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WINNIPEG SCHOOL DIVISION

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WHY CHOOSE TEC-VOC?

Your Future Begins at Tec-Voc!

Tec-Voc is a Technical-Vocational Senior High School (Grades 9 – 12) which offers a range of unique, interesting and challenging programs and courses. At Tec-Voc, students can explore many interests and graduate with two diplomas.

WHAT IS UNIQUE ABOUT TEC-VOC?

Unlike many high schools in Winnipeg, Tec-Voc has a selection of 19 technical programs where students can acquire hands-on experience and develop essential skills in specific areas. Furthermore, students have the opportunity to work towards their level 1 apprenticeship in five programs (*).

Advertising – Graphic Design

Applied Commerce Education

* Automotive

Aviation and Aerospace

Baking and Pastry Arts

Broadcasting / Media Arts

* Carpentry

Professional Photography

Welding Technology

Dental Assisting

Dental Technology

Design Drafting

* Electrical

Electronics

* Innovative Manufacturing Technology

Information Technology – Networking

Information Technology – Software

Interactive Digital Media

* Culinary Arts

UNIVERSITY PREPARATION

Tec-Voc offers a university preparation course where students learn about the expectations and rigor of university life. In addition, the technical programs below provide opportunities for students when they enter various faculties at the university level.

Medical – Dental Technology and Dental Assisting prepares students interested in furthering themselves in the medical, dentistry, nursing, radiology, pharmacy, kinesiology, sciences and biochemistry professions.

Commerce – Applied Commerce Education prepares students interested in furthering themselves in the Faculty of Commerce

Architecture – Design Drafting prepares students interested in furthering themselves in the architecture and interior design professions.

Engineering – Aviation and Aerospace, Electrical, Innovative Manufacturing Technology, Design Drafting and Welding prepares students interested in furthering themselves in the Faculty of Engineering.



GRADUATION REQUIREMENTS

Academic Diploma

Total of 30 Credits or more

18 Compulsory Credits

Subject Area	Grade 9—5 Credits	Grade 10—6 Credits	Grade 11—4 Credits	Grade 12 - 3 Credits
English Language Arts	English Language Arts	English Language Arts	One of the following: <ul style="list-style-type: none"> Comprehensive Transactional 	One of the following: <ul style="list-style-type: none"> Comprehensive Literary Transactional
Mathematics	Mathematics	One of the following: <ul style="list-style-type: none"> Essential Math Intro to Applied Math and Pre-Calculus 	One of the following: <ul style="list-style-type: none"> Essential Math Applied Math Pre-Calculus 	One of the following: <ul style="list-style-type: none"> Essential Math Applied Math Pre-Calculus
Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education
Science	Science	Science		
Social Studies	Canada in the Contemporary World	Geographic Issues of the 21st Century	History of Canada	
Career & Technology Studies		Career & Technology Studies		

12 Technical & Optional Credits

Technical Courses	2 Credits (Exploration)	2 Credits (Introduction)		
Optional Courses	1 Credit	2 Credits (Recommended)	2-6 Credits (Recommended)	2-7 Credits (Recommended)

Tec-Voc High School offers optional courses in the following areas:

- Applied Commerce Education 29-30
- Information Technology 31
- Optional Courses 33-34
- English Language Arts..... 35
- Human Ecology..... 36
- Humanities (Social Studies) 37
- Mathematics 38
- Physical Education..... 39-40
- Science..... 41
- Visual & Performing Arts 42-43

GRADUATION REQUIREMENTS

Technical Diploma

Total of 30 Credits or more

17 Compulsory Credits

Subject Area	Grade 9—5 Credits	Grade 10—6 Credits	Grade 11—4 Credits	Grade 12 - 3 Credits
English Language Arts	English Language Arts	English Language Arts	One of the following: <ul style="list-style-type: none"> Comprehensive Transactional 	One of the following: <ul style="list-style-type: none"> Comprehensive Literary Transactional Language & Technical Communication
Mathematics	Mathematics	One of the following: <ul style="list-style-type: none"> Essential Math Intro to Applied Math and Pre-Calculus 	One of the following: <ul style="list-style-type: none"> Essential Math Applied Math Pre-Calculus 	One of the following: <ul style="list-style-type: none"> Essential Math Applied Math Pre-Calculus
Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education
Science	Science	Science		
Social Studies	Canada in the Contemporary World	Geographic Issues of the 21st Century	History of Canada	
Career & Technology Studies		Career & Technology Studies		

13 Technical & Optional Credits

In grade 11 select your technical major

Technical Courses	2 Credits (Exploration)	2 Credit (Introduction)	4 Credits (Required for Technical)	4 Credits (Required for Technical)
Optional Courses	1 Credit	2 Credits (Recommended)	1-2 Credits (Recommended)	1-3 Credits (Recommended)

Tec-Voc High School offers optional courses in the following areas:

- Applied Commerce Education29-30
- Information Technology31
- Optional Courses.....33-34
- English Language Arts35
- Human Ecology36
- Humanities (Social Studies).....37
- Mathematics38
- Physical Education39-40
- Science41
- Visual & Performing Arts42-43

ADDITIONAL THINGS TO KNOW

Technical Programs

Technical programs enable students to enter the world of work upon graduation or attend college or university providing entrance requirements are met. Students must successfully complete a minimum of 30 credits in total. At Tec-Voc this includes 8 technical credits in a technical major, plus 4-5 optional credits from Grades 9-12 and the compulsory academic credits.

Technical Courses: Students can choose a major area of study from the following list:

- Advertising—Graphic Design
- Applied Commerce Education
- Aviation & Aerospace Technology
- Automotive Technology
- Baking & Pastry Arts
- Broadcasting/Media Arts
- Carpentry
- Culinary Arts
- Dental Assisting
- Dental Technology
- Design Drafting
- Electrical Trades Technology
- Electronics
- Graphic Communications & Print Technology
- Innovative Manufacturing Technology
- Information Technology
- Interactive Digital Media
- Professional Photography
- Welding Technology

Students may pursue Technical Vocational training programs along with regular high school courses. Students completing this program will have an opportunity to pursue a career in a Technical area or continue on to university or college.

Post High School Study

Post High School graduates have a unique opportunity to explore a vocation and obtain a vocational diploma. Post High opportunities are based upon availability. Interested students should speak to a guidance counsellor and the instructor.

Entrance Requirements for Post Secondary Institutions

It is the responsibility of each student who plans to enroll in a post-secondary institution to ensure that he/she takes the specific courses required for entrance. For specific information about these programs, the student should make an appointment with a school counsellor or Career Exploration Intern. Credit checks can be provided by school counsellors and should be done starting in grade 10.

University Entrance

Guidelines are as follows but are subject to change per individual University requirements.

1. High School Diploma—30 credits
2. Five credits at the grade 12 level (not including Phys.Ed.):
 - cover four different subject areas; and
 - include a minimum of 3 different subjects at the 40S level with the remaining two credits selected from grade 12 level subject designated A, G, or S
3. Certain faculties request specific courses as well as a minimum average in the best three or four 40S subject areas. Students are encouraged to **consult with their school counsellor** for this information.

Expectations of Students at Tec-Voc High School

It is expected that all students will act responsibly. This implies that everyone will have the opportunity to learn in a safe and stimulating environment, free from harassment or intimidation and in an atmosphere of mutual respect. This spirit of respect is part of the Tec-Voc culture. It is driven by the Code of Conduct, which states:

- Students and staff are to treat each other with respect, courtesy and consideration
- Students and staff are to show respect for the rights and personal belongings of others
- Students and staff are to show respect for the school building and school property

In addition, the expectations of Tec-Voc students are:

- Attend classes regularly and punctually
- Smoking/vaping anywhere in the building or on School Division property is forbidden
- Cell phones are not to be used during scheduled class time except with permission of staff
- The stairs and hallways are out of bounds during regular class time
- Gang paraphernalia is not to be worn or carried on school property
- All use of cameras is restricted to school related activities as approved by staff
- Sitting on the floor in the halls is not allowed

Dress Code

- No clothing with objectionable writing, pictures, or images is permitted. This includes anything which promotes racism, sexism, foul language, and/or drug and alcohol use.
- No clothing that insufficiently covers a person's body (halter tops, bare mid-ribs, backless or plunging necklines, etc.)
- No exposure of undergarments
- No outdoor clothing or any headgear other than for religious purposes is permitted in school. Coats and hats are to be placed in a locker
- No gang-related clothing or symbols are allowed
- Footwear must be worn at all times
- Students dressed inappropriately will be asked to change clothing. They may be instructed to go home to change.

Drugs and Alcohol

A student participating in any school activity under the influence of alcohol or drugs, will be suspended. The parents/guardians will be contacted.

Possession or trafficking of drugs, will result in suspension and possible police contact.

Student Behaviour

Most cases involving inappropriate behavior are handled by the teaching staff. In cases where students are uncooperative, they will be referred to one of the principals. Each case will be dealt with using a variety of approaches, resources, and range of consequences.

Academic Honesty

The tests/exams that students complete and the assignments they submit must be their own work; cheating/plagiarism will not be tolerated. Tec-Voc will employ a range of consequences to deal with academic dishonesty. This includes actions such as: parent contact, documenting the incident in the student's file, redoing the work, deduction of marks, and/or other disciplinary measures.

Visitors

All visitors must report to the main office. We strongly discourage students from having friends from outside the school visit or meet them at the school. Students are expected to report anyone who does not have a legitimate reason to be on school grounds or in the building to school staff.

Change of address or phone

If you move during the school year, inform the office immediately. To change your telephone or emergency number call: 204-786-1401. **Please share an email address with us.**

Lockers

Lockers are property of the school, students are allowed to use them to store their school materials and personal items. The school has the legal right to search lockers. Combination locks will be issued by home room teachers and must be used. Students are expected to keep their combinations confidential. Lockers must be kept locked and in good order. Money or other valuables should not be kept in lockers.

Student Parking

A limited number of spaces are available for student parking. There is an annual fee. This rate is subject to change. Only students renting a space are allowed to use the parking lot. Students may NOT park in visitor spots and cars parked illegally will be ticketed and/or towed. Parking permits must be clearly displayed in the vehicles at all times.

Money and Valuables

Students should not bring large sums of money (more than is needed for the day). Under no circumstances should anything of value (i.e. cell phones, wallets, etc.) be left in a classroom, a locker or a gymnasium change room. **The school does not assume responsibility for lost or stolen items.**

Lost and Found

Students should check the main office for lost items. Any items that are found should be taken to the office so they can be reclaimed.

Cafeteria

The Hornet Cafe is the hub of the school, where good food and friends come together. Cafeteria hours are: 9:00 - 10:30 and 12:00 - 1:30. Join us for bacon & eggs, grilled cinnamon buns and hot soup, sandwiches, salads, main course entrees and dessert. Our cafeteria is serviced by our students and we pride ourselves in providing nutritious, healthy menu items. The cafeteria is also used as a study hall (8:00 am - 3:30 pm).

Please respect the usage of the cafeteria by keeping the tables clean and putting garbage/recycling in the receptacles provided!

Student Accident Insurance

Accident Insurance is available at a reasonable cost. Application forms are available at the beginning of each school year. Students participating in athletic activities or any other school related activities are strongly urged to have adequate insurance coverage.

The Alumni Association

The Tec-Voc Alumni Association meets regularly. Former students who are interested in helping yearly alumni plans should contact the school office. Those who wish to be on the Alumni mailing list should leave their name, address and telephone number with the office staff.

Attendance

Regular attendance and parental involvement are two major contributors of academic success.

- Parents will be contacted daily via telephone, voicemail and/or e-mail when their child is absent from a class.
- At 5 absences, the classroom teacher will contact parents/guardians.
- At 10 absences, the guidance counsellor will send home an attendance notification letter.
- At 20 absences, students will no longer be eligible to receive the credit and will audit the course in order to be successful for the following year.
- Extenuating circumstances for absences can be discussed with administration.
- When students are 20 minutes late, they will be marked absent.
- 3 lates equals 1 absence.

Evaluation and Reporting

A student's standing in academic, technical or business education subjects is determined by evaluating daily work, assignments, projects, tests and exams. In September, teachers will inform the students how their performance will be assessed and evaluated. During the school year, there are four reports issued, November, February, April and at the end of June. Parents can contact the school at any time to receive attendance and progress reports or to make appointments to see teachers and/or counsellors. Conferences occur two times per year, in the middle of each semester.

The School Committee (Parent Council)

The Tec-Voc School Committee encourages all parents to get involved in the school. The Council meets regularly to discuss school issues with the Principal and staff representatives. All are welcome. Contact the school for dates and times.

STUDENT SUPPORT SERVICES

Counselling/Guidance

The Counselling Office is located across from the Main Office near the Theatre. It is open during regular school hours from 8:00 - 4:00 PM daily including lunch hour. Students are encouraged to meet with their assigned guidance counsellor to discuss academic and personal issues. Counsellors can assist students with school planning, personal crisis management, career/post-secondary planning and any other student needs or concerns. Registration and course changes are also made through the Counselling Office.

Registration – New Students

Applications are accepted in February and continuing through until August for the following school year. Programs fill up quickly and applications are accepted on a first-come-first-serve basis. New students can pick up a registration form in the Counselling Office. A copy of the student's transcript and proof of residency must accompany each application. Applications received after June 30 will require an intake meeting starting the week before school begins. If you are not a current student in the Winnipeg School Division, an intake meeting will be required before registration is completed.

Registration – Returning Students

Applications for the following school year are completed in school during the February Advisor Meeting and sent home to be signed by parents/guardians. Keep in mind that classes fill up quickly and applications need to be returned as soon as possible.

Course Changes

Course changes can be made in the Counselling Office the week prior to the start of each semester. Limited course changes may also be made during the first week of each semester if space is available in the desired program. A course change form must be signed by parents/guardians. Some course changes in the first term may be initiated by teachers.

Withdrawing From School

Any student considering withdrawing from school should meet with their counsellor to discuss possible alternatives. If leaving, students need to pick up a clearance form and have it signed by teachers who will collect any textbooks, library books, and school equipment. The completed form must be returned to the Counselling Office before a transfer and credit statement will be released.

The Work Education Program

The Work Education Program has a full time teacher and career intern who work together to co-ordinate an extensive network of job contacts and opportunities for students. It is a comprehensive program designed to prepare students for their transition from school to work.

Career & Technology Studies Course

The Work Education Program begins in Grade 10 where students are introduced to the world of work through the mandatory Career and Technology Studies Course (LWPR2S). In this full credit course students are immersed in future career exploration, prepare for Career Fair, and develop computer literacy. The focus of the program is to give every student at Tec-Voc the necessary skills and abilities to enter the world of work.

Mentorship Program

Another component of the Work Education Program is the Grade 11 Mentorship Program. This program matches students with professionals who work in the students' career area of interest. Students visit the professionals in their workplaces and shadow them. Students get an inside look into their career of choice, while having important questions answered and developing a network of contacts.

Career Development and Apprenticeship

Students will earn credits by completing a series of career related activities in their chosen career area. These activities will be completed during hours outside of the school day. Please see the option course section of the handbook for complete course descriptions.

Work Experience

A key component of our career planning is optional work experience placements. Both vocational and academic students are given the opportunity to be placed in a work environment that best suits their interests where they get "on the job" training and real work experience.

Margaret Crawford Library

The library is a place where students can go to find answers. With extensive print and non-print resources students can discover new ideas and complete inquiry based assignments. There are three staff members, including a Teacher/Librarian, who work with teachers and students on research skills and provide literacy and information support. The goal of the library is to prepare students for the challenges they may find in a technology and information driven world. The library is open during regular school hours 8:00 – 3:30 daily including lunch hour. The library has 21 computers for student use and provides free photocopying to students. Students are encouraged to visit and sign out a book or browse through our magazines.

Resource and Study Skills

The Resource and Study Skills Department is a place where students can come to complete their work in a quiet environment which offers extra supports and computer access. The Resource Team also assesses students in reading, writing, and mathematics to enable teachers to program more effectively for diverse student needs.

Teenage Parents Program (T.A.P.P.)

