

COMPUTER PROGRAMMING 11

Prerequisite: None

This course is meant to be an introduction to programming logic and programming languages. You will learn about..

- *History of the development of programming languages
- *Influences of technological advancements related to programming
- *Basic command line events
- *How programming makes technology possible
- *Applying correct programming and ICT terminology
- *Using assigned steps to develop software
- *Constructing and editing programs containing input/output, read/write, and simple variables.

ACCOUNTING 12

Prerequisite: Accounting 11

Accounting 12 is a continuation of Accounting 11 using procedures that are more advanced. Students who complete this course will learn relevant business skills to be hired for bookkeeping jobs or to add to their resume.

- *Understand basic financial information to update and create financial documents in the accounting cycle.
- *Students will combine written theory with computer applications-Sage/QuickBooks
- *Continue using Accounting Monopoly
- *Software used - Sage/QuickBooks online. Workbook required (same book used for Accounting 11).
- *Recommended for students wanting a career in Accounting, Business, or as an Entrepreneur.

ECONOMICS 12

Prerequisite: None

Economics 12 is designed for all students who have an interest in a business or managerial career, and who are interested in how the Canadian economy works. This course will benefit students who plan to attend post-secondary institutions. In this course, students will study the evolution of modern economic systems and current issues such as the production of goods and services and the organization of business. The course will also focus on the following topics: the stock market, banking, government budgets, the deficit, taxes, inflation, recession, employment and unemployment. ***UBC and SFU recognize a student's achievement in Economics 12 as part of his/her academic average.***

COMPUTER PROGRAMMING 12

Prerequisite: Computer Programming 11

This course expands on the programming skills learned in Computer Programming 11. You will learn about...

- *Logic, strings, decisions and loops, data in Java
- *Arrays and algorithms for sorting and searching
- *Reading from and writing to files
- *Advanced object oriented concepts

COMPUTER INFORMATION SYSTEMS 12

Prerequisite: Permission from CIS teacher

Computer Information Systems is a course for students who have some familiarity with computers and troubleshooting, and are wanting to gain more experience in a tech support role within the school. Students who wish to take CIS 12 must be responsible, mature and able to succeed in a self-directed environment. This course will consist of:

- *Managing electronic and computer equipment within the school
- *Providing technical support for teachers and staff
- *Researching the network architecture within the school and school district
- *Using command line and SSH techniques to create and manage user accounts

YEARBOOK 11 AND 12 LEVEL 1

This course is designed to create the school's annual yearbook. Students will learn the basics of layout design, journalistic writing and photography. With the nature of our subject matter, students need to be prepared to commit to time outside of class for photo assignments and need to understand that it is a deadline-based course where dedication and the ability to multitask are a must. Participants gain useful, real world skills in time management, marketing, teamwork and design principles. The Level 1 course will focus more on the development of base skills: Adobe programs, photography, journalistic writing and teamwork, page design, advanced publishing techniques, copy writing and editing while producing a creative, innovative yearbook which records school memories and events. Course work is made up of challenging real world projects and assignments typical of the graphic design and publishing industries.

YEARBOOK 12 LEVEL 2

The level 2 Yearbook course will see students in leadership positions and builds upon skills learned in Level 1. Learning skills to act as editors, run a team and make important decisions for layout, design and themes are key to this course. With the nature of our subject matter, students need to be prepared to commit to time outside of class for photo assignments and need to understand that it is a deadline based course. In this course, students will work on improving their skills in: page design, advanced publishing techniques, copy writing, editing and photography while producing a creative, innovative yearbook which records school memories and events. Students gain real world skills in time management, marketing, teamwork and design principles. This is a great course for anyone looking to enter into the fields of graphic design, journalism, or media based arts.

