# **Bow Valley High School**



# Grades 10, 11 and 12 Course Description Guide 2025-2026

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**Rocky View Schools** 



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# **Course Description Guide - Introduction**

This course description guide (handbook) is designed to provide you with assistance in planning your High School program. This handbook can be found on our website (<a href="http://bowvalley.rockyview.ab.ca">http://bowvalley.rockyview.ab.ca</a>). It is imperative that you take care in planning your course selections so that you keep your career and post-secondary plans as *open and flexible* as possible. If you have a career in mind, your planning might be made easier. If you are undecided, try to keep your program as flexible as possible. **Consider taking the most challenging level of courses at which you can be successful.** 

## **Planning Your Courses**

Program selection should be based on a student's current achievement, capabilities, interests and goals. A 50% is the minimum mark to continue to the next level in any course sequence although the recommended mark to continue to the next level may be higher. Recommended marks for advancement are indicated along the arrows in the course flow charts.

Students and parents share the responsibility to ensure the course selections meet the requirements for graduation.

## **Selecting Your Courses**

The programs in this handbook are organized by CORE and ELECTIVE courses. All students are required to take certain core courses. Students select from the range of elective courses in keeping with career plans and personal interests. Consider the following before selecting your courses:

- 1. Before you select a course, ensure that you have completed the pre-requisite.
- 2. Consult the Guidance department if you are not sure about the course sequence you should select.
- 3. Review the courses needed to complete the high school completion pathway you are following (refer to page 6).
- 4. Confirm the courses required to meet your post-secondary goals.

# **Course Load**

A student's course load may include courses within the *regular bell schedule* only (Periods 1 to 4 each day), or include courses within the *extended schedule* (includes "X-Block" courses such as an Elective course offered outside of Periods 1 to 4 each day, such as Performing Arts, Jazz Band, Leadership, etc.).

- Grade 10 and 11 students enroll in a full course load (40 credits) within the regular bell schedule and may not have spares.
- Grade 12 students enroll in a minimum of 30 credits within the regular bell schedule.

All students may also enroll in one or more of the additional courses offered outside the timetable ("X-Block" courses) for extra credits.

# **Course and Timetable Changes**

Essential timetable changes are to be undertaken in the <u>first week of the school year</u>. A course drop deadline will be advertised each semester. *Only under exceptional circumstances would courses need to be changed at any other time of the year*.

Each spring, students select courses that form the basis of their schedules. The master timetable is designed and built from these course requests in order to meet the majority of the students' programming needs.

Students must choose carefully, as only changes based on the status of pre-requisites will be considered. In certain specific circumstances, student timetable changes are warranted and necessary. *Requests for timetable changes based on teacher preference or placement with peers will not be authorized by the Guidance Counsellor or Administration*.

Please ensure you make your course selections very thoughtfully and carefully.

# **Elective Course Offerings**

Please note that elective courses must have sufficient enrollment in order to be offered in the timetable (either within the regular bell schedule or the extended schedule). Students should indicate their primary choices as well as two (2) alternatives in the event a class is not offered or there are scheduling conflicts.

# **Online Learning (WeConnect)**

WeConnect provides students with the opportunity to complete a course online through Rocky View Schools. WeConnect is in a classroom and is supervised by a WeConnect Coordinator. Daily attendance is monitored and mandatory. All students in a WeConnect class must complete the work within this classroom. A student may be granted one WeConnect block a year under one or more of the following circumstances:

- 1. Grade 12 students requiring graduation credits are priority.
- 2. The course is not offered in person at Bow Valley High School.
- 3. There is not a viable in-class option (i.e., there are conflicts with another course in the student's timetable.).
- 4. Space is not available in a required course for the student.
- 5. Approval **must be** granted by an administrator.

# **Alberta Education myPass**

myPass is an Alberta Education secure self-service website for Alberta students. Visit <u>mypass.alberta.ca</u> to request access to:

- View and print Diploma Exam marks
- Order High School Transcripts
- View progress towards a credential (Diploma or Certificate)
- View student personal information
- View and print a Detailed Academic Report (DAR)
- Order additional copies of an awarded credential in English or French

- Request Diploma Exam re-scores
- View and print letters of confirmation of name, age and enrollment
- Provide third-party (including parents and guardians) access to student's myPass account

Please note that students will no longer receive Diploma Exam marks in the mail, and must access them through their myPass accounts. *It is mandatory that students in Grades 10 to 12 have a myPass account*.

# **Pathways to High School Completion**

As per Alberta Education, there are three different pathways to High School "completion":

- Alberta High School Diploma Graduation
- Alberta Certificate of High School Achievement (K&E)
- Alberta Certificate of School Completion

The *requirements* for attaining one of the above pathways have been outlined in the following sections.

#### Alberta High School Diploma – Graduation Requirements

Note that the following chart outlines the *minimum* requirements necessary for a student to attain an Alberta High School Diploma (Graduation). The requirements for entry into post-secondary institutions and work places may require additional and/or specific courses.

Credits	Credits Minimum Alberta High School Diploma – Graduation Requirements			
15	English Language Arts 10-1 English Language Arts 10-2	English Language Arts 20-1 English Language Arts 20-2	English Language Arts 30-1 English Language Arts 30-2	
15	Social Studies 10-1 Social Studies 10-2	Social Studies 20-1 Social Studies 20-2	Social Studies 30-1 Social Studies 30-2	
10	Math 10C Math 10-3	Math 20-1 Math 20-2 Math 20-3		
10	Science 10 Science 14	Science 20 or Science 24, or Biology 20, or Chemistry 20, or Physics 20		
3	Physical Education 10 (3 or 5 credits)			
3		CALM 20		
56	Total Specified Credits			
44	Unspecified Credits	<ul> <li>10 credits must be from a 30/35 level, in addition to English Language Arts 30 and Social Studies 30.</li> <li>10 credits must be from Fine Arts, Physical Education 20/30, Career and Technology Studies (CTS), locally developed courses in CTS, Fine Arts, second languages, Registered Apprenticeship Program (RAP).</li> </ul>		
100	Minimum Total Credits			

## Alberta Certificate of High School Achievement Requirements (K&E)

To qualify for an *Alberta Certificate of High School Achievement*, a student must successfully complete a minimum of one academic Knowledge and Employability (K&E) course, or be identified as a K&E student (*Grants Program 710* in PASI) within the 12 months previous to the awarding of the Certificate. Students must meet the 80-credit minimum requirement for this certificate. The following chart outlines the *minimum* Alberta Education requirements.

Credits	Credits Minimum Alberta Certificate of High School Achievement Requirements			
10-15	English Language Arts 10-2 OR English Language Arts 10-4	English Language Arts 20-2 OR English Language Arts 20-4	English Language Arts 30-4 (can replace ELA 20-2)	
5-10	Social Studies 10-2 OR Social Studies 10-4	Social Studies 20-4 (can replace SS 10-2)		
5-10	Math 10-3	Math 20-4 (can replace Math 10-3)		
5-10	Science 14	Science 20-4 (can replace Science 14)		
3	Physical Education 10 (3 or 5 credits)			
3		CALM 20		
31-51	Total Specified Credits			
29-49	Unspecified Credits	<ul> <li>10 credits may be acquired via a 30-level K&amp;E occupational course, an advanced level CTS courses (3000 series), any 30-level occupational course that is locally developed, a 30-level K&amp;E Workplace Practicum course, a 30-level Work Experience course, a 30-level Green Certificate course or a 30-level Special Projects course.</li> <li>5 credits may also be obtained from a 30-level Registered Apprenticeship Program (RAP).</li> </ul>		
80	Minimum Total Credits			

#### **Alberta Certificate of School Completion Requirements**

The *Alberta Certificate of School Completion* may be awarded to students with a significant cognitive disability who meet the qualification criteria listed below. Certificates will be generated using student information in PASI upon nomination by the Principal or Assistant Principal of the school.

