

Grade 10 Course Selection by Subject

3D Animation 11 (YCCT 11C)

Open to grade 10 students.

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!

3D Computer Drafting & Design 10 (TEG10) (Beginners Level 1) *Applied Skills*

Open to grade 10 students. See [Mrs. Beck's website:](http://67.231.28.168/~pbeck/DR11OL/index.html)

<http://67.231.28.168/~pbeck/DR11OL/index.html>

Design your own cars, jets, houses or jewelry, with the latest 3D modeling 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. Learn drafting skills and be a part of one of the most advanced design and modeling programs in the province. The focus of this course will be creative problem solving and personal design.

3D Computer Drafting & Design 10 Advanced (TED10) (Level 2) *Applied Skills*

Open to grade 10 students. See [Mrs. Beck's website:](http://67.231.28.168/~pbeck/DR11OL/index.html)

<http://67.231.28.168/~pbeck/DR11OL/index.html>

Prerequisite: 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 3D modelling 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)

Prerequisite: 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.

Business Education 10 (BEG10) *Applied Skills*

Open to Grade 9 students.

Are you interested in business? If your answer is yes, this course is for you. Business Education 10 is an introductory business course that deals with four core Business areas: Marketing, Accounting, Entrepreneurship, Computers and Programming. Various projects are used to reinforce learning - such as online business games, creating commercials, presentations and game-making programs. This course is essential for students wanting to increase their knowledge of the business world!

Cafeteria Training 11 (CAFT11) *Applied Skills*

Recommended: FN9 or counsellor permission

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.

Community Recreation 10 (YPR 10A)

Prerequisite: PE 9

Recommended: Community Recreation 9

Community Recreation...the adventure begins here.

Tired of traditional PE activities like fitness testing and shuttle runs? Looking for a little adventure? Have you ever wondered what it would be like to explore the great outdoors? Imagine standing at the top of a mountain peak looking down at the Fraser Valley. Taste the Kool-Aid colored water from a glacier lake. Feel your legs tire as they hold you tight to a cliff-face wondering if you can stretch your hand to the next hold. Picture the whitewater flying in front of you as you hurtle through a raging river in a kayak, struggling to stay clear of the undertow ahead. Adjust your snowboard to the sound of a snowy wind before taking on the next double diamond. This is Community Recreation.

This course gives students an opportunity to build on their PE 9 and 10 experiences with the addition of even more real-world active lifestyle and adventure opportunities.

Selection of in-school activities will be based on student interest levels. In-school activities will include classroom sessions learning to plan and prepare for adventure activities on the snow, rock, trail, and river.

Depending on class interest, leisure opportunities in the community may be available to further classroom activities. In the past, classes that have chosen this enhancement opportunity have gone bowling, racquetball, golfing, batting cages, judo, mini-golf, curling etc. once a week to supplement their in-class leisure studies at a cost of \$60.00 a student.

In addition, students will be given the opportunity to go on many different adventure outings offered as curricular enhancements. These opportunities will include hiking or backpacking, river rafting or kayaking, camping, snowboarding or skiing, paintballing, rock climbing, mountain biking, and more. Participation in the adventure outings is not mandatory but is recommended. Non-participation will not affect a student's grade. A typical week would be similar to the PE 11/12 example.

Course evaluation will be based entirely on attendance, attitude, and participation. There is no course fee for this class. All expenses associated with the adventure and

leisure enhancement opportunities will need to be covered by the student.

Adventure Opportunities

Backpacking/Hiking/Camping: Overnight backpacking trip to Lindeman Lake

Snow Sports: Up to four days Snowboarding

River Sports: River rafting the Chilliwack River; Flat water inflatable kayak training;
Overnight camp-out

Rock climbing: Indoor climbing at Flashpoint

Paintball/Orienteering: Sniperz Paintball

Community Recreation Extreme 10 (YPR 10A)

Instructor approved competence in the areas of backpacking, boardsports, rockclimbing, mountain biking.

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

Highlight: a three day/two night backpacking trip to Garibaldi Lake and the Black Tusk Peak in Garibaldi Provincial Park.

RIVER: River Rafting/Kayaking

Highlight: an overnight camp-out, flat-water kayak practice, and a river run down the Chilliwack River in a raft or inflatable kayak (water levels depending).

SNOW: Snowboarding/Skiing

Highlight: up to seven day trips to Hemlock Mountain for snowboarding and skiing.

ROCK: Indoor and Outdoor Rock Climbing

Highlight: indoor climbing and belay practice at Flashpoint Rock Gym, and outdoor climbing on the Sumas Bluff and Hatzic Rock.

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

Highlight: completing the Vedder Loop, home to the world class Dilemma trail.

Paint: Adventure Sports Games with a Paintball Gun

Highlight: six day trips to Sniperz Paintball in Chilliwack.

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*

Academic 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.

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.

English 10 (EN10)

Focus on developing a strong base of reading, writing, speaking and listening skills. Students are also encouraged to develop critical thinking skills as well as an increasing appreciation of Literature.

