

Grade 10 Course Selection by Subject

3D Animation and Digital Video 11 (YCCT 11C)

Do you like 3D movies? Provide motion to characters and objects you learn to make in Blender 2.5, the industry-standard open source 3D Model and Animation software. Learn the planning, principles, and fundamentals of animation. Create game ready animation, using advanced tools such as lighting, rendering and editing. Show your movies on the class YouTube channel!

Note: Grade 10s may take this course.

3D Computer Drafting & Design 10 (MTDRF10) (Beginners Level 1) *Applied Skills*

Open to all grade 10 students.

Design your own cars, jets, houses or jewelry, with the latest 3D Autodesk Inventor software. Take your models home after printing them in the 3D printer. This course will be an introductory course using the latest current industry standard 3D modeling software used by engineers, architects and designers. The focus of this course will be creative problem solving and personal design.

3D Computer Drafting & Design 10 Advanced (MTDRF10 ADV) (Level 2) *Applied Skills*

Open to grade 10 students who have completed **Drafting 9**.

In this course we will build on skills learned in level one. While the main focus of this course is individual design and interest, students will learn to formalize designs and drawings as required by industry. Students will be using the latest 3DAutodesk Inventor software to learn current industry standard drafting skills. This is an excellent course for those who are looking at careers in design drafting or looking to add technical drafting skill to creative artistic designs. There is a growing demand for students with skills in 3D modeling in the fields of architecture, engineering, interior design, 3D animation, product design and construction.

Accounting 11 (AC11)

Open to grade 10 students.

Accounting 11 will introduce you to the basic fundamentals of a double entry accounting system. Accounting is a job skill; therefore, there will be considerable emphasis on performing to standards acceptable in the workplace. The program Simply Accounting, the Titan Business Simulation and the Monopoly board game will be used to reinforce the accounting concepts taught.

Apprenticeship & Workplace Mathematics 10 (AWM10) (see flow chart at the end of document)

Recommended: One MA 9 course

This pathway is designed to provide students with the mathematical understandings and critical-thinking skills identified for entry into the majority of trades and for direct entry into the work force. Topics include algebra, geometry, measurement, trigonometry and finances.

Cafeteria Training 11 (CAFT11) *Applied Skills*

Counsellor permission required

Offered to Grade 10, 11 or 12 students who have an interest in assisting students and the teacher in a food related setting. Students will provide assistance in cafeteria food preparation and service. Students must be prepared to work during some lunch times

with time off provided.

Career Life Education 10(MCLE-10)

The career Education Curriculum supports students in the process of becoming successful, educated citizens by providing them with opportunities to explore a variety of careers and options for the future. Career Education helps students to discover a bridge between classroom learning and workplace and post -secondary realities, and is intended to make their learning meaningful and relevant. Three of the content areas covered will be: Personal Development, Connections to Community and a Career Life Plan.

Coding & Media Design 10(MMEDD10)

Create 2D video animations with Flash CC. Develop your multimedia skills using several applications, as well as online apps. Develop mods and worlds in Minecraft. Edit your digital photos with Photoshop CC; design video games with GameMaker RPG-type game design; and edit sound with MIDI and Wav programs. Learn to program with Scratch and take a computer apart and put it together again! In Coding & Media Design 10, students develop capabilities in learning new software interfaces that will stay with them long after the technology changes.

Note: Grade 9s may take this course

Community Recreation 10 (PHE10)

Co-ed course. Tired of the same traditional PE activities? Looking for a little more adventure from your PE class? Have you ever wondered what it would be like to explore the great outdoors, or see what leisure opportunities our city has to offer? This is your chance! This course will allow you to earn your PHE 9 credit through this course which supplements the traditional PE curriculum by giving students an opportunity to experience leisure and adventure activities as part of this course.

In the past, students have gone bowling, golfing, mini-golfing, curling, and experienced racquetball, tennis, batting cages, and judo.