- The student, due to a significant cognitive disability, is **not** able to achieve any of the following certificates or diplomas:
  - Alberta High School Diploma
  - Alberta High School Equivalency Diploma
  - Alberta Certificate of High School Achievement (K&E)
- The student has worked toward goals and objectives as outlined in their IPP/IEP.

- By the end of the nomination school year, the nominee has been a student for at least 12 years (and is 17 years of age or older by March 1<sup>st</sup> of the nomination year).
- The school year in which the nomination is being submitted is the student's last year of school programming.
- The student's registration in PASI usually includes a **special education code of either 41, 43, 44 or 52** at the time of school completion.

Refer to the Alberta Education website for further information regarding the Alberta Certificate of School Completion.

#### **How Credits are Awarded**

To receive credits in a course, a student must achieve a minimum mark of 50%. Credits can only be earned once in any course. A grade of 50% must be obtained to proceed to the next course in the sequence. Students achieving between 40% and 49% in a course may, instead of repeating the course, take a course in an alternative sequence. Students who successfully complete the next level course in the alternative sequence will then be granted retroactive credit for the prerequisite course. Most Grade 11 and 12 courses require prerequisite courses.

# **Provincial Diploma Exams**

Provincial Diploma Exams are required for the following subjects:

- English 30-1 and 30-2
- Social Studies 30-1 and 30-2
- Mathematics 30-1 and 30-2
- Science 30
- Biology 30
- Chemistry 30
- Physics 30

The final mark in these courses is a combination of a school mark and the provincial Diploma Exam mark. More information about Provincial Exams can be found on the Alberta Education website (alberta.ca/diploma-exams).

# **Alberta Education Website**

Visit <u>alberta.ca/education</u> for more information about curricula and exams.

# **Admission to Post-Secondary Institutions**

Entrance requirements for post-secondary education (universities, colleges, technical institutes, etc.) will vary according to the particular program. Should a student have any questions regarding admission to any Post-Secondary Institution, they are advised to contact the Career Counsellor.

# **Core Courses**

CAREER AND LIFE MANAGEMENT (CALM) – 3 Credits Duration: One Quarter Fee: N/A

Prerequisite: N/A

CALM is the compulsory core program for health literacy at the Sr. High School level in Alberta. CALM is required for graduation with an Alberta High School Diploma. The CALM program must be offered for a minimum of 3 credits. The aim of the CALM program is articulated through three general outcomes.

- **General Outcome 1: Personal Choices** Students will apply an understanding of the emotional/psychological, intellectual, social, spiritual and physical dimensions of health and the dynamic interplay of these factors in managing personal well-being.
- **General Outcome 2: Resource Choices** Students will make responsible decisions in the use of finances and other resources that reflect personal values and goals and demonstrate commitment to self and others.
- **General Outcome 3: Career and Life Choices** Students will develop and apply processes for managing personal, lifelong career development.

COHORT - HUMANITIES 20/30 – 10 Credits each

Duration: Three Quarters

Prerequisite: >65% English 10-1/20-1
>65% Social 10-1/20-1

Humanities 20 will be taught from an interdisciplinary approach by integrating two 5-credit Alberta high school courses (English Language Arts 20-1 and Social Studies 20-1) into a 3-term (3-quarter) course. This course is designed to build off of the shared concepts and skills encompassed in the Social Studies and English Language Arts programs of study. Students will examine Social Studies concepts and engage in discussions about Nationalism and the extremes to which it can be taken through contemporary and historical events, as well as the fictionalized accounts created to explore how we, as humans, relate to our nation and communities.

Humanities 30 will be taught from an interdisciplinary approach by integrating two 5-credit Alberta high school courses (English Language Arts 30-1 and Social Studies 30-1) into a 3-term (3-quarter) course. This course is designed to build off of the shared concepts and skills encompassed in the Social Studies and English Language Arts programs of study. We will examine Social Studies concepts and engage in discussions about human nature, ideology and government systems through contemporary and historical events, as well as the fictionalized accounts created to explore the nuances of human interaction and experience.

COHORT – PHYSMATICS 20 – 10 Credits Duration: Three Quarters Fee: N/A

Prerequisite: >75% Math 10C

>75% Science 10

Students will be required to complete an Application Form, which must be approved by the Physmatics Teacher.

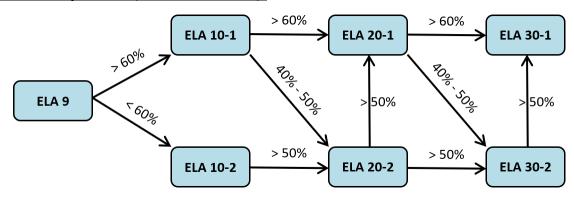
Physmatics integrates two 5 credit courses – Math 20-1 and Physics 20 into a 3-term (3-quarter) course. By applying mathematical processes and methods to physics concepts, students will be able to explore the topics in a more contextualized way, and to build a deeper understanding of both curricula. For example, students will apply understandings of quadratic functions to projectile motion scenarios, methods with radicals to simple harmonic motion problems, and sequences and series to situations involving energy transfer, just to name a few.

ENGLISH LANGUAGE ARTS 10/20/30 – 5 Credits each

**Duration: One Semester** 

Fee: N/A

#### **English Course Sequences (Recommended):**



#### English 10-1, 20-1, 30-1

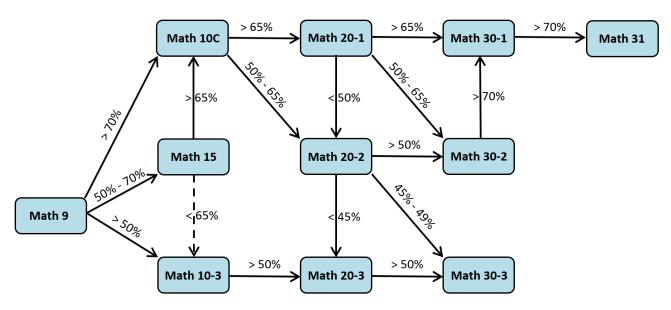
This course sequence is designed for students with strong reading and communication skills and an interest in literature. Students will be asked to respond critically and personally to a wide variety of texts. Successful completion of English 30-1 is a requirement for entrance to most university and some other post-secondary programs.

#### English 10-2, 20-2, 30-2

This course sequence is designed to help students build confidence as they develop their English skills for school success, future careers and life goals. Successful completion of this program provides access to most certificate /diploma programs in colleges and technical institutions.

MATHEMATICS 10/15/20/30 – 5 Credits each Duration: One Semester Fee: N/A

# Math Course Sequences (Recommended):



#### **Math 15**

Competencies in Math 15 will cover topics including number sense, logical reasoning, measurement, algebra, graphical reasoning, statistics and probability. This is a *prep course* intended to bridge the gap between Math 9 and Math 10C. This course will enhance numeracy skills in students, develop their critical thinking and problem solving abilities, and set them up for success in future courses in mathematics, especially for Math 10C. Students must also successfully complete Math 10C or Math 10-3 for their Grade 10 Math requirements. A mark of 65% or higher is required to enter into Math 10C from Math 15.

#### Math 10C, 20-1, 30-1

This course sequence is designed to provide students with the mathematical understandings and critical thinking skills identified for entry into post-secondary programs that require the study of calculus such as engineering, mathematics, sciences, and some business studies. Topics include algebra and number, measurement, relations and functions, and trigonometry as well as permutations, combinations and binomial theorem.

#### Math 10C, 20-2, 30-2

This course sequence is designed to provide students with the mathematical understandings and critical thinking skills identified for post-secondary programs that do **not** require the study of calculus. This includes arts programs, some engineering, medical and science technologies, and some apprenticeship programs. Topics include geometry, measurement, number and logic, logical reasoning, relations and functions, statistics, and probability.

#### Math 10-3, 20-3, 30-3

This course sequence is designed to provide students with the mathematical understandings and critical thinking skills identified for entry into the majority of the trades, and for direct entry into the work force. Topics include algebra, geometry, measurement, number, statistics and probability.

