b>Sexual Health</b>	<b>Australian &amp; Community Health Issues</b>
<ul style="list-style-type: none"> <li>Dimensions of Health</li> <li>Health-related and Skill-related Fitness Components</li> <li>Exploration of different training methods and training principles</li> <li>Fitness circuit design</li> </ul>	<ul style="list-style-type: none"> <li>Legal and illegal substances and how they each affect the body</li> <li>Classifying the substances into 3 main categories: stimulants, depressants and hallucinogens</li> <li>Investigating the impact substance use has on the mental health and wellbeing of an individual.</li> </ul>	<ul style="list-style-type: none"> <li>Reproductive system of both females and males.</li> <li>Rights and responsibilities of sexual conduct and consent.</li> <li>Contraception and prevention of sexually transmitted infections.</li> <li>Respectful relationships.</li> </ul>	<ul style="list-style-type: none"> <li>Investigating ways Australians are affected by illness and disease, and how they can improve their overall health and wellbeing</li> <li>Identifying the effects of Asthma, Heart disease, Anaphylaxis, various Cancers, Diabetes</li> </ul>
			<b>Leadership</b>
			<ul style="list-style-type: none"> <li>Explore the different styles of leadership</li> <li>Skills and qualities of becoming a leader</li> <li>Evaluating the effectiveness of being a role model</li> </ul>

## Physical Education

Term 1	Term 2	Term 3	Term 4
<b>Volleyball &amp; Athletics</b>	<b>Netball, AFL &amp; Soccer</b>	<b>Touch Rugby, Lacrosse &amp; Basketball</b>	<b>Softball &amp; Cricket</b>
<ul style="list-style-type: none"> <li>• Skill acquisition, rules of the game and strategic thinking skills</li> <li>• Volleyball: dig, set, serve</li> <li>• Athletics: introducing all track and field events and the rules for each event.</li> <li>• Fitness Testing: implementation of various fitness tests to measure power, endurance, agility, speed and strength.</li> </ul>	<ul style="list-style-type: none"> <li>• Skill acquisition, rules of the game and strategic thinking skills</li> <li>• Netball: passing, catching, footwork, goaling and the knowledge of the different positions</li> <li>• AFL: handballing, kicking and marking</li> <li>• Soccer: dribbling, passing, goal shooting</li> </ul>	<ul style="list-style-type: none"> <li>• Skill acquisition, rules of the game and strategic thinking skills</li> <li>• Touch Rugby: passing backwards, running with the ball, offensive and defensive strategies</li> <li>• Lacrosse: throwing, catching, passing to a team mate on the move, goal scoring</li> <li>• Basketball: passing, catching, shooting from various points on the court, offensive and defensive strategies.</li> </ul>	<ul style="list-style-type: none"> <li>• Skill acquisition, rules of the game and strategic thinking skills</li> <li>• Softball: batting, pitching, throwing, catching, running between the bases, fielding</li> <li>• Cricket: batting, bowling, throwing, catching, running between the wickets, fielding</li> <li>• Fitness Testing: implementation of various fitness tests to measure power, endurance, agility, speed and strength</li> </ul>

## Music

Term 1	Term 2	Term 3	Term 4
<b>Band Carousel</b>	<b>Hip Hop Culture &amp; Rap Music</b>	<b>Film Music</b>	<b>The Djembe /Guitar Tab</b>
<ul style="list-style-type: none"> <li>• Instrument practice, band formation, rehearsal, and performance.</li> </ul>	<ul style="list-style-type: none"> <li>• History and significance, lyricism and rhyme and beat production</li> <li>• Songwriting, composition and recording.</li> </ul>	<ul style="list-style-type: none"> <li>• Musical styles in film, composing for emotion, instrumentation, and conventions</li> <li>• Digital composition</li> </ul>	<ul style="list-style-type: none"> <li>• Improvisation, composition, and performance</li> <li>• Guitar Tablature</li> </ul>

