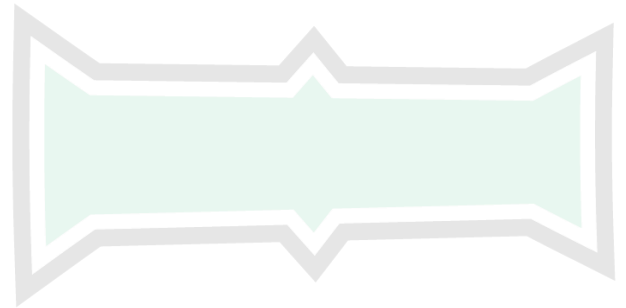


OPTION CLASSES COURSE OVERVIEW

2025-26



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ANIMATION

5 Credits

Animation can be taken alongside or after Art classes. Students will learn to make animated videos. They will learn a number of different styles including those used by Classic Disney, more modern Pixar, and many other animation companies.

Animation 10, students will learn the basics of how to make their 2D and 3D traditional and digital animations move in a fluid manner. They will also become familiar with tools to design characters and background objects.

Animation 20 students will learn to combine the things they learned the previous year to tell a short story.

Animation 30 students will work on longer and more detailed stories or a higher volume of works and improve their existing skill set.

Animation 10

5 Credits

1. COM 1005 Visual Composition or DES 1910 Design Project A
2. DES 1020: The Design Process
3. DES 1030: 2D-Design 1
4. DES 1040 3D design 1
5. COM 1145: Animation 1

Animation 20

5 Credits

1. COM 2105: AV preproduction 1
2. COM 2115 AV Production 1
3. COM 2125: AV Post Production 1
4. COM 2145: Animation 2
5. COM2910: COM Project B

Animation 30

5 Credits

1. COM 3105: AV Preproduction2
2. COM 3115 AV Production 2
3. COM 3125: AV Postproduction 2
4. COM 3145: Animation 3
5. COM 3910: COM project D

ARABIC

EIA's Arabic Program aims to teach students the basics of the Arabic language and provide them with language tools that will help them achieve overall competency and fluency of the language later on. This goal will be achieved in three primary ways. One, the program will expose students to all elements of the Arabic language, including: reading, writing, speaking, and active listening. Two, the program will focus on the general outcomes of Application, Language Competence, Global Citizenship, and Strategies. For example, to aid with the Language Competence outcome, students will be introduced to a great deal of Arabic vocabulary. Three, the program will be enriched with authentic materials from the Arabic publishers and media, as well as an introduction to Arabic culture

Arabic 15

5 Credits

1. LDC 1514: Arabic Language and Culture 15-12Y

Arabic 25

5 Credits

Prerequisite Arabic 15

1. LDC 2514: Arabic Language and Culture 25-12Y

Arabic 35

5 Credits

Prerequisite Arabic 25

1. LDC 3514: Arabic Language and Culture 35-12Y

ART

Art is an expression and application, a process of creativity and skill, to produce a visual that is beautiful.

These art courses focus on building skills, so that you have the background knowledge to be more freely creative.

The process of making art is fun and relaxing. Art class is a place to unwind from the left-brain classes.

“Good art suspends time, it leaves one hovering in the moment, suspended by the spectacle, free to think and feel, yet guided and nudged by the display.”

Course Fee

The course fee for Art covers art supplies you can keep (such as brushes) and the art supplies that you will use (such as paint).