In addition, students will be given the opportunity to go on many full day adventure outings offered as curricular enhancements. These opportunities will include hiking, backpacking, river rafting, camping, snowboarding/skiing, paintballing, rockclimbing, mountain biking, and many more. Participation in the adventure outings is not mandatory but why wouldn't you want to?!?!

Participation in these curricular enhancements activities are not mandatory, and therefore participation will not affect a student's grade. There is no course fee for this class. However, all expenses associated with the adventure and leisure enhancement opportunities will need to be covered by the student.

For real time pictures, videos, and descriptions of Comm Rec activities visit <https://www.facebook.com/Commreextreme> or visit our website at www.commreextreme.com

Community Recreation Extreme 10 (YPR 10A) Extended Day

Comm Rec Extreme is for the outdoor enthusiast who is looking for timetable flexibility and a greater challenge than provided by the regular Community Recreation offerings. This full year linear course will focus solely on learning about and preparing for adventure outings in the following areas:

TREK: Backpacking and Hiking

RIVER: River Rafting/Kayaking

SNOW: Snowboarding/Skiing

ROCK: Indoor and Outdoor Rock Climbing

BIKE: Mt Biking...Cross-country and Downhill.

Paint: Adventure Sports Games with a Paintball Gun

Students will meet on-line to complete learning modules and assignments in each of four major adventure areas. At the culmination of each unit, students have the option of putting together a trip plan for a desired outing. Alternatively, students can put their knowledge into practice by planning for and attending some of the many different adventure outings that are offered each year. Comm Rec Extreme students have their pick of all adventure outings offered in the Community Recreation Program. Typically, students will earn 100 adventure hours to enhance their studies. The cost of these enhancements will vary, and will be the responsibility of the student.

Computer Programming 11 (Java) (ICTP11) *Applied Skills*

Grade 10 students are encouraged to take this course.

Programming is a fundamental skill in this digital age! If you are a cellphone, YouTube, Netflix, Facebook user, learn to understand the logic behind them. This is an exciting, growing, challenging field that has impact in most aspects of everyday life. Develop problem solving skills and analytical abilities while learning how to: write in binary; code in Java and JavaScript; and develop 2D games and simple algorithms.

Digital Photography & Graphic Design 11 (VAMT11) *Fine Arts*

Open to grade 10 students. Designed for all levels of photographers.

This course will help students become well rounded in the fundamentals of digital photography. Students will learn: basic composition, some studio lighting, the use of Adobe Photoshop CS as applied to photography and time permitting Lightroom. Students will be permitted to go outside and shoot assignments based on what they are learning.

Students will also be required to take pictures on their own time. Students will be shown samples of desired outcomes at the beginning of each assignment. The class will critique all work.

Drama 10 (DRG10) Fine Arts

A transitional course. Improvisation and creative drama still play an important part of the course. There are three units of study; the Stage, Radio and Video. Students will learn the basics of each and will create group projects in each discipline. The ability to work effectively and cooperatively in a group is a must. Effort is more important than talent. Attendance is crucial as make ups are impossible.

Education a la Vie Professionnelle (FCLE-10)

The Education a la Vie Professionnelle Curriculum supports students in the process of becoming successful, educated citizens by providing them with opportunities to explore a variety of careers and options for the future. Education a la Vie Professionnelle helps students to discover a bridge between classroom learning and workplace and post-secondary realities, and is intended to make their learning meaningful and relevant. Three of the content areas covered will be: Personal Development, Connections to Community and a Career Life Plan.

Electronics and Robotics 10 (MTEAR10) Applied Skills

Electronics and Robotics 10 is an introductory course that allows students to explore the areas of design, electronics and robotics. Students will refine prototypes and compete in design challenges. In this course students must come up with solutions to the design challenges they are given.