## Food Technology

One semester	
Factors that influence food consumption	Protein
<ul style="list-style-type: none"> <li>• Exploration of food related conditions such as allergies, intolerances and lifestyle choices.</li> <li>• Use a design brief to investigate, plan, create and evaluate food products.</li> <li>• Prepare and cook a range of cuisines whilst refining safe kitchen practices and skills.</li> </ul> <p style="text-align: center;"><b>Food Sustainability</b></p> <ul style="list-style-type: none"> <li>• Exploration of sustainable ingredients and cooking methods.</li> <li>• Discuss food waste reduction strategies and sustainable food systems.</li> <li>• Prepare and cook a range of cuisines exploring key areas of sustainability.</li> </ul>	<ul style="list-style-type: none"> <li>• Understanding the nutritional benefits of protein.</li> <li>• How proteins can be included in meal planning.</li> <li>• The process of paddock to plate: Australian Beef.</li> <li>• Preparing and cooking international beef/plant-based meat dishes.</li> </ul> <p style="text-align: center;"><b>Indigenous Cuisine</b></p> <ul style="list-style-type: none"> <li>• Understanding of traditional bush tucker foods and Indigenous cooking techniques.</li> <li>• Prepare and cook a food product that contains traditional bush tucker food.</li> </ul> <p style="text-align: center;"><b>Desserts and Baking</b></p> <ul style="list-style-type: none"> <li>• Exploration of kitchen skills and cooking techniques used to prepare a range of desserts.</li> <li>• Investigation of international sweets.</li> <li>• Prepare, cook and/or bake a range of desserts.</li> </ul>

## Visual Art

One semester	
Watercolour painting and Modelling	Introduction to Art Movements
<p><b>Watercolour Painting</b></p> <ul style="list-style-type: none"> <li>• Mixing and layering watercolour paints</li> <li>• Planning and creating a themed watercolour painting.</li> </ul> <p><b>Ceramic modelling</b></p> <ul style="list-style-type: none"> <li>• Create a design brief for a ceramic food model</li> <li>• Hand build and glaze a realistic food model</li> </ul>	<ul style="list-style-type: none"> <li>• Analysis of artworks from different movements</li> <li>• Creation of artworks inspired by selected art movements</li> <li>• Surrealism</li> <li>• Contemporary Art</li> <li>• Pop Art</li> </ul>

## Digital Technology

One semester	
<b>Image Processing</b>	<b>Game Design</b>
<ul style="list-style-type: none"> <li>• Develop an understanding of images</li> <li>• Investigate image depth and quality</li> <li>• Explore pixel based imaging</li> <li>• Create pixelated images</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to coding</li> <li>• Investigate career pathways in coding and game design</li> <li>• Follow step-by-step process to create the framework for a game</li> <li>• Expand on knowledge to make individual adjustments to their existing game</li> </ul>
<b>Digital Citizenship/Cyber Security</b>	<b>Advance Multimedia Skills</b>
<ul style="list-style-type: none"> <li>• Explore Online Safety and Privacy</li> <li>• Investigate the impact of Cyberbullying and Digital Etiquette</li> <li>• Discuss Digital Footprint and Reputation</li> <li>• Benefits and challenges of social media and digital communication</li> </ul>	<ul style="list-style-type: none"> <li>• Excel: Introduction and overview, graphing, basic formulas</li> <li>• PowerPoint: Transitions, Animations, Interactives/Hyperlinks, Presenter Tools</li> <li>• Introduction to Photoshop</li> </ul>

## Media

One Semester	
<b>Photographic manipulation and Adobe Photoshop</b>	<b>Media Codes and Conventions in Print Media</b>
<ul style="list-style-type: none"> <li>• Exploration of photographic manipulation and how it can affect audiences understanding of subject matter</li> <li>• Digital photography demonstrating the elements of photography</li> <li>• Introduction to Adobe Photoshop.</li> <li>• Exploration of digital artists such as Julian Opie.</li> <li>• Creation of digital artworks inspired by art movements and digital artists including Indigenous art and digital collage.</li> <li>• Practical application of key skills in Adobe Photoshop</li> </ul>	<ul style="list-style-type: none"> <li>• Understanding of how media codes and conventions are used within media products to communicate meaning to audiences.</li> <li>• Logo and print advertisement analysis.</li> <li>• Representations and stereotypes used in print media.</li> <li>• Creation of print media products using Adobe Photoshop.</li> <li>• Explore genre in print media and audience expectation using codes.</li> </ul>