A. Literature: Essays, novels, plays, poems, and short stories from various times, places and authors are studied to provide students with an opportunity to read good literature and to develop their comprehension, writing, and discussion and analytical skills. Emphasis is placed on students sharing insights gained from reading and discussion, and on an understanding of different human values.

B. Composition: Emphasis is on the writing process.

English 10 Honours (EN10)

This course covers the 'core' curriculum organizers of English/Language Arts 10 including novel study, poetry, short stories, creative writing and drama. It provides students with an opportunity to study significant literary works such as The Wave by Todd Strasser, 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

Prerequisite: English 9 with an A or high B average and English teacher's recommendation. Students may be asked to submit a portfolio of their work to a screening committee.

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)

Prerequisite: Foundations of Math 9 with 65% 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)

Prerequisite: 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)

Prerequisite: GE9

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

Information Technology 10 (INT10) *Applied Skills*

No Prerequisite

Improve your motor skills and creativity with Minecraft. Have fun while learning to design 2D animations with Flash CS6. Edit your digital photos with Photoshop CS6; design video games with GameMaker RPG-type game design. Computer programming in modular format is introduced in this course programming with Alice and Java; Finish by learning how to take a computer apart and put it together again! In Information Technology 10, students develop capabilities in learning new software interfaces that will stay with them long after the technology changes.

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 (MJB10) *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 Mr. Hearty.

Introductory German 11 (BGE11)

Prerequisite: None

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 (TEM10) *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 through various workstations.

Music: Concert Band 10 (MCB10) *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 (MCC10) *Fine Arts*

Open to all students in Grade 10 who wish to sing. There is no prerequisite 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 Education 10 - Extended Day (PE10)

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 need to complete four projects around health and 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 Education 10 (PE10)

Students will participate in a variety of co-educational leisure, fitness, sport and lifestyle activities depending on the instructor and the facility schedule.

Depending on scheduling and grade level students will participate in the following activities * learning to run (run/walk program) * volleyball * aerobics * softball * minor games * basketball * touch football * badminton * soccer * dance (folk, square, swing, hip-hop) * weight lifting * first aid * handball * swimming * wrestling * skating * ultimate * lacrosse

Within each activity students are generally evaluated according to three domains:*

Affective: participation, attitude, effort, fitness: 50%* Cognitive:

knowledge/theory/strategies: 25%* Psychomotor: skill building: 25%

In grade 9 and 10, students will receive instruction in the St. John's Ambulance Scene Oriented First Aid course. In grade 10 students will be instructed and tested on the theory component. In grade 10 students will receive practical instruction and testing. All students must satisfactorily complete PE 9 & 10 to meet graduation requirements. A fitness evaluation will take place each term.

Strength & Conditioning 10 (YHRA 10C) Want to work out but can't find the time, or afford a gym membership fee? Then this is the course for you. Strength 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, polymetrics, flexibility, and cardio vascular training are all aspects of fitness focused on in this course. If you want to be in the best possible shape for whatever activities you are involved in, and you want to 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.

Planification 10 (PLANF10)

All French Immersion students must complete Planification 10 in order to satisfy graduation requirements. Focuses on four core areas; the Graduation Program, Education and Careers, Health and Finances. The Planification 10 course curriculum enables students to develop the skills they need to become self-directed individuals who set goals, make thoughtful decisions, and take responsibility for pursuing their goals throughout life. Provides students with the opportunity to relate their learning in school to the demands and expectations of society and to help students to enhance their personal well-being and realize their full potential.

Planning 10 (PLAN10)

All students must complete Planning 10 in order to satisfy graduation requirements. Specifically, Planning 10 focuses on four core areas; the Graduation Program, Education and Careers, Health and Finances. The Planning 10 course curriculum enables students to develop the skills they need to become self-directed individuals who set goals, make thoughtful decisions, and take responsibility for pursuing their goals throughout life. Planning 10 provides students with the opportunity to relate their learning in school to the demands and expectations of society and to help students to enhance their personal well-being and realize their full potential.

Science 10 (SC10)

Science 10 is a continuation of the concepts studied in Science 9. The material is more 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 - Sustainability of Ecosystems
- C) Physics - motion and vectors
- D) Earth Science - Energy transfer in natural systems and plate tectonics

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 assignments!!! At the end of the course, a student may be granted a 0-5% boost on their final grade depending on the quality of honors work completed. 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.

Social Studies 10 (SS10)

Social Studies 10 is a course that will be looking at Canada and the world from 1919 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 should be able to use historical and critical thinking skills to demonstrate an understanding of how we have come to live in our contemporary world.

Technology 10 (ID11) *Applied Skills*

Technology 10 is an introductory course that allows students to explore the areas of design, electronics, woodworking, metalwork and computer controlled machines through design challenges. In this course students must come up with solutions to the design challenges they are given.