The Teenage Parents Program is designed to enable parenting students to complete their high school education. Students with children between the ages of 2 months to 4 years are able to attend regular classes while their infants and toddlers are supervised in the Infant and Child Development Labs. Positive physical, social, emotional and cognitive growth and development are stressed. Applications must be made through the Counselling Office. Spaces are limited.

KLINIC

The Klinik is a primary care medical clinic for Tec-Voc students located on the first floor of the school. It is open every Wednesday from 9:30-3:30. Students may make confidential appointments to meet with a doctor or nurse for various health questions or concerns.

LINK Program (Gr. 9-12)

(Linking Individual to New Knowledge)

The LINK Programs offer an alternative learning environment for students in Gr. 9 - 12. Each student in the program receives an individualized learning plan that consists of specific educational/technical goals as well as individual personal life-long goals. Students must be referred to the program.

Learning Assistance Centre (LAC)

The LAC provides an in-school program that helps students who have challenges being successful in a regular classroom setting. Individual learning plans are developed and administered by the staff of the LAC to ensure student success and create an environment conducive to learning. Some core subject areas are taught within the LAC classroom. Students range in age from 14-21 years.

Tec-Voc's Grade 9 Program offers students moving into high school an opportunity to earn grade 9 credits and try a variety of technical and option courses. Classes are taught with team teaching and a cross-curricular approach to learning which include multiple off-site learning experiences. Students in grade nine experience the best of a small team environment in a large high school setting, including field trips, intramurals, extra-curricular activities, volunteerism, camp, and extra academic credit opportunities.



Grade 9 Compulsory Courses	4 Half-credit Technical-Vocation Courses	2 Half-credit Option Courses
<ul style="list-style-type: none"> • *Language Arts 10F • Humanities (Social Studies) 10F • Physical Education 10F • Science 10F • *Mathematics 10F or • *Advanced Mathematics 10F 	<ul style="list-style-type: none"> • Advertising Graphic Design/Graphics • Automotive Technology • Aviation and Aerospace Technology • Baking and Pastry Arts • Broadcasting and Media Arts • Carpentry • Culinary Arts • Design Drafting • Electronics • Innovative Machining Technology • Professional Photography • Welding Technology 	<ul style="list-style-type: none"> • Applied Commerce Education • Concert Band* • Concert Choir • Dance • Drama • Foods and Nutrition • Guitar • Interactive Digital Media • Sound Engineering • Visual Arts
*Students are provided with additional time and support for Language Arts and Mathematics learning	Grade 9 Technical and Option courses are at an introductory level. * Concert Band requires previous band experience	



Advertising - Graphic Design

Graphic Design is the creative practice of conveying an idea, or communicating a message aesthetically with images, graphics, and type. Graphic design often refers to both the process (designing) by which the communication is created and the products (designs) are generated. Graphic designers work in a variety of areas: producing visual identity (logos and branding), publications (magazines, newspapers and books), print media (posters, billboards, signs, product packaging), and illustrating and interactive design (animation, websites, apps, games, and emerging technologies).

Topics include:

- Principles & Elements of Design
- Layout Fundamentals
- Drawing Concepts
- Digital Design and Production
- Graphic Design Steps
- Typography/Lettering
- Client Relations and Employability Skills



Grade 9 Graphic Design (.5 Credit) GRHR1G

This course is intended for students wishing to explore Graphic Design. Students will be encouraged to think creatively as they solve basic design challenges with hands-on projects. The emphasis will be on exploring creativity, project based learning, and computer design using Photoshop and Illustrator. Topics include introductions to: color theory, elements of design, computer graphic design software and sketching. The course includes an exploration of safety, employability skills, sustainability, and new and emerging technologies in Graphic Design.



Grade 10 Graphic Design (1 Credit) GD135V1S

The first year will introduce students to the world of graphic design. Students will use a variety of design software (Adobe Photoshop/ Illustrator) and practice different equipment (laser, vinyl cutting, and wide format printing). Main topics include colour theory, typography basics and design. Drawing skills are beneficial to students, in drawing concepts for design.

Grade 11 Graphic Design (4 Credits) GD000V30

The second year will build on design basics and move into more complex projects in graphic design layout, typography and computer applications. Software applications include Adobe Photoshop, Illustrator, and InDesign and focus will be made on the study of digital illustration and marketing campaigns. Students will study Graphic Design and Layout, Illustration for Graphic Design, and Interactive Graphic Design, as well as student Print Procedures for Graphic Communications. Drawing skills are beneficial to a Graphic Designer.



Grade 12 Advertising– Graphic Design (4 Credits) GD000V40

In the third year students will develop skills to a professional level in the areas of graphic design and print communications. Topics include full graphic design campaigns, interactive design, layout, illustration, as well as the opportunity for work experience. The prerequisite for this course is Grade 11 Graphic Design. Students will study Advanced Graphic Design and Layout, Advanced Illustration for Graphic Design, and Advanced Interactive Graphic Design. Students will develop a Graphic Design Portfolio in preparation for industry or post-secondary education. Drawing skills are beneficial to a Graphic Designer and are needed to get into post secondary education.

Graphic Design Opportunities

Students may also apply for an entry-level position at these types of businesses:

- Graphic Design Designer
- Gaming Illustrator
- Digital Multimedia Design
- Illustrator

The visual communications industry is competitive and most employers require a college diploma in Graphic Design, Digital Media, or a university degree in Visual Arts with specialization in graphic design, advertising, or graphic communications.

Skills Manitoba

2019- 2 Gold, 2 Silver
2018 -2 Gold, 2 Silver, 1 Bronze
2017- Gold and Silver
2016- Gold
2015- Silver
2013- Bronze



For more information about this program please contact: MS. T. GOLDRUP or MS. C. MATEWISH (Teacher)

Automotive Technology

Tec-Voc's Automotive Technology program is one of the finest and most dynamic high school automotive programs in the province. The program is designed to help students develop a working understanding of the basic purpose, construction, operation and service of all automotive components and assemblies while potentially earning a level 1 apprenticeship standing. Through a combination of theory and practical application students will learn about and demonstrate their ability to service, diagnose and repair a wide variety of vehicles and systems using state of the art tools and equipment.

Automotive Technology

Areas of study include:

- Basic Automotive Systems Inspection and Service
- Engine Fundamentals, Diagnosis, Service and Repair
- Chassis and Related Systems Inspection and Repair
- Drivetrain and Related Systems Inspection and Repair
- Electrical Systems Testing, Diagnosis and Repair
- Fuel Systems Testing, Diagnosis and Repair
- Advanced Safety Systems Testing, Diagnosis and Repair
- Advanced Diagnosis and Repair (all systems)

Grade 9 (.5 Credit) PMHR1G

This course is intended for students wishing to sample Automotive Technologies in a fun and engaging environment. Emphasis is focused on hands-on projects and repairs. Students are introduced to shop safety, tools and equipment, Engine Design and Power Equipment Service.

Grade 10 (1 Credits) AT695V1S

This introductory course is intended for students wishing to explore automotive technologies, procedures and practice. The emphasis is on practical activities that incorporate a variety of automotive service based skills in a project based environment. Students are introduced to safety, tools and equipment, automotive systems, and service procedures.

Grade 11 (4 Credits) AT000V30

In grade 11 all courses at Tec-Voc become more specific, with students now locking-in to an 8 credit pathway in a technical diploma stream. Grade 11 Automotive areas of study include: Automotive Systems and Service, Engine Fundamentals, Chassis (Steering, Brakes, Suspension), and Drivetrain. Students will spend approximately 60% of their time servicing and repairing a variety of vehicles that are booked into the shop on a weekly basis. The remaining 40% of the course will focus on the study of theoretical aspects of automotive repair within a classroom/lab setting.

Grade 12 (4 Credits) AT000V40

In grade 12 the focus shifts to chassis electrical systems/components, electronic fuel management control systems, advanced safety systems and computerized engine diagnostics and correction. Also, there is an extensive work experience component in which all eligible students complete an internship at a car dealership or other licensed automotive repair facility, working under the supervision and direction of a licensed automotive technician.

Automotive Technology

Opportunities:

- Automotive Dealership
- Automotive Service Centers
- Quick Service Centers
- Front-End Alignment Centers
- Muffler Shops
- Remanufacturing Shops
- Transmission Shops

Opportunities in other related areas:

- Power Sports / Power Equipment Repair Shops
- Automotive Parts Sales
- Collision Repair Shops
- Automotive detailing
- Custom Audio/Alarm Installation
- Vehicle Sales
- Engine Machine Shops



As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Automotive apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Motor Vehicle Mechanics and can immediately begin their career in the automotive service industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.



Aviation & Aerospace Technologies

Aviation & Aerospace Technology

The Aviation and Aerospace Technologies program provides students with an introduction to the knowledge and skills associated with the manufacturing and maintenance of aircraft. Students who study aviation and aerospace technologies apply problem-based learning that integrates science, technology, engineering, and mathematics.

This program includes both aviation and aerospace. In industry, it is generally accepted that with respect to aircraft maintenance, aviation refers to the maintenance of operational aircraft carried out by Aircraft Maintenance Engineers (AMEs) whether it's repairing aircraft defects, or carrying out minor and major aircraft inspections. Aerospace generally refers to the overhaul and manufacture of aircraft components, including the manufacturing of a complete aircraft. For instance, a jet engine is overhauled by an aerospace service provider, and installed on the aircraft by an AME.

Areas of study include:

- Aircraft Components & Functions
- Aircraft Engine Fundamentals (both Piston and Gas Turbine)
- Aviation Math & Physics
- Blueprint Reading & Technical Drawings
- Composite Fabrication & Repair
- Human Factors Training
- Mentorship
- Non-Destructive Testing
- Principles of Flight (both Fixed & Rotary)
- Sheet Metal Fabrication & Repair
- Test of Workplace Essential Skills (TOWES) preparation
- WHMIS
- Work Experience

This program works with industry partners such as Magellan, Boeing, StandardAero and many others to ensure that curriculum and training meets the needs and standards of the Aerospace industry in Manitoba.

Grade 9 (.5 Credit) ATHV1G

Exploration of Aviation and Aerospace Technologies is intended for students wishing to sample a future in Aviation and Aerospace. Curriculum content focuses on an exploration of the maintenance and manufacturing of aircraft. The emphasis will be on project-based learning activities.

Grade 10 (1 Credit) AV543V1S

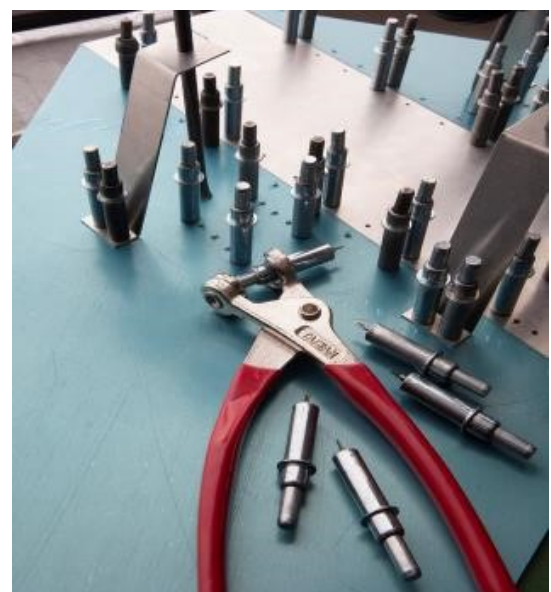
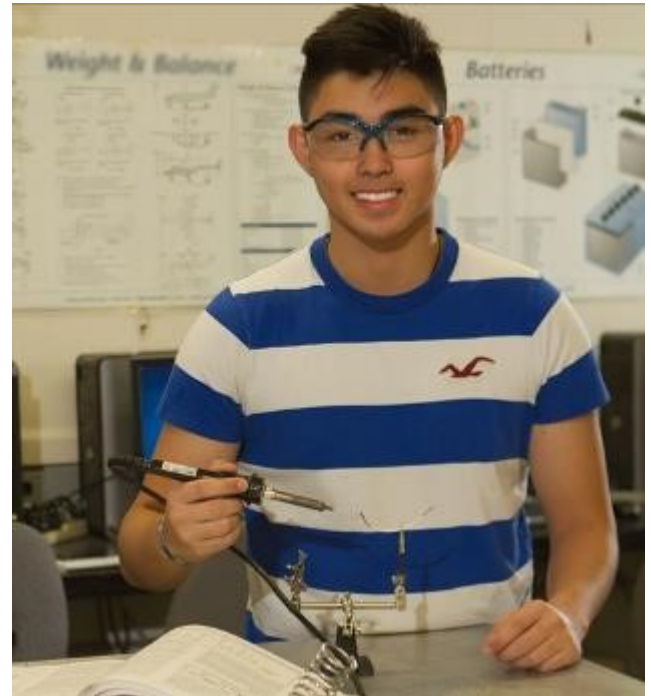
This course is intended for students wishing to investigate Aviation and Aerospace Technologies. Curriculum content focuses on the maintenance and manufacturing of aircraft. The emphasis will be on developing hands-on skills through project based activities.

Grade 11 (4 Credits) AV000V30

This course is intended for students considering specialization in the Aviation and Aerospace Technologies program. Curriculum content focuses on fabrication of metallic and non-metallic structures and reciprocating engines.

Grade 12 (4 Credits) AV000V40

This course is intended for students entering the transition phase of the Aviation and Aerospace Technologies program. Curriculum content includes construction and repair of metallic and non-metallic structures, non-destructive testing (NDT), aircraft systems and propulsion, TOWES and WHMIS certification, Human Factors training and ethical and legal requirements in industry.



For more information about this program please contact: MS. S. MARTIN (Coordinator)

Baking & Pastry Arts

Baking & Pastry Arts is designed for students who are both curious and interested in baking and would like the opportunity to explore baking as a possible career in the hospitality or service industry. The students are taught in a professional setting that is set up to resemble a commercial bakery.

Areas of study include:

- Introduction to Baking
- Introduction to Cakes & Decorating
- Desserts and Plating
- Introduction to Bread Making
- Quick Breads
- Cookies
- Specialty Pastries
- Bakery Management
- Hospitality Services



Grade 9 (.5 Credit) FOHR2S

This course is intended for students wishing to explore the Baking and Pastry Arts. The emphasis is on introductory, hands-on activities.

Grade 10 (1 Credit) PA231V1S

In the first year, students are introduced to the bakery with emphasis on hand tools, stationary equipment, recipe and ingredient knowledge. In addition, special focus is placed on Health and Safety regulations.

Grade 11 (4 Credits) PA000V30

In the second year, students will learn mixing techniques and styles in all areas of baking. Students will explore all types of bread and pastry making including; molding, shaping, and braiding. Students will gain further knowledge in cake decorating as well as the use of the donut fryer.

Grade 12 (4 Credits) PA000V40

In the third year, students will learn about “puff” and Danish dough along with designing and decorating cakes for special occasions. They will also learn how to divide and multiply recipes and develop an insight of ingredients and recipes. Bakery management skills with emphasis on ordering and stock rotation will be taught. Students will further their skills in all areas of the bakery.

Baking Career Opportunities

Graduates from this program will have the required skills for employment in the following:

- In-Store Bakeries
- Large Commercial Bakeries
- Specialty Bakeries
- Hotel or Restaurant Dining Rooms
- Catering Companies
- Health Care Food Services
- Company Cafeterias
- Bakery Management
- Food and Equipment Sales



For more information about this program please contact: MR. T. WILLERTON (Teacher)

Broadcast Media Arts

This is a course for those with an interest in the production of various electronic media. From the small screen to the big screen, from the air waves to WIFI, Tec-Voc's Broadcast Media Arts program will utilize cutting edge equipment so you can produce your vision. The broadcasting and film industry need people with teamwork skills, positive attitude, and a strong ability to communicate.

The course will train you in:

- Audio Production
- Video Production
- Film Production
- Directing
- Graphics
- Lighting
- Live Event Production
- Editing
- Studio Production
- Video Camera Operation

Grade 9 (.5 Credits) BMVH1S

This course is designed for students to explore the Broadcast Media Industry. Students will develop the skills necessary to produce audio and video projects. They will be introduced to the basic principles and concepts involved in producing content for conventional broadcasting and news media.



