Technical Vocational High School

Handbook

2026 - 2027

TECHNICAL-VOCATIONAL PROGRAMS

APPLIED COMMERCE EDUCATION
AUTOMOTIVE TECHNOLOGY
AVIATION AND AEROSPACE TECHNOLOGY
BAKING AND PASTRY ARTS
BROADCASTING AND MEDIA ARTS
CARPENTRY
CULINARY ARTS
DENTAL ASSISTING
DENTAL TECHNOLOGY
DESIGN DRAFTING
ELECTRICAL TRADES TECHNOLOGY
ESTHETICS
GRAPHIC DESIGN–ADVERTISING
GRAPHIC COMMUNICATIONS & PRINT TECHNOLOGY
INNOVATIVE MANUFACTURING TECHNOLOGY
INTERACTIVE DIGITAL MEDIA
MECHATRONICS
PROFESSIONAL PHOTOGRAPHY
WELDING TECHNOLOGY

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WHY CHOOSE TEC-VOC?

Your Future Begins Here!

Tec-Voc is a Technical-Vocational Senior High School (Grades 9 – 12) which offers a range of unique, interesting and challenging programs and courses. At Tec-Voc, students can explore many interests and graduate with two diplomas.

WHAT IS UNIQUE ABOUT TEC-VOC?

Unlike many high schools in Winnipeg, Tec-Voc has a selection of 19 technical vocational programs where students can acquire hands-on experience and develop essential skills in specific areas. Furthermore, students have the opportunity to work towards their level 1 apprenticeship in six programs (*).

- Applied Commerce Education
- ***Automotive Technology****
- Aviation & Aerospace Technologies
- Baking & Pastry Arts
- Broadcast Media Arts
- ***Carpentry****
- ***Culinary Arts****
- Dental Assisting
- Dental Technology
- Design Drafting
- ***Electrical Trades Technology****
- Esthetics
- Graphic Design: Advertising
- Graphic Design : Graphic Communications & Print Technology
- Interactive Digital Media
- ***Innovative Manufacturing Technology****
- Mechatronics
- Professional Photography
- ***Welding Technology****

UNIVERSITY PREPARATION

Tec-Voc's technical vocational programs below provide enriched opportunities for students when they enter various faculties at the university level.

Medical – Dental Technology and Dental Assisting prepare students interested in furthering themselves in the medical, dentistry, nursing, radiology, pharmacy, kinesiology, sciences and biochemistry professions.

Commerce – Applied Commerce Education prepares students interested in furthering themselves in the Faculty of Commerce (Business).

Architecture – Design Drafting prepares students interested in furthering themselves in architecture, engineering and interior design.

Engineering – Aviation and Aerospace, Electrical, Innovative Manufacturing Technology, Design Drafting and Welding prepare students interested in furthering themselves in the Faculty of Engineering.

I chose to go to Tec Voc because this school has so many amazing options for vocations. I also know many people who came to this school and said that they had a great experience. I would definitely recommend this school to others. The teachers are nice and there are so many clubs, sports and extra credit clubs or activities you can join. The people and community here is nice too. This school has so many opportunities. There are so many options to help you benefit your future. It goes in all directions. From Welding to Dental or Graphic Design to Esthetics. If you see yourself in a good hands-on job, I surely would recommend this school for you. ***-Alana***

I chose Tec Voc High School because I thought it had many opportunities for me. I was very interested in how professional the vocational courses are and the wide range of vocational courses you can choose from. Personally, I wanted classes that would further educate me in jobs I'm interested in; architecture, photography, baking, etc. Tec Voc gave me the opportunity to learn such subjects to prepare me for the future in a very professional way. ***-Zayna***

I chose Tec Voc because I've heard lots of good things about this school from my sister and from people that attended tec before. I know that tec had many great opportunities for me and others. I love the great and fun programs that Tec Voc has got. And I know that I'd have a way better change for my future if I came to Tec. So far I think that I've made a good decision coming here. ***-Feven***

The reason why I chose Tec Voc was because of the vocations. This school offers things that not a lot of schools offer, or at all, like esthetics and I didn't want to miss out on that. I would recommend this school for the vocations. This school is great, the teachers are amazing and vocations for sure. So, I would definitely recommend it. ***-Asia***

I came to Tec Voc mostly because my siblings did but hearing about Culinary and Baking from my sister I wanted to come here. Another reason I came to Tec Voc was because the school is big and has so much people and options and it seems really fun, which it has been so far. I would definitely recommend this school to other friends and people because this school has many options for someone who doesn't know what they want to do. I would recommend Tec Voc because of the people, there's many interesting and amazing people here. For me I've been loving this school year so far and I would definitely recommend Tec Voc to other people. ***-Brien***

