

Edmonton Christian High School

Option Course Descriptions

RELIGIOUS STUDIES:

Career and Life Management 10 (CALM) - 6 credits

Prerequisite: none, Mandatory for High School Completion

CALM is a course that is made up of the following three units: Career and Life Choices, Resource Choices, and Personal Choices. The first unit provides an opportunity for students to explore their gifts and talents while discovering various post-secondary options, as well as a variety of possible careers and occupations. Students will be encouraged to see that everyone has gifts and callings and that in order to have a rich and full life they must be used to serve God. Resource Choices introduces students to the world of finances, along with encouraging them to explore their values in relationship to money and how those values line up with Biblical teaching. Personal Choices will deal with relationships, decision making and sexual health, and social issues in the context of living our lives in a framework of God's love and laws. CALM is offered as a 6 credit course at ECHS. Three of those credits come from the CALM course and the additional three are from individual courses that are a part of the CTS curriculum. The three CTS courses are: Volunteerism, Mentoring and Workplace Safety.

Religious Ethics 20 - 3 credits

Prerequisite: CALM

There are various ways to answer the question: "What is right and what is wrong?" Sometimes our culture suggests that "right" and "wrong" are completely up to each individual's preferences, but we compare this idea with the historical Christian belief that faith in God can lead to having confident answers for many ethical questions. If God's revelation of Himself in Jesus Christ and in His word is true, then that leads to a very important life-defining and life-long consideration: "How does He want us to live?" What does love for God and for our neighbour look like? These questions and proposed answers can be examined in this class through practicing skills (logic, Bible interpretation), reflection questions, group discussions, debates, and individual in-class projects. Students are invited to consider what a "good" life looks like according to traditional Christian explanations but also according to the competing worldviews that our society offers.

Religious Studies 25 - 3 credits

Prerequisite: CALM

Are you satisfied with your knowledge and understanding of the Bible? Whether from a perspective of faith, or even not, it is indispensable to have a working knowledge of the Bible in order to understand the main beliefs of Christianity about who God is and who we are as His people. Furthermore, a growing understanding of the Bible helps to discern the impact it has had on our world in so many ways: on our society, culture, politics, history, literature, etc. This course focuses mainly on the Bible by looking at a number of related questions: What is God's view of the Bible, How did we get the Bible, What are the major themes and ideas discussed in the Bible, and, How can we interpret and study the Bible in meaningful ways?

World Religions 30 - 3 credits**Prerequisite:** Religious Ethics/Studies

In this course the major world religions (Judaism, Islam, Hinduism, Buddhism) are explored using written material, video explanations, field trips, and guest speakers. A comparison to Christian teachings is also a key part that we keep going back to so students will hopefully learn some interesting things about other religions but also see how Christian teachings are similar or different. Along with comparative religions there is attention given to Bible passages that relate to the topic being discussed, and we also practice identifying and engaging with dominant religious attitudes in our secular society today.

Philosophy 35 - 3 credits**Prerequisite:** Religious Ethics/Studies--60% or higher grade.

Socrates told us that “the unexamined life is not worth living,” and Jesus taught that “the truth shall set you free.” Here are just two examples of how we can be encouraged to see that so much of our lives are shaped by the consequences of ideas. This course goes through the usual introductory level areas of philosophy so that we can learn from, and join in, a long historical discussion about important ideas: education, reality, logic, knowledge, faith, reason, God, truth, beauty, personhood, technology. While this course is approached from a Christian perspective at many times, we will also consider and evaluate attempts to describe these concepts from outside the Christian worldview.

