ECCHS

CTS Courses

École Camrose Composite High School

COMMUNICATION TECHNOLOGY

COMMUNICATION TECHNOLOGY 10 (5 credits)

Welcome to the world of Graphic Arts. This is an introductory course, which uses many creative areas and equipment ranging from 35mm digital and traditional cameras to airbrushes, heat presses and more. Students will work on printmaking modules, which include projects in Adobe Illustrator, Decal Making, Airbrushing, Sign Making, Graphics, Illustration, and T-shirt Heat Pressing. They will also be introduced to Traditional 35 mm Photography and Digital Photography where they will create many projects in both. Another area which will be covered is 2-D animation using Flash and Swish software. A culmination of every area is utilized to finish the last module of the course. Students will learn to utilize all equipment to assist them in designing and creating lots of fantastic projects. This is a wonderful opportunity to have fun exploring the realm of Visual Communications and Graphic Arts.

Material Cost: \$50





COMMUNICATION TECHNOLOGY 20 (5 credits)

Welcome back for another year of Graphic Arts. This is an intermediate level course which gives the students who have the prerequisite, the chance to create more advanced projects in Printmaking, Illustrator, Decal Making, Airbrushing, Heat Pressing, and then Traditional Photography, and Digital Photography as well as Animation, 3D Studio Max projects. You will be incorporating everything you learned at the 10 level and reaching new heights of creativity and skill in the various areas. This is an excellent chance to further your exploration in the world of Visual Communications and Graphic Arts. Prerequisite: Communication Technology 10

Material Cost: \$50

COMMUNICATION TECHNOLOGY 30 (5 credits)

This advanced course provides the students who have the prerequisites to engage in more advanced learning in the area of Communication Technology. It incorporates the same equipment but utilizes it in a far more creative and in-depth ways. This course is another opportunity to delve further into the world of Visual Communications and Graphic Arts. Prerequisite: Communication Technology 20

Material Cost: \$50

CONSTRUCTION TECHNOLOGY

CONSTRUCTION 10

is an exploratory course in woodworking and basic building construction, designed to introduce the student to safe operation of hand and power tools in the construction of a number of small projects. Subjects covered include: drafting and design principles, solid wood and manufactured materials construction, wood turning and building construction or framing.

***Construction 10A must be taken before Construction 10B. This course is a prerequisite for Construction Technologies 20



CONSTRUCTION TECHNOLOGY 20

(courses are taught in 3 credit blocks) Cabinet 20A & Cabinet 20B Intermediate Cabinet & Furniture Making Construction 20A & Construction 20B Intermediate Residential Framing.

This course offers the student a chance to specialize in either the Cabinet and Furniture Making or the Residential Framing route. Both routes are offered in the same block of time. Prerequisite: Construction Technology 10 Through this course the student comes to understand the necessary processes to design, construction and finish a cabinet or furniture piece. After the construction of a number of specified projects the student, with consultation from the teacher, is encouraged to plan and construct a project of their own design. This course gives students a practical experience in residential framing, materials and estimating techniques. Instruction includes basic floor, wall and roof construction, as well as blueprint reading, exterior finishes and options in electrical wiring and plumbing.

CONSTRUCTION TECHNOLOGY 30

(courses are taught in 3 credit blocks) Cabinet 30A & Cabinet 30B Advanced Cabinet & Furniture Making Construction 30A & Construction 30B Advanced Residential Framing Students begin to work independently, as they further develop the skills they gained from Intermediate Cabinet & Furniture or Residential Framing. Prerequisite: Construction Technology 20 Advanced furniture techniques are used to construct specific projects and projects of the student's own design. Students study the concepts of sound design, furniture history, steam bending, bend lamination, veneer, inlay and surface enhancements to further their design and construction techniques. This course includes advance framing techniques for truss design and construction, dormers, and stairs, as well as, the skills and knowledge needed for completing the interior of a structure, insulation, vapor barrier and interior finishes. Students investigate green building techniques and healthy home options for construction industry.

COMPUTER COURSES

Includes Computer Applications and Computer Multimedia courses Computer Applications Courses:

COMPUTER APPLICATIONS Introductory (3 CREDITS)

This course prepares students with entry-level skills for the workplace, further study or personal use. The modules within this course will cover keyboarding, word processing, and spreadsheets.