Students will explore the following:

- Electrical theory using parallel and series circuits.
 - Production of simple circuits from schematic drawings.
 - Measurement using diagnostic and testing Instruments.
 - Function and use of hand tools and operation of stationary equipment.
 - Cases for enclosing a circuit.
 - Sequences involved in making a functional robot.
 - Block-based coding or logic-based programming for robotics.
 - Flow charts related to robotics behavior.
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English 10 (MLST10 + MCMP510)

Focuses on developing a strong base of reading, writing, speaking and listening skills through a core Grade 10 curriculum. Focus areas will include: **Literary Studies, Composition, Creative Writing, New Media, Spoken Language.**

Students are encouraged to share insights gained from reading and discussion, to develop critical thinking skills, to understand different human values, to hone their writing ability, and to gain increasing appreciation of literature in a variety of forms, including First Peoples texts.

Students' final assessment will include results from testing the core curriculum as well as their chosen two focus areas.

English 10 Honours (MLST10 + MCMP510)

This course covers the 'core' curriculum area of English/Language Arts 10 including novel study, poetry, short stories, creative writing and drama. Other focus areas include: **Literary Studies, Composition, Creative Writing, New Media, Spoken Language.** The course provides students with an opportunity to study significant literary works such as The Pearl by John Steinbeck, To Kill a Mockingbird by Harper Lee, Animal Farm by George Orwell and Romeo and Juliet by William Shakespeare. It also provides students with ample opportunities to express their views, make

decisions, feel that their ideas are valued, and assume increasing responsibility for their learning. Here, students are presented with a window into the past, a complex portrayal of the present, and questions about the future. Class participation is a key element for success in this course. Supplementary reading will be required. Students should be prepared to go well beyond the requirements of the regular English 10 curriculum. This course encourages students to: 1. Communicate effectively in written, spoken, and visual forms, 2. Develop positive attitudes toward language learning, 3. Make connections to other areas of study and to life outside the classroom, 4. Think critically, creatively, and reflectively, 5. Appreciate their own culture and the culture of others, 6. Use technology

Recommended: English 9 with an 80% average **and** English teacher's recommendation. Students may be asked to submit a portfolio of their work to a screening committee.

Entrepreneurship & Marketing 10 (MADEM10)

Are you interested in business? Do you want to run your own business one day? If your answer is yes, this is the course for you! We learn about entrepreneurs, who they are, how they get started and how they market their ideas to you and me! Various projects are used to reinforce learning - including creating a marketing campaign with commercials, online ads & a company website! This course is essential for any student wanting to increase their knowledge of the business world!

Note: Grade 9s may take this course

Fitness & Conditioning 10 (YHRA 10C)

Co-ed course. Want to work out but can't find the time, or afford a gym membership fee? Then this is the course for you. Fitness and Conditioning gives you an opportunity to both set and pursue fitness goals, and do this during the school day so as to not interfere with any free time/afterschool activities you may have. Resistance/Weight training, speed and agility training, plyometrics, flexibility, and cardio vascular training and sports nutrition are all aspects of optimal performance focused on in this course. If you want to be in the best possible shape and perform better than you ever have before, this is the course for you. Course evaluation will be based on daily performance in class, monthly physical testing, weight training log books, and quizzes.

Fitness & Conditioning 10 Female (YHRA 10C)

*See Fitness & Conditioning 11 course description

Foods & Nutrition 11 (FDN11) *Applied Skills* Introduces Grade 10 -12 students to more advanced techniques in food preparation, meal planning and meal presentation. Students will develop an understanding of global issues in nutrition. Students will learn to make fresh pastas, more advanced yeast bread preparations such as pita pockets and French bread. A variety of foods will be prepared such as scones, crepes, frittatas, gourmet burgers, orzo, pies, cheesecake...and the list goes on.

Foundations of Mathematics & Pre-Calculus 10 (FMP10) (see flow chart at the end of document)

Recommended: Foundations of Math 9 with 60% minimum

This pathway is designed to provide students with the mathematical understandings

and critical-thinking skills identified for post-secondary studies. Topics include algebra, measurement, relations, functions and trigonometry.