Art 10

3, 4, or 5 Credit Course

Course Fee: \$60

This course focuses on basic skills in art and an exposure to a variety of mediums, including:

- Contour drawing
- Shading and hatching
- Objects
- Faces
- 1-, 2, and 3-point perspective
- Colour theory
- Acrylic painting (Bob Ross)
- Watercolour painting

Art 20

3, 4, or 5 Credit Course

Prerequisite: Art 10

Course Fee: \$60

This course focuses on mixed media and building up skills of Art 10, with the aim of exposing students to a wider variety of mediums, including:

- Printmaking
- Scratchboard
- Bookbinding
- Sculpting/assembly
- Charcoal and Conté
- Acrylic painting

Art 30

5 Credit Course

Prerequisite: Art 20

Course Fee: \$60

This course teaches in-depth skills and focuses on the development of a personal style, including:

- Watercolour painting (landscapes, animals)
- Oil painting
- Art history
- Making a personal art portfolio

AUDIO/VIDEO PRODUCTION

Video is storytelling. The skills required to record a video well can be daunting. These courses focus on building skills, so that you have the background knowledge to be more freely creative in your audio/visual storytelling.

Students will begin their A/V journey learning to make videos that follow current social media trends and move to more professional pursuits as they continue within the courses.

The outcomes of these courses can be summarized in a few main skills:

- Telling a story
- Framing a shot
- Working with a camera
- Working with sound recorders
- Editing audio and video

Videography 10: Essentials

Course Fee: TBD

1. COM 1005: Visual Composition (or COM 1910: COM Project A)
2. COM 1105: Audio/Video
3. COM 2105: AV Preproduction 1
4. COM 2115: AV Production 1
5. COM 2125: AV Post Production 1

Videography 20: Intermediate

Course Fee: TBD

1. COM 3005: Creative Writing
2. COM 3105: AV Preproduction 2
3. COM 3115: AV Production 2
4. COM 3125: AV Post Production 2
5. COM 3135: Audio Techniques

Videography 30: Advanced

Course Fee: TBD

1. COM 1035: Graphic Tools
2. COM 2155: Design – Brand Identity
3. COM 3165: AV Broadcasting
4. COM 3910: COM Project D
5. COM 3920: COM Project E

BUSINESS MANAGEMENT

Each year of the Business Management, a student will end the course with a business plan for something they could leave the building and start immediately.

In BM10, students will learn to see opportunity where others see a problem. They will identify a problem in their lives, or the lives of those around them, and enact a plan to solve that problem with a product or service.

In BM20 Students will learn the fundamentals of running a business.. They will look at several business case studies and determine why some businesses succeed and others fail. They will create an advertising campaign for a venture and complete their second business plan.

BM30 students will devise a business that they could reasonably run during their summers, evenings and weekends in Canada. They will then examine the logistics of scaling that business, promoting that business, advertising for that business,

Business Management 10

5 Credits

1. ENT 1010: Challenge and Opportunity
2. ENT 1020: Elements of a Venture Plan
3. MAM 1010: Marketing and Management
4. FIN1010: Personal Financial Information (optional)
5. MAM 1030: Communication Strategies 1 (optional)
6. ENT 1910: Ent Project A

Business Management 20

5 Credits

1. MAM 2030: Communication Strategies 2
2. ENT 2020 Financing Ventures
3. ENT 2010: Analyzing Ventures
4. ENT 2030: Marketing the Venture
5. ENT 2040: Create the Venture

Business Management 30

5 Credits

1. ENT 3010: Managing the Venture
2. ENT 3020: Expanding the venture
3. MAM 3040: Promotion - Sales Techniques
4. MAM1040: E-Commerce 1
5. ENT 3910: ENT Project D

CAREER AND LIFE MANAGEMENT

The aim of senior high school Career and Life Management (CALM) is to enable students to make well-informed, considered decisions and choices in all aspects of their lives and to develop behaviours and attitudes that contribute to the well-being and respect of self and others, now and in the future. CALM is the core course for health literacy at the senior high school level in Alberta.

CALM: Career and Life Management

3 Credits

Required course for High School Diploma

COMPUTER SCIENCE 10 AND 20

Students begin by learning the basics of several fields of computer science to discover whether there is a path for their interests within the tech industry. The 30 level Computer Science course can be used for University admissions.