Grade 10 (1 Credits) BM114V1S

First year introduces students to the tasks and equipment used in television, film and radio production by assisting in a variety of projects from concept to production.

Grade 11 (4 Credits) BM000V30

Students will enhance their skills with the introduction of lighting, professional audio, and advanced editing. Students will produce documentaries, television commercials, and participate in live sports/concert productions.



Grade 12 (4 Credits) BM000V40

The third year focuses on developing advanced broadcasting and film techniques. Students produce an assortment of television and film projects with the emphasis on quality and professionalism for "in-house" and "on-air" broadcasts.

Broadcasting Opportunities

Graduates from this program will have the required skills for employment in the following:

- Audio/Visual Company
- Communications Departments
- Video and Audio Production Companies
- Educational Production Facilities
- New Media & Web Design Companies
- Television Stations
- Audio and Video Rental Companies
- Film Crew Positions



For more information about this program please contact: MS. N. BOUCHARD OR MR. N. SMITH (Teachers)

Carpentry

Students enrolling in the Carpentry course should enjoy working with their hands and be willing to do physical work, both inside and outside in all types of weather. Students will learn a wide variety of skills related to carpentry, cabinet making and woodworking. SAFETY is emphasized throughout the course.



Areas of study include:

- Hand Tools
- Portable Power Tools
- Stationary Woodworking Machines
- Cabinet Making
- Roof Framing
- Framing (wood frame house construction)
- Window and Door Construction/Installation
- Stair Construction
- Concrete Forming and Estimating
- Surveying and Print Reading
- CNC Routing/Milling
- Interior/Exterior Finishing

Grade 9 (.5 Credits) WOHR1G

Introduction to Carpentry is intended for students wishing to sample the Carpentry trade. Curriculum content focuses on an exploration of Carpentry including safety, employability skills, career development, sustainability, and new and emerging technologies in building construction. The emphasis will be on project-based learning activities.

Grade 10 (1 Credits) CA584V1S

In the first year, students are introduced to measurement, use and care of hand tools, portable power tools, stationary woodworking machines, project design and layout, material selection, and basic finishing techniques.

Grade 11 (4 Credits) CA000V30

Emphasis is on developing carpentry skills. The first part of the year is spent on design, layout and construction of cabinets; the remainder is devoted to roof framing and wood frame house construction.

Grade 12 (4 Credits) CA000V40

Students will learn to layout, construct and install windows and doors. They will also learn how to layout and build stairs according to local building codes. The final part of the year is spent on surveying, print reading, concrete forming, and work experience.

Carpentry Opportunities

Graduates from this program will have the required skills for employment in the following:

- Building Contractors
- Cabinet/Furniture Manufacturers
- Concrete Contractors
- Interior/Exterior Finishing Contractors
- Renovators
- Stair/Truss Manufacturers
- Window/Door Manufacturers
- Lumber and Material Suppliers
- Maintenance Work
- Teaching
- Tool Suppliers

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Carpentry apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Carpentry and can immediately begin their career in the Carpentry industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.



For more information about this program please contact: MR. D. LINTICK (Teacher)

Culinary Arts

Few occupations offer the creativity, excitement, and opportunities for growth as the Culinary Arts. Working alongside experienced culinary instructors, students will learn to perform the hands-on skills that chefs use each day in industry. The 3-year program blends theory, practice, entrepreneurship, daily on-the-job training, and work experience.

Areas of study include:

- Basic Cooking Procedures
- Safety and Sanitation
- Weights and Measures
- Soups, Stocks and Sauces
- Garde Manger
- Baking and Pastry, Advanced Desserts
- Egg and Breakfast Cookery
- Meat, Poultry and Seafood Cookery
- Vegetables and Starch Cooking
- Kitchen Management
- Nutrition
- Buffet Presentation
- Fine Dining Experience
- Entrepreneurship
- Work Experience



Grade 9 (.5 Credit) FOHR1S

This course is intended for students wishing to explore the Culinary Arts. Students are introduced to sanitation and safety, tools and equipment, knife handling and safety, and general preparation procedures for different types of food and beverage. The emphasis is on hands-on activities with frequent tasting sessions that allow students to sample the foods they have prepared.

Grade 10 (1 Credit) CU790V1S

Culinary Arts 20 is an introduction to culinary arts beginning with safety, sanitation, and tool usage. Students will learn the basics of high volume cooking using a variety of basic cooking methods.

Grade 11 (4 Credits) CU000V30

Culinary Arts 30 is an extension of the skills and procedures learned in grade 10. Students develop skills in vegetable and starch cookery, garde manger and baking. Students will also learn buffet presentations with emphasis given to culinary presentation showpieces.

Grade 12 (4 Credits) CU000V40

Culinary Arts 40 focuses on meat cookery, breakfast, stocks, sauces and soups. An introduction to fine dining and plate presentation is taught. Students will go out into the food service industry for work experience.



Culinary Arts Opportunities

Graduates from this program will have the required skills for employment in the following:

- Restaurants
- Hospitals and Nursing Homes
- Cafeterias
- Catering Companies
- Hotels
- Golf Courses and Private Clubs
- Cruise Ships



As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Culinary Arts apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Culinary Arts and can immediately begin their career in the Culinary Arts industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

COURSE FEES: There is a Uniform fee of \$30 per year.

For more information about this program please contact: MS. L. GLOUX (Teacher) or MR. M. FROST (Teacher)

Dental Assisting & Medical Preparation

This two year course offers students an opportunity to obtain the theoretical and clinical experience for employment in the Dental Assisting profession and the Medical Terminology that is needed to crossover into the Medical and Healthcare fields. The program consists of eight credits at the **Grade 11 and 12 level**. Upon completion of the program at Tec Voc High School, dental assisting students will continue their studies at Red River College for one year. Note: Students must register at RRC and are required to pay a tuition fee.

Areas of study include:

- Dental and Medical Terminology
- Dental Anatomy
- Dental Practice Management
- Dental Instrumentation
- Restorative Procedures
- Intra-Oral Skills
- Dental Sciences
- Nutrition

Dental Assisting Opportunities

Graduates from this program will have the required skills for employment in the following:

- Dental Offices
- Educational Facilities
- Government Public Health Programs

Opportunities in other related areas include:

- Dental and Medical Office Manager
- Dental and Medical Receptionist
- Sales
- Insurance Companies

Graduates have also used the skills and knowledge learned in this program to further their education in the fields of Dentistry, Dental Hygiene, Medical Practitioner, Pharmacist, Physiotherapy, Nursing, and Medical Assistant.



Grade 11 (4 Credits) DEAV30

In the first year, students are introduced to the dental assisting profession. Communication skills and management of a dental office are taught. Basic human anatomy (emphasizing head and neck), dental anatomy, four handed dentistry, uses of dental materials and basic lab procedures and skills are also taught.

Grade 12 (4 Credits) DEAV40

In the second year the students will continue with advanced lab skills, dental procedures, dental specialty techniques that include oral surgery, root canal treatment and orthodontics. The students will learn in practice management dental insurance forms and billing, basic reception skills as well as computerized dental office systems.

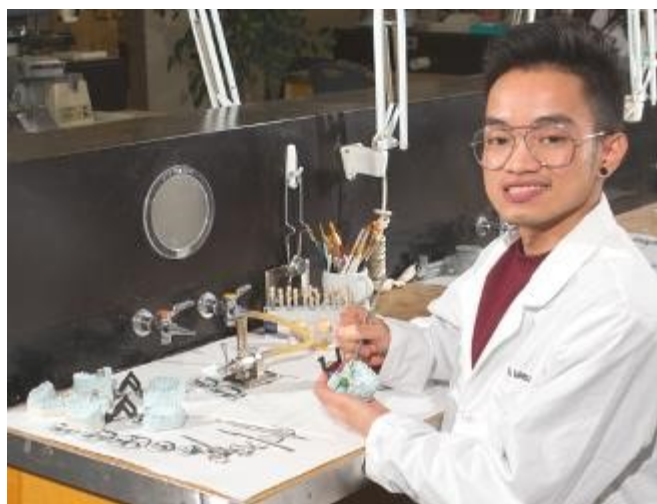
Admission Requirements

- Grade 11 students must complete all grade 10 requirements before entrance into the grade 11/12 program.
- Prior to starting at RRC, all students must submit an entrance application and an immunization record indicating up to date vaccinations including Hepatitis B.
- Post high students must have a grade 12 English, Math and Science (Biology 40S is recommended).

For more information about this program please contact: MS. L. BERGS (Teacher)

Dental Technology & Medical Preparation

The Dental Technology and Medical Preparation course offers students the practical and theoretical components to learn the field of Technical Dentistry and Medical Terminology which is needed for students to move forward into a medical or dental stream. This two-year program provides the technical training, dexterity skills, and theoretical knowledge for the fabrication of specialized dental appliances and an understanding of the medical language used in both fields. Practical laboratory work is emphasized to better prepare the student for employment in the dental laboratory profession while still offering an authentic approach to learning. All work is custom made, and requires specialized, integrated equipment, with specific and specialized materials.



Areas of study include:

- Mouth Guards
- Custom Impression Trays
- Casting Alloys
- Anatomical Tooth Carving
- Nightguards (Bruxism Appliances)
- Model Preparations
- Gold Inlays & Onlays
- Orthodontic Appliances
- 3D Printing
- Science of Materials
- CAD/CAM Design & Milling
- Porcelain Fused to Metal Substructures
- Construction of Complete Dentures
- All Ceramic Restorations, Inlays, Onlays, Jackets & Veneers
- Occlusal Rims
- Fabrication of Partial Dentures
- Relining & Rebasing Dentures
- Terminology
- T.M.J. appliances
- Crowns And Bridges
- Cast Partial Designs
- Custom Bleaching Trays
- Anatomy and Physiology
- Medical Terminology
- Veterinarian Sciences

***This course is only available at the grade 11 and 12 level.**

Grade 11 (4 Credits) DETV30

Studies in Dental Technology include a close examination of the oral and cranial anatomy as well as the mechanics and movements of the jaw. A group study into the science of dental materials is also incorporated into the program. Students will design and fabricate a variety of removable orthodontic appliances. These include dentures, retainers, mouth guards, and partial dentures. Applicants must have completed Grade 10 and have a high degree of manual dexterity.

Grade 12 (4 Credits) DETV40

In this course, Dental Technology extends to the advanced levels including studies into specific oral anatomy and the function and morphology of teeth. An introduction into the field of Metallurgy is also explored. This program includes the study and the mechanics behind fixed restorations, this includes crowns, bridges, all ceramic restorations and a practical look at implants and attachments. Cosmetic Dentistry is explored to better prepare students as technologists in the future of esthetics. Students are also trained on the latest CAD/CAM technology. The advanced study of Dental Materials is also incorporated into this level.

Dental Employment Opportunities

Graduates from this program will have the required skills for employment in the following:

- Fixed Restorations Laboratories
- Medical Clinics
- Removable Restoration Laboratories
- Orthodontic Laboratories
- Dental Offices with Laboratories
- All Service Dental Laboratories
- Dental Education and Training
- Denturist Clinics and Offices
- Dental Distributors
- Medical Establishments
- Materials Research Development
- Dental & Medical Receptionists

Graduates have also used the skills learned in this program to further their education in the fields of Dentistry, Denturist, Hygienist, Medical Practitioner, Pharmacist, Physiotherapy, Nursing, Medical Assistant, Health Care Aide, Radiology, and Pharmacy Technician. This is the only high school program of its kind in Canada. Practical work experience within a Dental laboratory or Dental office is offered at the Grade 12 level.



For more information about this program please contact: MR. J. GROSZ (Teacher)

Medical & Health Sciences Preparation Course

The Technical Vocational High School Medical and Health courses focus students on high-level learning. Students must be enrolled in Dental Assisting or Dental Technology & Medical Preparation to continue in the Medical & Health Sciences Preparation Course. The rich programming offers students comprehensive medical terminology, anatomy, physiology and kinesiology. These courses are designed for those students that are interested in pursuing professions under the umbrella of medicine such as:

- Physician/Doctor
- Paramedic
- Nurse
- Health Care Aide
- Lab Technician
- Chiropractor
- Research
- Pharmacist
- Therapist
- Dentist
- Dental Technology*
- Dental Assisting*



*Present Programming

Introduction to Human Anatomy and Physiology - BIOE3S

This enrichment course covers all major elements of the human body, including basic anatomy, fundamental organic chemistry, cellular structure and function, and the integration, organization, and control of all the body systems. Laboratory work is a key component of this course. Prerequisite: above 80% in Science 20F. Note; students cannot receive credit for both Biology 30S and this course.

Medical Sciences - INSR4S

This project based course is perfect for students intending on pursuing a career in the medical sciences including, but not limited to, Medicine, Nursing, Kinesiology, Physiotherapy, Oncology, Immunology, Health Care and Bioengineering. Each student will focus their learning towards the specific field they are interested in, resulting in a tailored learning environment. Students will learn critical research, laboratory, literacy and numeracy skills in preparation for post secondary studies. It is strongly recommended that students successfully complete the Anatomy and Physiology (BIOE3S) course.

Introduction to Medical Terminology (Offered in Dental Assisting and Dental Technology programs)

This course will provide students with an introduction to the professional language used by those in various medical professions. Understanding medical terminology is vital when entering a number of medical fields. Students will gain a more thorough understanding of medical terms and their application in various healthcare related careers. This course will emphasize student driven projects and skills development.



Design Drafting

Tec-Voc's Design Drafting program prepares students for careers and college or university training in Drafting, Engineering, Manufacturing, Architecture and Interior Design.

The students are exposed to drafting and design practices used in today's industries using the latest "Computer Assisted Design Drafting" (CADD) software.

Essential Skills: The drafting, engineering, and architectural professions seek people with: positive attitudes, skills in problem solving and design, math, literacy, communication, team work and computers.

Students have the opportunity to develop these skills in Design Drafting at Tec-Voc.

Grade 9 (.5 Credit) DRHR1G

This course exposes students to the basics of design and drafting, which are applied to careers such as Architecture, Interior Design, Manufacturing, and various fields of Engineering. Students will be exposed to the latest CADD (Computer Aided Drawing and Design) software, which they will use to create drawings and small parts.

Grade 10 (1 Credit) DD434V1S

Architectural/Engineering design and drafting:

- Students use AutoCAD and Inventor software when designing and drawing mechanical and architectural objects.
- Students compete in the Skills Manitoba 2D AutoCAD competition

Grade 11 (4 Credits) DD000V30

Students are introduced to residential architecture and advanced engineering and manufacturing design drafting.

Architectural Design Drafting:

Students' activities and projects will include:

- Architectural design and presentation drawing using Revit Architect software
- Advanced 2D and 3D CADD skills.
- Working drawings of floor plans and elevations.
- Model construction/F1 in Schools car design.
- Skills Manitoba Architectural design /drafting competition.

Engineering Design Drafting

Students' activities and projects will include:

- Engineering and manufacturing design, reengineering, 3D printing.
- Working and presentation drawings for manufacturing.
- Advanced 2D and 3D CADD skills using Inventor software.
- Skills Manitoba Architectural Technology and Design competition



Grade 12 (4 Credits) DD000V40

The grade 12 courses offer advanced CADD 2D and 3D drawing and design for engineering, architecture, interior design, and manufacturing.

Student activities and projects will include:

- Completing a set of architectural drawings of their house designs
- Cardboard Boat Race
- Advanced manufacturing design, drawing, and construction.
- Machine design and reengineering activities.
- Furniture design.
- Custom design drafting work for school and community clients.
- Job preparation and work experience at local industries
- Skills Manitoba Architectural and Mechanical CADD competitions.

All drafting courses are taught using the most current industry standard AutoCAD, AutoCAD Architecture, Revit Architecture, and Inventor, CADD software.

RAPID PROTOTYPING

We are proud to have a 3D printer, which allows students' 3D designs to be printed in 3D from ABS plastic material.