I came to Tec Voc because my sister came here, and a couple of my siblings came here, and friends came here so I wanted to come here. I would recommend Tec Voc to others because it is a great school. They have got nice teachers, they welcome everyone.
-Cody

The reason why I chose Tec-Voc High School is because I found this school very interesting. All of the trades and options classes caught my attention, especially the foods class. I would recommend Tec Voc because if you like to do any hands-on classes, then Tec Voc would be for you. ***-Alasdair***

I came to Tec Voc because when I went on the tour, I thought the school looked pretty neat with good shops classes pointing in the careers I want including the guitar classes and music stuff. ***-Jay***

GRADUATION REQUIREMENTS
Academic Diploma

Minimum of 30 Credits
(18 compulsory and 12 optional credits)

18 Compulsory Credits

Subject Area	Grade 9—6 Credits	Grade 10—5 Credits	Grade 11—4 Credits	Grade 12 - 3 Credits
English Language Arts	English Language Arts	English Language Arts	One of the following: • Comprehensive	One of the following: • Comprehensive • Literary • Transactional
Mathematics	Mathematics	One of the following: • Essential Math • Intro to Applied Math and Pre-Calculus	One of the following: • Essential Math • Applied Math • Pre-Calculus	One of the following: • Essential Math • Applied Math • Pre-Calculus
Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education
Science	Science	Science		
Social Studies	Canada in the Contemporary World	Geographic Issues of the 21st Century	History of Canada	
Career Development Education	Career Development / Life/Work Exploration			

12 Technical Vocational & Optional Credits

Technical Courses	1 Credit (Exploration)	2 Credits or more (Introduction)		
Optional Courses	1 Credit	3 Credits	2-6 Credits (Recommended)	2-7 Credits (Recommended)

University Entrance

Guidelines are as follows but are subject to change per individual University:

1. High School Diploma—30 credits
2. Five credits at the grade 12 level (not including Phys.Ed.):
   - cover four different subject areas; and
   - include a minimum of 3 different subjects at the 40S level with the remaining two credits selected from grade 12 level subject designated A, G, or S
3. Certain faculties request specific courses as well as a minimum average in the best three or four 40S subject areas. Students are encouraged to **consult with their school counsellor** for this information.

GRADUATION REQUIREMENTS
Technical Vocational Diploma

Minimum of 30 Credits
(18 compulsory, 8 technical vocational and 5 optional credits)

18 Compulsory Credits

Subject Area	Grade 9—6 Credits	Grade 10—5 Credits	Grade 11—4 Credits	Grade 12 - 3 Credits
English Language Arts	English Language Arts	English Language Arts	One of the following: • Comprehensive	One of the following: • Comprehensive • Literary • Transactional
Mathematics	Mathematics	One of the following: • Essential Math • Intro to Applied Math and Pre-Calculus	One of the following: • Essential Math • Applied Math • Pre-Calculus	One of the following: • Essential Math • Applied Math • Pre-Calculus
Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education	Physical Education / Health Education
Science	Science	Science		
Social Studies	Canada in the Contemporary World	Geographic Issues of the 21st Century	History of Canada	
Career Development Education	Career Development / Life/Work Exploration			

12 Technical Vocational & Optional Credits

Technical Courses	1 Credit (Exploration)	2 Credits or more (Introduction)	4 Credits (Required for Technical Diploma)	4 Credits (Required for Technical Diploma)
Optional Courses	1 Credit	3 Credits	1-2 Credits (Recommended)	1-3 Credits (Recommended)

Tec-Voc High School offers optional courses in the following areas:

- Applied Commerce Education....31-33
- Interactive Digital Media.....34-35
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- Human Ecology.....38
- Humanities (Social Studies) 39-40
- Mathematics 41-42
- Physical Education 43-45
- Science 46
- Visual & Performing Arts 47-49

ADDITIONAL THINGS TO KNOW

Technical Vocational Programs

Technical Vocational programs enable students to enter the world of work upon graduation or attend college or university providing entrance requirements are met. Students must successfully complete a minimum of 30 credits. At Tec-Voc this includes 8 technical vocational credits in a technical vocational major, and 4-5 optional credits from Grades 9-12 and 18 compulsory academic credits.

