

LEARNING AT IMAGINE HIGH

FOUR PILLARS OF INTEGRATED ARTS AND TECHNOLOGY



Student success, engagement, wellbeing and learning are at the core of our vision. We believe that students thrive in a learning environment in which multiple pathways are available for students' personal exploration, creativity, expression and inquiry.

Our vision is supported by the BC Curriculum, the First Peoples Principles of Learning and current research on innovative learning environments.



CURRICULUM PATH - 2021/2022 GRADE 9/10



- Foundations of Inquiry
 Integrated Math, Social Studies, English Language Arts, Science
 Physical and Health Education
- Career Education
- Flex



Examples:

- Place-based/ Community Exploration Institute
- Media Design Production Insititute (Theatre)
- STEM Design Institute
- Graphic Design & Animation Institute
- Culinary Arts Institute
- Digital Recording & Audio Engineering Institute
- Film & Photography Insitutute
- Studio Arts Institute



VISIBLE LEARNI **AUTHENTIC ASSESSMENT**





CHOICE ELECTIVES QUARTERLY

- Electronics & Robotics
- Visual Communication
- Technology Exploration
- Drama & Theatre
- Photography & Film
- 2D & 3D Animation
- Dance
- Rock Band
- Videogame Development
- Art Studio
- Food Studies
- Drafting & Design
- French
- Fitness & Conditioning
- Active Living

DEEP DIVE **IMMERSIVE INSTITUTES** THREE WEEKS - TWICE PER YEAR









INTEGRATED CORE

LINEAR - FULL YEAR

2 TEACHERS, 60 GRADE 9/10 STUDENTS



In the integrated core, learning is delivered through experiential interdisciplinary projects. Students build an understanding of their learning strengths, develop interests, explore their thinking to build independence, and create powerful demonstrations of learning. A key focus is building community through shared work. Projects have a real-world connection and are supported by learning partners and community. Through these projects, students will find opportunities to connect, create, and contribute to school and beyond.

Flex time is designed for students to have opportunities to build independence for additional support and engage in self-directed learning.

Students develop core competencies that support them to:

- Collaborate and communicate
- Think critically and creatively
- Demonstrate positive personal and cultural identity
- Demonstrate personal/social awareness and responsibility
- Understand, plan, monitor, and refect on their thinking

STUDENTS IN GRADE 9/10 RECEIVE CREDIT FOR:

- Mathematics
- English Language Arts
- Science
- Social Studies
- Physical and Health Education
- Career Education

INTEGRATED CORE INCLUDES:

- Embedded arts and technology
- Foundations of Inquiry
- Research Skills
- Empathetic Design Process
- Project Management
- Critique and Revision
- Portfolio Development









CHOICE ELECTIVES QUARTERLY



Our goal at Imagine High is to offer students opportunities to connect with and explore areas of interests and passion. Students select **quarterly elective sessions** in a variety of art and technology areas in order to build skills needed to showcase learning within the integrated core. Students deepen discipline specific skills and understandings by focusing on creative and artistic processes. Electives support students to work in collaborative teams and connect to the local community.

• Arts Education

 Students develop artful and creative habits of mind and engage in self expression

Applied Design, Skills and Technology

 Electives choices build on student's natural curiosity, inventiveness and desire to create and work in practical ways

Languages

- French 9/French 10 is option
- Additional options based on student interest

Wellbeing

 Students engage in habits, practices, and skill development in a variety of wellbeing and physical health areas.

Electives will rotate and evolve based on student interest and will run all year long at Imagine (except during Deep Dive immersive institutes).

ELECTIME CREDIT

- Electronics & Robotics
- Visual Communication
- Technology Exploration
- Drama & Theatre
- Photography & Film
- 2D & 3D Animation
- Dance
- Rock Band
- Videogame Development
- Art Studio
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DEEP DIVE IMMERSIVE INSTITUTES

THREE WEEKS - TWICE PER YEAR



Deep Dives are dynamic and engaging immersive learning institutes that offer opportunities for students to go deep into interests within specific arts and technology focus areas. During the institutes, students collaborate with peers, teachers, experts, and community creatives to partner on real-world projects and problems.

These intensive learning opportunities support students to hone in on personal passion areas, prepare for internships/work experience, and learn with industry standard tools. Deep Dive experiences prepare students for self-directed personalized learning projects at the Grade 11/12 level.

During Deep Dive Institutes, learning in the integrated core and elective sessions are paused.

STUDENTS
RECEIVE
ELECTIVE CREDIT
DEPENDENT ON
DEEP DIVE FOCUS.