ARTICULATION AGREEMENT

Our agreement with Red River College Civil Engineering Technology allows students to obtain credit for many first year courses.



For more information about this program please contact: MR. G. MACRAE (Teacher)

Electrical Trades Technology

Do you want an exciting and rewarding career? Come to Tec-Voc to learn about a variety of rewarding careers in the electrical industry. Get prepared to enter an electrical apprenticeship or prepare for electrical engineering with a chance to receive up to 8 high school credits and post secondary accreditation at the same time! To receive the technical diploma and Level 1 accreditation, students must earn all credits in grades 10, 11 and 12

Areas of study include:

- Batteries and Battery Chargers
- Lighting Components and Apparatus
- Basic Electronics
- Meters and Electrical Test Equipment
- Residential Wiring/Blueprint Reading
- Service Entrance and Distribution Code
- Electric Motors & Generators
- Conduit Bending
- Electrical Design
- Safe Use of Hand and Power Tools
- Motor Control Design and Installation

Grade 10 (1 Credit) EL055V25

The grade 10 program introduces students to the basic concepts of safety, residential electrical construction, and maintenance. Students learn to work with power and hand tools as well as designing basic circuits.

Grade 11 (3 Credits) EL000V30

Building on the skills developed in the Grade 10 program, students continue to expand their skills in residential wiring. Students begin to specialize in meters, electrical test equipment, and advanced circuit design. Students learn the fundamentals of blueprint reading as well as service entrance and distribution code.

Grade 12 (4 Credits) EL000V40

In the final year of the program students continue to develop their skills at an advanced level in electrical services, Canadian Electrical Code, meters, and electrical test equipment. Students will learn all the necessary requirements prior to entering the electrical field. Students will have a chance to work with a prospective employer through a 5 week work experience in the 4th term.

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Electrical apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Electrical Trades and can immediately begin their career in the Electrical Trades industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.



Electrical Career Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Construction, Industrial or Power Electrician Apprenticeship
- Industrial Electrical Maintenance
- Railway Electrical Maintenance
- Electrical Utility Companies (Hydro)
- Telephone and Cable Companies
- Aircraft Manufacturing
- General Building Repairs
- Electrical Product Sales
- Warehouse Parts Person
- Alarm Companies
- Appliance Repair /Service

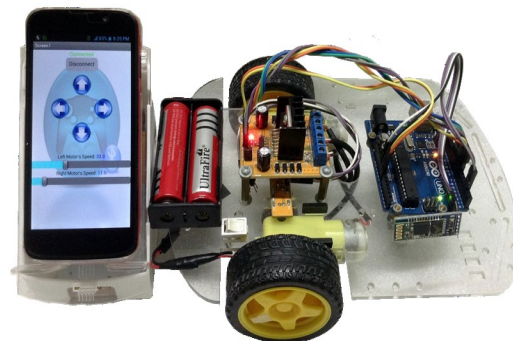
For more information about this program please contact: MR. D. MICHAUD (Teacher)

Electronics

The Electronics program is a project based learning environment where students have the opportunity to work with cutting edge tools and technologies as it relates to automation and electronics.

Learn about the fascinating world of electronics by:

- Designing and fabricating printed circuit boards PCBs
- Programming micro-controllers (Arduino and Raspberry Pi)
- Enhancing your creations with 3D printed parts and enclosures
- Solving electrical problems and repairing electronics
- Drawing in 3D with computer aided design (CAD)
- Controlling electronics with your smart phone or tablet
- Building robots and other exciting electronics projects

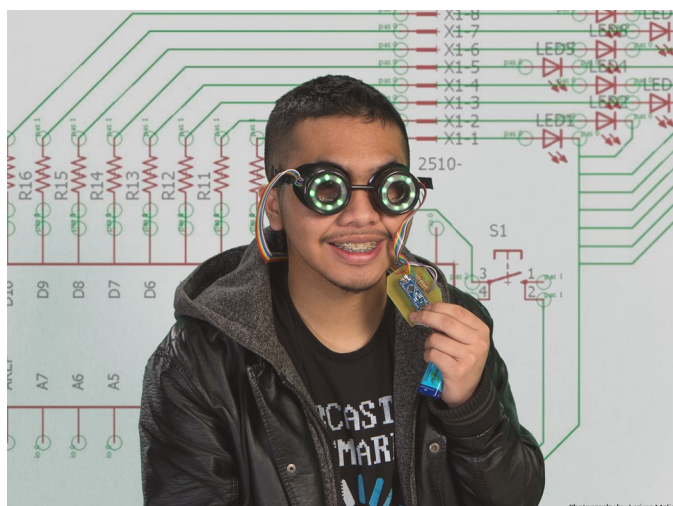


Gr. 9 ELHR1G (.5 Credit) and Gr. 10 ET037V1S (1 Credit) - Electronics Courses

Students will make interesting electronics projects while learning the basics of electricity. They will understand what steps are necessary to finish an electronic project. Topics will include prototyping circuits, drawing schematics, board design, programming, and 3D drawing.

Gr. 11 ET000V30 (4 Credits) and Gr. 12 ET000V40 (4 Credits) - Electronics Courses

Expand on the electrical theory learned in Gr. 9 and Gr. 10. and learn aspects of electronics that are current to what is happening in the electronics industry and home and personal electronics. The course is interest driven and will be adapted to the skills, abilities and the direction that the student is curious about. Topics will include AC and DC fundamentals, Semiconductor, Power Devices, Serial and Parallel Circuits, Digital Devices and Basic Logic, Microprocessors and Applications, and Advanced Digital Systems.



Electronic Career Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Small Wind and Pv Solar Systems
- Alarms, Residential or Commercial
- Telecommunications Companies
- Automobile Electronics and Systems
- Electrical Areas
- Aerospace and Avionics Areas
- Industrial Electronics
- Robotics Systems
- Medical Systems
- Province of Manitoba
- RCMP
- Manitoba Hydro
- Medical Equipment Sales
- Federal Government
- Colleges
- The City of Winnipeg
- Universities
- Railway Companies
- Hospitals



For more information about this program please contact: MR. R. WINTERS (Teacher)

Graphic Communications & Print Technology

Graphic Communications and Print Technology is a blend of computer design, and hands on production work. Graphics typically includes image manipulations, concept or idea drawing, printing, typography and lettering, screen printing, computer graphics, and bindery. Graphic students learn how to produce just about anything designed and printed (e.g. t-shirt printing, books, CD covers, packaging, flyers, greeting cards, calendars, posters). Students will learn a wide range of skills from design with industry standard software (MAC and Adobe), screen printing, vinyl and sign making, laser cutting and engraving, and bindery and finishing.

Areas of study include:

- Principles and Elements of Design
- Digital Production
- Typography
- Computer Page Layout - Adobe InDesign
- Computer Illustration - Adobe Illustrator
- Computer Photo Editing - Adobe Photoshop
- Vinyl Cutting and Wide Format Printing
- Screen Printing
- Printing, Bindery and Finishing
- Drawing Concepts
- Client Relations/Employability Skills

Grade 10 (1 Credit) PM465V15

This is an introductory course into the Graphic Design and Print Communications vocational trade. Students will spend time in each of the areas, learning traditional and digital methods of working with images and type (desktop publishing, design and image manipulation on computers) and with industry software (Photoshop and Illustrator). Students will also explore print technology, including screen-printing, digital, and wide-format. Students will use current industry equipment to create industry standard products with hands-on projects such as posters, illustrations, vinyl decals, typography, t-shirt printing, laser etching and buttons.

Grade 11 (4 Credits) PM000V30

This course will consist of theoretical and practical presentations in the form of lectures and visual demonstrations, supported with in-class and take home assignments, sketchbook work, print shop projects, discussions, critiques, and live client work. Students will learn and practice the fundamental elements, principles, techniques, and applications that are specific to the Graphic Design and Print Communications discipline. Various presentation techniques will be offered through the use of Mac technology and presenting to clients and peers. Graphic portfolios will be started this year. Students will make notepads, branding and marketing materials such as logos, dye sublimation products, digital embroidery, and digital printed products.

Grade 12 (4 Credits) PM000V40

The goal of the program is to help the student further develop personal and professional competencies in communication, problem solving, teamwork, electronic pre-press, production technologies, and post-press operations that will help lead to successful employment or post secondary enrollment. Program topics include: problem solving, basic layout & design, electronic pre-press, and screen printing. Students are

exposed to the computer software applications commonly used in industry, such as: page layout, design, image manipulation, and computer graphics. Other topics include: digital scanning, colour proofing, digital image manipulations, digital printing, wide format printing, embroidery graphics and laser engraving. Students will be required to complete a Digital Portfolio in preparation for Post-Secondary studies or employment.

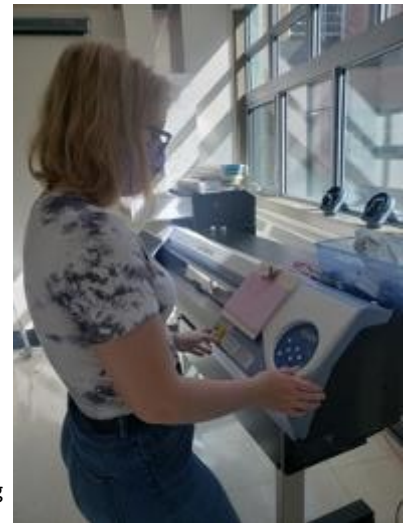
Graphic Communication Employment Opportunities

Graduates from this program will have the required skills for employment in the following:

- Car Wrap Specialist
- Digital Multimedia Designer
- Digital Printer
- Gaming Illustrator
- Graphic Designer
- Illustrator
- Screen Printer

The visual communications industry is competitive and most employers require a college diploma in Graphic Design, Digital Media, or a university degree in Visual Arts with specialization in Graphic Design. Students may enter the work force directly from Tec-Voc Graphics.

*Students taking Graphic Communications will be studying the Print Media curriculum.



Innovative Manufacturing Technology

By definition, a Machinist is a skilled person who can manufacture components from technical drawings using precision measuring tools and a variety of machining tools. All aspects of society today depend on Machinists working in machine shops. All transportation is dependent on skilled Machinists. Consumer goods require Machinists to create plastic injection moulds and to build machines to manufacture consumer goods. When a part on something breaks or wears out a Machinist can build another. Innovative Manufacturing Technology at Tec-Voc is a manufacturing environment where students create a wide variety of parts usually from metal. You learn to use different machines and hand tools to shape metals into precision working parts **while having fun!** Students machine different projects for each course which they take home. Tec-Voc Machinists compete in the Skills Competition every year and there are always opportunities to work with other Tec-Voc classes and even other schools.

Grade 9 (.5 Credit) MEHR1G

This course is intended for students who wish to sample Machining Technology. Students develop skills and knowledge necessary to perform basic calculations, basic machine and work set-up, and basic cutting of material in a safe, efficient, and responsible manner through the application of practical projects. An appreciation for the machining program is fostered through a safe, active, exciting, and informative learning environment.

Grade 10 (1 Credit) MT841V1S

Students will learn an introduction to technical drawing interpretation, hand tools, layout techniques, drill press operation, band saw operation, precision measurement, lathe operation, quality control and computer numerical control (CNC) programming, set-up operation and more.

Grade 11 (4 Credits) MT000V30

Students will learn safety, advanced technical drawing interpretation, advanced lathe operation, introduction to milling machines, advanced quality control and advanced CNC programming set up, operation and more.

Grade 12 (4 Credits) MT000V40

Students will have the opportunity to improve their skills on all machine shop equipment as well as advanced milling operation, expert advanced

lathe operation, expert advanced CNC programming, set-up and operation. There is also opportunity for work experience during the year. Time is taken to prepare students for their transition from high school to work or post secondary education.

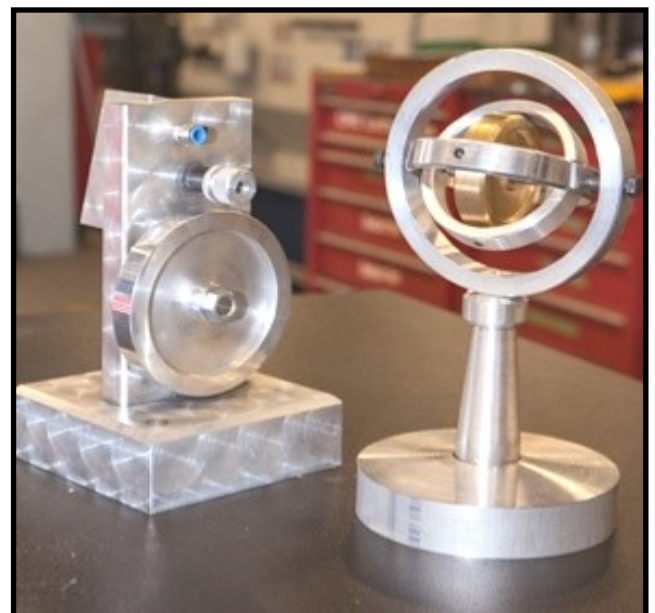
Innovative Manufacturing Technology Employment Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Machinist
- Tool Maker
- CNC Programmer
- CNC Operator
- Aerospace Manufacturing
- Laser Machine Operator
- Quality Control Inspector
- Bus Manufacturing
- Farm Machinery Manufacturing
- Fabricator
- Machine Tools Sales
- Machine Tool Service
- Engineer
- Teaching

Innovative Manufacturing Technology is a program that can be very helpful for the students pursuing a post secondary education in the fields of Engineering, Mechanical Drafting, Aerospace, Welding, Automotive Fabrication and more.

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Machinist apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Machining and can immediately begin their career in the Machining industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.



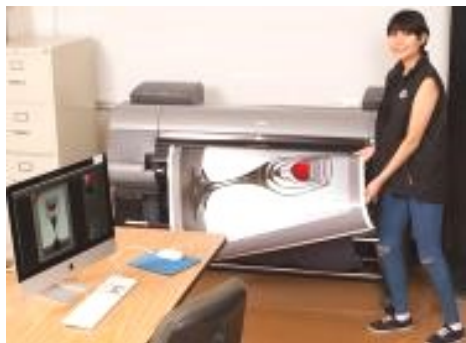
For more information about this program please contact: MR. V. HALLDORSON (Teacher) or MR. D. TAPLEY (Teacher)

Professional Photography

In the Professional Photography program, we encourage active learning. Through classroom discussions, projects, guest lecturers and field experiences, students are trained in the creative, technical and business aspects of professional photography. Students use the latest in professional DSLR cameras and Adobe Creative Cloud apps (Photoshop, Lightroom and Bridge on Apple computers) - the same equipment, computers and software that professional photographers are using today. We also offer a 10 month full-time post-high accelerated course.

Areas of study include:

- The history of photography
- DSLR Camera operation
- Composition
- Lighting
- Image editing, retouching and manipulation
- Printing
- Print mounting



Grade 9 (.5 Credits) DIHR1G

This course is designed for students to explore Photography. Students will learn the basic functions of a camera as well as the introductory skills in photographic editing. They will be introduced to the history of photography and its theoretical principles. These young photographers will learn to master their available light!

Grade 10 (1 Credits) PH156V1S

Grade 10 introduces students to many basic photographic technical skills and processes. They will be shown to operate DSLR cameras, lenses and lighting equipment. Basic composition and lighting techniques are emphasized via tabletop photography and portraiture assignments. Students are introduced to Adobe Photoshop techniques to prepare their images for digital printing.

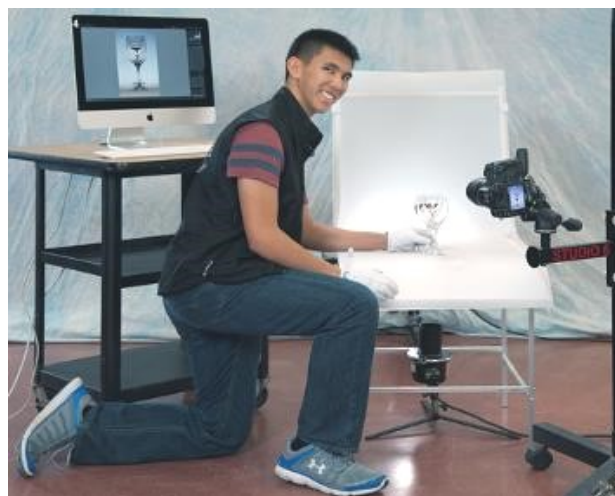
Grade 11 (4 Credits) PH000V30

This course introduces students to many intermediate photographic technical skills and processes through practical demonstrations, theory and active learning. They are supplied with professional digital camera equipment and lenses. The emphasis is on intermediate studio lighting techniques as well as available light. Students will continue to hone their Photoshop skills through series of challenging image manipulation assignment.