Technical Vocational Courses: Students can choose a major area of study from the following list:

- Advertising—Graphic Design
- Applied Commerce Education
- Aviation & Aerospace Technology
- Automotive Technology
- Baking & Pastry Arts
- Broadcasting/Media Arts
- Carpentry
- Culinary Arts
- Dental Assisting
- Dental Technology
- Design Drafting
- Electrical Trades Technology
- Electronics
- Graphic Communications & Print Technology
- Innovative Manufacturing Technology
- Information Technology
- Interactive Digital Media
- Professional Photography
- Welding Technology

Students may pursue technical vocational training programs along with regular high school courses. Students completing this program will have an opportunity to pursue a career in a technical area or continue on to university or college.

Post High School Study

Post High School graduates have a unique opportunity to explore a technical vocation and obtain a technical vocational diploma. Post High opportunities are based upon availability. Interested students should speak to a guidance counsellor and the instructor.

Entrance Requirements for Post-Secondary Institutions

It is the responsibility of each student who plans to enroll in a post-secondary institution to ensure that he/she takes the specific courses required for entrance. For specific information about these programs, the student should make an appointment with a school counsellor or Career Exploration Intern. Credit checks can be provided by school counsellors and should be done starting in grade 10.

Student Parking

A limited number of spaces are available for student parking. There is an annual fee. This rate is subject to change. Only students renting a space are allowed to use the parking lot. Students may NOT park in visitor spots and cars parked illegally will be ticketed and/or towed. Parking permits must be clearly displayed in the vehicles at all times.

Cafeteria

The Hornet Cafe is the hub of the school, where good food and friends come together. Cafeteria hours are: 9:00 - 10:30 and 12:00 - 1:30. Join us for bacon & eggs, grilled cinnamon buns, hot soup, sandwiches, salads, main course entrees and dessert. Our cafeteria is serviced by our students and we pride ourselves in providing nutritious, healthy menu items.
The cafeteria is also used as a study hall (8:00 am - 3:30 pm).

The Alumni Association

The Tec-Voc Alumni Association meets regularly. Former students who are interested in helping yearly alumni plans should contact the school office. Those who wish to be on the Alumni mailing list should leave their name, address and telephone number with the office staff.

The School Committee (Parent Council)

The Tec-Voc School Committee encourages all parents to get involved in the school. The Council meets regularly to discuss school issues with the Principal and staff representatives. All are welcome. Contact the school for dates and times.


TEC - VOC
HORNETS
TEC VOC HORNETS

STUDENT SUPPORT SERVICES

Counselling/Guidance

The Counselling Office is located across from the Main Office near the Theatre. It is open during regular school hours from 9:00 - 4:00 PM daily including lunch hour. Students are encouraged to meet with their assigned guidance counsellor to discuss academic and personal issues.

Counsellors can assist students with school planning, personal crisis management, career/post-secondary planning and any other student needs or concerns. Registration and course changes are also made through the Counselling Office.

Registration – New Students

Applications are accepted in February and continuing through until August for the following school year. Programs fill up quickly and applications are accepted on a first-come-first-serve basis. New students can pick up a registration form in the Counselling Office. A copy of the student's transcript and proof of residency must accompany each application. Applications received after June 30 will require an intake meeting with a guidance counsellor starting the week before school begins.

Registration – Returning Students

Applications for the following school year are completed in school during sometime in March and sent home to be signed by parents/guardians. Keep in mind that classes fill up quickly and applications need to be returned as soon as possible.

Course Changes

Course changes can be made in the Guidance Office the week prior to the start of each semester. Limited course changes may also be made during the first week of each semester if space is available in the desired program. A course change form must be signed by parents/guardians. Some course changes in the first term may be initiated by teachers.

Resource and Study Skills

The Resource and Study Skills Department is a place where students can come to complete their work in a quiet environment which offers extra supports and computer access. The resource team also assesses students in reading, writing, and mathematics to support teachers in programming more effectively for diverse student needs.

Teenage Parents Program

The Teenage Parents Program is designed to enable parenting students to complete their high school education. Students with children between the ages of 2 months to 4 years are able to attend regular classes while their infants and toddlers are cared for and nurtured in our childcare space. Each child's physical, social, emotional and cognitive growth is supported throughout the day with positive experiences and connections. Applications must be made through the Guidance Office. Spaces are limited.

KLINIC

The Klinic is a primary care medical clinic for Tec-Voc students located on the first floor of the school. It is open every Wednesday from 9:30-3:30. Students may make confidential appointments to meet with a doctor or nurse for various health questions or concerns.