MATH 31 – 5 Credits	<b>Duration: One Semester</b>	Fee: N/A
	Prerequisit	te: >70% Math 30-1

The Math 31 course is designed for academic students. Math 31 is an introduction to calculus and is a strongly recommended course for students who wish to pursue one or more mathematics courses at the post-secondary level. Math 30-1 must have been taken as a prerequisite (or co-requisite) course. It is expected that students will have, or expect to have a mark above 70% in Math 30-1.

PHYSICAL EDUCATION 10 (LIFESTYLE) – 3 Credits Duration: One Quarter Fee: N/A

Prerequisite: N/A

There is no set fee for this course. Additional costs will be dependent upon student activities. The successful completion of Phys. Ed. 10 is a graduation requirement. Phys. Ed. 20 and 30 are optional.

The Lifestyle Phys. Ed. 10 program is intended to provide students with an opportunity to engage in active living, improve fitness and develop skills through a variety of physical activities. The program is designed to allow students to perform at their own levels of proficiency, with the goal being to help them move along the continuum of both self-confidence and performance, relative to physical activity. Emphasis is placed on

developing the following components of fitness: cardiovascular endurance, muscular strength and endurance, and flexibility. The Lifestyle PE class follows the same program of studies as the Traditional PE class, but with greater emphasis on lifelong physical activity and less on competitive traditional sports.

PHYSICAL EDUCATION 10 (TRADITIONAL) – 3 Credits Duration: One Quarter Fee: N/A

Prerequisite: N/A

There is no set fee for this course. Additional costs will be dependent upon student activities. The successful completion of Phys. Ed. 10 is a graduation requirement. Phys. Ed. 20 and 30 are optional.

The Traditional Phys. Ed. 10 program is an activity-based course. The aim of the program is to enable individuals to develop the knowledge, skills and attitudes necessary to lead an active, healthy lifestyle. Through participation in a variety of physical activities, students will develop skills to help manage their personal health. They will appreciate physical activity as a strategy for managing the stress and challenges of life, and they will be provided with the opportunity to practice their ability to work with others. Students will be expected to participate and challenge themselves to the best of their ability. Three (3) hours of school community service will also be a requirement.

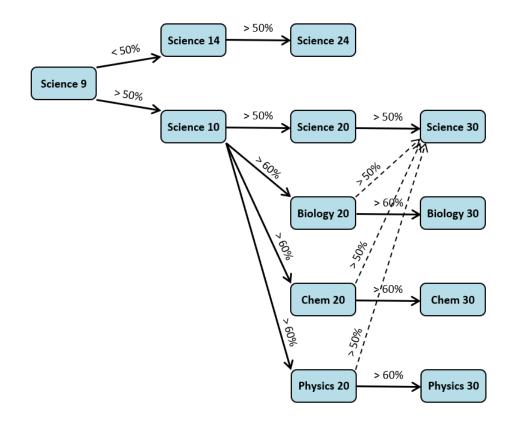
The Traditional Phys. Ed. 10 program consists of primarily school-based activities which *may* include Badminton, Ball Hockey, Basketball, Dance, Football, Lacrosse, Slow Pitch, Soccer, Swimming, Track and Field, Ultimate, Volleyball and Weight Training.

SCIENCES (Biology, Chemistry, Physics, Science)

Duration: One Semester

Fee: N/A

## **Sciences Course Sequences (Recommended):**



#### BIOLOGY 20/30 - 5 Credits each

**Duration: One Semester** 

Fee: N/A

This course sequence begins in Biology 20 with a study of Energy and Matter Exchange in the Biosphere, Ecosystems and Population Change, Photosynthesis and Cellular Respiration, and Human Systems. Biology 30 emphasizes adaptation and change, and covers Nervous and Endocrine Systems, Reproduction and Development, Cell Division, Genetics and Molecular Biology, and Population and Community Dynamics.

CHEMISTRY 20/30 – 5 Credits each	<b>Duration: One Semester</b>	Fee: N/A*
* Workbooks are optionally available for \$20.00 e		ible for \$20.00 each.

This course sequence begins in Chemistry 20 and is designed to study matter and its changes. Chemistry 20 students explore the Diversity of Matter and Chemical Bonding, and Forms of Matter (Gases, Matter as Solutions, Acids and Bases, and Quantitative Relationships in Chemical Changes). Chemistry 30 examines Thermochemical Changes, Electrochemical Changes, Chemical Changes of Organic Compounds, and Chemical Equilibrium Focusing on Acid-Base Systems.

#### PHYSICS 20/30 – 5 Credits each Duration: One Semester Fee: N/A

This course sequence begins in Physics 20 with a study of Kinematics, Dynamics, Periodic Motion and Conservation of Energy. Physics 30 students study Momentum and Impulse, Forces and Fields, Electromagnetic Radiation and Atomic Physics.

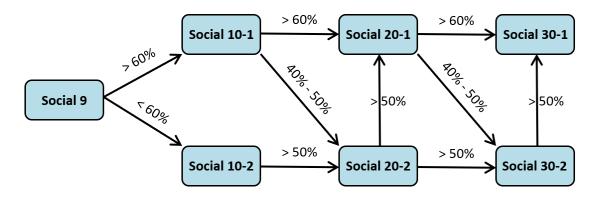
SCIENCE 10/20/30 – 5 Credits each	<b>Duration: One Semester</b>	Fee: N/A
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This program sequence provides students with a unified view of the biological, chemical, physical and earth sciences, and an awareness of the connections among them. *Science 10 is the prerequisite for all 20 level science courses*. Students may take Science 30 with a grade of 50% or higher in any 20 level science course. Science 30 is accepted for entrance into university and post-secondary programs.

This program sequence explores general topics in Biology, Chemistry and Physics as they relate to life, environmental issues, societal concerns, and the development of new technologies. It's sequence meets the basic requirements for an Alberta High School Diploma.

SOCIAL STUDIES – 5 Credits each Duration: One Semester Fee: N/A

#### Social Course Sequences (Recommended):



#### Social 10-1, 20-1, 30-1

This program sequence is designed for academic students with strong communication skills. Students in Social 10-1 explore the origins of globalization and its impact locally, nationally and internationally, on culture, economies, human rights and quality of life. Social 20-1 students explore the complexities of nationalism in Canadian and international contexts. Students in Social 30-1 explore the origins and complexities of ideologies and examine multiple perspectives regarding the principles of classical and modern liberalism. Successful completion of Social 30-1 is a requirement for entrance to most university and some other post-secondary programs.

#### Social 10-2, 20-2, 30-2

This program sequence begins in Social 10-2 in which students explore the history of globalization and its effects on land, culture, human rights and quality of life. Students in Social 20-2 examine historical and contemporary understandings of nationalism in Canada and the world. In Social 30-2, students examine the origins, values and components of competing ideologies. Successful completion of this program provides access to most certificate or diploma programs in colleges and technical institutions.

Fee: \$25.00

# **Option (or Elective) Courses**

AMERICAN SIGN LANGUAGE 15/25/35 – 5 Credits Duration: One Semester

Prerequisite: American Sign Language 15  $\rightarrow$  American Sign Language 25  $\rightarrow$  American Sign Language 35 The fee includes a "yours to keep" textbook as well as the cost of activities throughout the semester.

Far more than simply memorizing signs (though we often do this through fun group games), students will learn about deaf culture, ASL history, possible future careers, etc.. The class will also seek out opportunities to interact with other users of ASL in authentic settings, both in and out of the school environment. ASL 15 is the intro to signing and deaf culture, ASL 25 is further language acquisition and activities, and ASL 35 will get the student ready to use their new language in the real world!

ART 10 – 5 Credits Duration: One Semester Fee: \$65.00

Prerequisite: N/A

The fee includes basic art supplies and a starting art kit. Students may be required to supply additional materials beyond the fee allotment.

The Art 10 program focuses on the development of artistic and technical skills through sketchbook and studio projects. This studio course involves a range of two and three-dimensional media with an emphasis on exploring a wide variety of artistic approaches. The program is designed to touch four levels of artistic involvement; critical viewing, art theory, media handling, and techniques and artistic expression. In addition, students will organize and present their work in a portfolio and presentation format. Discover the magic of art!