Grade 12 (4 Credits) PH000V40

In the final year, students continue to refine their skills. They are shown advanced techniques in camera operation, lighting and Photoshop. Through our partnerships with MC College, The Salon Professional Academy of Winnipeg and others, students are given the opportunity to

do multiple fashion shoots. Students at this level will produce a portfolio that showcases their best work. Some students spend their final term in a work experience position suited to their specific photography interests. Students will also create a personal brand for their photography business, including a portfolio, marketing materials, business cards and a social media identity.



For more information about this program please contact: MR. R. GILFILLAN or MR. M. ROBERTS (Teachers)

Welding Technology

Do you want to make \$50,000 to \$100,000 a year? If you have been watching the news or reading the newspapers lately, you have almost definitely heard about the shortage of skilled welders in Canada and abroad. The manufacturing and aerospace industry is flourishing in Manitoba. Tec-Voc offers a welding program that will give students a wide variety of welding and fabrication experience. By exploring the many different and exciting aspects of the welding trade. The program is currently applying for Level 1 accreditation.

Areas of study include:

Grade 9 (.5 Credit) MEHR2G

This course is intended for students wishing to explore Welding Technology, with an emphasis on hands-on introductory welding activities. Students will spend most of their time in the shop working with and creating projects out of metal using a variety of equipment and tools.

Grade 10 (1 Credit) WT377V1S

- Introduction to Oxy Acetylene Welding
- Introduction to MIG Welding
- Introduction to Arc Welding

Grade 11 (4 Credits) WT000V30

- Positional MIG Welding
- Positional ARC Welding
- Introduction to TIG Welding

Grade 12 (4 Credits) WT000V40

- Advanced MIG Welding
- Advanced ARC Welding
- Work Experience
- Opportunity to obtain C.W.B Welding Certification

Welding Technology Employment Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Aircraft Industry
- Construction
- Farm Machinery Manufacturing
- Maintenance Welding
- Metal Fabrication
- Pressure Welding
- Welding Inspectors
- Welding Instructors
- Welding Supplies Salesperson



For more information about this program please contact: MR. T. BAGE (Teacher)

Technical Courses

Applied Commerce Education

The Applied Commerce Education (ACE) program provides students with relevant and practical skills today for use in the fast-changing business world of tomorrow. Courses will prove to be invaluable throughout the students' lifetime, whether they choose to continue their academic studies or pursue employment in the world of business.

All students are encouraged to include Applied Commerce Education courses in their course selections as many are stand-alone option courses.

Students must complete eight (8) courses to receive an Applied Commerce Education (ACE) Diploma.



Grade 9 Courses

Applied Commerce (.5 Credit) ICTA1F

Students are introduced to the world of Business through several hands on projects. Students gain an understanding of a consumer's perspective by participating in product surveys, marketing, retailing, personal selling and bookkeeping. The course provides an overview of the Applied Commerce program by highlighting career possibilities in Business.

Grade 10 Courses

Promotions (1 Credit) CRPR2S

Students will learn the basic concepts of selling, pricing, inventory, and marketing before exploring various advertising techniques including television, radio, and print media. Students will use technology to analyze, plan and prepare advertising and promotion activities. This is a recommended course for the ACE diploma but many students take this course as one of their options.

Start your Own Business (1 Credit) ENTR2S

Students are introduced to the exciting world of business and how you can become a part of it. Students will learn fundamental skills needed to start and run their own business. Students will develop your own business idea and put it into action. This is a recommended course for the ACE diploma but many students take this course as one of their options.

Grade 11 Courses

Accounting Essentials (1 Credit) AESR3S

This course provides students with principles and procedures needed for personal/business bookkeeping. Students will complete financial statements using both manual and computerized accounting systems. Students will gain valuable hands-on real life experience to reinforce their classroom learning by working in the Stingers Credit Union. This is a required course for the Applied Commerce Diploma but many students take this course as one of their options. There is no prerequisite to take this course.

Applied Business Software (1 Credit) ABTR4S

Students explore how computer applications are used in business. The use of spreadsheets, databases, communication packages, computer graphic design programs, online website creation software, and presentation programs will be explored. This is a required course for the Applied Commerce Diploma but many students take this course as one of their options.

Business Advertising (1 Credit) BCOR3S

This course deals with the wonderful world of advertising. Students explore various advertising techniques including television, radio, internet and print media. Students will use technology to analyze, plan and prepare advertising and promotion activities. Students will prepare such things as displays, advertisements, and posters as they relate to the school store and other school activities. There is no prerequisite to take this course.

Stingers Retailing (1 Credit) RTPR3S

Students gain practical experience by working in Stingers Store. Students receive training on the day-to-day operations and procedures of a retail store. Interpersonal communication in business with an emphasis on the relationship of coworkers and supervisors is stressed. There is no prerequisite to take this course.

Venture Development (1 Credit) VDER3S

Learn how to turn your ideas into profits! This course introduces students to the principles of business ownership and management. Students will complete a business plan and actually operate a business of their choosing within the school. There is no prerequisite to take this course.

ATC

The Applied Technology & Commerce Department (ATC) includes three dynamic programs: Applied Commerce Education, Information Technology and Interactive Digital Media which provide technological and business skills to succeed in today's ever-changing world.



For more information about this program please contact: MS. K. MIRA (Teacher)

Technical Courses

Applied Commerce Education

Grade 12 Courses

Accounting Systems (1 Credit) ASYR4S

Students are taught industry standard accounting systems. Students learn computerized accounting packages, accounting methods, tax preparation and problem-solving techniques. Students will gain valuable hands-on real life experience to reinforce their classroom learning by working in Stingers Credit Union. The prerequisite for this course is Accounting Essentials.

Economics (1 Credit) ECPR4S

This course explores how individuals, businesses, and governments make choices regarding their use of limited financial, human, and natural resources. Students will gain an understanding of how businesses raise capital, price their products and hire workers. This course appeals to anyone who is interested in business and personal finances or requires an "S" level course for post-secondary admission. There is no prerequisite for this course.

Stingers Marketing (1 Credit) MDCR4S

Students gain practical experience in working in Stingers Store. Advanced store activities will be examined including training procedures, advertising, sales promotion, ordering, inventory control and accounting procedures involved in the operation of the school store. There is no prerequisite for this course.

Management (1 Credit) BMAR4S

Students explore the functions of Management—planning, directing, organizing and controlling. Students will then apply this knowledge to managing the school store, from scheduling shifts to accounting and inventory control. There is no prerequisite for this course.

Law (LAWR4S)

Students examine Canadian Law fundamentals related to the Charter of Rights and Freedoms, Criminal Law and Civil Law. Much of the course work is built around the study of real life cases and how they relate to each aspect of law. There is also an expectation that students participate in classroom discussions. There is no prerequisite for this course.



Stingers Credit Union offers financial services to the students of Tec-Voc with a branch of Assiniboine Credit Union in Stingers Store.

The branch is run by Applied Commerce Education students serving as Member Service Representatives.

Membership Has Its Benefits

Only one piece of identification is required to open a membership. The \$5.00 share it normally costs to open a membership is paid for you. We are also pleased to offer you the following services:

- Free Chequing Accounts
- Free Savings Accounts

Chequing and Savings accounts are FREE for the rest of your life. Yes, even after graduation, there is no charge for accounts.

By becoming a member of Stingers Credit Union, you are on your way to financial independence.



For more information about this program please contact: MS. K. MIRA (Department Head),
MR. D. REECE or MR. J. MCGILLIVRAY (Teachers)

Technical Courses

Information Technology

The Information Technology (IT) program provides students with the opportunity to learn the knowledge, skills and attitudes required to pursue a career in IT, such as cybersecurity defence, operating systems management, design/maintenance of networking technologies, server administration, and general computer hardware/software troubleshooting. Students must complete eight (8) courses to receive an Information Technology diploma:

Grade 10 Courses

Computer Science Gr. 10 (1 Credit) ISTV22

This course provides an introduction to programming fundamentals through video game design. Students will use multiple different game development environments to learn logical thinking, code reusability and proper decision making structures. Students will be introduced to program design and project management along with tools for independent learning. This course is a popular choice for all students and is recommended for an IT diploma.

Hardware & Software Essentials (1 Credit) CS103V2S

This course covers the fundamentals of computer hardware and system software, and the responsibilities of an IT professional. It is designed for students who want to pursue careers in IT and to gain practical knowledge of how a computer works. This course is a popular choice for all students and is recommended for an IT diploma.

Grade 11 Courses

Operating Systems (1 Credit) CS104V3S

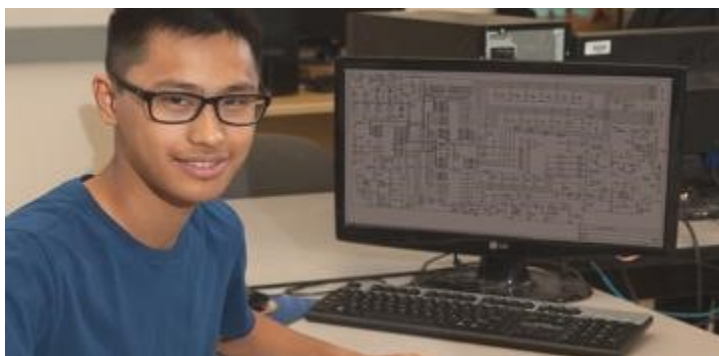
This course covers the installation, deployment, and troubleshooting of the current Microsoft Desktop Operating system. The hands-on approach will prepare students to face the real life challenges of a desktop technician. This is required for an IT Diploma and there is no prerequisite for this course.

Network Technologies (1 Credit) CS105V3S

The focus of this course is on learning the fundamentals of networking. Students will learn both the practical and conceptual skills that build the foundation for understanding for basic networking. This is required for an IT Diploma and there is no prerequisite for this course.

Cybersecurity Essentials (1 Credit) CS106V3S

The focus of this course is learning the fundamentals of cyber security, focusing on both theory and practice. Students will learn to secure devices, operating systems, networks, including routers and switches, and their associated software. This is required for an IT Diploma and there is no prerequisite for this course.



Grade 12 Courses

Advanced Operating Systems (1 Credit) CS107V4S

Linux is a popular operating system in many core areas of business. Students will learn to install, deploy, and troubleshoot Linux as a desktop operating system. To avoid confusion between the many flavors of Linux, students work with the command line to complete the necessary tasks. This is required for an IT Diploma and there is no prerequisite for this course.

Advanced Networking Technologies (1 Credit) CS108V4S

By the end of this course, students will be able to build simple LANs, perform basic configurations for routers and switches, and implement IP addressing schemes. This is required for an IT Diploma. The prerequisite for this course is Networking Technologies.

Server Administration (1 Credit) CS109V4S

This course gives students practical experience with Microsoft's server operating system and covers users and permissions, security, and server services such as DNS, DHCP, and Active Directory. Students will develop the knowledge needed to manage servers on small to large networks. This is required for an IT Diploma. The prerequisites for this course are Operating Systems and Network Technologies.

Applied Networking & Cybersecurity (1 Credit) CS111V4S

Students will synthesize and apply knowledge and skills acquired in the previous courses to initiate, complete and document each of the steps involved in the design, installation, configuration, management, securing and troubleshooting of devices, operating systems and applications. The prerequisites for this course are Cybersecurity Essentials and Network Technologies.



ATC

The Applied Technology & Commerce Department (ATC) includes three dynamic programs: Applied Commerce Education, Information Technology and Interactive Digital Media which provide technological and business skills to succeed in today's ever-changing world.

For more information about this program please contact: MS. K. MIRA (ATC—Department Head) and MS. R. BEAN (Teacher)

Technical Courses

Interactive Digital Media

The Interactive Digital Media (IDM) program provides students with the opportunity to learn the knowledge, skills and attitudes required to develop and produce interactive digital media projects, such as apps, games, websites, virtual worlds, and cross-platform media. Students must complete the following eight (8) courses to receive an IDM diploma:

Grade 9 Courses (.5 Credit)

This course is designed for students to explore interactive digital media. Students will learn the basics of creating video games, animated graphics and websites.

Interactive Digital Media (.5 Credit) DM093H1S

Grade 10 Courses (2021-22)

Students in the IDM program are required to take at least **one (1)** of the following Grade 10 courses:

Computer Science Gr. 10 (1 Credit) ISTV22

Introduction to Multimedia/Animation (1 Credit) ISTV23/ISTV24

Grade 11 Courses (2022-23)

Students in the IDM program are required to take these **three (3)** courses:

DM095V3 Interactive Digital Asset Creation (1 credit)

DM096V3 Coding for Interactive Digital Media (1 credit)

DM097V3 Interactive Digital Media Design (1 credit)

Students will learn design theory and how to create original assets such as vector images, rasterized images, 2-D animations, 3-D models, sound effects and rigging. Students will learn programming theory, and how to incorporate it into interactive digital media projects.

Grade 12 Courses (2023-24)

Students in the IDM program are required to take these **four (4)** courses:

DM098V4 Advanced Interactive Digital Asset Creation

DM099V4 Advanced Coding for Interactive Digital Media

DM100V4 Project Management for Interactive Digital Media

DM101V4 Futures in Interactive Digital Media

Students will learn the skills related to creating advanced features of dynamic asset creation, and to applying code to assets. Students will learn to code in more than one language, focusing on advanced programming theory and techniques. Students will collaborate with others as they apply the knowledge and skills learned in previous courses in order to create, manage, and release an authentic interactive digital media project.



For more information about this program please contact:

MS. K. MIRA (ATC—Department Head)

MR. D. REECE or MR. J. MCGILLIVRAY (Teachers)

Optional Courses

Students interested in computer science, animation or web development can take the following option courses:

Computer Science Gr. 10 (1 Credit) ISTV22

This course introduces students to Interactive Digital Media through video game design. Students will use multiple different game development environments to learn logical thinking, code reusability and proper decision making structures. Students will be introduced to program design and project management along with tools for independent learning.

Introduction to Multimedia/Animation (1 Credit) ISTV23/ISTV24

This course introduces students to Interactive Digital Media by focusing on pre-production and asset creation. Students will learn how to create stories, concept art, storyboards, 2d graphics, 2d animations and a basic interactive project. Students will learn industry software, such as, Adobe Photoshop and Toon Boom Storyboard Pro & Harmony.

Computer Science Gr. 11 (1 Credit) ISTV35

In this course students will be writing code in an Object Oriented Programming Environment (OOP). This course strives to develop fundamental program skills using the Python programming language. Students will be challenged to solve problems with Python and to use the PyGame environment to create their own video game.

Multimedia & Animation Fundamentals (1 Credit) IMHR3S/ISTV39

This course teaches students how to create stories and digital assets for interactive digital media projects. Topics will include vector graphics, 2D animations, 3D models and 3D animations. Students will learn using industry software, such as, Adobe Illustrator, Autodesk Maya, and Toon Boom Storyboard Pro & Harmony.

Web Development (1 Credit) ISTV31/ISTV32

In this course, students will be introduced to the fundamentals of web design. Students will explore HTML, and CSS coding standards. This course will be project based and is an ideal choice for students wanting to establish a web presence. There is no prerequisite for this course.

Computer Science Gr. 12 (1 Credit) ISTV43

This course builds upon concepts learned in game 11 and introduces students to both the C# and Java development environments. The goal of this course is to get students ready for both post secondary studies and to introduce them to more advanced coding concepts and ideas. The prerequisite for this course is grade 11 Computer Science.