Foundations of Mathematics & Pre-Calculus 10 Honours (FMP10) (see flow chart at the end of document)

This is an enrichment program, not acceleration. While completing topics outside the normal curriculum, students will be required to maintain high grades and will have opportunities to enroll in national math contests.

Français Langue 10 (FRAL10)

Continuation of FRAL9 for immersion students. While constantly reviewing FRAL9 grammar concepts and verb tenses, the focus of the grammar component will be the 4 concepts: Possessive and Demonstrative pronouns, Subjunctive tense, Relative pronouns, Comparative and Superlative. Also, poetic devices will be emphasized. The FOUR skills, (listening, speaking, reading and writing) continue to be developed. Literature: Les Misérables, and Contes de Maupassant. Recommended: Petit Larousse de poche, Bescherelle.

French 10 (FR10)

Recommended: FR 9 (67% recommended)

Program: Communiquête. A continuation of the communication-based program used in French 9. Grammar concepts of the whole-language approach will be re-visited. Use of the target language (French) is required and expected on a daily basis. As a performance-based course, students will be required to demonstrate their learning during class time. Students should strive to interact orally, as compared to simply listening, in preparation for FSL 11 and 12. Students struggling with grammar concepts and the ability to speak French in front of the class should not consider this course.

German 10 (GE10)

Recommended: GE9

A second year course in German. Students should have German 9 as a Recommended or prior knowledge in German. Students may be moved into German 11 at the discretion of the teacher.

Instrumental Music: Guitar 11 (IMG11) *Fine Arts*

For those students with little or no previous guitar experience.

Designed for those students who wish to learn to play guitar. The course content will include basic note reading, chord construction and chording patterns. Enrollment may be limited owing to availability of instruments.

Instrumental Music: Jazz Band 10 Extended Day (MMUJB10) *Fine Arts*

Emphasis will be on developing technical skills in the area of Big Band Jazz. All kinds of jazz music will be explored. The instrumentation for this class is saxophone, trumpet, trombone, drums, piano, electric guitar and bass guitar. Students must have a minimum of two years playing experience. Must be enrolled in Concert Band or contact Mrs. Wade.

Introductory German 11 (BGE11)

Introductory course in written and spoken German for students who have not studied the language at the Junior Secondary level. The basics of German 9 and 10 will be

covered and students will be able to register for German 11 following this course. One year of study beyond BGE11 is required to meet the language study requirement at most B.C. universities.

Living and Learning with Character 10(YIPS 10C)

Mandatory for all grade 10 students.

Good character is the foundation of a strong and healthy school culture. The focus of this course will be to introduce students to the Mouat School of Character values: respect, responsibility, integrity, caring, awareness, and teamwork. In this blended course, work will be completed online, through guest speakers and school assemblies.

Metal Fabrication & Machining 10 (MTMET 10) *Applied Skills*

Open to grade 10 students

This is an introductory course in metal work. Students will experience metal art, jewelry design, CNC plasma cutting, decorative metal work and welding. Heavy emphasis will be placed on safe work practices and use of tools in this introductory course. Students will work both individually and in teams at various workstations.

Music: Concert Band 10 (MMUCB10) *Fine Arts*

The main emphasis is on playing and developing technical skills on your instrument. Many performance opportunities will be offered at concerts, festivals and trips. Recommendation: one year of instrumental experience or contact Ms.Wade.

Music: Concert Choir 10 Extended Day (MMUCC10) *Fine Arts*

Open to all students in Grade 10 who wish to sing. There is no Recommended for this course, and students do not need previous singing experience of any kind. Students will further their understanding of the voice and music theory. Class time will be devoted to the improvement and understanding of the singing voice, and to the improvement of the ensemble. The emphasis of this course is performance of music in a variety of styles.

