

2026-2027 COURSE SELECTION SHEET - GRADE 9

LEGAL NAME: _____ STUDENT NUMBER: _____

PREFERRED NAME: _____ PREFERRED PRONOUNS: _____

- Choose **four (4) quarterly electives** total
 - ☐ Choose **1 elective** from the Fine Arts column
 - ☐ Choose **1 elective** from the ADST column
 - ☐ Choose **2 additional electives** from any column
- Choose **three (3) alternate elective** courses (**NOT the same as your previous selections from Step 1**)
- Choose **one (1) Deep Dive Stream** (see back for descriptions)
- If you choose a specialty program, you will need to complete the expression of interest form. Students in the AD Rundle IAT program will receive an email link to the expression of interest form. All other students will need go to <https://sd33.bc.ca/registration> to complete registration and the expression of interest form.

INTEGRATED CORE COURSES:

All Students are automatically enrolled in these courses within their learning community.

- | | | |
|--|---|--|
| ☒ HUMANITIES (ENGLISH & SOCIALS) | ☒ MATH | ☒ CAREER EDUCATION |
| ☒ PHYSICAL HEALTH & EDUCATION | ☒ SCIENCE | |

CHOOSE FOUR (4) QUARTERLY ELECTIVES AS DESCRIBED ABOVE:

FINE ARTS (Choose at least one)

- ☐ 2D ANIMATION
- ☐ ART STUDIO
- ☐ ART FOR VIDEO GAMES I: Intro to Game Art
- ☐ CONTEMPORARY MUSIC: Rock Band
- ☐ DIGITAL MEDIA ARTS
- ☐ DRAMA
- ☐ FASHION DESIGN/TEXTILES
- ☐ PHOTOGRAPHY
- ☐ PSYCHOLOGY
- ☐ SONGWRITING

ADST (Choose at least one)

- ☐ ART & METAL JEWELLRY
- ☐ CULINARY ARTS 10
- ☐ INTRO TO DRAFTING & DESIGN
- ☐ ELECTRONICS & ROBOTICS
- ☐ FOOD STUDIES – Level 1
- ☐ GAME DEVELOPMENT I: Intro to Game Dev
- ☐ TECHNOLOGY EXPLORATION
- ☐ VIDEO GAME BUSINESS START-UP
- ☐ WOODWORKING
- ☐ YOUTH EXPLORE TRADES SKILLS

SPECIALTY PROGRAM (see the back for more information)

- ☐ VIDEO GAME DEVELOPMENT PROGRAM

OTHER

Many Post-Secondary Institutions require a second language.

- ☐ FRENCH
- ☐ HALQ'EMÉYLEM 10
- ☐ OUTDOOR EDUCATION

OT (OUT OF TIMETABLE)

Courses will be offered before or after school.

- ☐ CONCERT BAND
- ☐ LEADERSHIP DEVELOPMENT
- ☐ YEARBOOK

CHOOSE THREE (3) ALTERNATE ELECTIVE COURSES (Different from the selections above):

1. _____ 2. _____ 3. _____

CHOOSE ONE (1) DEEP DIVE STREAM (see the back for descriptions):

- | | |
|---|---|
| ☐ FINE ARTS | ☐ MATH & SCIENCE |
| ☐ ADST - Applied Design, Skills & Technology | ☐ PHYSICAL EDUCATION |
| ☐ HUMANITIES | ☐ PERSONAL PASSION PROJECT |

DEEP DIVE SELECTIONS WILL HAPPEN IN THE FALL & SPRING!!

SEE REVERSE FOR VIDEO GAME DEVELOPMENT PROGRAM & DEEP DIVE

***FINAL COURSE OFFERINGS BASED ON NUMBERS**

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, 2026. Successful applicants will be notified after spring break.

Students will be automatically enrolled in the following courses:

INTEGRATED CORE COURSES:		
☒ HUMANITIES (ENGLISH & SOCIALS)	☒ MATH	☒ CAREER EDUCATION
☒ PHYSICAL HEALTH & EDUCATION	☒ SCIENCE	
ELECTIVE COURSES:		
☒ 2D ART FOR VIDEO GAMES	☒ COMPUTER PROGRAMMING	
☒ SONGWRITING & 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 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 ASAP

You can Email form to iss-alloffice@sd33.bc.ca