

TO REGISTER FOR IMAGINE HIGH

Go to: https://sd33.bc.ca/registration

2025-2026 COURSE SELECTION SHEET - GRADE 9

LEGAL NAME:		STUDENT NUMBER:	
PREFERED NAME:		PREFERED PRONOUNS:	
	the Fine Arts column the ADST column ctives from any colum elective courses (NOT stream (see back for d ogram, you will need t receive an email link	the same as your previous complete the expressing to the expression of inte	on of interest form. Students in the rest form. All other students will need
INTEGRATED CORE COURSES: All Students are automatically enroll	ed in these courses wi	thin their learning comm	nunity.
oxtimes Humanities (english & socials) $oxtimes$ Physical health & education		□ CAREER EDUCAT	TION
CHOOSE FOUR (4) QUARTERLY ELECTI	VES AS DESCRIBED AE	BOVE:	
FINE ARTS (Choose at least one)	ADST (Choose at least	one)	SPECIALTY PROGRAM (see the back for more information)
☐ 2D ANIMATION ☐ ART STUDIO ☐ ART FOR VIDEO GAMES I: Intro to Game Art ☐ CONTEMPORARY MUSIC: Rock Band ☐ DIGITAL MEDIA ARTS ☐ DRAMA ☐ FASHION DESIGN/TEXTILES ☐ INTRO TO STRINGS & VOICE ☐ PHOTOGRAPHY ☐ PSYCHOLOGY ☐ SONGWRITING CHOOSE THREE (3) ALTERNATE ELECTION ☐ CHOOSE THREE (3) ALTERNATE ELECT	☐ TECHNOLOGY EXPLO	vel 1 NT I: Intro to Game Dev ORATION NESS START UP T RADES SKILLS nt from the selections al	 □ VIDEO GAME DEVELOPMENT PROGRAM OTHER Many Post-Secondary Institutions require a second language. □ FRENCH 9 □ OUTDOOR EDUCATION OTT (OUT OF TIMETABLE) Courses will be offered before or after school. □ LEADERSHIP DEVELOPMENT □ YEARBOOK
1. 2 CHOOSE ONE (1) DEEP DIVE STREAM (3.	
☐ FINE ARTS ☐ ADST - Applied Design, Skills & Techn ☐ HUMANITIES	ology [ITIPTIONS): ☐ MATH & SCIENCE ☐ PHYSICAL EDUCATION ☐ PERSONAL PASSION PRO HAPPEN IN THE FALL & S	

SEE REVERSE FOR VIDEO GAME DEVELOPMENT PROGRAM & DEEP DIVE



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VIDEO GAME DEVELOPMENT PROGRAM

The Video Game Development Program is an opportunity to complete Grade 9 course work while also learning the artistic, coding and programming skills connected to video game development. Successful applicants will participate in a full year, full day program where game development is woven into each of the subjects we learn. Successful applicants will have to be willing to learn, grow, and work together as part of a team. Please go to https://sd33.bc.ca/registration to complete registration and the expression of interest form. (Students in the AD Rundle IAT program will receive an email link to the expression of interest form.)

Registration closes MARCH 1, 2025. Successful applicants will be notified after spring break.

Students will be automatically enrolled in the following courses:

INTEGRATED CORE COUR	ACEC.
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☑ HUMANITIES (ENGLISH & SOCIALS)

☑ MATH

□ CAREER EDUCATION

☑ PHYSICAL HEALTH & EDUCATION

SCIENCE

ELECTIVE COURSES:

☑ 2D ART FOR VIDEO GAMES

☒ COMPUTER PROGRAMMING

☑ SONGWRITIG & RECORDING FOR GAMES

☑ FILM STUDIES

DEEP DIVE STREAM SURVEY SELECTION DESCRIPTIONS

FINE ARTS

Art-focused Deep Dives would focus on one of the four core discipline-specific programs: dance, drama, music, and visual arts. Example - Art Studio, Popping Pixels, Painting, Songwriting, etc.

ADST - Applied Design, Skills & Technology

ADST-focused Deep Dives would focus on one from the existing disciplines of: **Business Education, Home Economics and Culinary Arts, Information and Communications Technology, and Technology Education.** Example - Medieval Weaponry, Shopcraft, Game Jam, etc.

HUMANITIES

The humanities curriculum is designed to empower students by providing them with strong historical understandings, communication skills, an understanding and appreciation of language, history and literature, and the capacity to engage fully as literate and responsible citizens in a digital age. Example - Comparative Religion, Creative Writing, Classic Horror Literature, etc.

MATH & SCIENCE FOCUS

Math and scientific skills are essential for solving problems in most areas of life and are part of human history. *Example - Astrophysics, Nature Journalling, etc.*

PHYSICAL EDUCATION

The PHE curriculum focuses on well-being — the connections between **physical**, **intellectual**, **mental**, **and social health**. *Example - Outdoor Ed*, *PE Leadership*, *etc*.

PERSONAL PASSION PROJECT

Students in Grade 10-12 may submit a Personal Passion Project application. <u>Approval depends on fulsomeness of application/planning and teacher references</u>. Applications available at Welcome Centre.