Physical Health and Education 10 - Extended Day (PHED10)

This course is available to all Mouat student athletes competing on teams offered at Mouat. In order to qualify for this course, students must fulfill 100 hours through the sport or sports that they compete in. Sports that would satisfy the requirement include Football, Volleyball, Wrestling, Basketball, Track and Field, Soccer and Rugby. Cross Country and Swimming would also satisfy the hours if combined with another W.J. Mouat sport. Marks would be based on participation and commitment to the team, demonstration of development of skills and fitness, and demonstration of good sportsmanship in keeping with our Mouat Athletics code of conduct. Students will also complete four projects around social and community health and mental well-being.

Physical Education Leadership 10 Extended Day (YHRA10B)

This is an Extended Day, Full Year Linear Course. Enrollment by instructor approval. The grade 9-12 students in this course will work in teams to plan, promote, and run the intramural activity program during the lunch break. They also put on special activity days throughout the school year. As an extended day course, class will meet once a week on Tuesday mornings from 7:15-8:00am.

Physical Health and Education 10 Female (PHE10)

Physical Health and Education 10 Male (PHE10)

Students will participate in a variety of leisure, fitness, sport and lifestyle activities. Depending on scheduling, students will participate in the following activities: learning to run, volleyball, aerobics, softball, minor games, basketball, touch football, badminton, soccer, dance (folk, square, swing, hip-hop), weight lifting, handball, swimming, wrestling, skating, ultimate, lacrosse. Health topics include sexual health, strategies to pursue healthy living, mental well-being, social and community health, etc.

Photography 11 (YVPA 11A) Open to grade 10's

Students must provide their own 35mm manual camera with built-in light meter. This is an introductory level photography course. Students will learn to use a 35mm camera, process black and white film, print enlargements, use an enlarger, tone and hand-tint photographs, safety procedures for mixing and using photographic chemicals, creative approaches to image making and pinhole photography. Time permitting, students will explore Photoshop to enhance or alter images.

Science 10 (SC10)

Science 10 is a continuation of the concepts studied in Science 9. The material is concept-oriented and requires mathematical calculations and problem-solving approaches. Laboratory work and report writing are further developed. The major topics include:

- A) Chemistry - atomic theory, formulas, and writing and balancing chemical equations, radioactivity
- B) Biology - DNA and Inheritance
- C) Physics - transformations of energy
- D) Earth Science - formation and structure and examination of tools to study the universe

Science 10 Honours (SC10)

A continuation of concepts within Science 9. The material covered will be the same as in Science 10 with an emphasis placed on critical thinking skills, process skills and enrichment. The curriculum will be covered faster allowing for more time spent on laboratory skills, laboratory report writing, experimental design, special projects and computer based explorations. Space in this course is limited.

Criteria:

- minimum 80% average in SC9
- recommendation from Sc9 teacher
- willingness to pursue science activities beyond the prescribed learning outcomes of the curriculum

Sciences Humaines 10 (SCH 10)

This French Immersion course follows the same curriculum as the English track. See description for Social Studies 10.

Social Studies 10 (SS10)

Social Studies 10 is a course that will look at Canada and the world from 1900 to the present. Students will explore topics in history, geography and governance. Students will be working at understanding the changing conceptions of identity in Canada and Canadian autonomy. Throughout the course various conflicts at home and abroad will be addressed as well as how they have impacted present day Canada. This course will also give students the opportunity to examine different aspects of citizenship through discussions of such things as: truth and reconciliation, human-environmental interactions and how citizens influence and shape government. Students will use historical and critical thinking skills to demonstrate an understanding of how we have come to live in our contemporary world.

Studio Arts 11: Ceramics & Sculpture (SACS11) *Fine Arts*

Work on more advanced projects using hand building and casting techniques. Projects will be assigned and used to encourage creative and original problem-solving. Students are expected to plan and design projects before creating and decorating them. Class discussion, participation and critiques of art are encouraged. Some discussion of historical and contemporary art will be included as well.