Great Spirit Lodge Room

The Great Spirit Lodge Room is a welcoming space where our Indigenous students and families can connect with our Indigenous Graduation Support Teacher and with each other. Students are encouraged to drop in on their spares or lunches and to participate in various cultural activities throughout the school year that can be used to earn a cultural credit. This is a space where students can come for help with their studies and learn more about post-secondary schools and funding options.

CAREER EDUCATION

The Career Education Department

The Career Education Department employs 1.5 full-time teachers who collaborate to manage a comprehensive network of job contacts and opportunities for students.

In this department, students can get ready for their transition from school to workforce, which includes résumé writing, job searching, interview techniques, and coordinating experiential learning credits.

Credit for Employment (CFE)

The CFE offers students the opportunity to earn high school credits in an authentic paid work environment. Students will find their own employer and earn up to 2 credits based on the number of hours worked. These courses allow students to develop essential and employability skills and apply health and safety awareness to their workplace experience.

Career Development Internship (CDI)

The CDI offers students the opportunity to participate in an unpaid internship placement in a career of their interest, all while earning high school credits.

Internship credits integrate careers development theory, knowledge, essential skills, employability skills, and attitudes with meaningful learning experiences in an internship setting.

Work Integrated Learning (WIL)

A key component of our career planning is Work Integrated Learning (WIL) placements formerly known as Work Experience placements. Both technical vocational and academic students are given the opportunity to be placed in a work environment that best suits their interests, allowing them to gain practical training and real-world experience.

Mentorship Program

This program connects students in Grade 11 with professionals in their desired career fields. Students visit the professionals in their workplaces and observe their day-to-day activities. Students get an inside look into their chosen career, while also allowing them to ask important questions and build a network of contacts.

High School Apprenticeship Program (HSAP)

The HSAP falls within the Senior Years Technology Education program. In Manitoba, apprenticeship training is administered by the Apprenticeship Branch of Manitoba Entrepreneurship, Training and Trade. An employer hires an apprentice (student worker) to meet an existing or projected skill need. This work experience provides students with credits that can be used towards continued apprenticeship training after high school graduation. ***Students must be 16 years or older to participate.***

Community Service Student-Initiated Project (CSSIP)

Students can contribute to their community by volunteering for worthwhile causes or organizations. The civic knowledge, skills, and attitudes obtained from such community service activities can increase a student's self-esteem and maturity and provide more awareness of the needs of others in the community.

Visit www.tecvoc.ca/careered for more information.

Academic Courses

GRADE 9

Tec-Voc's Grade 9 Program offers students moving into high school an opportunity to earn grade 9 credits and try a variety of technical-vocational and optional courses. Classes are taught with team a teaching and cross-curricular approach to learning, which include multiple off-site learning experiences. Students in Grade 9 experience the best of a small team environment in a large high school setting, including field trips, intramurals, extra-curricular activities, volunteerism, camp, and extra academic credit opportunities.

Grade 9 Compulsory Courses	2 Half-credit Technical-Vocation Courses	2 Half-credit Option Courses
• *Language Arts 10F • Humanities (Social Studies) 10F • Physical Education 10F • Science 10F • *Mathematics 10F • Life/Work Exploration	• Artistry in Esthetics • Automotive Technology • Aviation and Aerospace Technology • Baking and Pastry Arts • Broadcasting and Media Arts • Carpentry • Pre-Engineering Design • Culinary Arts • Design Drafting • Electrical • Electronics & Robotics • Graphic Design—Advertising • Innovative Machining Technology • Professional Photography • Welding Technology	• Applied Commerce Education • Concert Choir (during lunch hour) • Dance • Drama • Foods and Nutrition • Guitar • Interactive Digital Media • Sound Engineering • Visual Arts
*Students are provided with additional time and support for Language Arts and Mathematics learning	Grade 9 Technical Vocational and Option courses are at an introductory level.	

Technical Vocational Courses

Automotive Technology

Tec-Voc's Automotive Technology program is one of the finest and most dynamic high school automotive programs in the province. The program is designed to help students develop a working understanding of the basic purpose, construction, operation and service of all automotive components and assemblies while potentially earning a level 1 apprenticeship standing. Through a combination of theory and practical application, students will learn about and demonstrate their ability to service, diagnose and repair a wide variety of vehicles and systems using state of the art tools and equipment.