ART 20 – 5 Credits Duration: One Semester Fee: \$65.00

Prerequisite: Art 10

The fee includes additional art equipment that compliments supplies received in Art 10. Students may be required to supply additional materials beyond the fee allotment.

The Art 20 program focuses on expanding and enhancing artistic skills through sketchbook and studio projects. This studio course is designed to allow the student personal exploration of subject matter while enhancing and developing artistic skills. It is expected that the student will continue his/her exploration in critical viewing, art theory, cultural/world perspectives, media handling and techniques and artistic expression. The student will continue to add to his/her final portfolio. Explore art!

ART 30 – 5 Credits Duration: One Semester Fee: \$65.00

Prerequisite: Art 20

The fee includes additional art equipment that compliments supplies received in Art 20. Students may be required to supply additional materials beyond the fee allotment.

The Art 30 program focuses on pursuing a personal direction in developing artistic skills through sketchbook and studio projects. This studio course is designed to facilitate the student's ability to self-direct his or her artistic study while improving technical competency. Through student/teacher-designed projects, it is expected that the student will continue to cultivate his or her understanding in critical viewing, art theory, cultural/world perspectives and artistic expression. Students will continue to add to their final portfolio. Experience art!

BAND – CONCERT BAND 15/25/35 – 5 Credits Duration: Full Year (D1) Fee: \$35.00

Prerequisite: Concert Band 15 → Concert Band 25 → Concert Band 35

Corequisite: Instrumental Music 10  $\rightarrow$  Instrumental Music 20  $\rightarrow$  Instrumental Music 30

The fee includes some clinic time. If you need to rent an instrument, rental fees are set by Rockyview Schools (and will be approximately \$210.00).

This combined ensemble will perform original, transcription and "Pops" Grade 3 to 5 literature at school concerts, community concerts, at festivals and on tours (details TBA). The Concert Band may also include accomplished Grade 9 musicians as enrollment warrants.

BAND – INSTRUMENTAL MUSIC 10/20/30 – 5 Credits Duration: Full Year (D2) Fee: \$35.00

Prerequisite: A passing mark in Instrumental Music 9, 10 or 20

Corequisite: Concert Band 15  $\rightarrow$  Concert Band 25  $\rightarrow$  Concert Band 35

The fee includes some clinic time. If you need to rent an instrument, rental fees are set by Rockyview Schools (and will be approximately \$210.00).

In Instrumental Music 10, 20 or 30, students will develop their technical skills and enhance their performance abilities. In Instrumental Music, technique exercises and a broad range of repertoire at (Band) Grade 3 to 5 levels will be used as appropriate. Students will complete a variety of activities, performance projects, playing tests and written assignments. Concerts are part of these well focused, fun, performance oriented classes. *Enrollment exceptions* can be made by special permission of the teacher based on experience and an audition.

**NOTE:** Students in Instrumental Music 10, 20 or 30 will also play in the Concert Band.

BAND – INSTRUMENTAL JAZZ 15/25/35 – 5 Credits Duration: Full Year Fee: \$35.00

Prerequisite: A passing mark in Instrumental Jazz 9, 10 or 20

Corequisite: Members must be enrolled in Instrumental Music 10, 20 or 30 <u>and</u> in the Sr. Concert Band. These courses are offered <u>outside</u> of the timetable (and in addition to a full timetable). The fee includes some clinic time. If you need to rent an instrument, rental fees are set by Rockyview Schools (and will be approximately \$210.00).

This is a touring ensemble that rehearses outside of the "regular day" timetable. Enrollment is by audition and/or invitation only. Previous Jazz experience is recommended.

CHORAL MUSIC 10/20/30 – 5 Credits Duration: Full Year Fee: \$30.00

Prerequisite: You like to sing!

These courses are offered <u>outside</u> of the timetable (and in addition to a full timetable). Vocal ranges will be assessed for placement in sections (soprano, alto, tenor, bass). If you cannot read music, you will learn as the course progresses. This is a touring ensemble and includes some clinic time.

Through the singing of "pop" songs, concert choir selections, "show tunes" (musicals) and vocal jazz, students will learn fun, safe, comfortable vocal and choral (choir) singing techniques. If you like to sing and would like to sing even better, this class is for you! As part of the course, students will perform as a group (details TBA). Previous choral experience is beneficial but not necessary.

CONSTRUCTION 10/20 Duration: One Semester Fee: \$60.00

Prerequisite: Construction  $10 \rightarrow$  Construction 20

**New at BVHS!** The Construction 10 (introductory) course gives students the opportunity to develop hands-on skills in wood fabrication and forming. With a strong focus on the *safe and proper use of both hand and power tools*, this course provides a solid foundation for working with wood. A variety of modules are available,

allowing students some choice in their projects while building essential skills. Safety is a top priority – students must supply and wear safety glasses at all times while working in the shop.

**New at BVHS!** The Construction 20 (intermediate) course builds on foundational skills in wood fabrication and forming, offering students the opportunity to take on more advanced projects. Emphasizing the *safe and proper use of hand and power tools*, this course allows students to refine their craftsmanship while exploring a variety of woodworking techniques. With access to a wide range of modules, students will have some flexibility in their project choices. Safety remains a top priority – students must supply and wear safety glasses at all times while working in the shop.

CREATIVE WRITING 15/25/35 – 5 Credits	<b>Duration: One Semester</b>	Fee: \$25.00
Prerequisite: Creative Writing 15 → Creative Writing 25 -	→ Creative Writing 35	

Creative Writing 15/25/35 is a blended class where students will follow their interests and passions, writing in a variety of specific creative genres. Students will build and manage their own portfolios and participate in an actual publishing process. We encourage students to experiment with new ideas, concepts and processes in their writing. This course is a load of fun, and a great place to push one's own boundaries!

CTS AUDIO-VISUAL 10/20/30 – 5-6 Credits	<b>Duration: One Semester</b>	Fee: \$35.00	
Prerequisite: Audio-Visual 10 (COM1005 Visual Composition) → Audio-Visual 20 → Audio-Visual 30			

The Audio-Visual series will focus on pre-production, production and post-production, including gear basics, color theory, greenscreen techniques, logo design along with the Adobe Creative Suite. Students will learn how to create a studio and make "Pitch Perfect" presentations with a strong emphasis on teamwork. They will also engage in creating product placement scenes, screenwriting and directing commercials with partners from the Entrepreneurship (Enterprise & Innovation) 10/20/30 groups.

Students may participate in the YELL program with guest speakers and business mentors, culminating in a "Pitch Perfect" competition at Platform Calgary!

CTS COMPUTER SCIENCE ESSENTIALS 10/20/30 -	Duration: One Semester	Fee: \$40.00
5-6 Credits		
Prerequisite: CSE 10 (CSE1010 Computer Science 1) $\rightarrow$ CSE 20 $\rightarrow$ CSE 30		

Providing an exciting introduction to fundamental computer science concepts, Computer Science Essentials (CSE) explores computer hardware and software, programming languages such as Python and JavaScript, web development concepts, and website design. With emphasis on problem-solving skills and peer collaboration, students will develop a strong foundation for future careers in the computer science industry.

CTS ENTERPRISE & INNOVATION 10/20/30	<b>Duration: One Semester</b>	Fee: \$40.00
(ENTREPRENEURSHIP) – 5 Credits		
Prerequisite: N/A		

Enterprise & Innovation (aka Entrepreneurship) gives students a deep understanding of entrepreneurship, idea generation, market research and business planning. By exploring hands-on projects and connections with community entrepreneurs, students will apply agile methodologies and develop problem-solving skills, preparing them for careers in dynamic and rapidly changing business environments.

Students will explore challenges and opportunities, conduct SWOT analysis, create logos and advertising materials, and develop flourishing and lean business canvases. They will also learn how to create a business and make "Pitch Perfect" presentations with a strong emphasis on teamwork. Advanced modules focus on finance,

marketing and managing ventures. Students will learn how to refine business plans and strategies, and engage in product placement bid simulations in-class with partners from the Audio/Visual 10/20/30 groups. Students may participate in the YELL program with guest speakers and business mentors, culminating in a "Pitch Perfect" competition at Platform Calgary!

