

Complementary “Option” Courses- Registration 2020

Art

This course introduces the student to artistic terminology. It allows for experimental application of sketching techniques in various mediums, exploration of art forms, with research and design being integrated throughout the program. There is heavy emphasis on self-control, self-direction and self-initiation of creative and challenging goals for the student.

Automotive Services Technician (Mechanics)

- learn about the modern automobile, automotive technology and the related systems
- develop safe and appropriate shop procedures and practices while learning to inspect,
- diagnose, repair and service mechanical, electrical and electronic systems, and
- components of cars and light and commercial transport trucks
- Credentials available: Auto Service Technician Apprenticeship

Band

- develop fundamental and applicable musical skills for performance, appreciation and creative expression
- build musical literacy through understanding concepts of pitch, rhythm, form, style and historical perspective
- learn about instruments, voice, technology, composition and current trends through a variety of opportunities

Jazz

- refine musicianship in jazz through listening, analysing, practicing, performing and assessing
- apply diverse components of jazz
 - develop and apply theoretical understanding of structure, form and nuances that are specific to jazz
 - improvise, arrange and create original ideas and material

Business studies

Learn about personal financial literacy and general accounting principles. learn about e-commerce, marketing and communication strategies. understand how general economic principles like income, expenditures and inflation govern personal choice in everyday situations

Choral Music

Students may register for Choral Music at this level without an audition. However, it is expected that students will be capable of performing at the same level as the senior choral students by the end of the year.

Communication Technology (Media)

This course is designed to allow students to explore all of the fun and creative things you can do with a computer and digital equipment. During the course, we will create amazing digital art, use cameras and Powerpoint to create comics and projects for presentation, use Adobe Flash to create computer animations, use a sound effects program to create sound-scapes, use microphones to create radio advertisements, and create a variety of stop-motion movies. This course is a great introduction to the high school level Media Arts program which focuses on Photography and Filmmaking.

Construction

Develop skills in the use of tools and materials used in construction processes, and safely transform common wood materials into useful products; learn the various skills of the respective trade.

Cosmetology

The Cosmetology 9 program is designed to provide students with the opportunity to learn basic fundamental skills in personal and professional practices, basic manicure and nail art, and historical/ cultural understanding of thermal tool hair design. The class is shaped around interactions with other students and developing communication skills.

Drama

Drama plays a major role in the development of the whole person. Drama prepares students for the “real world” by giving them skills that are required to survive the transition to adulthood. These skills are: group work, working independently, leadership, confidence and setting goals. Unit structure will include orientation, movement, mime, Reader’s Theatre, improvisation, comedy and scriptwriting.

Enterprise & Innovation

A 3-credit intro to business design – creating structures for formulating a business plan. Guest speakers will be utilized to support Curricular outcomes.

Fashion

The Fashion course is aimed at providing students who are interested in sewing, with the basic construction techniques to create simple projects. Students will have the opportunity to explore their creativity through a variety of sewing technologies. The lab is equipped with sewing machines, sergers, and an embroidery machine.

Foods

Examine the role of food, looking beyond consumption to production, visual appreciation, nutrition, meal planning, economics and preparation; learn the various skills in the cook trade.

Forensic Science Studies 25, 35

- connect scientific concepts and technologies related to solving crime
- learn about topics like crime scene investigation, forensics, toxicology and ballistics,
- police protective equipment, criminal profiling, arson and police service canines

Horticulture

Do you want to learn how to grow plants? Horticulture 10 is the course for you! Students will learn all aspects of growing from seeding to harvest in traditional soil medium, hydroponics and aquaponics inside and in the school's greenhouse.

Global Sport Academy

The Airdrie Hockey Academy program powered by Global Sport Academy Group, allows motivated and passionate young student-athletes an avenue to pursue their academic and athletic goals in a unique and integrated setting. The hockey program has a state of the art curriculum delivered by industry leaders in athletics, leadership and academic training modules, all in partnership with Rocky View School Division teaching staff. The program also allows students to earn credits toward graduation in grades ten through twelve. Further information regarding this complementary course offering is available online at www.globalsportacademygroup.com. This course will include physical education and complementary course credit. Students registering in the Airdrie Hockey Academy do NOT register separately in physical education. This is subject to sufficient enrollment. Wait list will apply if course is full.