PHYSICAL EDUCATION:**Physical Education 10/CPR - 6 credits****Physical Education 20 / 30 - 3 or 5 credit course opportunity****Prerequisite - PE 10**

The desired outcomes and throughlines of Physical Education at Edmonton Christian are to build community and reflect Christ's image in all interactions and activities. Each student is challenged to develop and improve their: activity level, health, fitness, cooperation, personal and team skills, sportsmanship, responsibility, and Godly service to one another. The following units and activities provided a framework for the course: fitness, several low organizational games, curling, handball, broomball / skating, combative games, stuntnastics, weight training, lacrosse, squash, tennis, badminton, soccer, football, rugby, basketball, softball, swimming and dance.

CTS Wildlife Courses - 1 credit for each**Prerequisite - none**

Outdoor Cooking (WLD 1100), Outdoor Survival Skills (WLD 1130),
to be completed on the Grade 12 Jasper Trip and in preparation of it.

Activities include: 2 night camping/ tenting experience, outdoor meal preparation and cooking, hiking, mountain biking, swimming.

SECOND LANGUAGE:

French 10 - 5 credit

Prerequisite 50% in Grade 9 French

In Grade 10 French, students will engage in various language activities based on the context, the communicative task and the different information and communication technologies available. The course will build on students current language skills. This course has no specific units. However, we may use different themes throughout the course to help accomplish our goals. A variety of situations are used to practice the French language.

French 20/30 - 5 credits

Prerequisite: French 10- 20 - French 20-30

This course will continue building on the students French language skills.

With the realization that French is a living language that should be used on daily basis, we strive to speak French as much as possible in class. Students will be able to speak French fluently in the past, present, and future tenses.

Students will be able to use a higher level of accuracy, in oral and written forms of French.

Students will continue to experience & learn about the Francophone culture in our World.

FINE ARTS:

Art 10 - 3 or 5 credits

Prerequisite: the Art program is open to anyone with a love of art and an interest in developing the tools of the artist.

Throughout the Art program at Edmonton Christian High School we will be examining what art is and what it can be. What are the possibilities of each element of art? Of each principle? Of different media? Of different techniques? Of planning or not planning? Of taking a risk or playing it safe? Of individual expression?

Art 10 is devoted to understanding the Elements of Art and the Principles of Design. Students are encouraged to experiment, to push boundaries and to really explore the possibilities of each element and principle. We ask questions like: "What are the possibilities of what line can be -- what is its potential?" and "How can I create differently?"

We also seek to see God in our study of His creation and as we unwrap our potential as image bearers of an incredibly creative God. We learn to be creative, to put things together in original ways in order to produce new things of value.

Art 20 - 5 credits**Prerequisite:** Art 10

Art 20 is about learning to see how the artist sees. What can we learn about ourselves and our world through seeing, drawing, painting, and sculpting? In Art 20, students will continue to explore the characteristics of line, shape, texture, colour and space through studio work in drawing, painting, sculpture and mixed media. They will experiment with a range of drawing and painting styles and media in order to increase their repertoire of skills and means of expressing themselves. Art 20 is also about problem solving – students will be given artistic challenges or problems that they will be asked to find their own solutions to, with lots of opportunity for personal expression.

Art 30 - 5 credits**Prerequisite:** Art 20

In Art 30 we focus on what it means to be creative beings who are image bearers of a very creative God. Our guiding question will be "Where do artists receive their inspiration?" We will look for inspiration in Creation, architecture, God's handiwork that we can observe under the microscope and in small objects in creation, the artistic process, and the work of other artists. Students will not only closely investigate God's world, but will also begin to see that they need to be "response-able", that is, able to respond to what is happening as they create.

The Art 30 course encourages increased creative thinking, personal responsibility, and the development of a personal style in artistic creation. Students will focus on extended projects, including painting, series work, sculpture, and the design and crafting of stained glass.