CTS GAME DESIGN 10/20/30 – 5 Credits Duration: One Semester Fee: \$36.00

Prerequisite: Game Design 10 (DES1020 Design Process) → Game Design 20 → Game Design 30

In Game Design 10, students will dive into the exciting world of game design with an introduction to coding using JavaScript, Python and Microsoft MakeCode within Minecraft. Unleash your creativity with 3D printing and start building your own platformers and analog board games!

In Game Design 20/30, students will take their skills to the next level with advanced 2D and 3D design. Students will create intricate RPG modules like D&D one-shots as well as test and analyze popular e-sport games like Rocket League and Smash Bros. They will also bring their board game components and figurines to life with 3D printing. Immerse yourself in the world of 3D VR using Unity and Unreal Engine, and work on special projects that combine computer science, enterprise or AV for a comprehensive learning experience!

DRAMA 10/20/30 – 5 Credits Duration: One Semester Fee: \$50.00

Prerequisite: Drama 10 → Drama 20 → Drama 30

Drama 10 will involve an introduction to basic acting skills. These will include stage fighting, characterization, stage presence, improvisation and orientation. In addition, students will create a play and acquire basic skills in stage production.

Drama 20 is an intermediate course that will re-emphasize the elements of creativity and cooperation in theatre work. In addition to improving upon basic acting skills, there will be instruction in play-writing, special effects, lighting design, costume design and production management.

Drama 30 is an advanced course in theatre arts. Students will study improvisation, characterization, playwriting, directing, lighting and special effects. Every student will attempt to work through various acting pieces from classic, historical and modern scenes. For a final project, certain acting pieces will be polished and prepared for an audience.

ESTHETICS 10/20 – 5 Credits Duration: One Semester Fee: \$75.00

Prerequisite: Esthetics 10 → Esthetics 20

Esthetics 10 is an introduction to Makeup Artistry that includes both a theory and a practical component. Students will learn about color theory, makeup techniques, makeup products and new trends. During the practical component, students will learn both daytime and nighttime makeup applications, learn era makeup, and be introduced to Movie FX applications. This is a great course for those interested in the beauty/film industry or for those who want to learn more about the application process!

FASHION 10/20/30 – 5-6 Credits Duration: One Semester Fee: \$67.00

Prerequisite: Fashion  $10 \rightarrow$  Fashion  $20 \rightarrow$  Fashion 30

The fee covers the basic supplies and upkeep of machinery in the sewing lab. Students may be required to supply additional materials beyond the fee allotment.

In Fashion 10, students will learn how to operate a sewing machine and the basics of sewing and design. Each module successfully completed is worth one (1) credit. The three modules that will be offered include Sewing Fundamentals, and Construction Fundamentals 1 and Creating Accessories 1. Projects that can be completed

may include a hoodie, a bucket hat or other accessory, and a project of the student's choice. Students also have the opportunity to use the embroidery machine to customize their projects.

Fashion 20 is a continuation from Fashion 10. Each module successfully completed is worth one (1) credit. The five modules that will be offered include Construction Fundamentals 2, Creating Accessories 2, Creating Home Décor, Flat Patterning 1 (where students learn to draft their own patterns), followed by a module of the student's choice. Projects could range from cargo pants, skirts, a belt-bag, and various home décor items.

Fashion 30 is a continuation from Fashion 20. Each module successfully completed is worth one (1) credit (five modules will be offered). The five modules that will be offered include Construction Fundamentals 3, Flat Patterning 2, Wearable Art, Cultural Fashion, and a module of the student's choice. The students will have the opportunity to make a jacket, a personalized drafted shirt, their Grad outfit (optional), amongst other pieces. They will also explore the Fashion Industry and some related careers.

FOODS 10 – 5-6 Credits	<b>Duration: One Semester</b>	Fee: \$116.00
Prerequisite: N/A		

Foods 10 class is a nut-free classroom, but cannot accommodate any other food choices, allergies and/or food diseases due to contamination/safety issues and increased cost.

Foods 10 is the prerequisite to continue with the Foods program. Each module successfully completed is worth one (1) credit. Students must successfully complete the Foods Basics module before moving onto any other modules or future levels. Each module has both a theory and a lab component. Safety and skill development are the biggest components for Grade 10 Foods.

FOODS 20/30 – 6 Credits	<b>Duration: One Semester</b>	Fee: \$116.00
Prerequisite: Foods 10 → Foods 20 → Foods 30		

Foods 20 is a continuation from Foods 10. The course is set up in module form and for each module that is successfully completed, the student will receive one (1) credit (six modules will be offered). Each module has both a theory and a lab component. Students will learn how to cook a variety of cultural meals to making delicious protein salads! Students will also earn an Alberta Food Safety Certificate that is valid for three (3) years and looks great on a resume!

Foods 30 is a continuation from Foods 20. The course is set up in module form and for each module that is successfully completed, the student will receive one (1) credit (six modules will be offered). Each module has both a theory and a lab component. This is an advanced fast-paced course where students will build on their previous skill levels by learning how to present food in a variety of ways, make and decorate tiered cakes, and how to make full nutritious meals from scratch.

FRENCH 10/20/30 – 5 Credits	<b>Duration: One Semester</b>	Fee: \$10.00
Prerequisite: French $10 \rightarrow$ French $20 \rightarrow$ French $30$		

The French program provides instruction in understanding, speaking, reading and writing the French language. It also introduces the students to the wide variety of peoples and cultures in the French-speaking world. These courses encourage learning through interactive activities and games.

French 10 focuses on the development of communicative competence in French and therefore a large emphasis is placed on the cultivation of listening and speaking skills. Students will learn to express themselves in present,

past and future tenses and will be able to talk about themselves, as well as the people and the world around them. Students wishing to participate in the Alberta-Quebec Exchange are encouraged to apply in Grade 10.

French 20 continues to develop communicative competence in French. Students will engage in discussions about novels, songs and films to further their language comprehension and production. Authentic cultural experiences and exploration of real-world scenarios for language use are the basis for this course.

In French 30, all four language skills (listening, speaking, reading and writing) receive equal emphasis. Language concepts explored will be the conditional, the subjunctive, and direct and indirect object pronouns. Students are required to become more independent learners and must expect to hear and use French in class on an increasing basis. 30-level students will focus on language as an important skill for increased employability and leadership opportunities as they move on from High School.

GENERAL MUSIC 10/20 (GUITAR) – 5 Credits Duration: One Semester Fee: \$50.00 Prerequisite: Guitar 10 → Guitar 20

This series of 3 to 5 credit courses aligns with curriculum outcomes listed in Alberta Education's Program of Study "General Music 10-20-30". The course runs inside the timetable and no previous musical experience is required to start! Students will develop and broaden theoretical understandings in relation to the guitar and learn to read both traditional and tablature notation. Students will also focus on developing technical skills on classical guitars, and will complete a variety of activities, performance projects, playing tests and written assignments. The class may also participate in public performances outside of the timetable.

**NOTE:** It is recommended that students have their own guitar, as school instruments are limited.

JAPANESE LANGUAGE & CULTURE 10/20 – 5 Credits Duration: One Semester Fee: \$15.00
Prerequisite: Japanese L&C 10 → Japanese L&C 20

In Japanese Language & Culture 10, students will learn how to read and write the building blocks of the language hiragana, as well as begin to recognize other parts like katakana and kanji. Students will learn how to converse in modeled and independent scenarios about themselves, others, their hobbies, school, food and other interests. Additionally, students will learn about the complex unique culture of Japan through immersive and interactive activities like movies, games, speakers and more. If Japan has ever peaked your interest, this course is for you!