CSE 10 students develop a general familiarity with the basic mechanisms of all the devices that they use daily. They will learn how the internet works, they will learn how algorithms function, they will learn the basics of Python and HTML.

CSE 20 is customized for the interests of the student. They will gain further general knowledge of the field, and also specialize in one of three elements of the CS profession. CSE 20 students will need a windows enabled computer.

Web Design students will begin using templates designed by others and move toward independent design of sites used for purposes such as stores, blogs, and marketing.

App design students will learn to create a user friendly interface. They will have the opportunity to design an app using a template.

Game design students will begin by creating games based on the templates laid out by others before developing the skills needed to create their own original products.

There is no course fee for Computer Science courses.

CSE 10

*5 Credits (*required to take CSE 20)*

1. CSE 1010: Computer Science 1*
2. CSE 1110: Structured Programming 1*
3. CSE 1120: Structured Programming 2*
4. CSE 1910: CSE project A
5. CSE 1210: Client Side Scripting 1 (optional)
6. CSE 1240: Robotics Programming 1 (optional)

CSE 1120 and CSE 1240 both require CSE 1110 as a prerequisite.

CSE 20 (3 credits mandatory, 2 optional)

3 Credits mandatory

1. CSE 2010 Computer Science 2
2. CSE 2110: Procedural Programming 1
3. CSE 2120: Data Structures 1

CSE 20 (Web Design Specialty)

Select 2 credits from:

1. CSE 2910: CSE Project B (design a website)
2. COM 1005: Visual Composition
3. COM 1055 Web design 1
4. COM 2055 Web Design 2
5. COM 2015 Electronic Layout and Publishing

CSE 20 (App Design Specialty)

Select 2 credits from:

1. CSE 2910: CSE project B (design an app)
2. COM 1005: Visual Composition
3. COM 2285: Tech Client Services 1
4. CSE 2130: Files and File Structures 1

CSE 20 (Game Design Specialty)

Select 2 credits from:

1. CSE 2910: CSE project B (design a game)
2. COM 1005: Visual Composition
3. COM 1035 Graphics tools
4. COM 1105 Audio/Video

COMPUTER SCIENCE 30

CSE 30 is an option class, but it also qualifies as a 30 level science course for admission at the University of Alberta, Macewan University, the University of Calgary, the University of Lethbridge and other institutions within the province of Alberta.

Students learn the material that will carry them through their first year university Computer Science courses with ease, whether as electives or as their major.

They will finish off their course with a portfolio project that combines the skills they learned in CSE 20 and their more advanced understanding of the field of computer science.

All five modules must be completed for the student to use this course as a science course for university admission.

CSE 30 requires a windows enabled laptop.

CSE 30

5 Credits

1. CSE 3010: Computer Science 3
2. CSE 3020: Computer Science 4
3. CSE 3110: Iterative Algorithms.
4. CSE 3120: Object Oriented Programming 1
5. CSE 3910: CSE Project D (creating a game, an app, or website)

FASHION

Fashion 10 students will study fashion design, the manufacturing process, as well as the proper uses and care of textiles. Students will learn about the fashion cycle and recycling of materials.

Fashion 10: Essentials

5 Credits

Course Fee: TBD

1. FAS 1000: Fashion Illustration 1
2. FAS 1010: Fashion Dynamics
3. FAS 1020: Textiles & Their Care
4. FAS 1030: Sewing Fundamentals
5. FAS 1190: Textile arts

Fashion 20: Intermediate

5 Credits

Course Fee: TBD

1. FAS 2000: Fashion Illustration 2
2. FAS 2050: Flat Pattern 1
3. FAS 2060: Pattern Drafting 1
4. FAS 2080: Activewear
5. FAS 2110: Creating Home Decor

Fashion 30: Advanced

5 Credits

Course Fee: TBD

1. FAS 3000: Fashion Illustration 3
2. FAS 3040: Contemporary Tailoring
3. FAS 3080: Cultural Fashions
4. FAS 3180: Theatrical Costuming
5. FAS 3200: Outdoor Clothing

FINANCIAL MANAGEMENT

Financial literacy skills are becoming extremely important to make informed decisions in your life. Fortunately, the Financial management course can provide you with those important skills. In this course, you'll learn how to keep track of the money that you spend, and how to design your own budget. You will also be introduced to different tips that could help you to save money to make major purchases. In addition, you will explore financial management related careers through guest speakers who work in the same field and have years of experience.