This class is a hands-on project based course. Some of the projects that students might design and build are:

- tethered airplanes
 - CO2 cars
 - catapults and trebuchets
 - pop bottle rockets
 - sumo robots
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Technology Ed: Mechanics 10 (TEC10) *Applied Skills*

Prerequisite: Grade 10 student

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 (ID11F) *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

Woodwork 10 (TEW10) *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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Woodwork 12: CAM Design (CJW12) Extended Day

120 Hours; *Applied Skills*

Prerequisite: Woodworking 9

This course is open to all grade 10-12 students after school one day per week, usually Thursday (2:30-4:30). This course enables students to create a wood-working project of their own choice from start to finish. Students will use stationary power tools such as the table saw, jointer thickness planer and computer controlled machine (CNC) to complete their projects.

This course also provides scholarship and bursary opportunities.

Yearbook 10 Extended Day (YCCT10A)

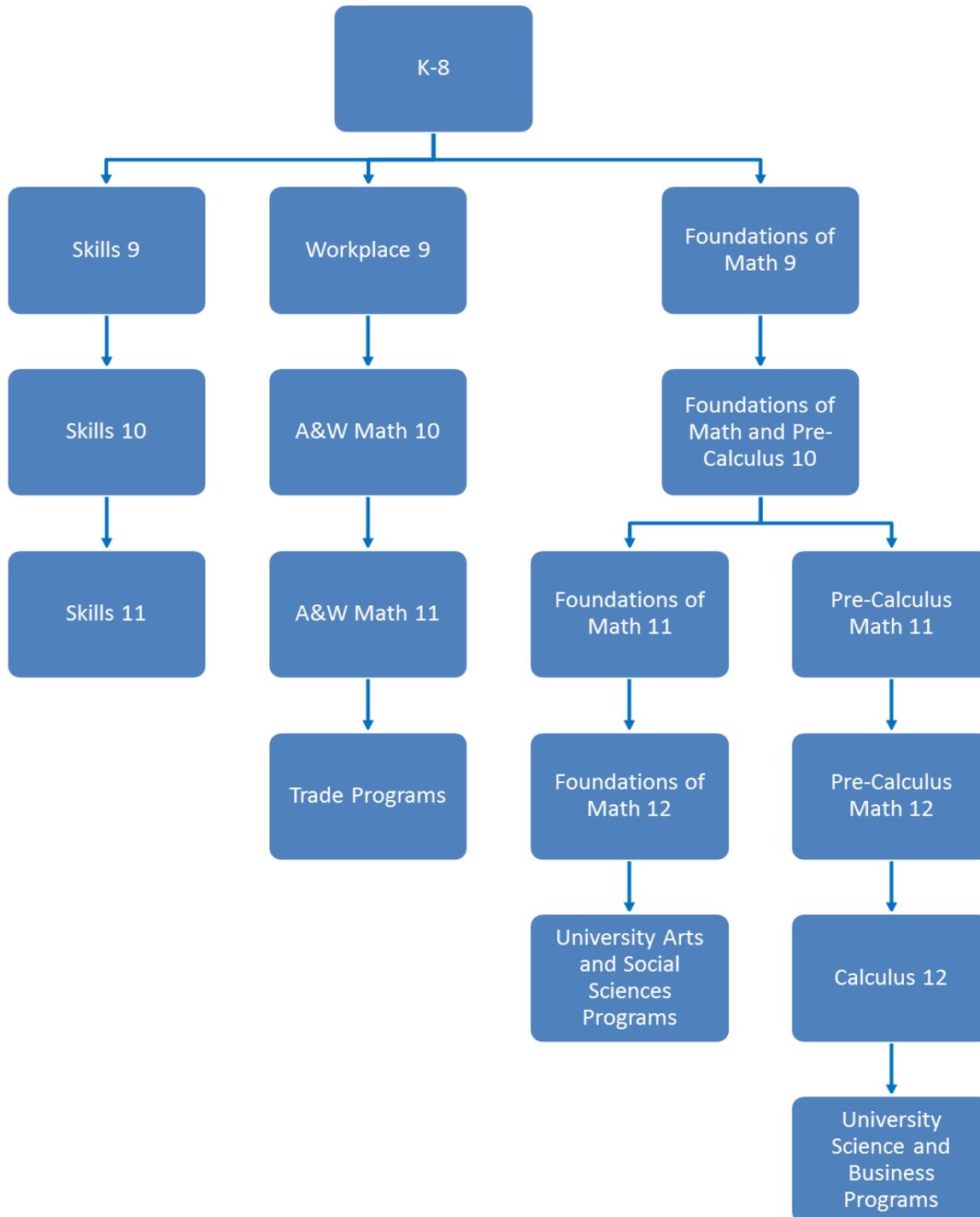
Extended day class. 2 days per week for a minimum of 4 hours per week. Meeting times will be determined in September. **Prerequisite: B average and instructor's permission.** Previous experience in yearbook photography or computer studies will be important assets for anyone considering this course. Must 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
- overall 'quality of workmanship'
- ability to meet deadlines
- various project/assignments

Math Department Flow Chart (on next page)

Math Department Flow Chart



Updated: January, 2017