Japanese 20 continues to build on the foundations from the previous course. This year, students will learn Katakana, the second written language in Japanese, and will continue to develop more complex sentence structures. As comfort with the language deepens, students will begin to create short written texts, have brief conversations and recognize embedded aspects of Japanese culture. More elements of Japanese culture are thoroughly explored through immersion activities and connections to real life Japanese speakers!

LEADERSHIP 10/20/30 − 5 Credits

Duration: Full Year

Fee: \$50.00

Prerequisite: Leadership 10 → Leadership 20 → Leadership 30

These courses are offered outside of the timetable (and in addition to a full timetable).

Leadership 10 is the introductory leadership program that will provide the self-motivated and energetic student opportunities to participate and make a difference in the school and community. As people new to the leadership program, students in "TEAM Leadership" will be mentored by senior students. The purpose of the program is three-fold; to generate personal growth and leadership development for students, to influence in a positive way the culture of the school thereby increasing school spirit, and to engage in mentorship connections within

the community. At this level, students will be developing leadership skills such as goal-setting, communication, decision-making, problem solving, risk taking and team building. There will be a community service requirement both in the school and in the Cochrane community. To achieve these ends, students will be engaged in individual self-directed work as well as group and community work. Attendance is mandatory and responsibility and accountability are expectations of this program. Students may have to make application to be accepted into this program. Classes will be scheduled outside the regular timetable.

Leadership 20 is the intermediate course in the leadership program and will be a continuation of Leadership 10. Students will be expected to participate and make a difference in the school and the community. The purpose of the program is three-fold; to generate personal growth and leadership development for students, to influence in a positive way the culture of the school thereby increasing school spirit, and to engage in mentorship connections within the community. Intermediate level students will be expected to partner with both younger and older students in mentor and mentee positions. At this level, members of "TEAM Leadership" will be developing leadership skills such as goal-setting, communication, decision-making, problem solving, conflict resolution, running a meeting and team activity management. There will be a community service requirement both in the school and in the Cochrane community. To achieve these ends, students will be engaged in individual self-directed work as well as group and community work. Attendance is mandatory and responsibility and accountability are imperative in this program as students take on more of the group's leadership responsibility. Students may have to make application to be accepted into this program. Classes will be scheduled outside the regular timetable.

Leadership 30 is the senior course in the leadership program and expects the motivated and energetic student to make a difference in the school and in the community. The purpose of the program is three-fold; to generate personal growth and leadership development for students, to influence in a positive way the culture of the school thereby increasing school spirit, and to engage in mentorship connections within the community. As senior members of "TEAM Leadership", students in the leadership program will mentor younger students. At this level, students will be honing leadership skills such as goal-setting, communication, decision-making, problem solving, conflict resolution, peer influence, stress management, running a meeting and activity organization. There will be a community service requirement both in the school and in the Cochrane community. To achieve these ends, students will work independently and interdependently in school and community work. Attendance is mandatory and responsibility and accountability are paramount in this program as students are expected to lead by example. Students may have to make application to be accepted into this program. Classes will be scheduled outside the regular timetable.

LEATHER TECHNOLOGY 10	<b>Duration: One Semester</b>	Fee: \$60.00
Prerequisite: N/A		

This course of study will introduce students to the basic skills used in leather work. Students will learn about the different types of leather, the history of leather work and how to start leather crafting. Students will require no experience and will be taught these skills through the making of two small items out of leather. Leather work is an Indigenous connection to traditional craft making... an opportunity for students to connect with our Indigenous community.

MECHANICS 10/20	<b>Duration: One Semester</b>	Fee: \$75.00
Prerequisite: Mechanics 10 → Mechanics 20		

New at BVHS! The Mechanics 10 (introductory) course is being offered for the first time and provides essential knowledge and hands-on experience in vehicle maintenance. Whether you want to become a more informed consumer or take on your own repairs, this course will equip you with valuable skills. Safety is a top priority — proper shop practices and work habits will be emphasized throughout the course. Safety glasses will be provided and must be worn while working in the Shop. Shop fees cover consumables and materials necessary for the program.

**New at BVHS!** The Mechanics 20 (intermediate) course offers an in-depth exploration of the automotive subsystems that keep vehicles running smoothly. Through both theory and hands-on practice, students will develop a deeper understanding of key automotive components and their functions. Safety remains a top priority, with a strong emphasis on proper shop practices and work habits in both the classroom and workshop. Safety glasses will be provided and must be worn while working in the shop. Shop fees cover consumables and materials necessary for the program.

MILITARY HISTORY 15/25 & WEST. WORLD HISTORY 30	<b>Duration: One Semester</b>	Fee: \$10.00
- 9 Credits		
Prerequisite: N/A		

In this combo class, students will examine the approaches, principles and implications of the study of history. Students will learn the characteristics and concepts of historical research through the study of the Western World's development since the time of ancient Egypt. Students will inquire into, explore, assess and evaluate the origins of the Military along with its diverse roles, its involvement in domestic and international affairs, and its relationship to political decision-making processes in times of war and peace in Canada, and in international contexts. This course provides students with a unique opportunity to explore the Military and its diverse roles in depth and with attention to historical, contemporary and emergent real-world issues.

Military History 15 introduces students to a study of Canada and war in the modern era, from the Louis Riel rebellions of the late 19<sup>th</sup> century through to the present post Cold War years. A heavy emphasis is placed on Canada's Military and civilian contributions to the two World Wars and the efforts to recover from those great conflicts, the Cold War confrontation with the Communist Bloc, and peacekeeping.

Military History 25 introduces students to some of the principal themes and events in world Military history from the prehistoric era up to the gunpowder revolution. While some attention is given to non-western Military history, there is a decided prejudice toward the western experience (and hence the obvious western bias to some unit headings). Such a bias is perhaps justified, in part, by the profound impact western warfare has had upon world affairs, a pattern that has continued into the twentieth century and which, undoubtedly, will continue in the future.

Western World History 30 allows students to examine the approaches, principles and implications of the study of history. Students will learn the characteristics and concepts of historical research through the study of the western world's development since the time of ancient Egypt.

PERFORMING ARTS 15/25A/35A − 5 Credits

Duration: Full Year

Fee: \$51.00

Prerequisite: Performing Arts 15 → Performing Arts 25A → Performing Arts 35A

These courses may be offered outside of the timetable (and in addition to a full timetable).

In Performing Arts 15, students are involved in the entire process of producing two "extra-curricular" stage productions. Students in this class will be focusing more on the performance aspect of each production (i.e., perhaps in supporting performing roles). The instructional hours occur during lunch hours, after school, or on weekends.

Performing Arts 25A is the second level of being a part of two stage productions. Students may choose their area of interest; they may focus on starring in the show, or working on the production end of the show (see

Technical Theatre on page 25). Instructional hours are obtained outside of the timetable by working with the teacher during lunch hours, after school or on weekends.

Performing Arts 35A is the third level of being a part of two stage productions. Students can once again choose their area of interest; they may focus on starring in the show, or working on the production end of the show (see Technical Theatre on page 25). Instructional hours occur during lunch hours, after school, or on weekends.

PERFORMING ARTS BAND 15/25 (Chamber Ensemble) Duration: Full Year Fee: \$35.00

Prerequisite: Recommendation by Teacher and Permission by Principal

These courses are offered outside of the timetable (and in addition to a full timetable).

Students who have a passion for unique instrumental playing can be enrolled in Performing Arts Band (aka Chamber Ensemble 15/25) with the teacher's recommendation and the permission of the principal. *Auditions are typically held in June for this course*. The musical theatre program aims to provide an interactive environment of integrated study in Drama, Technical Theatre, instrumental Pit Orchestra music, and vocal music for students who seek the challenge of working through the creative process to performance. This ensemble will act as the "Pit Orchestra" for our productions. Students who join us will improve their musical abilities and expand their repertoire and musical folder. The Pit Orchestra will meet as an "X-Block" course (outside of the timetable).