INF1030 Word Processing 1 INF1060 Spreadsheet 1
INF2020 Keyboarding

CSE1110 Structured Programming I (optional)







COMPUTER APPLICATIONS Intermediate/Advanced (3 credits)

Students learn intermediate to advanced computer skills in word processing, spreadsheets or programming. Students will select three modules from the following list. Prerequisites apply.

CSE1110 Structured Programming 1

INF2050 Word Processing NF2080 Spreadsheet 2

INF2090 Correspondence InF2100 Reports

CSE1120 Structured Programming 2

INF3060 Word Processing

COSMETOLOGY

The cosmetology program offers courses in Grades 10, 11, and 12. Students develop basic hairdressing and esthetic skills that are for personal and professional use. The program offers a wide variety of services to the public, which enables the students to work in a professional salon environment.

COSMETOLOGY (INTRODUCTORY SKILL DEVELOPMENT) (3 credits) (5 credits)



This course introduces the students to basic skills in hairstyling and esthetics. Through these courses students are given the freedom to express their creativity through the various mediums. This course is a prerequisite for Intermediate Cosmetology.

Fee: \$25 per 3 credit course; \$50 per 5 credit course

COS 1010 Personal and Professional Practices

COS 1020 Long Hair Design 1 HSA 3400 Hair and Scalp Care 1 HSA 3430 Hair Styling 1

EST 1020 Skin Care Practices

CSE1110 Structured Programming I (optional)

COSMETOLOGY (INTERMEDIATE CAREER EXPLORATION) (3 credits) (5 credits)

This course is to further develop skills acquired in the introductory course.

Once completed all introductory modules, students may choose modules that appeal to them. They can decide if they want to pursue hairdressing (HSA) or esthetics (EST) or both. This course is a prerequisite for Advanced Cosmetology.

Fee: \$25 per 3 credit course;

\$50 per 5 credit course

HSA 3410 Hair and Scalp Care 2

EST 1025 Skin Care Practice-Client Service

HSA 3440 Hair Styling 2

EST 2050 Makeup

HSA 3450 Hair Cutting 1

EST 2070 Manicuring 2







COSMETOLOGY

COSMETOLOGY (ADVANCED EMPLOYMENT PREP/CLIENT SERVICES) (3 credits) (5 credits)



You will now be required to perform the skills you have acquired, on clients. You will be able to continue to expand and build your creativity through the wide variety of services that we offer. In both hairstyling and esthetics you will learn about the proper way to work and practice in a salon environment on daily clients. Fee: \$25 per 3 credit course; \$50 per 5 credit course Hairstyling Esthetics COS 2010

Long Hair Design 2 EST 2030

Facials HSA 3445 Hair Styling 3-Client Service
EST 2055 Makeup-Client Service
HSA 3455 Hair Cutting 2-Client Service
EST 2075 Manicuring 3 Client Service
HSA 3580 Hair Coloring 2

EST 3045 Hair Removal Client Service
HSA 3585 Hair Coloring 3 Client Service
EST 3070 Pedicuring
HSA 3530 Chemical Texturing 2 Cold Waving
EST 3090 Nail Enhancement-Gel If you are exploring or planning to pursue the hairstyling trade you will need to follow the module

selection as outlined by the Alberta Apprenticeship Program. Please feel free to come and discuss your goals with the teacher.





DESIGN STUDIES

Design Studies encourages students to use their imaginations and creative skills to learn design through various innovative projects. Students will master industry standard computer aided design (CAD) software to solve visual, structural and organizational problems in a number of design areas.

Areas of study may include: vehicle design, fashion design, interior design, architectural design, graphic design, landscape design, industrial and engineering design. The Design Studies program offers courses in Grades 10, 11 and 12. Introductory Design Studies is offered as a 3 credit course every other day in Semester 1 or a 6 credit course every other day for the full year.

It is the prerequisite to intermediate level modules. Introductory students explore 2D & 3D design through transportation, architecture and product design.

Intermediate and Advanced Design courses are offered for 3 and 5 credits. Students in upper level Design Studies will choose modules to suit their design interests. Rapid prototyping will also be explored using the Replicator 3D Printer. Material Cost: 3 credit (introductory) - \$15; 5 credit (intermediate/advanced) - \$25

Where can Design Studies take you? The ability to solve many different types of design issues creates a broad range of educational and career options: - architectural or mechanical engineer - industrial (product) designer - interior designer - furniture designer - fashion designer - landscape designer - graphic designer - golf course designer - video game designer - jewelry designer



DESIGN STUDIES

DESIGN STUDIES 10 (Introductory) (3 credits) (6 credits)

