



2025-2026 COURSE SELECTION - GRADE 10

LEGAL NAME: _____ STUDENT NUMBER: _____

PREFERRED NAMES: _____

1. Choose **one (1) Math** option
2. Choose **four (4) quarterly electives** from the three columns
3. Choose **three (3) alternate elective courses (NOT the same as your previous selections from Step 2)**
4. Choose **one (1) Deep Dive Stream** (see reverse for descriptions)
5. OPTIONAL: List **Out Of Timetable** courses

All students are automatically enrolled in Career Education.

INTEGRATED CORE COURSES: All Students are automatically enrolled in these courses within their learning community.		
<input checked="" type="checkbox"/> HUMANITIES (EFP ENGLISH & SOCIALS) <input checked="" type="checkbox"/> PHYSICAL HEALTH & EDUCATION <input checked="" type="checkbox"/> SCIENCE		
1. CHOOSE ONE (1) MATH 10 OPTION:		
<input type="checkbox"/> FOUNDATIONS OF MATH AND PRE-CALCULUS 10 <input type="checkbox"/> WORKPLACE MATH 10		
2. CHOOSE FOUR (4) QUARTERLY ELECTIVES:		
FINE ARTS <input type="checkbox"/> 2D ANIMATION <input type="checkbox"/> ART FOR VIDEO GAMES I: Intro to Game Art <input type="checkbox"/> ART STUDIO <input type="checkbox"/> CONTEMPORARY MUSIC: Rock Band <input type="checkbox"/> CREATIVE WRITING & COMPOSITION <input type="checkbox"/> DIGITAL MEDIA ARTS <input type="checkbox"/> DRAMA <input type="checkbox"/> FASHION DESIGN/TEXTILES <input type="checkbox"/> INTRO TO STRINGS & VOICE <input type="checkbox"/> PHOTOGRAPHY <input type="checkbox"/> PSYCHOLOGY <input type="checkbox"/> SONGWRITING	ADST <input type="checkbox"/> CULINARY ARTS <input type="checkbox"/> DRAFTING & DESIGN <input type="checkbox"/> ELECTRONICS & ROBOTICS <input type="checkbox"/> FAMILY AND SOCIETY <input type="checkbox"/> FOOD STUDIES – Level 1 <input type="checkbox"/> GAME DEVELOPMENT I: Intro to Game Dev <input type="checkbox"/> TECHNOLOGY EXPLORATION <input type="checkbox"/> VIDEO GAME BUSINESS START UP <input type="checkbox"/> WEB DEVELOPMENT <input type="checkbox"/> WOODWORK <input type="checkbox"/> YOUTH EXPLORE TRADES SKILLS	OTHER <div style="background-color: yellow; padding: 2px; border: 1px solid black; margin-bottom: 5px;">Many Post-Secondary Institutions require a second language.</div> <input type="checkbox"/> FRENCH 9 <input type="checkbox"/> FRENCH 10 <input type="checkbox"/> OUTDOOR EDUCATION OTT (OUT OF TIMETABLE) <i>Courses will be offered before or after school.</i> <input type="checkbox"/> LEADERSHIP DEVELOPMENT <input type="checkbox"/> YEARBOOK
3. CHOOSE THREE (3) ALTERNATE ELECTIVE COURSES (Different from the selections above):		
1.	2.	3.
4. CHOOSE ONE (1) DEEP DIVE STREAM (see reverse for descriptions):		
<input type="checkbox"/> FINE ARTS <input type="checkbox"/> MATH & SCIENCE <input type="checkbox"/> ADST – Applied Design, Skills & Technology <input type="checkbox"/> PHYSICAL EDUCATION <input type="checkbox"/> HUMANITIES <input type="checkbox"/> PERSONAL PASSION PROJECT		
DEEP DIVE SELECTIONS WILL HAPPEN IN THE FALL & SPRING!!		
5. OUT OF TIMETABLE (OPTIONAL) Courses will be offered before or after school.		
1.	2.	



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 Journaling, 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. Approval depends on fulsomeness of application/planning and teacher references. Applications available at Welcome Centre.

PLEASE RETURN THIS FORM TO THE WELCOME CENTRE OR EMAIL iss-alloffice@sd33.bc.ca
Course selections will be entered in MYED