PHOTOGRAPHY 10/20/30 – 5 Credits Duration: One Semester Fee: \$67.00

Prerequisite: Photography 10 → Photography 20 → Photography 30 (previous level credits)

This program teaches students the fundamental skills of DSLR photography, composition, photo editing, digital darkroom skills and compositing. Students will explore photography through a variety of fun and challenging projects however, photography is just one facet of this program. Students will also learn the design process and will work on graphic design projects that require critical thinking skills, creativity and the ability to effectively communicate in a variety of mediums. Students will learn how to use industry standard Adobe software and will create projects for many different purposes. Each year students will build upon the skillsets from the year before and by the time students are finished the courses, they will have a strong portfolio for either the workplace or post-secondary.

PHYSICAL EDUCATION 20/30 – 5 Credits Duration: One Semester Fee: \$150.00 Prerequisite: Physical Education  $10 \rightarrow$  Physical Education  $20 \rightarrow$  Physical Education  $30 \rightarrow$  The fee covers the basic costs. Students will be responsible for extra costs for optional additional activities.

Phys. Ed. 20 and 30 are program options, which are open to anyone who has successfully completed Phys. Ed. 10 in good standing, and is recommended by the Phys. Ed. Department. The Phys. Ed. 20/30 programs are designed to offer students a better appreciation and understanding of a "healthy lifestyle", expressed through physical activity. The intent of the programs is to help students develop their knowledge, their physical skills, and their social skills through their ongoing participation in various and diverse activities. Opportunity will also be given for students to develop their leadership skills and to become more aware of the components of a healthy, exciting, competitive and cooperative environment. Students should be aware that these courses have a classroom component to them. Information will be presented and formal assessment will be done on a regular basis. Also, due to the nature of the activities in this program, there is considerable time spent participating in off-campus activities. This necessitates the fee, which must be levied to pay for travel, instruction and facilities. This travel further requires the students demonstrate a high degree of responsibility.

ROBOTICS 10	<b>Duration: One Semester</b>	Fee: \$40.00
Prerequisite: N/A		_

In this course, students will develop an understanding of robots and how they work. Students will assemble circuits to learn how various electronic components function. They will also learn how sensors can be used to gather information. Working with a micro-controller, students will develop an understanding of computer programming. Working collaboratively, students will develop problem solving skills as they build a programmable robot to compete in classroom challenges.

SPANISH LANGUAGE & CULTURE 10/20/30 – 5 Credits	<b>Duration: One Semester</b>	Fee: \$10.00
Prerequisite: Spanish $10 \rightarrow Spanish 20 \rightarrow Spanish 30$		

The Spanish program provides instruction in understanding, speaking, reading and writing the Spanish language. It also introduces students to the wide variety of peoples and cultures in the Spanish-speaking world. These courses encourage learning through interactive activities.

Spanish 10 focuses on the development of communicative competence in Spanish and therefore more emphasis is placed on the cultivation of listening and speaking skills than on reading and writing. Students will be able to talk about themselves as well as the people and the world around them. Class participation is essential and students are expected to use Spanish as much as possible. Students wishing to participate in the Spain or Mexico Exchange Program must apply in Grade 10.

Spanish 20 continues to develop communicative competence in Spanish. Students will engage in discussions about novels, songs and films to further their language comprehension and production.

In Spanish 30, all four language skills (listening, speaking, reading and writing) receive equal emphasis. Students will use music, TV, film, stories and games to explore cultural and linguistic concepts. Students are required to become more independent learners and must expect to hear and use Spanish in class on an increasing basis. 30-level students will focus on language as an important skill for increased employability and leadership opportunities as they move on from High School.

SPECIAL FX DESIGN 10/20 (Fabrication) – 6 Credits	<b>Duration: One Semester</b>	Fee: \$100.00
Prerequisite: Special FX Design 10 → Special FX Design 20		

This 6-credit course provides an immersive, hands-on learning experience in the fields of *sewing, special effects (FX) makeup and prop building*, while also providing valuable insights into potential career paths in these creative fields. Students will develop practical skills in these creative disciplines, working on projects that simulate real-world production environments as seen in Film, TV and Theatre.

- **Sewing** lessons focus on garment construction, fabric manipulation and pattern drafting, with a focus on creating costumes. Through this, students will gain proficiency in using various tools and techniques.
- With special FX makeup, students will experiment with creating realistic character transformations, prosthetics and special effects makeup such as aging, injuries and fantasy looks. They will learn how to safely apply makeup and work with materials like latex, scar wax, gelatin and silicone.
- The **prop building** aspect emphasizes designing and crafting functional, visually compelling props for theatrical or film use, and will incorporate materials such as foam and 3D printing.

Students will gain insight into the technical and artistic aspects of each craft by producing tangible works for performance or display. By the end of the course, students will have built a diverse portfolio, developed their

creative skills, and gained a deeper understanding of the exciting career opportunities available in the world of production design.

 SPORTS MEDICINE 10/20/30 - 5 Credits
 Duration: One Semester
 Fee: \$65.00

 Prerequisite: Sports Medicine 10 → Sports Medicine 20 → Sports Medicine 30

Sports Medicine 10 is a medical module-based course that will appeal to students who are interested in careers in athletic therapy, physiotherapy, chiropractic, massage, medicine, nursing, paramedic or physical education. A strong science background is recommended to help students with this course as there are topics that cover anatomy, with a focus on the skeletal, muscular and cardiovascular systems, and the treatment of minor and major injuries. Students will also take a CPR certification course (the cost of which is included in the fee). Sports Medicine 10 students will gain valuable skills and knowledge that will aid them in the completion of their athletic training practicum where they will work as a trainer for a team for a total of 10 hours.

Sports Medicine 20 is a module-based course that is a continuation of the Sports Medicine 10 course. In this course, there is a focus on the anatomy of joints, injury management, and technical foundations of injury (taping). Students will complete 15 training hours with a team of their choice. The goal of this program is to have students progress from the theoretical knowledge gained in the Sports Medicine 10 course, to the more practical application of skills throughout Sports Medicine 20.

Sports Medicine 30 is a module-based course that is a continuation of the Sports Medicine 20 course. In this course, there is a focus on human movement, pain management, injury management, and a major project. Students will complete 20 training hours with a team of their choice. The goal of this program is to have students progress from the theoretical and practical knowledge gained in Sports Medicine 20, to the more practical application of skills throughout Sports Medicine 30.

 SPORTS PERFORMANCE 10/20/30 − 5 Credits
 Duration: One Semester
 Fee: \$655.00

 Prerequisite: Sports Performance 10 → Sports Performance 20 → Sports Performance 30

 These courses are offered off-campus (at Spray Lakes Sawmills Family Sports Centre).

This program is designed to meet the needs of any Grade 10, 11 or 12 student who wishes to work toward personal goals related to physical activity, and who have the desire to improve their sport performance and knowledge of sport related topics. Individualized programs will be developed to reach the unique goals of each student. Whether the objective of the student is to enhance their sport performance or to increase personal fitness, this course will offer the resources, support and guidance for each to meet their goals. **NOTE: This course is physically demanding**. Students will study the following topics, expanding their understanding as they progress through each level: Aquatics, Careers in Sport, Ethics in Sport, Games, History of Sport, Individualized Training, Nutrition, Outdoor Pursuits, Sports Injuries, Sport Philosophy and Sport Psychology.

TECHNICAL THEATRE 15/25/35 − 5 Credits Duration: Full Year Fee: \$51.00

Prerequisite: Technical Theatre 15 → Technical Theatre 25 → Technical Theatre 35

These courses are offered outside of the timetable (and in addition to a full timetable).

All students in Technical Theatre are involved in the entire process of producing two "extra-curricular" stage productions. Students in this class will be focusing more on the setup/stage dynamics or the production end of each production (i.e., building props, makeup, lighting, etc.). The instructional hours occur during lunch hours, after school, or on weekends.

Wildlife (Outdoor Leadership) 10/20/30 – 5 Credits	<b>Duration: One Semester</b>	Fee: \$50.00
	/One Year (Wildlife 30)	/\$60.00

Prerequisite: Wildlife  $10 \rightarrow$  Wildlife  $20 \rightarrow$  Wildlife 30 (previous level credits)

The fee covers the basic costs. Students will be responsible for extra costs for trip participation. Overnight trip fees will range between \$140.00 to \$450.00 per trip.