Areas of study include:

- Basic Automotive Systems Inspection and Service
- Engine Fundamentals, Diagnosis, Service and Repair
- Chassis and Related Systems Inspection and Repair
- Drivetrain and Related Systems Inspection and Repair
- Electrical Systems Testing, Diagnosis and Repair
- Fuel Systems Testing, Diagnosis and Repair
- Advanced Safety Systems Testing, Diagnosis and Repair
- Advanced Diagnosis and Repair (all systems)

Grade 9 (.5 Credit) PMHR1G

This course is intended for students wishing to sample automotive technologies in a fun and engaging environment. Emphasis is focused on hands-on projects and repairs. Students are introduced to shop safety, tools and equipment, Engine Design and Power Equipment Service.

Grade 10 (1 Credits) AT695V1S

This introductory course is intended for students wishing to explore automotive technologies, procedures and practice. The emphasis is on practical activities that incorporate a variety of automotive service based skills in a project based environment. Students are introduced to safety, tools and equipment, automotive systems, and service procedures.

Grade 11 (4 Credits) AT000V30

In grade 11 all courses at Tec-Voc become more specific, with students now locking-in to an 8 credit pathway in a technical diploma stream. Grade 11 Automotive areas of study include: Automotive Systems and Service, Engine Fundamentals, Chassis (Steering, Brakes, Suspension), and Drivetrain. Students will spend approximately 60% of their time servicing and repairing a variety of vehicles that are booked into the shop on a weekly basis. The remaining 40% of the course will focus on the study of theoretical aspects of automotive repair within a classroom/lab setting.

Grade 12 (4 Credits) AT000V40

In grade 12 the focus shifts to chassis electrical systems/ components, electronic fuel management control systems, advanced safety systems and computerized engine diagnostics and correction. Also, there is an extensive work experience component in which all eligible students complete an internship at a car dealership or other licensed automotive repair facility, working under the supervision and direction of a licensed automotive technician.

Automotive Technology Opportunities:

- Automotive Dealership
- Automotive Service Centers
- Quick Service Centers
- Front-End Alignment Centers
- Muffler Shops
- Remanufacturing Shops
- Transmission Shops

Opportunities in other related areas:

- Power Sports & Power Equipment Repair Shops
- Automotive Parts Sales
- Collision Repair Shops
- Automotive detailing
- Custom Audio/Alarm Installation
- Vehicle Sales
- Engine Machine Shops

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Automotive apprenticeship. Upon graduation/ program completion they will receive the theory component of a level 1 Apprenticeship status in Motor Vehicle Mechanics and can immediately begin their career in the automotive service industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

For more information about this program please contact: MR. L METRO

Aviation & Aerospace Technologies

ONLY HIGH SCHOOL IN CANADA TO OFFER THIS PROGRAM!

Aviation & Aerospace Technology

This program provides students with an introduction to the knowledge and skills associated with the manufacturing and maintenance of aircraft. Students who study aviation and aerospace technologies apply problem-based learning that integrates science, technology, engineering, and mathematics.

This program includes both aviation and aerospace. In industry, it is generally accepted that with respect to aircraft maintenance, aviation refers to the maintenance of operational aircraft carried out by Aircraft Maintenance Engineers (AMEs) whether it's repairing aircraft defects, or carrying out minor and major aircraft inspections. Aerospace generally refers to the overhaul and manufacture of aircraft components, including the manufacturing of a complete aircraft. For instance, a jet engine is overhauled by an aerospace service provider, and installed on the aircraft by an AME.

Areas of study include:

- Aircraft Components & Functions
- Aircraft Engine Fundamentals (both Piston and Gas Turbine)
- Aviation Math & Physics
- Blueprint Reading & Technical Drawings
- Composite Fabrication & Repair
- Human Factors Training
- Non-Destructive Testing
- Principles of Flight (both Fixed & Rotary)
- Sheet Metal Fabrication & Repair
- Test of Workplace Essential Skills (TOWES) preparation
- WHMIS
- Work Experience

This program works with industry partners such as Magellan, Boeing, StandardAero and many others to ensure that curriculum and training meets the needs and standards of the Aerospace industry in Manitoba.

Grade 9 (.5 Credit) ATHV1G

Exploration of Aviation and Aerospace Technologies is intended for students wishing to sample a future in Aviation and Aerospace. Curriculum content focuses on an exploration of the maintenance and manufacturing of aircraft. Emphasis will be placed on project-based learning activities.

Grade 10 (1 Credit) AV543V1S

This course is intended for students wishing to investigate Aviation and Aerospace Technologies. Curriculum content focuses on the maintenance and manufacturing of aircraft. Emphasis will be placed on developing skills through hands-on, project based activities.