For more information about each module you may visit:

<http://www.learnalberta.ca/ProgramOfStudy.aspx?lang=en&ProgramId=395938#>

Financial Management 1

5 Credits

1. FIN1010: Personal Financial Information
2. FIN1015: Accounting Prep
3. FIN1020: Accounting Cycle 1
4. FIN1030: Accounting Cycle 2
5. FIN1910: FIN Project A

FOODS

In Foods 10 students will be introduced to various baking and cooking techniques, safety and sanitation procedures, recipe analysis, and measurement processes.

Class time is split between the foods lab and the classroom, and the following are expectations for students taking

Foods 10:

- 1) Be open and willing to try new foods
- 2) Be able to conduct a monthly deep clean on the last Friday of each month
- 3) Prepare a year-end final cook-off featuring fully customized recipes

By the end of the semester students will be able to properly analyze recipes, ensure proper kitchen sanitation, and prepare various recipes with proper kitchen etiquette.

FOODS 10

4 Credits

Course Fee: \$125

1. FOD 1010: Foods Basics (no prerequisite)
2. FOD 1020: Contemporary Baking (no prerequisite)
3. FOD 1030: Snacks and Appetizers (prerequisite: FOD1010)
4. FOD 1080: Food and nutrition basics

FOODS 20

4 Credits

Course Fee: \$125

1. FOD2030: Food Decisions and Health
2. FOD2040: Cake and Pastry
3. FOD2050: Bread Products
4. FOD2060: Milk Products and Eggs

FORENSIC STUDIES

In Forensic Studies 25-35, students will investigate and evaluate the processes involved in the collection and preservation of crime scene evidence. As students delve into forensic studies, they will investigate and analyze the strengths and limitations of forensic evidence analysis. This course sequence focuses on the ethical considerations involved in the use of forensic evidence. As well, students will explore a variety of occupations and potential career opportunities in the field of forensics.

Forensic Studies

3 Credits each

1. LDC 2256: Forensic Studies 25 (prerequisite Science 10 or Science 14)
2. LDC 3256: Forensic Studies 35 (prerequisite LDC 2256)

GRAPHIC DESIGN

Graphic Design is the art or skill of combining text and pictures in advertisements, magazines, or books. Students will work with a variety of software.

The outcomes of these courses can be summarized in a few main skills:

- Making posters
- Making logos (branding)
- Visual aesthetics
- Vector and pixel graphics
- Exposure to the world of printing and publishing

Graphic Design 10: Essentials

4 or 5 Credits

Printing Fee: TBD

1. COM 1005: Visual Composition (or COM 1910: COM Project A)
2. COM 1025: Typography
3. COM 1035: Graphic Tools
4. COM Project A
5. COM 2025: Electronic Layout & Publishing I

Graphic Design 20: Intermediate

4 or 5 Credits

Printing Fee: TBD

1. COM 2035: Raster Graphics I
2. COM 2045: Vector Graphics I
3. COM 2155: Design – Brand Identity
4. COM project B
5. COM 3025: Electronic Layout & Publishing II

Graphic Design 30: Advanced

4 or 5 Credits

Printing Fee: TBD

1. COM 1015: Media
2. COM 3035: Raster Graphics II
3. COM 3045: Vector Graphics II
4. MAM 2090: Promotion – Print Advertising
5. COM 3155: Design – Advertising Campaigns

LEARNING STRATEGIES

Learning strategies is designed to help students strengthen and broaden their English skills before entering into English 10-1.