Advanced Coding Digital Media (1 Credit) DM099V4S

This course explores the development of websites using HTML, CSS, scripting, and database technologies. Students will install, modify and maintain CMS systems. Students will register domains, maintain external web space, and upload a website to the Internet. The prerequisite for this course is Web Development.

Advanced Digital Asset Creation (1 Credit) DM098V4S

This course teaches students how to create advanced digital assets and animations for interactive digital media projects. Students will learn how to conceptualize projects, plan projects, create advanced 2D animations, 3D models and 3D animations using Toon Boom Harmony, Storyboard Pro, Blender and/or Autodesk Maya.

ATC

The Applied Technology & Commerce Department (ATC) includes three dynamic programs: Applied Commerce Education, Information Technology and Interactive Digital Media which provide technological and business skills to succeed in today's ever-changing world.

Optional Courses

Architectural Design Drafting (1 Credit) DRAR3G

The Design Drafting program offers students an opportunity to explore architectural and engineering design drafting practices. This course focuses on using a design process to design and create a computer model of a cottage, and gaining an understanding of interior design and small house construction processes. Content will include producing a printed floor plan, exterior and interior views of the design, and a photo quality rendered image using AutoCAD and NXT Render software.

Aviation Metal Fabrication (1 Credit) AMFV1S

The Aerospace program offers students an opportunity to explore introductory skills of forming and fabricating metal including metal forming, riveting and the ability to use various hand tools. This course focuses on fun ways to explore the aviation trade. Content will include small models such as aluminum remote control boats and aircraft with the potential to create students own projects.

CAD-CAM-CNC, 3D Printing for Manufacturing (1 Credit) METR3G

The Machining Technology program offers students an opportunity to learn manufacturing skills utilizing Machining, Welding and 3D Printing techniques. The focus of this course is on fun ways to explore manufacturing. Content will include software skills, as well as hands on skills with hand tools, machine tools, electric and air tools, CNC machine tools and 3D Printers.

Cake Baking and Decorating (1 Credit) PA358V3S

The Baking and Pastry Arts program offers students an opportunity to take an introductory course in Cake Baking and Decorating. The focus of this course will be on learning about different types of cakes and how they are made. Content will include baking cakes and learning how to decorate cakes.

Career Development Gr. 11 (1 Credit) LWBR3S

Students participate in several career related experiences designed to create a smooth transition from high school to post-secondary training and employment. The career counsellor and student develop a series of opportunities for the motivated student to mentor, volunteer and job shadow in their chosen career area. The majority of this course is completed in the community and is therefore not scheduled into the regular timetable. The pace at which students complete this course is determined by their after school availability.

Cinema as a Witness to Modern History Gr. 12 (1 Credit) CMHR4S

This course will engage students in an exploration of the connections between cinema as an art form, cinema as a product of history, and cinema as an interpreter of history. Students will critically analyze a variety of films including feature-length fiction films, documentaries, animation, black and white films, and independent shorts. This course uses cinema as a teaching tool to help students go beyond the experience of film as entertainment or as a mere consumer commodity.

Film Production (1 Credit) VAPR3S

The Broadcast Media Arts program offers students an opportunity to make movies. The program takes students through the three stages of production, preparing them to work both in front of and behind the camera. The focus of this course is on harnessing the creativity and passion of students interested in film production. Main areas of study include: fundamentals in screenwriting, camera techniques, video and audio editing, location sound, acting, set etiquette and directing.

Custom Design Clothing and Vehicle Wrap Installing (1 Credit) GRAR3G

The Graphic Arts program offers students an opportunity to learn and experience Clothing & Apparel Design, Signage and Car Wrapping. The focus of this course is on learning how to use software to design your own clothing brand, wrap a car with cool designs and apply decals. Content will include producing designs, using screen printing, vinyl application, and designing & wrapping vehicles with vinyl installation.

High School Apprenticeship Program Gr. 12 (1 Credit) SYAR41

HSAP is another means for a student to earn credits by starting apprenticeship training while still in high school. It allows the motivated student an opportunity to combine their regular high school instruction with paid, part-time, on-the-job training in one of forty apprenticed trades. The course is completed in the community and is therefore not scheduled into the regular timetable. Participation in the program is dependent on a student's ability to secure a job with an apprenticed employer. Please visit: Career Education Centre for complete program details.

Maker Space (1 Credit) ELER1G

The Electronics program offers students an opportunity to learn how to draw and model cool things in 3D and print out your creations. This course focuses on all aspects of 3D printing and how to make ideas "come to life." Content will include adding lights, sounds and movements to your creations in this project-based course that is driven by student interest and creativity.

Metal Art and Welding Fabrication (1 Credit) METR4G

The Welding Technology program offers students an opportunity to learn introductory level skills for welding and fabrication. The focus of this course is on producing creative projects such as fire pits, Indigenous head dresses, custom signs, models and other projects including student -created designs. Content will include various metal manufacturing techniques including Plasma Cam CNC programming, welding using Oxy Acetylene, M.I.G., and T.I.G. welding processes with the ability to use various hand tools.

Optional Courses

Power Sports and Small Equipment Repair (1 Credit) POMR2G

The Automotive Technology program offers students an opportunity to work with their hands in diagnosing and repairing small equipment and power sport vehicles. The focus of this course will be to provide students with the knowledge and skills associated with repairing and maintaining recreational equipment such as: snowmobiles, ATVs, motorcycles, personal watercraft, outboard motors, and fuel-powered tools. Content will include utilizing & maintaining various power tools, diagnosing & repairing equipment and working with recreational equipment.

Reclaimed Woodworking Course (1 Credit) WOOR3G

The Carpentry program offers students the opportunity to learn how to use hand and power tools, as well as larger woodworking machines. The focus of this course will be on using environmentally friendly sourced materials, such as pallets and barn wood. Content will include repurposing and recycling material to build projects such as book shelves, head boards, end tables and other furniture.

Robotics—Beginning Robotics Gr. 10 (1 Credit) ELER2G

This course is open to all students that want to learn about robotics. Students will design, build, test and modify robotic projects. This is a project based course where students will have a choice as to the projects they select. They will have the chance to compete at the Manitoba Robot Games and/or the Skills Canada Manitoba Robot Competition.

Robotics—Intermediate Robotics Gr. 11 (1 Credit) ELER3G

This is the second level of robotics and students will design, build, program, evaluate and modify larger robots in a team project. The students will have a choice of what type of project they select. They will be expected to compete at one or both of the Manitoba Robot Games and Skills Canada Manitoba Robot Competition.

Robotics—Advanced Robotics and Mechanical Design Gr. 12 (1 Credit) ELER4G

This is an extremely challenging course and is only for students considering careers in Engineering or Engineering Technology. The prerequisites are Grade 11 Pre-Calculus or Applied Mathematics, and Grade 11 Physics. The students will have a choice of what type of project they select. They will be expected to compete at both the Manitoba Robot Games and Skills Canada Manitoba Robot Competition.

Snapshots to Social Media (1 Credit) VAPR2S

The Professional Photography program offers students an opportunity to use photography to take and use images for non-professional purposes. This course focuses on the ways in which photography is embedded our daily lives. Content will include the connection between photography and families with a focus on what that relationship looked like in the past, the present, and how it may change in the future. Students will explore a variety of photographic technologies, including: photo albums, prints, printers, computers, and mobile phones.

Theatre Technology & Production (1 Credit each) SE169V3S, SE172V4S & SE173V4S

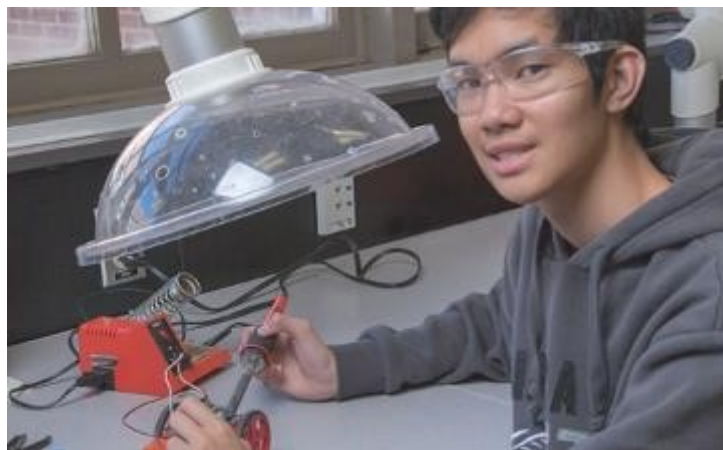
Be part of the crew! This course will train students in the various aspects of the magical world of theatre. Students may earn a full credit at each grade level. The classes for this course are scheduled outside of the regular timetable; mornings, lunch hours and after school. Students are also expected to participate in enrichment opportunities outside of scheduled classes, working on various events held in the theatre. Included will be studies in lighting and lighting design, audio and audio design, stage management, application of theatre technology and more. Upon completion, students will have a strong understanding and the skills needed to create the next great theatrical production.

University Preparation Course (1 Credit) ENTS4S

This course is designed to help our graduating students prepare for the rigors of university life. The course will examine topics concerning university preparedness; classes will focus on proper note taking skills, critical thinking, research and rhetoric, getting the most out of lectures, financial budgeting and choosing the right programs for student achievement. Students will experience lectures, seminars, labs and online modules in order to gain experience with multi modal learning. Students will learn proper writing techniques and how to properly cite research. Students will be encouraged to join field trips to post-secondary institutions offered by the Guidance Department and continue to research programs and schools that best match career opportunities to their interests. If you are interested in pursuing higher education and want the skills and knowledge to succeed, this is the course for you!

Special Language Credit

Do you read, write and speak in a language other than English or French? If so, you may be interested in writing the Special Language Credit Option examinations to earn a maximum of four high school credits (one at each of the grade levels). See your guidance counselor for more information.



English Language Arts

Manitoba English Language Arts Curriculum is outcome based: every year students demonstrate their capacity to meet grade level outcomes. At each grade level students participate in lessons that help them to develop & hone their ELA skills – reading, writing, speaking, listening, viewing, and representing. **It is mandatory that students achieve the outcomes for one grade level before enrolling in the next grade level course.**

In ELA courses the various reading materials and written forms that students encounter fall into two broad categories: **aesthetic** and **pragmatic**.

Aesthetic texts are created for the purpose of evoking emotion, recreating experiences and exploring language (poetry, short stories, novels). **Pragmatic texts** are created with a practical purpose in mind, such as: telling a news story, sharing information, or selling a product (speeches, brochures, how-to-guides).

Different ELA courses focus on these two types of texts to different degrees.

In order to graduate, students are required only to complete one grade level ELA course per grade. Entry into some post-secondary programs may require more than one grade 12 level ELA credit. Students are encouraged to check with their guidance counsellors for details about program requirements.

Grade 9

English 10F (1 Credit) ENGR1F

This course runs every day all year and explores a variety of texts with an emphasis on Human Rights and world events. Course content: 50% pragmatic and 50% aesthetic.

Grade 10

English 20F (1 Credit) ENGR2F

This course provides students with the opportunity to explore a variety of texts. Course content: 50% aesthetic and 50% pragmatic. The prerequisite for this course is English 10F.

Grade 11

English 30S Comprehensive (1 Credit) ENG3S

This course aims at developing evaluation skills and a more mature point of view. Students are asked to consider style and place with a greater emphasis on critical thinking. Students are involved in group and individual work. The course content: 50% aesthetic and 50% pragmatic. The prerequisite for this course is English 20F.



English 30S Transactional (1 Credit) ENGT3S

This course focuses on pragmatic forms of reading and writing, such as: letter writing, non-fiction texts and media literacy. It is designed for students who would prefer to read a true story rather than fiction and who prefer practical applications of ELA. The course content: 30% aesthetic and 70% pragmatic. The prerequisite for this course is English 20F.

Grade 12

English 40S Comprehensive (1 Credit) ENG4S

Students study literature and language. The focus is skill development and is intended for students who want a broad range of language experience. Course content: 50% aesthetic and 50% pragmatic. The prerequisite for this course is any grade 11 ELA credit.

English 40S Literary (1 Credit) ENGL4S

Students analyze modern and traditional literature, poetry, plays, and short movies. Course content: 70% aesthetic and 30% pragmatic. The prerequisite for this course is any grade 11 ELA credit. Students in this course are required to write the Provincial English Language Arts exam.

English 40S Transactional (1 Credit) ENGT4S

This course focuses on the study of non-fiction and contemporary materials (e.g. research, reports, biographies, and journalism form). The course content is 30% aesthetic and 70% pragmatic. The prerequisite for this course is any grade 11 ELA credit. Students in this course are required to write the Provincial English Language Arts exam.

English 40S Language and Technical Communication* (1 Credit) ENCS4S

This course focuses on everyday uses of writing: from e-mail to business proposals. Students practice writing instructions, various letter forms, and informational texts. Pragmatic texts are created with a practical purpose in mind, such as: telling a news story, sharing information or selling a product (speeches, brochures, how-to-guides). **Course content is 10% aesthetic and 90% pragmatic.** The prerequisite for this course is any grade 11 ELA credit.

***Students in this course are not required to write the Provincial English Language Arts exam.**

NOTE: This course may be used as the sole Grade 12 ELA credit for students working towards a **TECHNICAL DIPLOMA**. Students working towards an **ACADEMIC DIPLOMA** may only take this course as a **second** Grade 12 ELA credit.

English 40S Language and Transactional Forms (university Prep) * (1 Credit) ENTS4S

This course is designed to help our graduating students prepare for the rigors of university life. ENTS4S will focus on building the communication skills students will require to successfully compete at university. The course will examine topics concerning university preparedness; classes will focus on: reading and writing skills, proper note taking skills, critical thinking, research and rhetoric, how to get the most out of lectures, financial budgeting and matching the right program to student's interests. ENTS4S acts as a second credit for university programs that require two credits in English.

Human Ecology

Gr. 9 - 12 Foods and Nutrition FOHR1S (.5 credit) FNUR2S, FNUR3S, FNUR4S (1 Credit)

Students will study a multitude of topics in the area of Foods and Nutrition including the exploration of trends in disordered eating, the identification and prevention of foodborne illness and the deconstruction of the psychology behind the design of grocery stores. During lab times, students will hone their cooking skills by working cooperatively to create healthy and nutritious dishes. On successful completion of the course, students will be armed with practical cooking skills and a complete understanding of safe practices in the kitchen.

Family Studies Gr. 10 (1 Credit) FSTR2S

This course focuses on the skills and knowledge parents and caregivers need with emphasis on maternal health, pregnancy, birth and the early years of human development. Students will learn about the developmental needs, effective care and guidance of young children. The course includes written as well as hands on work.

Family Studies Gr. 12 (1 Credit) FSTR4S

This course focuses on the transition from adolescence to adulthood with the ability to examine and practice skills that help develop healthy interpersonal relationships. The skills and knowledge will provide the opportunity for students to make informed and responsible life management choices now and in the future. This course includes hands on and written work.



Humanities (Social Studies)

Grade 9

Social Studies 10F (1 Credit) SOSR1F

The Social Studies course is every day for one semester, divided into two terms. The course will cover sections in Diversity and Pluralism, Democracy and Governance, Globalization, Citizenship and Social Justice. Students explore concepts of identity, culture and community in relation to individuals, societies, and nations. Students will also be expected to incorporate skills of active citizenship, managing ideas and information, critical and creative thinking, and communication. Grade 9 Social Studies is a prerequisite course for the grade 10 Geography course.

Grade 10

Geography 20F (1 Credit) GEOR2F

Students will focus on a variety of issues and challenges of the contemporary world, with a particular focus on Canada. Students will learn skills related to geographic thinking, study concepts related to the ownership and development of natural resources, production and distribution of food, development of industry and trade, and increasing urbanization. Throughout the course, students will become aware of the importance of the environment, stewardship, and sustainable development, as well as the social, political and economic implications of their personal choices. The prerequisite for this course is Humanities (Social Studies) 10F.