Grade 11 (4 Credits) AV000V30

This course is intended for students considering specialization in the Aviation and Aerospace Technologies program. Curriculum content focuses on fabrication of metallic and non-metallic structures and reciprocating engines.

Grade 12 (4 Credits) AV000V40

This course is intended for students entering the transition phase of the Aviation and Aerospace Technologies program. Curriculum content includes construction and repair of metallic and non-metallic structures, non-destructive testing (NDT), aircraft systems and propulsion, TOWES and WHMIS certification, Human Factors training and ethical and legal requirements in industry.

For more information about this program please contact: MR. D. TAPLEY

Baking & Pastry Arts

Baking & Pastry Arts is designed for students who are both curious and interested in baking and would like the opportunity to explore baking as a possible career in the hospitality or service industry. The students are taught in a professional setting that is set up to resemble a commercial bakery.

Areas of study include:

- Introduction to Baking
- Introduction to Cakes & Decorating
- Desserts and Plating
- Introduction to Bread Making
- Quick Breads
- Cookies
- Specialty Pastries
- Bakery Management
- Hospitality Services

Grade 9 (.5 Credit) FOHR2S

This course is intended for students wishing to explore the Baking and Pastry Arts. The emphasis is on introductory, hands-on activities.

Grade 10 (1 Credit) PA231V1S

In the first year, students are introduced to the bakery with emphasis on hand tools, stationary equipment, and recipe and ingredient knowledge. In addition, special focus is placed on Health and Safety regulations.

Grade 11 (4 Credits) PA000V30

The following topics will be covered: Sanitation and Safety, Baking Ingredients, Quickbreads, Cookies, Douhgnuts, Pastry Basics, Cake Mixing/Baking, Cake Assembly/ Decorating, and Fruit Desserts.

Grade 12 (4 Credits) PA000V40

The emphasis of this course focuses on the preparation of classic and modern pastries and desserts. Advanced topics such as artisanal bread, chocolate work, frozen desserts and plating techniques will also be covered.

Baking Career Opportunities

Graduates from this program will have the required skills for employment in the following:

- In-Store Bakeries
- Large Commercial Bakeries
- Specialty Bakeries
- Hotel or Restaurant Dining Rooms
- Catering Companies
- Health Care Food Services
- Company Cafeterias
- Bakery Management
- Food and Equipment Sales

COURSE FEES: There is a fee of $30

For more information about this program please contact: MR. J. CASTRO

Broadcast Media Arts

This is a course for those with an interest in the production of various visual media. From the small screen to the big screen, Tec-Voc's Broadcast Media Arts program utilizes cutting edge equipment so you can create your vision! The broadcasting and film industry need people with a positive attitude, teamwork skills, and a strong ability to communicate.

The course will train you in:

- Audio Production
- Video Production
- Film Production
- Directing
- Graphics
- Lighting
- Live Event Production
- Editing
- In-Studio Production
- Video Camera Technique

Grade 9 (.5 Credits) BMVH1S

This course is designed for students to explore the Broadcast Media Arts industry. Students will develop the skills necessary to produce audio and video projects, all while exploring their personal creativity.

Grade 10 (1 Credits) BM114V1S

This course introduces learners to the many different industries of video production. Students will be exposed to Adobe software, video terminology, and professional equipment. This year focuses on exploring audio, short videos and visual storytelling, as well as live studio production.

Grade 11 (4 Credits) BM000V30

Students will enhance their skills with the introduction of lighting, audio recording, and advanced editing. This year focuses on producing documentaries, commercials, music videos, short form content, and participating in multi-camera productions.

Grade 12 (4 Credits) BM000V40

The final year focuses on developing advanced video and film making techniques. Students produce an assortment of media and film projects with the emphasis on quality and professionalism in preparation for industry.

Broadcasting Opportunities

Graduates from this program will have the required skills for employment in the following:

- Audio/Visual Post-Production Companies
- Communications Departments
- Video and Audio Production Companies
- Educational Production Facilities
- New Media & Web Design Companies
- Television Stations
- Audio and Video Rental Companies
- Film Crew Positions

For more information about this program please contact: MR. W. KOOISTRA

Technical Vocational Courses

Carpentry

Students enrolling in the Carpentry course should enjoy working with their hands and be willing to do physical work, both inside and outside in all types of weather. Students will learn a wide variety of skills related to carpentry, cabinet making and woodworking.

