

Business & Information Technology Courses

@ Grandview Heights Secondary

Course information handout

Applied Skills For The Future

Explore
Learn new things
Prepare for Post-Secondary

Accounting 11

This is an entry-level accounting course that will cover the fundamentals of accounting and is a "must have" course for any student considering a career in Business. Students taking this course will help prepare themselves for their first-year accounting courses at university or college. In addition, this course will provide students with basic financial literacy and foundational accounting skills essential for business and personal finance. Students will develop Excel skills while learning to record financial transactions and prepare general journals, ledgers, trial balances, balance sheets and income statements.



Accounting 12

Recommended Prerequisites: for grade 12 students or students that have taken Accounting 11.

This course introduces the accounting principles used in current business practices and provides financial literacy and the accounting essentials for students looking towards a career in business. Topics include journalizing transactions, preparation and analysis of financial statements, merchandising operations (inventory and cost of goods sold), internal accounting controls, an overview of personal and corporate taxes, and principles of decision-making in managerial accounting. Students taking this course will help prepare themselves for accounting courses at university or college and provide an excellent foundation for business.

Economics 12

Every society must find a way to meet the basic needs of its members for food, clothing and shelter, as well as provide for some of their many wants which bring comfort and pleasure into life. Each society must also choose how to use its limited natural, human and capital resources. Economics 12 is the study of how society attempts to deal with social and economic problems and issues. This course covers such topics as decision making, business organization, supply and demand, scarcity, and the stock market. This course focuses on introductory concepts of Micro and Macroeconomics and will help prepare students for first-year university or college economics.



AP Economics

AP Microeconomics (course rotates with AP Macro)

This is an introductory college-level course, which is intended to give students an understanding of economic principles that apply to individual decision makers, consumers and producers.

Students will develop their understanding using supply and demand charts, and other data as they explore concepts such as scarcity, costs, benefits, production choices and behavior, market inefficiency and public policy. It is an intensive course that may provide students with a university credit.

There is a fee that applies for the AP exam in May.

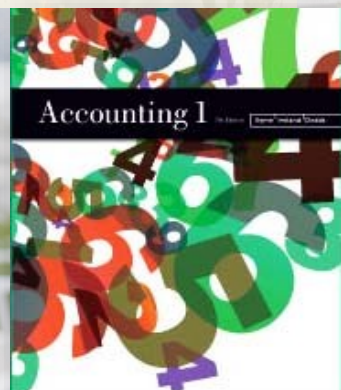
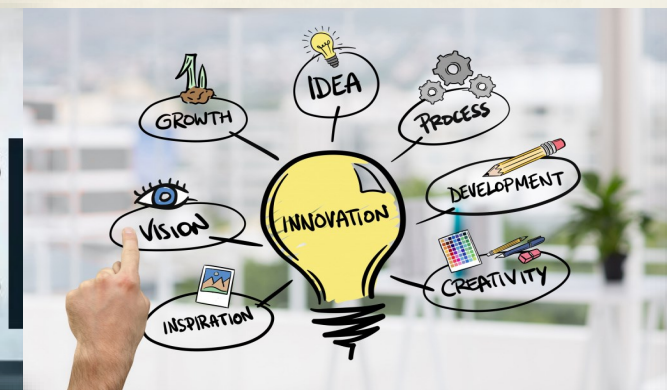
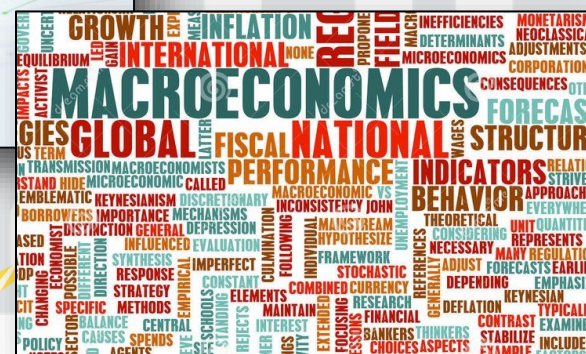
AP Macroeconomics (course rotates with AP Micro)

The AP Macroeconomics course is designed to provide students with an introduction to the principles of economics that apply broadly to economic systems.