*Sketch, Draw & Model *The Design Process *2-D Design 1 *3-D Design 1 *CAD 1 *Technical Design & Drafting 1

DESIGN STUDIES 20 (Intermediate) (3 credits) (5 credits)

*2-D Design 2 *3-D Design 2 *CAD 2 *Evolution of Design *Technical Design 2



DESIGN STUDIES 30 (Advanced) (3 credits) (5 credits)



- *CAD 3 *Technical Design 3
- *Technical Drafting 3
- *Architectural Design
- *Engineering Design
- *Industrial Design
- *Interior Design
- *Landscape Design
- *Modeling Real
- *Modeling Virtual





FABRICATIONS

FABRICATION TECHNOLOGY (WELDING) Course Fee of \$10.00 per credit: fee includes gloves, safety glasses and materials



FABRICATION (WELDING) TECHNOLOGY 10

(3 credit for one semester or 6 credits for both semesters) This is an introductory level welding course open to all students. Students will study arc welding, oxyacetylene welding and cutting, and gas metal arc welding (MIG). A new computer controlled plasma cutting table will be used to produce some project components. Course lab work will combine skill development with project work.

FABRICATION (WELDING) TECHNOLOGY 20

(3 credits or 6 credit) This course emphasizes improving all types of welding skills, (FCAW, SMAW, GMAW, and Oxy-fuel) to meet or exceed trade-entry level. 1 or 2 credits will be for project courses. Projects will be used for skill development when possible. Prerequisite: Fabrication Technology 10



FABRICATION (WELDING) TECHNOLOGY 30

(3 or 6 credits) Grade 12 level credits in advanced welding practice and project work. Prerequisite: Fabrication Technology 20 cation technology

FASHION STUDIES

Students taking fashion studies are responsible for covering the costs of their project materials. There is also a lab fee for the course.









Students who have taken our junior high sewing program begin with the module CONSTRUCTION FUNDAMENTALS 1 and usually sew a project incorporating a zipper. Students who are new to sewing begin with the module entitled, SEWING FUNDAMENTALS 1. It introduces them to the wonderful world of fashion through projects suited to their interest and ability. Once completed, Fashion Studies students choose modules that appeal to them, creating a fashion program tailor-made to their liking. Introductory students often enjoy quilting, redesigning and knitting.



See the list of additional Fashion Studies modules below. Lab Fee: 3 credits - \$5; 5 credits - \$10



FASHION STUDIES



FASHION STUDIES (INTERMEDIATE) (3 credits) (5 credits)





Intermediate Fashion Studies begins with CONSTRUCTION FUNDAMENTAL 2. During this module students create a project incorporating buttonholes. Once completed, they choose from the modules listed below and build a fashion program that suits their interests! Prerequisite: Introductory Fashion Studies Lab Fee: 3 credits - \$5; 5 credits - \$10 See the list of additional Fashion Studies modules below.

Lab Fee: 3 credits - \$5; 5 credits - \$10

FASHION STUDIES (ADVANCED) (3 credits) (5 credits)

Advanced Fashion Studies begins with COUTURE or CONTEMPORARY TAILORING. Students learn various lining techniques and then construct a garment using one of the methods. Once completed, they choose from the list of additional Fashion Studies modules and create their ultimate fashion program! Prerequisite: Intermediate Fashion Studies Lab Fee: 3 credits - \$5; 5 credits - \$10

Additional Fashion Studies Modules:

· Fashion Illustration 1 · Fashion Dynamics · Textiles and Their Care · Redesign, Recycle & Restore · Creating Accessories 1 · Knitwear · Digital Embroidery Tools 1 · Textile Arts 1 · Fashion Illustration 2 · Evolution of Fashion · Flat Pattern 1 · Pattern Drafting 1 · Activewear · Specialty Fabrics 1 · Sewing For Others · Creating Home Décor · Surface Embellishment · Fashion

Merchandising · Upholstery · Creating Accessories 2 · Digital Embroidery Tools 2 · Creative Costuming · Textile Arts 2 · Fashion Illustration 3 · Creators of Fashion · Cultural Fashions · Specialty Fabrics 2 · Wearable Art · Construction Fundamentals 3 · Fashion Retailing · Draping · Industrial Sewing Techniques · Digital Embroidery Tools 3 · Theatrical Costuming · Textile Arts 3 · Outdoor Clothing

Each of these Fashion Studies modules is worth ONE credit. Students build their own program and can earn additional credits ashions