Areas of study include:

- Hand Tools
- Portable Power Tools
- Stationary Woodworking Machines
- Cabinet Making
- Roof Framing
- Framing (wood frame house construction)
- Window and Door Construction/Installation
- Stair Construction
- Concrete Forming and Estimating
- Surveying and Print Reading
- CNC Routing/Milling
- Interior/Exterior Finishing

Grade 9 (.5 Credits) WOHR1G

Introduction to Carpentry is intended for students wishing to sample the Carpentry trade. Curriculum content focuses on an exploration of Carpentry including safety, employability skills, career development, sustainability, and new and emerging technologies in building construction. The emphasis will be on project-based learning activities.

Grade 10 (1 Credits) CA584V1S

Students are introduced to measurement, use and care of hand tools, portable power tools, stationary woodworking machines, project design and layout, material selection, and basic finishing techniques.

Grade 11 (4 Credits) CA000V30

Emphasis is on developing carpentry skills. The first part of the year is spent on design, layout and construction of cabinets; the remainder is devoted to roof framing and wood frame house construction.

Grade 12 (4 Credits) CA000V40

Students will learn to layout, construct and install windows and doors. They will also learn how to layout and build stairs according to local building codes. The final part of the year is spent on surveying, print reading, concrete forming, and work experience.

Carpentry Opportunities

Graduates from this program will have the required skills for employment in the following:

- Building Contractors
- Cabinet/Furniture Manufacturers
- Concrete Contractors
- Interior/Exterior Finishing Contractors
- Renovators
- Stair/Truss Manufacturers
- Window/Door Manufacturers
- Lumber and Material Suppliers
- Maintenance Work
- Teaching
- Tool Suppliers

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Carpentry apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 apprenticeship status in Carpentry and can immediately begin their career in the Carpentry industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

For more information about this program please contact: MR. D. LINTICK

Technical Vocational Courses

Culinary Arts

Few occupations offer the creativity, excitement, and opportunities for growth as Culinary Arts. Working alongside experienced culinary instructors, students will learn to perform the hands-on skills that chefs use each day in industry. The 3-year program blends theory, practice, entrepreneurship, daily on-the-job training, and work experience.

Areas of study include:

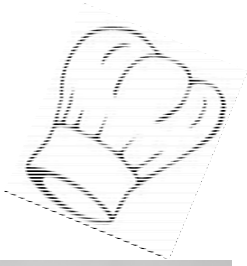
- Safety and Sanitation
- Weights and Measures
- Basic Cooking Principles
- Garde Manger
- Vegetables and Starch Cooking
- Baking and Pastry, Advanced Desserts
- Egg and Breakfast Cookery
- Soups, Stocks and Sauces
- Meat, Poultry and Seafood Cookery
- Kitchen Management

Additional:

- Buffet Presentation
- Fine Dining Experience
- Entrepreneurship
- Work Experience

Grade 9 (.5 Credit) FOHR1S

This course in intended for students wishing to explore Culinary Arts. Students are introduced to sanitation and safety, tools and equipment, knife handling and safety, and general preparation procedures for different types of food and beverage. The emphasis is on hands-on activities with frequent tasting sessions that allow students to sample the foods they have prepared.



Grade 10 (1 Credit) CU790V1S

An introduction to culinary arts beginning with safety, sanitation, and tool usage. Students will learn the basics of high volume cooking using a variety of basic cooking methods.

Grade 11 (4 Credits) CU000V30

An extension of the skills and procedures learned in grade 10, students develop skills in basic cooking principles, vegetable and starch cookery, garde manger and baking. Students will also learn buffet presentations with emphasis given to culinary presentation showpieces.

Grade 12 (4 Credits) CU000V40

In the final year, Culinary Arts focuses on breakfast, stocks, meat cookery, sauces and soups and menu management. An introduction to fine dining plate presentation is taught. Students will go out into the food service industry for 8 weeks of work experience.

Culinary Arts Opportunities

Graduates from this program will have the required skills for employment in the following:

- Restaurants
- Hospitals and Nursing Homes
- Cafeterias
- Catering Companies
- Hotels
- Golf Courses and Private Clubs
- Cruise Ships
- Food Manufacturing
- Camps
- Personal Chefs

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Culinary Arts apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Culinary Arts and can immediately begin their career in the Culinary Arts industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

COURSE FEES: There is a uniform fee of $30 per year.