Learning Strategies

5 Credits

1. LDC 1599: Learning Strategies 15 (no prerequisite)

PHOTOGRAPHY

Photography is a powerful tool that allows individuals to capture time, including the memories, emotions, and thoughts attached to that moment. By completing these photography modules, students will develop new skills that will help them creatively capture these moments.

Each photography course consists of five modules, and each module consists of a series of challenger projects. As students complete these projects, they will have the opportunity to explore the different artistic and technical components involved in photography, including composition, editing and photoshop.

Photography 10: Essentials

5 Credits

Course Fee: \$15 (deposit for SD card)

1. COM 1005: Visual Composition
2. COM 1205: Photography – Introduction
3. COM 1215: Photography – Digital Processing I
4. COM 1275: Photography – Exposure
5. COM 2205: Photography – Composition

Photography 20: Publishing

5 Credits

Course Fee: \$15 (deposit for SD card)

1. COM 2215: Photography – Communication
2. COM 2235: Photography – Lenses
3. COM 3205: Photography – Lighting
4. COM 3215: Photography – Photojournalism
5. COM 2910: COM Project B

Photography 30: Artistic Photography

5 Credits

Course Fee: \$15 (deposit for SD card)

1. COM 2225: Photography – Darkroom Techniques
2. COM 3275: Photography – Digital Processing II
3. COM 3225: Photography – Colour
4. COM 3235: Photography – B/W Techniques
5. COM 3245: Photography – Outdoor

ROBOTICS

In Robotics 10, we cover fundamental concepts regarding electronics, sensors, motors, processors, coding, robotic design, and more. The modules are mostly hands-on and project-oriented, and students have flexibility to work at their own pace. The course culminates with a major build, where we construct a robot designed to play an annual game and to perform a specific task.

Robotics 10: Essentials

5 Credits

Course Fee: \$40

1. ELT 1130 Robotics 1
2. ELT 1010 Electro Assembly 1
3. ELT 1140 Robotics Applications
4. ELT 1080 Control Systems 1
5. CSE 1110 Structured Programming 1 (optional)

SPEECH AND DEBATE

Over the course of this semester, we will be working to develop our leadership, public speaking, critical thinking, and reasoning skills through a series of simulations, research projects, and debates. Furthermore, we will be examining the history and purpose of the United Nations and its various councils. Students will also have the opportunity to participate in an international model UN field trip.

Speech and Debate 15

3 credits

1. LDC 1209 Speech and Debate 15

1 credit each

2. HSS1080 Leadership Fundamentals 1
3. HSS1090 Speaking & Presenting

Speech and Debate 25

3 credits

1. LDC 2244 Speech and Debate 25

Speech and Debate 35

3 credits

1. LDC 3244 Speech and Debate 35

TECHNOLOGY FUNDAMENTALS

This course is designed to allow high school students to become more proficient with the technologies they will use throughout their high school careers and beyond.

This course offers the fundamental skills used in several different career fields, allowing students to try a few different things without having to commit to a full 5 credit course in one field.

The course also offers training in skills like project management, problem solving, and digital literacy.

Technology Fundamentals

5 Credits

Course Fee: TBD

1. CSE 1110: Structured Programming 1
2. DES 1020: The Design Process
3. COM 1005: Visual Composition
4. INF 1030: Word Processing 1
5. INF 1070: Digital Presentation

WOODWORKING

The construction courses in the steam room combine theoretical knowledge and practical experience building objects with wood.

Woodworking 1 covers the safe use of basic tools, how objects are built, planning projects, and the use of both wood and composite materials in simple structures.

Woodworking 2 covers building objects with moving parts out of multiple materials. Students will learn to identify various means of finishing crafted woodwork they will select and apply finishes for their own works.