Technology Ed: Mechanics 10 (TEC10) *Applied Skills*

Examines the diverse sources of power which include internal and external combustion engines. The disassembly, inspection, repair and successful reassembly of small two and four stroke engines will enable the student to gain proficiency with safe use of hand tools and with theory and operation. This will be expanded upon to include preventive maintenance and basic operational theory of the automobile. Students are expected to supply their own project work for credit in this course.

Textiles (TXT10) *Applied Skills*

An introductory course for Grade 9-12 students, where you will learn some basic sewing techniques, including using and fitting patterns.

Projects may include a platypus and reindeer or bunny, as well as:

1. Bear with dress or overalls
2. Pajamas
3. Garment of your choice

The course also covers some aspects of clothing selection. Note: Basic patterns, fabric and notions will be supplied. Most students will want to personalize the course and should expect a cost of \$50-\$100.

Visual Arts 10: Drawing & Painting (VAD10) *Fine Arts*

Extension of Art 9, emphasizing experimentation with a variety of materials in drawing and painting. Students will be expected to develop in-depth understanding of processes, materials and the use of elements and principles of design in their own art, as well as historical and contemporary art. Specific art assignments related to these processes and the elements and principals of design will be given so students can gain more practice using a variety of materials to develop personal imagery. Students will analyze and evaluate image development strategies used by themselves, their peers and other artists.

Visual Arts: General 10 Extended Day (VAG10) *Fine Arts*

This course has been designed for students who have a passion and talent for Art &

Design. VAG10 is an extended day class which takes place after school on Mon. & Tues. from 2:30-4:00 for the school year. Students will be mainly painting in an open studio environment. Assignments are thematic and students must be motivated self-starters. VAG10 does not take the place of a regular Art class.

Women in Tech 11 (ID11) *Applied Skills or Fine Arts*

This course is open to grade 10 students.

This is an introductory course that will introduce female students to jewelry making, woodworking, art metal and CNC machines (Computer Controlled Machines). Being a project centered course, students will make a variety of projects.

Some project examples are:

- jewelry
 - candle holders
 - picture frames
 - yoyo's, pens, bowls, goblets
 - jewelry boxes
 - stained glass
 - CNC made signs
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Woodwork 10 (MWWK10) *Applied Skills*

Open to all grade 10 students. Woodwork 10 will provide students with the opportunity to use the latest woodworking equipment and Computer Controlled Machines (CNC).

Safe use of hand and power tools will be heavily emphasized. Being a project centered course, students will make a variety of projects.

Some project examples are:

- skateboards and longboards
 - candle holders
 - picture frames
 - yoyos, pens, bowls, cups
 - jewelry boxes
 - household furniture (side tables, coffee table, entertainment stand)
 - CNC design signs and projects
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Yearbook 10 Extended Day (YCCT10A)

Extended day class. 2 days per week for a minimum of 4 hours per week. Meeting times will be determined in September. **Recommended: B average and instructor's permission.** Previous experience in yearbook photography or computer studies will be important assets for anyone considering this course. Must own a good camera, digital camera preferred (3.1 Mega pixels or better). Provides practical experience for the beginning journalism student by introducing them to all phases of yearbook production. Throughout the year, students will be expected to master fundamentals of layout and design techniques of magazine format and then apply these skills to actual yearbook production. Students will use both Adobe Pagemaker and Adobe Photoshop programs. The class will be responsible for producing the school's yearbook and every member of the class will be required to become familiar with all aspects of this project including digital photography, desktop publishing layout, writing, advertising and book sales and promotion.

This course is graded on the following criteria:

- very regular attendance
- ability to function as part of a team

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- overall 'quality of workmanship'
- ability to meet deadlines
- various project/assignments

Math Department Flow Chart (on next page)