Wildlife/Outdoor Leadership 10 is an activity-based course that builds upon the skills acquired in Wildlife 9. In this class, students will have the opportunity to expand on their foundational skills. Students will investigate topics such as survival skills, wildlife/species identification, and First Aid skills. These learning opportunities will be complemented with wilderness field trips.

In Wildlife/Outdoor Leadership 20, students will utilize their refined outdoor skills and will begin to develop their outdoor leadership skills. Students will develop their back-country cooking skills, learn about avalanche awareness, practice wilderness First Aid skills, and gain a greater understanding of adventure and ecotourism. Students will have the opportunity to participate in ski trips, avalanche training days and other trip experiences. Students will have the opportunity to participate on a multi-day back-country ski tour, winter snow caving, canoe trips and more.

Wildlife/Outdoor Leadership 30 is the final extension of the Outdoor Leadership program. Students will be given the opportunity to hone their guide practice, interact with college adventure programs and round out their outdoor skill development. This course is the pinnacle of the ODL program and will **primarily be delivered** *outside* the regular timetable. Students registering for this course will launch their experience with an extended back-country trip in September (hiking and/or canoeing). In addition, students will attend a few classes outside the timetable to meet curriculum requirements and to plan for an extended back-country ski trip in the winter months to complete the course.

# WORK EXPERIENCE 15/25/35 – 3+ Credits Duration: Time-Based Fee: N/A

Prerequisite: HCS3000 (Workplace Safety Systems)

These courses are offered <u>outside</u> of the timetable and off-campus (at Student's place of employment).

The primary purpose of Work Experience is to provide opportunities for high school students to apply their knowledge, skills and attitudes in the workplace. These courses also provide opportunities for the school and community to combine resources to further a student's career development and build their employability skills. The business or industry partner provides meaningful work or volunteer experience that contributes to the student's career development goals and aspirations. Work experience opportunities are directly connected to learning about a career or career pathway that will lead to a successful transition to post-high school life.

Each Work Experience course is time based, with one (1) credit being awarded for every 25 hours worked. Students can earn up to 30 credits, with 15 credits being used towards their graduation requirements.

# **Online Learning (WeConnect)**

WeConnect is an online program that offers students a wide variety of CTS and complimentary option courses that are not available in the classroom. Attendance is mandatory and students attending the WeConnect room must work online on the course they have chosen. Core courses are only offered in WeConnect at the discretion of the Guidance Counsellor (in the event that the student cannot be time-tabled in a regular Core classroom).

Following is a list of the courses **typically** offered through WeConnect:

- Entrepreneurship Pathway (5 credits)
- Forensic Science 25/35 (3 credits each)
- General Sociology 20 (3 credits)
- Legal Studies (1 credit per module)
  - Criminal Law
  - Family Law
  - Private Law
- Psychology (3 credits each)
  - Abnormal Psychology 30
  - Experimental Psychology 30
  - General Psychology 20
  - Personal Psychology 20
- Western World History (3 credits)
- World Geography (3 credits)
- AGR3000 Agriculture Safety (1 credit) (prerequisite for Green Certificate)
- HCS3000 Workplace Safety Systems (1 credit) (prerequisite for Work Experience)
- HCS3010 Workplace Safety Practices (1 credit)

# **Building Futures (Grade 10 Program)**

BUILDING FUTURES 10	<b>Duration: Full Year</b>	Fee: \$110.00
Prerequisite: N/A		

Building Futures offers a unique, powerful and authentic learning experience. Thanks to support from Kingsmith Homes and Rockyview Schools, students spend the year building two homes from the ground up. Any time there is a tradesperson on site, groups of two to four, along with one of our teachers will learn how to do that specific part of building a home. Students will learn the basics of home building, including framing, cribbing, electrical, plumbing, finishing, and many other aspects of taking a home from an empty lot to a completed house.

The academic side of the program is unique as well. Students learn their core courses and options in a garage in one of the show homes in a development area close to BVHS. The garage has been outfitted as a classroom, complete with desks, whiteboards, lockers and a projector.

Building Futures is taken during school hours during a student's Grade 10 year, during which they will complete all of their Grade 10 core courses, as well as a number of CTS credits (generally modules that are directly related to home building).

In order to determine participants, the application process for Building Futures generally opens up around late March. As space is limited in this program, potential participants should not delay in getting their application in! Visit the Building Futures website (<a href="https://rvsclc.rockyview.ab.ca/programs/building-futures">https://rvsclc.rockyview.ab.ca/programs/building-futures</a>) for further information.

# **Off-Campus Education**

Rockyview Schools offer three programs that involve placing students in workstations (local businesses) to assist with meeting off-campus education objectives. The four programs offered are:

- Work Experience
- Green Certificate Program
- Registered Apprenticeship Program (RAP)
- P3 Sports Hockey Academy

Registration for any of the Off-Campus Education programs will be through the BVHS WeConnect coordinator. Students will be supervised by a teacher from the RVS Community Learning Centre (Cochrane campus).

#### **Work Experience**

- The purpose of Work Experience is to familiarize students with the world of work, giving them the opportunity to ascertain prerequisites for success in the workplace.
- Students sign a contract with their employer, covering the full semester. After completing the minimum number of hours, students must continue to work for the complete term.
- This course includes an online blog component, which allows students to participate in discussions about workstations, work habits and job readiness. Participation in blogging activities is mandatory and graded.
- In conjunction with the student's first placement in an off-campus education program, each student is required to complete a prerequisite safety course. For most students, that course is HCS3000 (Workplace Safety Systems). This is an online safety course and is worth one (1) extra credit, and must be completed before the student has approval to work.
- Supervision and evaluation are the responsibility of both the off-campus education coordinator (a certified teacher) and the workstation supervisor (the employer).
- Students can earn credits toward their requirements for graduation. For each 25 hours worked, one (1) credit is granted, provided all assignments and evaluations are completed and above standard.
- An Individualized Training Plan is developed to outline the learning outcomes and progression of learning for the duration of the placement.

# **Green Certificate Program**

The Green Certificate program is a joint program between Alberta Agriculture and Alberta Education. This series of agricultural credit courses is based on Agriculture, Food and Rural Development's Green Certificate. It offers 21 courses in nine primary agricultural specializations; Bee Keeping, Cow-Calf Beef Production, Equine Studies, Dairy Production, Feedlot Beef Production, Field Crop Production, Irrigated Field Crop Production, Sheep Production and Swine Production.

AGR3000 (Agricultural Safety) is the prerequisite for this program. The required outcomes for each specialization are structured as three non-sequential courses for a total of 16 credits at the 3000 level. Students work in a farm setting to complete the outcomes and then are tested at Olds College three times a year to ensure they are proficient in each of the outcomes.

## Registered Apprenticeship Program (RAP)

The Registered Apprenticeship Program is a way for a high school student to become an Apprentice and gain credits towards both an apprenticeship program and a high school diploma at the same time. RAP is a "real world" program, so students are regular paid employees. There are more than 50 apprenticeship trades and crafts in Alberta. Students are responsible for arranging a job placement and also for registering with Alberta Apprenticeship. Consultation with the off-campus coordinator is required before a student may register in this course.

HCS3000 (Workplace Safety Systems) is the prerequisite course for this program. HCS3010 (Workplace Safety Practices) is a corequisite.

#### P3 Sports Hockey Academy

The P3 Sports Academy is an off-campus program that provides aspiring young hockey players with conditioning techniques that will promote both mental and athletic growth, and thus improve their level of play.

Students will be transported to and from BVHS to the Spray Lake Sawmills Centre for "on-ice classes" three times per week (Monday, Wednesday and Friday). Classroom lectures are facilitated by a Trainer at BVHS two times per week (Tuesday and Thursday). Both on-ice and classroom instruction are scheduled within BLOCK 1 of each school day.

Visit <u>p3sportsinc.ca/hockey-academy/</u> for further general information regarding P3 Hockey offerings.