

**JUNIOR HIGH OPTIONS**

<b><u>Sl.</u></b>	<b>Course</b>	<b>Description</b>
<b>1</b>	Art  Terms 1-2	Imparts fundamental skills and techniques in visual arts, covering 2D compositions, sculpture, ceramics, and conceptual approaches. Overall, students cultivate confidence, delve into personal expression, and develop independence in their artistic endeavors. Students will focus on three major components of visual learning: drawings, compositions, and encounters with art. Students will explore a wide variety of media and explore art theory through personal investigation and discovery.
<b>2</b>	MDC  Terms 1-2	Some of the top YouTubers in the world are using the same technology and software we use in Digital Media. Students will have the opportunity to explore Video and Graphic Design. Students will use standard computers and software including Photoshop. Students will explore real-life design and projects as well as stop motion animation.
<b>3</b>	Sports Performance  Terms 1-2	This comprehensive curriculum encompasses specialized modules in training principles, sports psychology, nutrition, and group exercise trends. Students will engage in practical learning through targeted sessions in specialized weight training, cardiovascular exercises, and skill enhancement in speed and agility. The program lays a solid basis in sports and exercise science through wellbeing and physical fitness promotion.

4	Leadership  Terms 1-2	Student Leadership courses and activities are another way we transform passion into performance. The Core Values focus on <b>Citizenship, Opportunity, Respect, and Enthusiasm</b> , and through the student leadership initiatives, students become engaged in the whole school community initiatives.
5	Business  Terms 1-2	In Business, students explore the dynamic world of commerce and entrepreneurship. This course aligns with the Alberta curriculum, emphasizing key concepts in business management, marketing, finance, and economics. Through engaging projects and real-world applications, students will develop critical thinking, problem-solving, and collaboration skills essential for success in today's economy.
6	Digital Photography  Term 2	This course encourages students to use creative thinking and problem-solving skills in presentations, digital photography, print, and audio-visual production to help them develop media and technology literacy.
7	Robotics & Design  Term 2	Students interested in exploring the world of engineers and other maker professions would appreciate Robotics and Design. The work will be hands-on and range from working with paper and pencil, drawing software, electronic components, wheels, motors and many other bits and pieces. Some coding will be required at the higher levels but is not a required skill to get started. Building robots (or their components) will lead to friendly competition within the school and beyond.

8	Film Studies Term 2	Film and Media Art focuses on both film theory and media production. Students will explore significant creators, eras and styles of filmmaking and develop their own projects inspired by influential and culturally significant works. As students' progress through the levels of the course, they will have more freedom to express themselves and access to more creative resources.
9	Fashion Studies Term 2	Learn the skills needed to create your own outfits! Students discover the world of fashion illustration and learn to sketch, incorporate simple gestures and apply these skills to create and design fashion illustrations.
10	Drama Term 1+2	The Junior High Drama course offers students an exciting opportunity to explore the world of theater and performance. This course emphasizes creativity, collaboration, and self-expression through various drama techniques, including improvisation, script analysis, and character development.

## SENIOR HIGH OPTIONS

Sl.	Course	Description
1	Art 10 20-30	Imparts fundamental skills and techniques in visual arts, covering 2D compositions, sculpture, ceramics, and conceptual approaches. Overall, students cultivate confidence, delve into personal expression, and develop independence in their artistic endeavors. Students will focus on three major components of visual learning: drawings, compositions, and encounters with art. Students will explore a wide variety of media and explore art theory through personal investigation and discovery.

	Terms 1-2	
2	Computer Science 10-20 Term 2	This dynamic course offers a comprehensive journey through the fascinating aspects of computer technology. Students will gain hands-on experience with the inner workings of computers, delve into the inner workings of data management and unleash their creativity by designing and creating projects. This project-based learning approach not only enhances technical skills but also hones problem-solving abilities and creative thinking. Whether it's aiming for a career in technology or just curious about how computers work, this course is the gateway to understanding and mastering the digital world.
3	MDC 10-20-30 Term 2	Some of the top YouTubers in the world are using the same technology and software we use in Digital Media. Students will have the opportunity to explore Video and Graphic Design. Students will use standard computers and software including Photoshop. Students will explore real-life design and projects as well as stop motion animation.
4	Sports Performance 10-20-30 Terms 1-2	This comprehensive curriculum encompasses specialized modules in training principles, sports psychology, nutrition, and group exercise trends. Students will engage in practical learning through targeted sessions in specialized weight training, cardiovascular exercises, and skill enhancement in speed and agility. The program lays a solid basis in sports and exercise science through wellbeing and physical fitness promotion.
5	Leadership	High School Student Leadership and Student Council work collaboratively on in-school initiatives. It is an inclusive program that combines the fun of team building with the meaning of service to create memorable experiences that last a lifetime. The focus of the Leadership Program is on the foundations of leadership, communication, mentorship, volunteerism, and school culture-building projects.

	10  Term 1	
6	Digital Photography  10  Term 2  (3 credits)	This course encourages students to use creative thinking and problem-solving skills in presentations, digital photography, print, and audio-visual production in order to help them develop media and technology literacy.
7	Robotics & Design  10  Term 2  (3 credits)	Students interested in exploring the world of engineers and other maker professions would appreciate Robotics and Design. The work will be hands-on and range from working with paper and pencil, drawing software, electronic components, wheels, motors and many other bits and pieces. Some coding will be required at the higher levels, but is not a required skill to get started. Building robots (or their components) will lead to friendly competition within the school and beyond.
8		

	<p>Forensics Science</p> <p>10</p> <p>Term 2</p>	<p>This course offers students the basic scientific principles and skills in a real world setting. This is an inquiry-based course fueled by student questioning and process. This course will allow students to perform scientific testing used in connection with the detection of crime. Students will develop a realistic understanding of forensics evidence-gathering techniques and the ethical complexities which confront experts using forensics evidence.</p>
9	<p>Film Studies</p> <p>10</p> <p>Term 2</p>	<p>Film and Media Art focuses on both film theory and media production. Students will explore significant creators, eras and styles of filmmaking and develop their own projects inspired by influential and culturally significant works. As students' progress through the levels of the course, they will have more freedom to express themselves and access to more creative resources.</p>
10	<p>Fashion Studies</p> <p>10</p> <p>Term 2</p>	<p>Learn the skills needed to create your own outfits! Students discover the world of fashion illustration and learn to sketch, incorporate simple gestures and apply these skills to create and design fashion illustrations.</p>
10		