Advanced Techniques: Drawing 15 - 5 credits**Prerequisite:** Co-registration in Art 10 and/or foundational art and drawing skills**Advanced Techniques: Drawing 25 - 5 credits****Prerequisite:** Art 10 or Drawing 15**Advanced Techniques: Drawing 35 - 5 credits****Prerequisite:** Art 20 or Drawing 25

Drawing, drawing, drawing! Different styles, different media, different approaches. This course can be taken as an enrichment to the Art program, or simply as an alternative for those who just wish to draw. Advanced Drawing is a studio course which focuses on the development of creativity, skills, work ethic, critical thinking and problem solving through the discipline of drawing. It will include the study of the following: materials and methods, sources for images, selection and arrangement, critiquing, and studio practice. This course starts by providing opportunities for students to develop ideas, composition, and skills for teacher directed problems. At the advanced level, students generate the problem and create the solution to reach a personal educational goal.

This course provides students with a unique opportunity to develop their drawing ideas, skills, confidence and personal portfolio. It will also help build the skills needed in post-secondary Visual Arts, Architecture, Industrial Design, and Visual Communication.

Drama 10 - 3 credits**Prerequisite:** none

Theatre Arts is a creative discipline that we are all exposed to and involved in in our daily lives. Drama class is a place where students' "playing around" can be focused and channeled to develop the abilities of speech, movement and creativity that all possess but don't always utilize. As inherently creative beings, students are encouraged to learn much about themselves, others, & their Creator when they put themselves into an environment where they can play with a purpose. Drama 10 is an introduction to acting: an overview of acting & acting techniques, creative movement, improvisation techniques, dramatic intention & experience with using a script.

Drama 20/30 - 3 credits**Prerequisite:** Drama 10

The study of theatre is expanded in Drama 20/30 to stress performance and production skills. The course is offered on a two year rotational basis.

Each year stresses acting and speech skills, improvisation, character development, and text interpretation. A main script is studied to provide focus to activities. In addition to the above, year one focuses on theatre styles, make up, set design sound and lightings. Year two focuses on theatre spaces, costuming, and props design. In addition to regular coursework, students enrolled in both Drama 20/30 may receive credit for the participation in a major high-school production.

Choir 10/20/30 - 5 credits (a.m.)**Prerequisite:** successful completion of the previous level

Do you love to sing? Then this is the course for you. Choral Music gives you the option of learning different styles of music. Singing is done both by note and by ear. Although the technical aspects of singing are learned and emphasized, the focus of the class is to share the enjoyment of singing through performances in the community. Students can enroll in this course in grade 10, 11, and 12. Students who enroll in this course should be aware that this course will at times, require practice and performance activities which fall outside of regular school hours such as the Music Tour which happens in the Spring each year.

Band 10/20/30 - 5 credits (a.m.)**Prerequisite:** successful completion of the previous level

Do you play an instrument? Consider joining the Band class and joining a team of other musicians that enjoy working hard and creating beautiful music. Each level builds on the technical abilities and depth of understanding of the previous level. More difficult exercises and ensemble music are offered each year, and students are expected to exercise leadership in their sections as they progress. Public performance is the culmination of these advances such as concerts and the Music Tour which happens in the Spring each year.

CTS COURSES:

Introduction to Financial Management - 3 credits

Prerequisite: none

Do you have trouble hanging on to some of your money? You're not alone! This course is perfect for you to learn about some of the very basic concepts of money management and Financial institutions. Students explore concepts that affect the finances of an individual, including a code of conduct, the economic environment, acquiring and using financial resources and the effects of government legislation on your wealth management. In Intro to Financial Management we get to use David Chilton's **The Wealthy Barber Returns** as our textbook to look at the Canadian financial context.

Foods 10 - 3 credits

Prerequisite: none

Foods Studies 10 is a combination of three modules from the CTS curriculum. The introductory module, Food Basics, introduces students to food safety, kitchen safety, and basic cooking and baking skills. Students are challenged to make careful, informed choices about healthy eating as an appropriate response to God. Contemporary Baking, the second module, introduces students to the principles and techniques necessary to prepare quick and yeast breads, basic cakes, pies, custards, and cookies. Along with Food Basics, it is a foundational module for all other modules. The last module is chosen by the students. Whatever they choose, the emphasis is on understanding the guiding principles of the module, applying them practically and having the students experience success. After this course students should have basic foundational knowledge of food preparation and an ability to analyze recipes for nutritional content, and to understand the principles behind the techniques.