French 20F (1 Credit) FRER2F

This course emphasizes a general knowledge of francophone culture, and the advantages of learning French. Students will practice reading, writing and speaking French through a variety of written prose, poetry and conversational excerpts in addition, they will work toward comprehension of an additional language through translation, repetition, and responding to text. This course also involves listening and speaking practice using recordings and exemplars. This course is a good introduction to the French language for travel, or simply for broadening one's general knowledge of this official Canadian language.

Grade 11

History 30S (1 Credit) HISR3F

The curriculum supports citizenship as a core concept and engages students in historical inquiry. Students will be guided by essential questions to focus on the history of Canada from pre-contact to the present. Through this process students will learn to think historically and acquire enduring understandings related to the major themes in Canadian history, including; First Nations, Metis and Inuit Peoples, French- English Duality, Identity, Diversity and Citizenship, Governance and Economics, and Canada and the World. The prerequisite for this course is Geography 20F.

Indigenous Studies (1 Credit) NASY2G & ABSR4S

This course provides an overview of the historical, political, social, and economic issues that aboriginal peoples in North America face today. Contemporary issues regarding justice, family values, art and foods will also be studied. Students will have an opportunity to create several art projects as well.

Grade 12

Global Issues: Citizenship and Sustainability 40S (1 Credit) GLIR4S

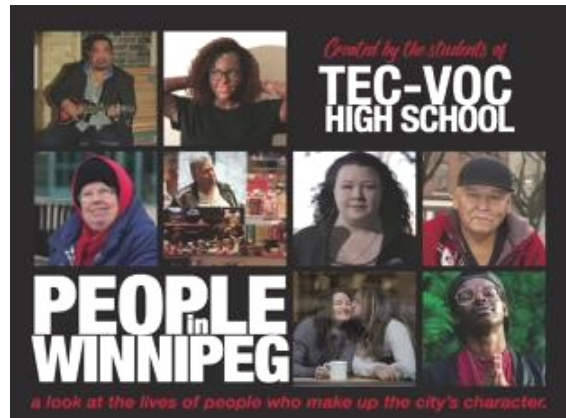
Students conduct inquiry into the social, political, environmental and economic impact of contemporary and emerging global issues. Through their inquiry, students focus on questions about the quality of life locally, nationally and globally. This course is based on the principles of active democratic citizenship, ecological literacy, critical media literacy, ethical decision-making, and consolidates learning across the disciplines to empower students as agents of change for a sustainable and equitable future.

Psychology 40S (1 Credit) PSYR4S

A survey course focusing on a brief history of the science of psychology, human development, theories of personality development and motivation. The course also examines the role that stress plays in our lives, various psychological disorders, and social attitudes regarding gender role.

Law 40S (1 Credit) LAWR4S

Students will examine Canadian Law fundamentals related to the Charter of Rights and Freedoms, Criminal Law and Civil Law. Much of the course work is built around the study of real life cases and how they relate to each aspect of the law. There is also an expectation that student participate in classroom discussions. There is no prerequisite for this course



Mathematics

Students need at least one math credit at each grade level for graduation. Students that have a high interest in Mathematics are encouraged to either take more than one math course at a particular level or take enriched math or Grade 12 Calculus.

Grade 9

Mathematics 10F (1 credit) MATR1F or Advanced Mathematics 10F (1credit) MATE1F

This course is offered every day for 2 semesters, divided into 4 terms. Topics include: square roots and surface area, circle geometry, linear equations and inequalities, linear relations, powers and exponents, polynomials, similarities and transformations and probability and statistics. After completing this last year of general mathematics instruction, students will take IAPR2S and/or ESMR2S.. Mathematics 10F is a prerequisite for any grade 10 Mathematics course.

Grade 10

Intro to Applied & Pre-Calculus Math 20S (1 Credit) IAPR2S

This course blends contextual and algebraic mathematics by engaging students in activities that include the use of technology, problem solving, mental mathematics, and theoretical mathematics. Topics include: measurement, trigonometry, factors and products, roots and powers, relations and functions, linear functions, and systems of equations. After completing this course students are encouraged to continue with Pre-Calculus 30S and/or Applied Math 30S. The prerequisite for this course is Grade 9 Math. This is a full year course.

Essential Mathematics 20S (1 Credit) ESMR2S

This course emphasizes consumer applications, problem solving, decision making, and spatial sense. Students are expected to work both individually and in small groups on mathematical concepts and skills encountered in everyday life in a technological society. Unit topics include analysis of games and numbers, personal finance, measurement, 2-D geometry, trigonometry, consumer decisions, transformations, and angle construction. After completing this course, students are encouraged to continue with Essential Math 30S. The prerequisite for this course is Grade 9 Math.

Grade 11

Applied Math 30S (1 Credit) APMR3S

This course promotes the learning of numerical and geometrical problem-solving techniques as they relate to the world around us. Technology such as graphing calculators, spreadsheets, and other computer software will be used by students as an integral part of both learning and assessment in this course. Topics include quadratic functions, proofs, statistics, systems of inequalities, trigonometry, and scale representations. After completing this course students are encouraged to continue with Applied Math 40S or Essential Math 40S. The prerequisite for this course is Intro to Applied and Pre-Calculus Math 20S.

Essential Math 30S (1 Credit) ESMR3S

This course builds on the concepts taught in Essential Math 20S. Unit topics include financial math, 3-D geometry, trigonometry, rate of change, and scale representations. After completing this course, students are encouraged to continue with Essential Math 40S. The prerequisite for this course is Grade 10 Math.

Pre-Calculus Math 30S (1 Credit) PCMR3S

The course comprises a high-level study of theoretical mathematics with an emphasis on problem solving and mental mathematics. The topics include the study of algebra, quadratic functions, reciprocal functions, and trigonometry. After completing this course, students are encouraged to continue with Pre-Calculus 40S, Applied Math 40S or Essential Math 40S. The prerequisite for this course is Intro to Applied and Pre-Calculus Math 20S.

Grade 12

Applied Math 40S (1 Credit) APMR4S

A graphing approach to problem solving highlights this course, as such, a graphing calculator is required. Calculators are available for loan from the teacher if needed. This course includes the topics: financial mathematics, logical reasoning, probability, relations and functions, and design and measurement. The prerequisite for this course is Pre-Calculus 30S or Applied Math 30S.

Essential Math 40S (1 Credit) ESMR4S

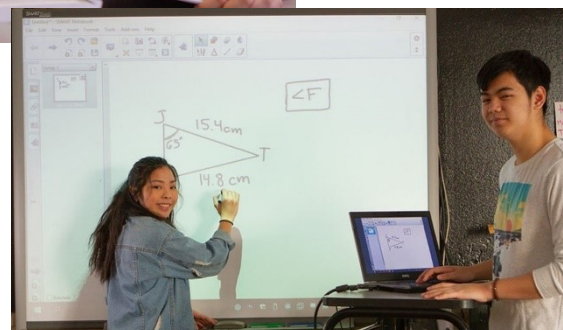
Unit topics include analysis of games and numbers, vehicle finance, home finance, statistics, geometry, trigonometry, precision measurement, business finance, a career life project, and probability. The prerequisite for this course is Grade 11 Math.

Pre-Calculus Math 40S (1 Credit) PCMR4S

The topics include the study of transformations of functions, trigonometric functions and identities, permutations and combinations, binomial theorem, polynomial functions, exponents and logarithms, and radical/rational equations and functions. The prerequisite for this course is Pre-Calculus 30S. This is a full year course.

Calculus Math 45S (1/2 Credit) CALR4S

This course introduces students to the study of Calculus. This course focuses on the basic concepts of limits, derivatives, and integration. Students planning to pursue post secondary education in business, technology, science, or engineering will find this course of particular interest. This course is accepted at most universities and colleges as a grade 12 option credit for entrance requirements. The prerequisite for this course is Pre-Calculus 40S.



Academic Courses

Physical Education & Health Education

Students need at least one Physical Education credit in each grade level for graduation.

Tec-Voc Physical Education offers a variety of options at each grade level. Options include specialized programs that are sport specific in Basketball and Hockey, as well as female fitness. Our goal is to provide a meaningful and enjoyable experience that appeals to every student that attends Tec-Voc. The Tec-Voc Physical Education Staff includes experts in Basketball, Hockey, Athlete Strength and Conditioning, and Rugby. We believe that lifelong physical activity is essential to both our physical and mental health.

Grade 9

Grade 9 Physical Education/Health Education (1 Credit) PHER1F

The Grade 9 Physical Education and Health curriculum occurs throughout the full school year. Our program offers a variety of traditional and non-traditional games and athletics. Students are provided with a balanced program in order to develop the knowledge, skills, and attitudes necessary for their grade 10 year.

Grade 10

Grade 10 Physical Education/Health Education (1 Credit) PHER2F

The Grade 10 Physical Education and Health curriculum is completed over the course of one semester. The primary emphasis of this course is to expose students to new activities and is based on achieving the learning outcomes in the Physical Education and Health curriculum, using a variety of assessment and instructional techniques. Activities will include fitness, individual, dual and team sports.

Grade 10 Female Healthy Active Lifestyles (1 Credit) PEFR2F

This course is offered as an option for female students and focuses on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. Students will take part in a wide variety of activities like Yoga, Zumba, Pilates, resistance training, low organized games, self-defense that will help them take greater ownership of their personal physical fitness development.

Grade 10 Basketball Academy (1 Credit) PEAB2F

The Grade 10 Basketball Academy provides students who have a passion for basketball the opportunity to develop sport specific skills and knowledge. This course is intended for students who are interested in high level basketball skill development.

Grade 10 Athletic Strength & Conditioning (1 Credit) PES2F

This Grade 10 course is a full credit course completed in one semester. This course will introduce the foundational fitness movements and principles necessary for improving individual athletic performance. Athletes will benefit from the skills and fitness developed throughout this course. The major topics include basic nutrition, personal and social development, and principles of athletic training.

Grade 11

Grade 11 Physical Education (1 Credit) PHER3F

This course is designed to help youth take greater ownership of their own physical fitness, to encourage them to seek out activities that interest them, and to engage in active lifestyles throughout their future. This course is divided into three components: classroom work, in class activity, and out of class activity. Students will study topics related to fitness management, mental health, and substance use and abuse prevention, with a focus on health and personal planning associated risks of the activities they have chosen.

Grade 11 Female Healthy Active Lifestyles (1 Credit) PEFR3F

This course will focus on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. Students will take part in a wide variety of activities that will help them take greater ownership of their personal physical fitness development, encourage the discovery of new physical activities suited to their personal interests and promote an active, healthy lifestyle and overall personal wellness. This course is divided into three components: classroom work, in class activity, and out of class activity.

Grade 10, 11 & 12 Hockey Skills Program (2 Credits) PEAH2F/PEAH3F/PEAH4F

The Grade 10/11/12 Hockey Program courses are year long courses in which students attain their Grade 10, 11 and 12 Physical Education credits as well as Hockey Canada Skills Academy credits. The Hockey Program course is a licensed Hockey Canada Skills Academy course in which students develop on-ice skills and knowledge as well as off-ice fitness. Students will also have the opportunity to become certified as minor hockey referees and coaches throughout these three courses. The topics included in the Physical Education portion of these courses will be the same as PHER2F, PHER3F and PHER4F. *Full hockey equipment is required for participation in this course. Previously enrollment in the Winnipeg Jets Academy is a requirement.



Physical Education & Health Education

Grade 11 Basketball Academy (1 Credit) PEAB3F

The Grade 11 Basketball Academy builds upon the Grade 10 Basketball Academy and is ideal for students who wish to pursue and develop his/her personal potential and knowledge in basketball. This course may require students to participate in field trips to College/University practices. Special guest instructors will also be used to instruct students and enhance their learning in the course. The theory units will focus on mental health, sport psychology, prevention and care of injuries, and fitness management relating specifically to basketball.

Grade 11 Athletic Strength & Conditioning (1 Credit) PESC3F

This course is a full credit course that builds upon the knowledge and principles learned in the Grade 10 Athlete Strength & Conditioning program. Students will advance their fitness training skills as well as develop the skills and knowledge to more effectively train themselves and other athletes. Topics addressed in this course include: Exercise Physiology and Principles of Athletic Training.

Grade 12

Grade 12 Physical Education (1 Credit) PHER4F

This course is designed to help students take greater ownership of their physical fitness development, encourage the discovery of physical activities suited to their personal interests, and promote an active, healthy lifestyle. This course is divided into three components: classroom work, in class activity, and out of class activity. Students will be required to develop a personal physical activity plan. This course is designed to promote continued physical activity and healthy lifestyle practices after graduation. Students will be expected to take ownership of their credit through fitness planning and time management.

Grade 12 Female Healthy Active Lifestyles (1 Credit) PEFR4F

This course will focus on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. This course will accommodate and reflect the interests of the class while introducing new exciting topics in the areas of health, wellness and fitness. This course is divided into three components: classroom work, in class activity, and out of class activity. Students will study topics related to fitness management, nutrition, leadership, and healthy lifestyle practices. This course is designed to promote continued physical activity and healthy lifestyle practices after graduation.

Grade 12 Basketball Academy (1 Credit) PEAB4F

The Grade 12 Basketball Academy builds upon the grade 11 Basketball Academy and is ideal for students who wish to pursue and develop his/her personal potential and knowledge in basketball. This course may require students to participate in field trips to College/University practices. Special guest instructors will also be used to instruct students and enhance their learning in the course. The theory units will focus on human anatomy, sports nutrition, practice planning and coaching, leadership, and fitness management relating specifically to basketball.

Grade 12 Athletic Strength & Conditioning PESC4F

This course builds upon the knowledge and principles learned in the Grade 11 Athlete Strength & Conditioning program. Students will advance their fitness training skills as well as develop the skills and knowledge to more effectively train themselves and other athletes. Topics addressed in this course include: Exercise Physiology, Sports Nutrition, Team Building, Leadership, and Principles of Athletic Training. This course is designed to promote continued physical activity and healthy lifestyle practices after graduation. Students will be expected to take ownership of their credit through fitness planning and time management.



Science

Grade 9

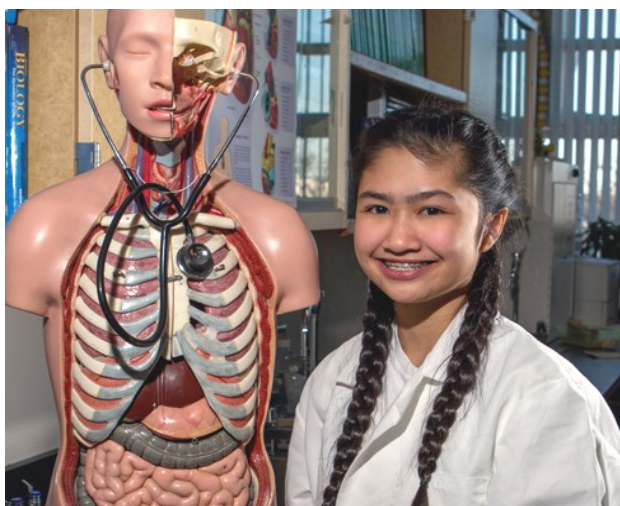
Science 10F (1 credit) SCIR1F

This course introduces different areas of science in four major units: Reproduction, Atoms and Elements, Electricity, and the Universe. Grade 9 Science incorporates elements of inquiry and the scientific method, integrated technology, and societal and environmental issues across each unit. This course is a prerequisite for Science 20F and is required for graduation.

Grade 10

Science 20F (1 Credit) SCIR2F

A course to develop scientifically literate students using the essential aspects of science. The course has four major clusters: Dynamics of Ecosystems, Chemistry in Action, In Motion, and Weather Dynamics. The prerequisite for this course is Science 10F.



Grade 11

Biology 30S (1 Credit) BIOR3S

This course is intended to provide students with an understanding of the major human body systems and how they relate to one another. Students will be expected to participate in various lab activities. This course is recommended for all students who wish to pursue careers in the health sciences. The prerequisite for this course is Science 20F.

Chemistry 30S (1 Credit) CHER3S

This course covers the basic concepts of chemistry. Topics include: physical properties of matter, gases and the atmosphere, chemical reactions, solutions, and organic chemistry. Students will develop essential laboratory skills. Strong math skills are recommended. The prerequisite for this course is Science 20F.

