

STUDENT OPTION REGISTRATION INFORMATION Grade 7



NOTE: THIS DOCUMENT IS TO HELP YOU WORK THROUGH THE REGISTRATION FORM AND FOR YOUR INFORMATION.

ALL OPTION REGISTRATION FORMS MUST BE SUBMITTED ONLINE & CAN BE FOUND UNDER THE OPEN HOUSE PAGE ON OUR WEBSITE: STCECILIA.ECSD.NET/SCHOOL-OPEN-HOUSE

COMPLIMENTARY OPTION COURSES – INFORMATION

Every student at St. Cecilia is required to register to register for option courses.

- Students take **4 half year options**
- **Band** is a **Full Year option**, it takes up **2/4** of your option choices
- Every effort will be made to place you into your top 4 choices; however, this is not always possible.
- *If there is not enough interest in one of the option course, it will not be offered that school year*

**OPTION SCHEDULING IS ON A FIRST-COME FIRST-SERVED BASIS.
OPTIONS ARE SUBJECT TO CHANGE DEPENDING ON ENROLMENT NUMBERS.**

COURSES OFFERED

COURSE LENGTH

Instrumental Music – Band	Full Year
General Music – Guitar	½ – year
Art	½ – year
Drama	½ – year
Communication Technology – Media Design & Digital Makerspace	½ – year
Computer Science – eSports	½ – year
Construction & Fabrication	½ – year
Design Studies – Science & Technology Focus	½ – year
Environmental Stewardship – Outdoor Education	½ – year
Fashion	½ – year
Film Studies	½ – year
Foods	½ – year

GRADE 7 – OPTION COURSES

Below is a description of each option course. Read and select options carefully. Once students have been scheduled into an option, there will be no changes made. Every effort will be made to schedule students into their top 4 choices.

Instrumental Music – Band

Instrumental Music is a three-year program. It is not necessary to have an extensive musical background to register in music. The classes consist of instruction in instrument playing, theory, and history of music. Extracurricular opportunities such as ensembles, composing, and computer-assisted music and choir are also available. Regular practice at home is expected, as this will enhance proficiency.

Music students are charged for instrument rentals and the purchase of a mouthpiece. Certain instruments may require accessories (reeds, etc.) that are necessary for its performance.

General Music – Guitar

Students develop competencies in playing a variety of traditional and contemporary music by applying these skills through guitar. In addition, the guitar program focus is a half-year course covering the basics of the instrument and an application of essential music fundamentals. Students will learn the basics of playing guitar at a beginning level through studying music notation, chord symbols, and peer modeling. A brief history of the guitar along with a study of its respective musical styles will also be covered in this course.

Art

Students will learn the basic composition of art and use the elements and principles of art (line, color, value, space, shape, texture, form, pattern, unity, variety, emphasis, proportion, rhythm and movement and balance) to express themselves in their artwork. Appreciation of various art forms and techniques of art criticism will also be studied. Class projects include perspective drawing, contour drawing, and working in various media such as pastel, watercolor, and acrylic.

Drama

The primary objectives for dramatic studies are to enhance student confidence and imagination through active expression. Students explore various forms of drama through simple games and exercises and are introduced to elements such as improvisational theater, stage plays, characterization, comedy-theater, and staging. Whenever possible, fieldtrips and performance opportunities are planned so that students have exposure to community theatre performances.

Communication Technology – Media Design & Digital Maker Space

Students discover and develop skills for relaying information effectively using various forms of media including animation, print, photography, audio-visual, and technology including robotics.

Computer Science – eSports

Students explore hardware, software, and processes to write and create structured algorithms and programs that input, process and output data. Students will learn how to use a variety of computer technology and software, create simple games using scratch coding, as well as learn about website development.

Construction & Fabrication

In this course, students develop skills in the use of tools and materials used in construction processes, and safely transform common wood materials into useful products as well as learn various skills within the trade. **Modules that could be offered include “Basic Tools and Materials”, “Solid Stock Construction”, “Fabrication and Tools”, “Ceramics”.**

GRADE 7 – OPTION COURSES

Design Studies – Science & Technology

Focus This unique course allows students to learn about the creative process from the conception through to development in architecture, industrial design, engineering, and landscaping. Projects are geared towards a deeper application and analysis of science, technology, engineering, & mathematics (STEM) as it relates to designing and building structures.

Environmental Stewardship – Outdoor Ed

Students will examine the management and conservation of the environment and propose actions that foster the sustainable development and use of resources. Students learn about plants and animals and how they exist within our ecosystem as well as the human connection to the land and animals. Field trips will be planned to immerse students in the natural world to practice skills and become stewards of creation. Topics covered will include:

- Map and compass reading
- Trip planning and preparation
- Water purification
- Animal and tree identification
- Edible plant knowledge
- Nature awareness

Fashion Studies

In this course, students design, manufacture, and market clothing/textile products as well as study the history, sociology, and economics of clothing and textile arts. Students learn how to complete basic hand sewn projects, basic stitches, sewing safety, effectively using a sewing machine, following patterns, and planning designs and projects.

Film Studies

Film Studies invites students to study film as art, embracing the technological and literary aspects of the medium. Students will broaden their understanding of film by examining a variety of films from a variety of times and cultures, as well as work to create short films of their own.

Foods

Cook, Bake & Create in Foods 7! Ready to level up your kitchen skills? In Foods 7, you'll learn the building blocks of cooking, baking, and keeping your kitchen clean and safe!

- Make your own breakfasts—because cereal gets boring.
- Bake your own cheese pizza—yes, YOU in charge of the dough and toppings!
- Whip up sugar cookies—soft, sweet, and totally delicious.

Plus, these skills aren't just fun—they're share-worthy! Start your journey to becoming a kitchen pro.