Foods 20 - 3 credits

Prerequisite: 50% in Foods 10

Food Studies 20 is a course that builds on the principles developed in Foods 10. Each module introduces students to more advanced cooking, baking, and nutrition principles. The modules offered are Basic Meat Cookery, Eggs, Milk and Cheese, and a module based on student choice. In Foods 20 there is a greater emphasis on student accountability as students are involved in choosing many of the recipes. They also prepare and present a cooking show and have input into major projects. Career opportunities are also discussed in each module. Students are challenged to be creative as they design projects, prepare and present food and analyze their choices.

Foods 30 - 3 credits**Prerequisite:** 50% in Foods 20

Foods Studies 30 is a course that focuses on student management and choice. A core module is Regional Cuisine. Working in groups, students select a country and then plan, prepare and present a cooking show. This is a great opportunity to not only be adventurous in cooking, but also to learn more about working together and being accountable to one another. As a class, students choose two other modules to study. Popular choices have been Creative Food Presentation and Advanced Baking.

Fashion 10/20/30

Fashion Studies is part of the CTS strand and each level is divided into three separate, independent modules each worth one credit. Students have the option of earning extra credits by working on additional modules outside of class. Each module is five weeks long and is either all project, all theory, or both project and theory based. In Fashions 10 students learn the basic principles and techniques of introductory sewing. In the intermediate level of Fashion Studies, students are encouraged to be self motivated, to develop their individual talents and interests and to expand their skills and understanding of fashion studies. Modules such as "Surface Embellishment" and "Creating Accessories" are chosen by students individually or a class. Through out the class, students naturally focus on the biblical through line "Beauty Creating". Since all of life is an act of worship, students praise God by designing and creating beautiful things.

CTS Construction 10 - 3 credits

The focus of the Construction 10, 20, 30 course is on planning and implementing project plans and then using a variety of building techniques and materials to produce furniture or other woodworking projects. In this course we will build useful items from wood in a way that demonstrates our stewardship of creation and our responsibility to God and our neighbors. Students learn basic hand and machine tool use with an emphasis on safety while planning and building projects out of solid stock and manufactured composite materials. Turning operations may be included.

CTS Construction 20 - 3 credits**Prerequisite:** Construction 10

CON 1010 - Construction Tools and Materials

CON 1120 - Product Management

CON 1130 or 1160 - Solid Stock or Manufactured Materials course

CTS Construction 30 - 3 credits**Prerequisite:** Construction 20

CON 1070 Building Construction

2 other 1000 or 2000 level Construction courses

Design Studies 10 - 3 credits

Prerequisite: none

Design is a creative but structured activity where people use their knowledge, ideas, and materials in order to determine the size, shape, function, and material of everything from cars to houses to thumbtacks. How can we as Christians create designs that help make this world a better place to be? That's how we can be involved in Christ's restoration project!

In this course we will study the fundamentals of sketching, drawing, and modeling for design. Then, using the design process, students will independently come up with ideas to create their own designs and use their design drawing skills to communicate what the design will look like and how it could be constructed. Finally, they will explore the design elements and principles, and come up with some creative graphic design work.

Students in all 3 levels of Design Studies will also meet many designers who are active in product design, architectural design, graphic design, interior design, and more.

Design Studies 20 - 3 credits

Prerequisite: 2 modules in Design Studies 10

What are the interesting, helpful things that designers contribute to our world? How can we as designers come up with creative responses to needs, problems, desires in society? How do designers actively make this world a better place? How are designers active in every walk of life?

