

Year 10 Geography and Enterprise

Note: Geography and Enterprise in Year 10 is an Elective subject.

Achievement

Geography and Enterprise is an innovative elective that combines geographical inquiry and economics and business decision-making skills outlined in the Australian Curriculum Version 9.

Assessment Criteria

An overall level of achievement in this subject is determined by the teacher's on-balance judgement of the evidence presented in students' summative assessment across the following:

- Geographical Knowledge and Skills
- Economics and Business Knowledge and Skills

Delivery (mode, time requirements, lessons)

Students have access to live sessions that are recorded, and attendance is highly recommended for clarification, assistance and discussion. Students are expected to complete all tasks and assessments in accordance with the Work Rate Calendar. All course materials can be accessed via our designated Learning Management System (QLearn).

Student Requirements

Computer, access to internet, email, printer, scanner, headset with microphone, audio visual software/devices, exercise book, stationery (including coloured pencils).

Units and Learning Experiences, Summative Assessment, Criteria Assessed		
Semester 1 and 2	Term 1 and 2	Unit 1: Geography of Popular Culture Driving Question <i>How and why do popular culture phenomena spread across the world?</i> Students investigate a popular culture phenomenon and examine how geographical processes, technology, globalisation and human movement influence its diffusion and impacts.
		Summative assessment Students complete a geographical investigation on a pre-approved popular culture phenomena.
	Term 3 and 4	Unit 2: Launching Solutions Driving Question <i>How can a great idea become a successful and sustainable business?</i> Students progressively build their own business by developing every stage of the entrepreneurial process.
		Summative assessment Students produce a complete Enterprise Launch Package demonstrating how their business could operate successfully in the real world.

Disclaimer All of the above information is accurate at the time of development (26/07/2026)