Physics 30S (1 Credit) PHYR3S

How do earthquakes cause tidal waves? Why are astronauts weightless in orbit? Will an asteroid crash into Earth with a force equal to 50 million megatons of TNT? PHYR3S students will investigate topics such as the science of moving objects, electromagnetic fields and the wave phenomena of sound and light. Proficiency with algebra and trigonometry is required. Prerequisites: Applied Math 30S (Precalculus highly recommended)

Grade 12

Biology 40S (1 Credit) BIOR4S

This course is intended for those students who are interested in genetics and biodiversity. Practical labs are a major component of this course. This course is strongly recommended for all students pursuing studies in any of the sciences, as Grade 12 Biology is a required course for admission to many faculties of science at the Universities. The prerequisite for this course is Science 20F. Biology 30S is strongly recommended.

Chemistry 40S (1 Credit) CHER4S

A course for those pursuing a career in science. Topics include: atomic structure, kinetics, chemical equilibrium, acids and bases, solubility, and electrochemistry. There will be a focus on investigative chemistry throughout the course. Strong math skills are recommended. The prerequisite for this course is Chemistry 30S.

Physics 40S (1 Credit) PHYR4S

Building on the genius of such legends as Newton, Einstein and Kepler, PHYR4S will prepare students for University Physics by exploring realms of modern Physics. These areas include geosynchronous satellites, rocket propulsion, microgravity, and medical physics. Proficiency with algebra and trigonometry is essential. Prerequisites: Applied Math 40S (Pre-calculus highly recommended) and Physics 30S.



Visual & Performing Arts

The Tec-Voc Performing Arts Department offers courses including Audio Recording, Concert Band, Concert Choir, Dance, Drama, Guitar, Jazz Band, Piano, and Vocal Jazz. The layout of the Performing Arts Department includes multiple rehearsal areas for instrumental and vocal ensembles, studios for dance and recording, as well as a 475-seat theatre. Activities include participation in music and dance festivals/concerts, rock shows, musical and dramatic productions.

Sound Engineering (.5 Credit) SE165H1S (1 Credit) SE166V2S, SE168V3S, & SE171V4S

An exploration of music technology using Apple computers equipped with software including Logic Pro X, Soundtrap, and Serato (DJ software). Students study music composition and learn to create their own music and beats for online streaming, video games, and animations. Students also learn how to become DJ's spinning their own music! This course is offered at Grade 10, 11, and 12, each for 1 credit.

Hornet Studios—MU1R2S/3S/4S (1 credit) - MU2H2S (0.5 credits)

An introduction/exploration of cutting edge music technology combined with real time performance. This unique course uses Digital Audio Workstations to teach fundamental recording, audio mixing and performance skills. Students create/record/produce music exploring multiple genres including pop, rock, hip-hop, jazz, rap, etc. This course is offered at grade 10, 11 and 12 for three potential credits. Students have the opportunity to earn a full or half credit. See the teacher for more details.

Concert Band (1 Credit) MCBR1S, MCBR2S, MCBR3S & MCRR4S

Students have an opportunity to explore various styles of music as a band, while learning and implementing musical tools through performance. This course focuses on ear training, sight-reading, composition and individual skill development. This group participates in school performances throughout the school year, as well as festivals and workshops in and around the Winnipeg area.. **Prerequisite:** A minimum of one year playing experience at the Middle Years or High School level.

Guitar (1/2 Credit) MGUH1S (1 Credit) MGUR2S, MGUR3S & MGUR4S

Students are given group instruction in a variety of genres including rock, blues, classical, and metal. Students participate in music festivals and also form rock bands, that perform in shows throughout the year. No previous experience required. This course is offered at Grade 9, 10, 11, and 12.

Piano/Keyboard (1 Credit) MPIR2S, MPIR3S, & MPIR4S

An introduction to piano skills through group and individualized instruction. Students progress at their own speed, with exposure to different playing styles and repertoire. Emphasis is on music theory, sight-reading, performance, and accompaniment skills. No previous piano experience required.

Concert Choir (1 Credit) MCCR1S, MCCR2S, MCCR3S, & MCCR4S

This full-year course provides an opportunity for all students to learn various music styles while working on vocal technique. This group participates in school performances throughout the school year, as well as festivals and workshops in and around the Winnipeg area. This course is beneficial for those who have very little singing experience and want to develop their vocal skills further, in addition to those who have been singing for some time and are looking for a challenge.

Vocal Jazz - Jazzthetics (1 Credit) MVJR2S, MVJR3S, & MVJR4S

This course focuses on elements of vocal jazz such as solo singing, scatting, rhythm proficiency and mic technique. Music styles explored include Swing, Blues, Latin, Funk, R&B and Pop, with the opportunity for group arranging. Opportunities for performances happen in and around the school and with the school's jazz bank in addition to festivals, workshops and special performances throughout the city and surrounding areas. Auditions take place at the beginning of the school year where students will be selected to participate in this course.

Co-requisite: Students must also be enrolled in Concert Choir 2S, 3S, or 4S.

Dance (.5 credit) DNHB1S (1 Credit) DANR2S, DANR3S & DANR4S

A course which introduces a variety of styles including jazz, hip-hop, ballet, tap, ballroom, and musical theatre. The course is offered for beginning through advanced levels. Performance is an essential element of the program.

Dance Tec Company—DTC (2 Credits) DJDR1S, DJDR2S, DJDR3S, DJDR4S & DN1R1S, DN1R2S, DN1R3S, DN1R4S

A performance based course providing numerous opportunities for the group to perform and represent the school. A variety of dance styles will be studied. Open auditions will be held at the beginning and end of the school year. Students will be selected to participate in these courses.

Drama (.5 Credit) DAHB1S (1 Credit) DAMR2S, DAMR3S & DAMR4S

This course offers an exploration of Drama skills and genres. Beginning with basics such as Voice and Diction, Movement and Improvisation, we then move forward into Scene Analysis and Script Writing. Each year we will also look at several different theatrical styles, ranging from Ancient Greek and Roman Theatre to Musical Theatre and Screen Acting. Students will develop confidence and poise while gaining invaluable skills.



Visual & Performing Arts

Visual Arts is offered at grades 9, 10, 11, and 12. The Visual Arts program follows the new Manitoba Curriculum Framework and recognizes each student as a young and developing artist.

The Tec-Voc Visual Arts program offers creative and original art making activities in drawing, painting, sculpture, textiles, design, and craft. Students participate in skill-building projects that allow them to develop technical ability while challenging them to solve problems creatively. Activities are hands-on, allowing students to imagine, sketch, design and create a work of art from start to finish.

The Visual Arts classroom offers a comfortable and relaxed atmosphere where students learn about art history, cultural diversity and media awareness. Collaborative art projects, gallery visits and community ventures are combined with individual work and self-reflection to create a well-rounded arts experience.

The Visual Arts program provides a foundation for future post-secondary studies in Fine Arts, Communications, Graphic Design, Fashion Design, Architecture, Education and Arts Administration.



Students will have more opportunity for choice as they participate in drawing, painting, sculpture, and craft. Sketchbooks and personal reflection become increasingly important in the grade 11 Visual Arts program. Prior art experience recommended.

Grade 12 Art (1 Credit) VIAR4S

Students continue to hone their skills, focusing on the meaning behind their artistic and aesthetic choices. Students will learn about contemporary issues in art and culture and those who are interested in post-secondary education may work on creating an application portfolio. Sketchbooks remain a priority as students narrow their focus and work on increasing complex projects. Prior art experience is recommended.

Grade 12 Visual Arts Studio (1 Credit) VA1R4S

Grade 12 Visual Arts Studio is an additional credit option for students who have completed grade 9 - 12 Visual Arts. This credit is intended for students with a serious interest in the Visual Arts who wish to add additional art production time into their schedules. Prerequisite: Completion of VIAR2S and VIAR3S, enrolment in VIAR4S and the Visual Arts teacher's recommendation.



Grade 9 Art (1/2 Credit) VAHB1S

Students are introduced to the elements and principles of design as they experiment with different media in order to try their hand at various art making techniques. Grade 9 Visual Arts offers students a chance to create art with their peers as they learn the fundamentals of drawing, painting, sculpture, and craft. No previous art experience required, only a willingness to try a bit of everything!

Grade 10 Art (1 Credit) VIAR2S

Students begin to link the elements and principles of design to their own works of art. While participating in drawing, painting, sculpture, and craft, students learn about various periods in art history as well as contemporary issues. No previous art experience required, only a willingness to follow through with an idea from initial sketches to finished product!

Grade 11 Art (1 Credit) VIAR3S

Students hone their technical skills and begin to spend more time on complex and detailed works of art. Students will develop deeper observational skills and make meaning of art works, past and present.



Post Secondary Options

If you are not ready to pursue college or university or work full time yet, experiencing a trade may be an option for you to consider. Each year Tec Voc welcomes many post-high students. Students can choose one of our 18 vocational programs that lead to employment or additional training in 5 industries.

Applicant Requirements:

Applicants must be under the age of 21 and reside within the Winnipeg School Division boundaries.

Applications should be submitted before spring break and applicants will be interviewed in early June by the teacher from the vocational program that they applied for. The number of seats for post-high students is limited in many of our programs.

Service

Baking and Pastry Arts

Culinary Arts

Dental Technology

Dental Assisting

Manufacturing

Design Drafting

Electronics

Innovative Manufacturing Technology

Welding Technology

Construction

Carpentry

Electrical Trades Technology

Transportation

Automotive Technology

Aerospace (AMMOP)*

Communications

Administrative Assistant

Network Support Technician

Advertising – Graphic Design

Graphic Communications & Print Technology

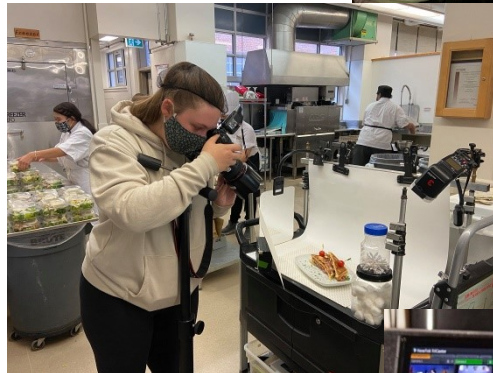
Broadcasting/Media Arts

Professional Photography

*Level 1 certified programs are in *italics*

Why Students Choose Post-High Studies at Tec Voc?

- Skilled Vocational Instructors – minimum of 6 years of industry experience
- Industry Standard Facilities and Equipment
- Access to our network of businesses
- No cost – only requires your curiosity and dedication
- Maintain your current activities while transitioning
- Industry Certification & Apprenticeship
- Updated transcripts & Vocational Diplomas (presented upon completion as applicable)
- Work Experience and Employment opportunities
- Skill Preparation for further post-high studies



For more information about this program please contact: SYLVIA MARTIN 204-786-1401 EXT. 586 smartin@wsd1.org

AMMOP

Aerospace Manufacturing and Maintenance Orientation Program

Target Audience:

Adults who want to transition to employment and post-secondary opportunities in the Manitoba Aerospace Industry.

Length of the Program:

AMMOP is a 10 month program in which students learn the skills that will lead to a career in the Aerospace Industry. Students attend from 7:45*2:30 p.m. for half a week, with perfect attendance being the expectation.

Applicant Requirements:

Students must have completed their Grade 12 and be competent in Math, Science and English. ***There is no age limit for this program and is open to all residents of Manitoba.*** An entrance exam will be completed in May with applicants subject to reference checks and an interview. Successful applicants will be notified in June for a mid-August start date.

Program Elements

- Aircraft Engine Fundamentals (both Piston and Gas Turbine)
- Aviation Math & Physics
- Blueprint Reading & Technical Drawings
- Composite Fabrication & Repair
- Non-Destructive Testing
- Principles of Flight (both Fixed & Rotary)
- Mentorship
- Test of Workplace Essential Skills (TOWES) preparation
- Work Experience



Potential Careers

- Gas Turbine Technologist
- Aircraft Maintenance Engineer
- Aviation Machinist
- Non destructive Tester
- Composite Fabricator

For a complete list, visit <http://www.mbaerospace.ca/careers/>

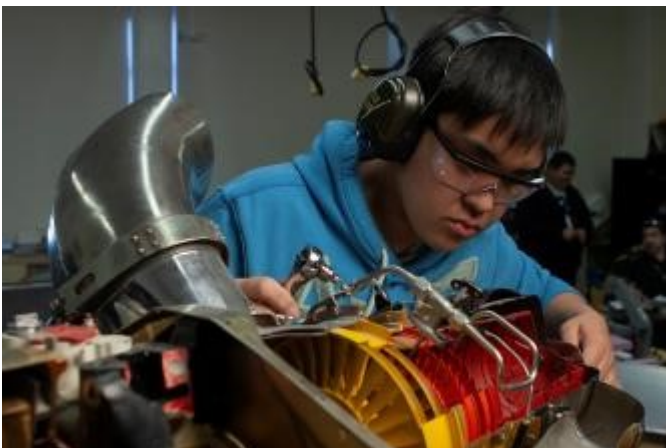
Apprenticeship Trades:

- Aircraft Maintenance Journeyperson
- Gas Turbine Repair and Overhaul Technician

For more information, visit <http://www.gov.mb.ca/wd/apprenticeship/discover/mbtrades/index.html>

AMMOP Open House and Registration Evening

Wednesday, April 28, 2021
Virtual Presentation @ 6:00pm



For more information about this program please contact: SYLVIA MARTIN 204-786-1401 EXT. 586 smartin@wsd1.org

Get Involved—Extra Curricular

Athletics

- Football
- Badminton
- Soccer
- Basketball
- Curling
- Volleyball
- Rugby
- Golf
- Track & Field
- Cross Country
- Cheerleading
- Weight Room Training
- Intramurals
- Get Fit Fridays
- Ski/Snowboarding Club



Tec-Voc Productions

Tec-Voc's Performing Arts Department has a long history of producing quality musicals and dramatic productions for over 50 years. Our 475-seat theatre provides students with the opportunity for an authentic experience, working with formally trained and well-known artistic and music directors and choreographers. Students interested in the technical side of production receive immediate and hands on training with dedicated instructors and are an integral part of producing our shows. With so many opportunities for Tec-Voc students to perform onstage, or to be involved in backstage management, there is no doubt that every student-performer will achieve success!



Skills Canada

Students at Tec-Voc participate in various Skills Canada competitions throughout the year at the Provincial and National Level!



Skills Canada
Skills Canada National Competition



Young Women's Conference



Card Board Boat Race



Extreme Sledding



Model Wind Turbine



Get involved!

Extra-Curricular - Opportunities vary year to year and are determined by student interest and initiative

- | | |
|--|-----------------------------|
| • Aboriginal Student Association (ASA) | • Geocaching Group |
| • Anime Club | • Grad Committee |
| • Bike/Cycling Club | • Gender Sexuality Alliance |
| • Chess Club | • Holiday Party |
| • Christmas Hampers | • Karaoke |
| • Cyber Defence Club | • Tec Stock |
| • Deca | • Travel Club |
| • Dissection Club | • We Day |
| • Festivale du Voyageur | • WIT |
| • Fishing Club | • Youth In Philanthropy |
| | • Leadership Group |

Think Green, Act Gold, Be A Hornet!

All Students and staff will show respect for themselves, each other and the school by acting according to the School code of conduct:

- Attend regularly on time and ready to learn with proper supplies and equipment
 - Participate in learning and contribute to the life and learning of one's self and others
 - Dress for school in a manner appropriate to a learning and working environment
 - Use considerate behavior and language in all interactions
 - Be respectful of Tec-Voc High School and Winnipeg School Division policies related to student and staff conduct
 - Tec-Voc is a safe and respectful environment free from prejudices, fears and distractions
 - Everyone at Tec-Voc High School is encouraged to maximize their learning experience and their life as a student or member of staff
 - All members of the Tec-Voc community are encouraged to take ownership for their behavior, their learning and the environment and culture of Tec-Voc
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Stay Connected!

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WINNIPEG SCHOOL DIVISION