In this course, students will focus on creatively solving design challenges. They will work in 2 and 3 dimensional product design and graphic design, developing their drawing and modeling skills. Some of the design challenges will be given; most will be at least partly self-directed. Students will also choose a design (such as the telephone, the computer, the shoe, the assembly line, etc.) and research it to see how it started and how it evolved over time to become what it is. Then they'll take the creative leap to design what its next stage of development might be!

Design Studies 30 - 3 credits

Prerequisite: Design Studies 20 modules

Designers play a major role in working to make people's lives better here on earth -- in that way they are part of Christ's restoration work. Good design tries to create order, efficiency, and beauty. Design 30 is a course dedicated to understanding how designers communicate ideas in 2 and 3 dimensional forms, to understanding how designs evolve, and to seeing how designers can be a part of making the world a better place. We ask questions like "What can be improved about this design?" "How can we as Christians help to provide answers and solutions to particular design problems?" "What are concerns that designers will face in the future?"

In this course, students will apply their creativity and design skills to teacher and student directed design problems. Students will complete the following modules: Advanced Two Dimensional Design, Modeling, and The Future of Design.

Information Processing 10 - 3 credits**Prerequisite:** none

Students are introduced to the proper use of word processing software, including document creation, editing and printing of properly formatted documents. This course has transitioned recently from stand alone software solutions to meeting the learning objectives by using cloud based computing platforms; specifically Google Apps for Education (GAFE). In the Spreadsheets module, students develop skills in the proper use of spreadsheet software through general data manipulation and personal recordkeeping. And finally, in Digital Presentation students develop skills with tools used for computerized presentations involving text, data, graphics, sound and animation.

Information Processing 20/30 - 3 credits**Prerequisite:** Information Processing 10

Students have some choices to pick up additional modules they may not have completed or tackled in the previous offering of the course. As such, students are also able to create their own projects in the creation, manipulation and dissemination of information technology. Students will create project proposals that are reviewed by the teacher previous to completion of the project. All skills learned are in addition to skills already learned and are meant to supplement or help the student make decisions about the use of information and information technology on various career paths.

Com. Tech 10/video - 3 credits**Prerequisite:** none

Working with concepts and equipment, students will learn the fundamentals and “language” of video creation. Students will learn elements of design, filming, production and post-production, with access to cameras and computers for editing. Video is an increasingly important medium, and anyone might be called to create something during their future careers. Simply put, the internet has an insatiable appetite for videos. In addition, churches are increasing their use of videos, so proficiency will be a very valuable skill for Christians to have.

Com. Tech 20/30/video - 3 credits**Prerequisite:** Com. Tech 10 - Video

Students will continue the development of their abilities in this course. There will be increasing emphasis on the overall creation of a production, including pre-production planning, lighting, sound, and post-production. From these courses, students will come become more and more able to create a useful production from beginning to end with increasing independence.

Com. Tech 10/photo - 3 credits**Prerequisite:** none

Working with digital SLR cameras, students will follow three CTS modules that deal with the principles of visual composition in photography, the mechanics of taking photographs and the elements of proper exposure. This course is designed to foster a love of photography and the creative processes involved. Students should come away from the course with a solid understanding of what makes a great photograph & what techniques can help create it.

Com. Tech 20/photo - 3 credits**Prerequisite:** Com. Tech 10

Students will continue in their development of photographic technique in this course. They will continue their practice of visual composition in shooting, editing and producing great photographs. Additionally, they will start to delve into the world of indoor studio lighting in our photo lab with a focus on portraiture. Finally, students will be given ample opportunity, through field trips, to hone their outdoor photographic skills.

Com. Tech 30/photo - 3 credits**Prerequisite:** Com. Tech 20

This advanced class will focus on continuing to develop the student photographer in their digital imaging techniques. Specific attention will be paid to colour vs. black and white images. Students will also spend a great deal of time in post-processing techniques in the photo lab using Photoshop.