The course emphasizes aggregate economic behavior, national income (GDP), and price-level determination (CPI and inflation), as well as fiscal and monetary government policies used to achieve economic goals at national levels. It is an intensive course that may provide students with a university credit.

There is a fee that applies for the AP exam in May.

** For any enquiries please see the Business & ICT Faculty**



Information & Communication Technology

Information Technology 9

Taking this course will assist you in developing your technology skills, which will be an advantage in today's fast paced world. You will learn how to use Web tools, collaborate in a cloud environment, and programming with Python including web coding. You will gain experience with using computer software effectively and using artificial intelligence tools. The following computer software will be used during the course; Adobe Products (Photoshop, Illustrator and Animate), 3D modelling software and databases. Photography theories and editing photos. If you're interested in keeping up with today's technology and setting a foundation for senior computer classes, then this is the class for you!



Computer Studies 10

Students will enhance their computer skills working with computer hardware, software and fundamentals of computer programming. This is a continuation course from ICT9, however students new to computer courses are welcome to register. Part of the course will be self-paced and completed online with support from the instructor. Graphics design techniques and web design will also be covered. Students will be challenged with hands-on problems regarding coding and electronics. This is a project-based course that involves individual research and group collaboration. Students will also be introduced to video editing and special effects using Adobe After Effects.

Digital Media Development 12

- offered to grades 11 & 12
This course will provide students with an introduction to the world of digital media technology. This will be a hands-on project-based program that will deal with the theoretical and practical elements involved with the production of 2D, 3D graphics, and digital audio and video. Students will be experimenting, creating, designing and producing projects within the vast field of media technology.

This course will address the principles, concepts and use of technology as a form of communication all based within the context of media development and design. Students will develop skills and be confident users of software applications, visual and audio editing, and video production. There will be group projects as well as individual projects to encourage students to be independent thinkers as well as cooperative team learners.

Computer Programming 11

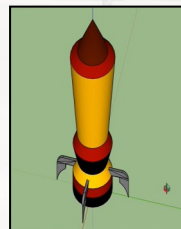
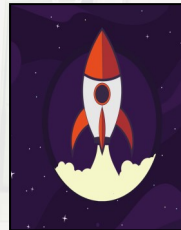
This course is an introduction to programming allowing students to explore and see if programming is something they can pursue in post-secondary. Students will learn the fundamental concepts and terminology of software application development and develop skills in designing and writing simple computer programs. The course covers:

- Programming concepts and terminology.
- Read, trace and understand simple code.
- Write, test, and debug code to solve a simple problem.
- Building blocks of programming using Python.
- Create simple Python applications.
- Design Graphical User Interface.



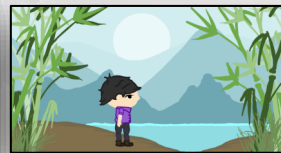
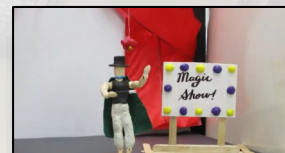
Media Arts 9

This "hands-on" program provides an opportunity for students to develop media production skills using various digital applications for media production. The course is designed as an introduction to 3D modeling, game asset design and computer animation. Students will study the personal, social, cultural and historical significance of 3D computer graphic communications and create work that reflects an understanding of these contexts. Students will learn the elements and principles of design and demonstrate their knowledge through practical. Various computer software will be used to create models, animations, demonstrating their knowledge of storyboarding, computer graphics, set design and the principles of cinematography. The course will culminate in a project that demonstrates their understanding of 2D/3D modeling and the principles of animation.