Japanese (Japanese as a Second Language)

Japanese 10 is designed for those students who are beginning their study of the language and culture, and thus no previous experience (Japanese 90) is needed to enrol in it. Students will learn to read and write the Japanese syllabary (hiragana) called *hiragana* and express themselves through various activities. Travel to Japan and hosting of Japanese students opportunities are available for those registered in the Japanese program.

Leadership

The purpose of the Student Leadership program is to encourage students to make a difference in their school and community by successfully planning, implementing, and organizing their own activities and programs. Students will develop personal skills in the areas of communication, decision-making, problem-solving, conflict management, planning, work ethic, team-building, initiative, commitment, and trustworthiness. They learn how to build the strengths they already have and make them even stronger, along with recognizing the strengths others bring to the class. As a result, students become independent, positive leaders who are able to run effective programs at GMHS.

MAGE

The Mustangs Academic Gaming Enterprise (MAGE) is an interdisciplinary learning experience for Grade 10 students. It's goal is to cover curriculum and grant 25 credits in Language Arts (10-1/2), Social Studies (10-1/2), CALM 20/HCS3000, Media Arts, and Enterprise and Innovation through the creation of a game design business. The program is a full year, full morning cohort for 32 students. This program is recommended for students who consistently complete assignments, are looking for a challenge and are interested in gaming and business.

Military Studies 15, 25

- examine the concepts of war and peace from historical and contemporary contexts
- inquire into the social, political, environmental and economic factors that influence military activity
- encounter multiple perspectives on war and peace through personal and collective stories and how these memories influence understanding of identity and community

Psychology

General Psychology 20

- Credits: 3
- Prerequisites: none
- Gain a broad understanding of the many topics of study in psychology, including major theoretical perspectives, major psychological contributors, learning and thinking, conflicts and disorders, discussions on emotion and behaviour and includes self-improvement and self-growth.

Personal Psychology 20

- Credits: 3
- Prerequisites: none
- An introductory inquiry- based course that explores the human personality, including the following theories: psychoanalytic, social behavioral, humanistic and cognitive. Topics of study include behavior and development, elements of personality, intelligence and perception.

Abnormal Psychology

- Credits: 3
- Prerequisites: General Psychology 20 or Personal Psychology 20
- Provides students with an overview of normal and abnormal behaviour within the conditions that affect individuals in our society. Students learn about perspectives of abnormality, causal factors, types of disorders, as well as assessment methods, prevention, and treatment.

Physical Education

PE 20/30: A sports-based focus that is competitive and an emphasis on Kinesiology.

PE 20/30: Lifestyle Leisure: Activity specific and goal based, low competition, some sports, daily health focus with nutrition and fitness design.

Robotics

Using Lego Mindstorm equipment, students will learn to design, build and program robotic devices. This course can provide extensions to Science, Technology, Engineering and Math (STEM). * Our ability to offer the course will be dependent on enrollment.

Sports Medicine

Sports Medicine allows students to learn about the human body. During class students develop knowledge of human anatomy, where they learn about the muscles, bones, tendons, and ligaments.

Sports Medicine focus on teaching students how to prevent and treat injuries through basic human movement principles. Students develop skills taping things such as ankles and wrists.

Sports Medicine students learn about different careers and post -secondary degrees that they can pursue once they finish high school.

Sports Performance

This course is designed to enhance a student's knowledge of training principles, nutrition, recovery, psychological preparation, physical conditioning and skill development in the student's chosen activities.

The student will, through the administration of CTS modules, learn and apply the basic knowledge of: proper techniques in dry land training, fitness center etiquette, proper nutritional and recovery requirements for sports and active living and increase their level of general physical fitness.

The course is module based meaning each module completed and passed the student will earn 1 credit. The class is held in the fitness center as well as a classroom. Students who take this course should have an interest in personal fitness and be able to work independently.

Western World History 30

- use methods of inquiry to understand, analyse and evaluate historical data and information effectively
- apply these methods of inquiry to the significant historical events and concepts that
- shaped the development of Western Europe

Wildlife

Wildlife uses hands on learn to teach students about being stewards of the environment, while learning about different ecosystems and animals. Students learn how to cook in the outdoors, take part in activities in nature, and leave campus for real life learning experiences on field trips.

Students learn about climate change, different types of renewable and non -renewable energy systems, and adventure and ecotourism, while examine different career options that exist for them after high school.