Sports Medicine 15 - 3 credits**Prerequisite:** none

This Course is made up of 3 “stand alone” units. Each unit is worth 1 credit, and is listed below with a brief explanation of what is covered in that unit.

Unit I: Health Service Foundations: This unit looks at what it means to be well. Some of the topics explored include, the five strands of wellness, various occupations within the sports medicine field, the use of performance enhancing techniques in athletics, and nutrition for the athlete
Unit II: The Musculoskeletal system. This unit explores the major bones and muscles of the body. Students will be required to understand the roles muscles and bones have in the body, how muscles work, where the major muscles and bones are located in the body, and how bones and muscles create movement. There is some memorization required here!

Unit III: Injury Management I: This unit deals with common athletic injuries that occur and how to assess, treat and prevent such injuries. Students will learn how to tape ankles, fingers and thumbs and how to wrap a knee. They will learn about the signs, symptoms, and treatment of concussions, and understand some of the common injuries that occur with knees and shoulders. As well they will be required to take a St. Johns Ambulance standard first aid course, which gives them certification for three years.

Sports Performance 15/25/35 - 3 credits

Prerequisite: SP 15 - None

Pre Req: SP 25 - SP 15

Pre Req: SP 25 - SP 35

This course is intended to provide learning experiences for students with a passion for athletics and sports. This course can be used to improve performance or challenge yourself physically. There will be a combination of theoretical and practical outcomes. Students in this course will improve upon their balance, coordination, speed, flexibility, strength, agility and power. We focus on the latest training principles while applying them to our workouts during class time. The training principles that we apply are functional movements, core strength, resistance training, cardiovascular endurance, olympic lifting and plyometrics.

Leadership 15/25/35 - 3 Credits

Prerequisite: none

This course is open to students who are interested in learning about and developing leadership skills. Students will have the opportunity to examine Biblical principals related to leadership and will also have an opportunity to provide leadership within and external to the school as part of the process of developing competency in the areas of; Intrapersonal management, Interpersonal management, Oral and Written Communication, Effective vs Efficient Leadership, Leaders and Group Decision Making.

Work Experience 15/25/35

Minimum 3 credits, Maximum 10 credits per year

Prerequisite/Co-requisite: HCS 3000: Workplace Safety (1 credit course earned in CALM)

Students learn on the job as well as in their school courses, and the Work Experience program recognizes the learning that takes place at work. As an integral part of a student's high school program, Work Experience is an opportunity for off-campus, experiential learning and is also a perfect venue for exploring potential careers. Together with their employer and the teacher-coordinator, students establish learning objectives for their work placement, receive regular evaluation and earn credits for the learning that happens at work. Students can work in a trade, business or part time job, and add this experience to both their school transcript and their resume. This benefits students, as it shows future schools and/or employers that they were able to handle school and a part time job!

Students must work at least **75 hours** over the course of the year to earn the minimum 3 credits, but can earn up to 10 credits each year, at 25 hours per credit. Students who are currently employed are encouraged to inquire if they can qualify for work experience credits.

Registered Apprenticeship Program - R.A.P. - 5 to 15 credits

Prerequisite: See Work Experience Coordinator

The Registered Apprenticeship program (RAP) permits a student to become an apprentice while attending high school, enriching a student's high school education and providing an opportunity for the student to learn the skills that industry needs.

After exploring which trade he or she would like to enter, the student works with the RAP Coordinator to find a placement in a chosen trade towards the end of the grade 10 year. After a 5 credit (125 hour) Work Experience placement in that trade, the student will begin the formal RAP. A RAP apprentice accumulates hours of on the job training as credit toward his or her first year apprenticeship, as well as credit toward a high school diploma.

There are a variety of ways for a student to earn RAP hours. Some options include working as a RAP apprentice for one semester, or working half days while attending school for the other half, or working during summer months and on weekends.

The intent of RAP is for the student to finish high school before becoming a full time apprentice, yet gaining significant hours towards the first year while still in school.