Animation 10 Media Design

This course is designed as a beginner's course in 3D modeling, game asset design and computer animation. Students will study the personal, social, cultural and historical significance of 3D computer graphic communications and create work that reflects an understanding of these contexts. They will learn the elements and principles of design and demonstrate their knowledge through both practical and written work. Students will use Autodesk MAYA software to create their models, animations, demonstrating their knowledge of storyboarding, computer graphics, set design and the principles of cinematography. Students will reflect on their own work and learn to critique the work of others. The course will culminate in a project that demonstrates their understanding of 3D modeling and the principles of animation.



Animation 11/12 - Media Design

Does "taking notes" in class mean constantly doodling and daydreaming about far-away fantasy worlds and colourful characters? Imagine creating characters and worlds as fantastic as your own imagination, and then bringing them to life. This hands-on course will introduce students to the art and mechanics of animation. Students will learn about hand-drawn animation, animation theory, 2D animation using Adobe Animate CC and 3D animation and modelling with Maya.



Computer Programming 12

Computer programming 12 is a continuation of computer programming 11, covering topics such as data types, conditionals, arrays, loops, functions, algorithms and recursion etc. Many of the topics will be covered at an advanced level, giving students an advantage for post secondary Programming courses.

This course covers primarily Python, allowing students to gain some insight into the skills and common language sets for computer programming and game development. The course introduces programming using a graphics based library. All the lessons are available online which allows students to work at their own pace and is a project-based course with an emphasis on problem solving and creativity.

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Business Courses

Marketing & Entrepreneurship 9

Interested in learning more about business? This introductory course is aimed to help students develop a greater understanding of business, entrepreneurship and marketing. Students will learn through case studies and real-life business scenarios to enable an understanding of concepts regarding business success and failures. There will be group work, presentations, and case study scenarios. This course is based heavily on participation but also consists of assignments and projects. It is expected that you will contribute ideas, strategies, and support the group via participation in and outside of the classroom. Entrepreneurship and marketing 9 is a hands-on course that requires creativity, ideas, collaboration and research. It enables you to learn more about business in general and will help you decide if this is a field of study you may wish to pursue.



Marketing & Promotion 11

From design, production to market; you will learn advanced marketing strategies and selling techniques. Marketing and Promotion 11 gives students both fundamental business skills and practical work experience - both valuable tools needed to succeed in today's business world. This course provides an in-depth look into marketing and the retail world so students can learn to be wise consumers and savvy advertisers.

Students will learn the fundamentals needed to market their own retail business while covering topics such as consumerism, 4 P's of marketing, target markets, positioning and branding, trademarks and logos, surveys and data mining, public Page 18 relations, advertising, and merchandising. At the same time, students will gain practical hands-on experience with a business, giving them a competitive advantage over their peers.



Marketing & Entrepreneurship 10

This course is a continuation from Entrepreneurship & Marketing 9. Students will learn applied marketing concepts and theories using real business cases and scenarios.

This is a hands-on project-based course where students gain experiential learning from their own design and marketing strategies. Students will look at market demands, product designs, manufacturing, sales and distribution. This course is a good preparation for students taking senior business courses.



Entrepreneurship 12

Thinking about starting your own business in the future? Learn about the benefits and challenges of owning your own business.

All businesses begin with an idea. Entrepreneurs identify and explore opportunities, research the ideas, locate and organize resources, and begin to turn the idea into a reality. Entrepreneurship 12 helps students gain an understanding of the entrepreneurial spirit in the context of starting a small business. Topics include characteristics of an entrepreneur, types of businesses and ownerships, basics of marketing, trademarks and logos, laws and regulations, retail details, staffing and scheduling, franchises, and development of a business plan. Small businesses are the driving force behind Canada's economy. Entrepreneurship 12 provides students with the opportunity to learn valuable business skills and the essentials of a business plan, based on experiential learning and scenarios.