Examples may include:

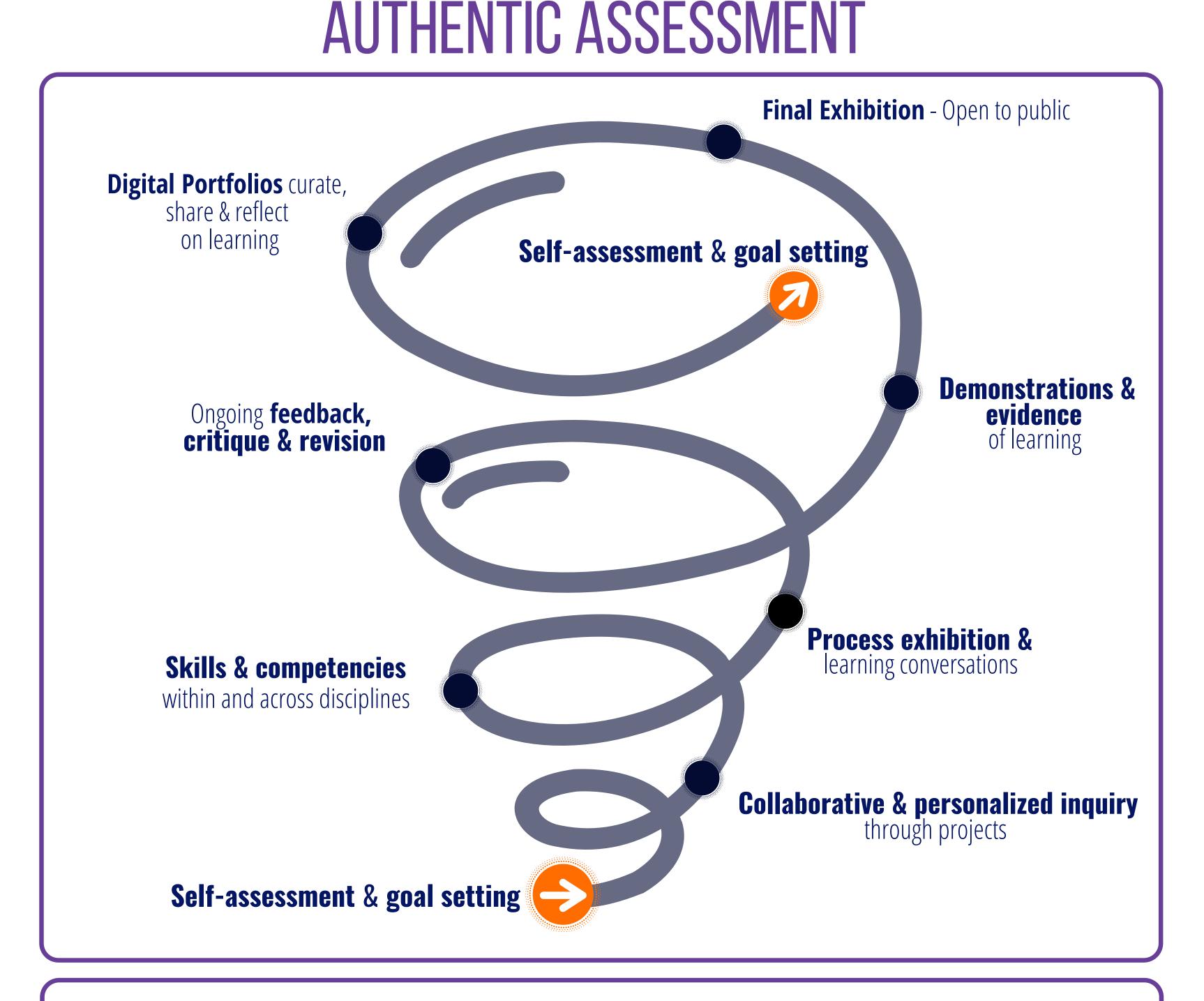
- Theatre Production
- Media Production
- Animation
- Graphic Design
- Robotics & Engineering
- Film & Photography
- Culinary Arts
- Fashion Design
- A variety of other options based on student interest











- Learning is continuous, complex and holistic
- Ongoing assessment practices develop capacity of students to lead their own learning
- Students demonstrate learning in a variety of ways
- Learning experiences designed to ensure high quality products and sustained deep learning
- Descriptive and timely feedback focuses on what students know, do and understand
- Digital Portfolios chart student growth and can be used for post-secondary/career pursuits as students develop their personal and professional identities
- Imagine High will follow BC Ministry of Education reporting student reporting guidelines



DAILY SNAPSHOT - DRAFT

FLEX/LEARNING FAMILY CONNECTION

INTEGRATED CORE

- Learning communities of 60 students and 2 Teachers
- Pull-in support model
- Aligned Prep via PHE

LUNCH BREAK

CHOICE ELECTIVE

Electives rotate quarterly

Anchor lessons (skills and content knowledge)

Hands on/experiential

Inquiry and Design

Project management

Critique, revision, conferencing

Collaborative learning

Flexible time

Demonstrations of learning

Reflection

INTEGRATED CORE/ELECTIVES
SUSPENDED DURING
DEEP DIVES