Woodworking 3 students build

Woodworking 10: Essentials

5 Credits

Course Fee: TBD

1. CON 1010: Construction Tools & Materials
2. CON 1070: Building Construction
3. CON 1120: Product Management
4. CON 1130: Solid Stock Construction
5. CON 1160: Manufactured Materials

Woodworking 20: Intermediate

5 Credits

Course Fee: TBD

1. CON 2045: Framing Systems - Wall
2. CON 2120: Multiple Materials
3. CON 2130: Furniture - Box Construction
4. CON 2140: Furniture - Frame and Panel
5. CON 2150: Finishing & Refinishing

Woodworking 30: Advanced

5 Credits

Course Fee: TBD

1. CON 3130: Furniture - Leg & Rail
2. CON 3140: Furniture - Surface Enhancement
3. CON 3150: Furniture Repair
4. FAS 2150: Upholstery
5. CON 3910: CON Project D

WORKPLACE SAFETY SYSTEMS

In Workplace Safety Systems, students become familiar with common workplace hazards and practices to limit danger for themselves and others.

Workplace Safety Systems

1 Credit

1. HCS 3000: Workplace Safety Systems (no prerequisite)

YEARBOOK

This is a full-year (10-credit) course, taken in both the Fall and Winter semester. It combines the Photography 1 and Graphic Design 1 course with the aim producing a 150-page publication, the yearbook.

In these courses you will learn to work with the following software programs:

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Lightroom

The outcomes of these courses can be summarized in a few main skills:

Photography:

- Composing a shot
- Shooting manual on a DSLR
- Exposure to flash equipment
- Post-processing

Graphic Design:

- Visual aesthetics
- Story telling
- Vector and pixel graphics
- Exposure to the world of printing and publishing

Yearbook 10: Introduction

Course Fee: TBD

1. COM 1005: Visual Composition
2. COM 1205: Photography – Introduction
3. COM 1215: Photography – Digital Processing I
4. COM 1275: Photography – Exposure
5. COM 2215: Photography – Communication
6. COM 1025: Typography
7. COM 1165: Printing I
8. COM 1035: Graphic Tools
9. COM 2025: Electronic Layout & Publishing I
10. COM 2155: Design – Brand Identity

Yearbook 20: Intermediate

Course Fee: TBD

1. COM 2205: Photography – Composition
2. COM 3205: Photography – Lighting
3. COM 3215: Photography – Photojournalism
4. COM 3275: Photography – Digital Processing II
5. COM 3245: Photography – Outdoor
6. COM 1015: Media
7. COM 2165: Printing II
8. COM 2035: Raster Graphics I
9. COM 2045: Vector Graphics I
10. COM 3025: Electronic Layout & Publishing II

Yearbook 30: Advanced

Course Fee: TBD

1. COM 3225: Photography – Colour
2. COM 3235: Photography – B/W Techniques
3. COM 2235: Photography – Lenses
4. COM 2225: Photography – Darkroom Techniques
5. COM 2015: Media Impact
6. COM 3035: Raster Graphics II
7. COM 3045: Vector Graphics II
8. MAM 2090: Promotion – Print Advertising
9. COM 3155: Design – Advertising Campaigns
10. COM 2910: Project D

AP COURSES

AP Courses:

AP courses are designed for high school students who wish to learn about a particular course beyond the scope of the Alberta (10-12) Program of Studies. They are intended to prepare students to potentially write the Advanced Placement (AP) exam, to ease students' transition to the first year of post-secondary study and to prepare them for success in science, technology, engineering, mathematics and other programs.

Statistics

5 Credits

Prerequisite: Math 30-1

1. LDC 3195: Statistics 35

Chemistry AP

3 Credits

Prerequisite: Chemistry 30

1. LDC 3195: Chemistry Advanced 35

Biology AP

3 Credits

Prerequisite: Biology 30

1. LDC 3202: Biology Advanced 35