For more information about this program please contact: MS. L. GLOUX

Technical Vocational Courses

Dental Assisting

This two year course offers students an opportunity to obtain the theoretical and clinical experience for employment in the Dental Assisting profession and the terminology that is needed to crossover into the Medical and Healthcare fields. The program consists of eight credits at the **Grade 11 and 12 level.** Upon completion of the program at Tec-Voc High School, dental assisting students will continue their studies at Red River College for one year.

Areas of study include:

- Dental and Medical Terminology
- Dental Anatomy
- Dental Instrumentation
- Restorative Procedures
- Intra-Oral Skills
- Dental Sciences
- Nutrition
- Dental Practice Management

Dental Assisting Opportunities

Graduates from this program will have the required skills for employment in the following:

- Dental Offices
- Educational Facilities
- Government Public Health Programs

Opportunities in other related areas include:

- Dental and Medical Office Manager
- Dental and Medical Receptionist
- Sales
- Insurance Companies

Graduates have also used the skills and knowledge learned in this program to further their education in the fields of Dentistry, Dental Hygiene, Medical Practitioner, Pharmacist, Physiotherapy, Nursing, and Medical Assistant.

Grade 11 (4 Credits) DEAV30

In the first year, students are introduced to the dental assisting profession. Communication skills and management of a dental office are taught. Basic human anatomy (emphasizing head and neck), dental anatomy, four handed dentistry, uses of dental materials and basic lab procedures and skills are also taught.

Grade 12 (4 Credits) DEAV40

In the second year, the students will continue with advanced lab skills, dental procedures, dental specialty techniques that include oral surgery, root canal treatment and orthodontics. In practice management, the students will learn how to process dental insurance forms and billing, basic reception skills as well as become proficient with computerized dental office systems.

Admission Requirements

- Students must complete all grade 10 requirements before entrance into the grade 11/12 program.
- Post High students must have a grade 12 English, Math and Science (Biology 40S is recommended) credit.

Red River College Polytechnic Admission Requirements:

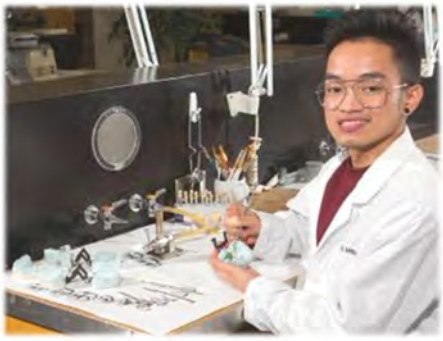
- Students must achieve a 70% in each Dental Assisting course to enroll at Red River College Polytechnic.
- Prior to starting at Red River College Polytechnic, all students must submit an entrance application and an immunization record indicating up to date vaccinations, including Hepatitis B.
- Students must register at Red River College Polytechnic and are required to pay a tuition fee.

For more information about this program please contact: MS. L. BERGS

Dental Technology

ONLY HIGH SCHOOL IN CANADA TO OFFER THIS PROGRAM!

The Dental Technology course offers students the practical and theoretical components to learn the field of Technical Dentistry and terminology which is needed for students to move forward into a medical or dental stream. This two-year program provides the technical vocational training, dexterity skills, and theoretical knowledge for the fabrication of specialized dental appliances and an understanding of the medical language used in both fields. Practical laboratory work is emphasized to better prepare the student for employment in the dental laboratory profession while still offering an authentic approach to learning. All work is custom made, and requires specialized, integrated equipment, with specific and specialized materials.



Areas of study include:

- Mouth Guards
- Custom Impression Trays
- Casting Alloys
- Terminology
- T.M.J. Appliances
- Model Preparations
- Gold Inlays & Onlays
- Orthodontic Appliances
- 3D Printing
- Science of Materials
- CAD/CAM Design & Milling
- Occlusal Rims
- Fabrication of Partial Dentures
- Relining & Rebasing Dentures
- Anatomical Tooth Carving
- Nightguards (Bruxism Appliances)
- Crowns and Bridges
- Cast Partial Designs
- Custom Bleaching Trays
- Anatomy and Physiology
- Medical Terminology
- Veterinarian Sciences
- Porcelain Fused to Metal Substructures
- Construction of Complete Dentures
- All Ceramic Restorations, Inlays, Onlays, Jackets & Veneers

***This course is only available at the grade 11 and 12 level**

Grade 11 (4 Credits) DETV30

Studies in Dental Technology include a close examination of the oral and cranial anatomy as well as the mechanics and movements of the jaw. A group study into the science of dental materials is also incorporated into the program. Students will design and fabricate a variety of removable orthodontic appliances. These include dentures, retainers, mouth guards, and partial dentures. Applicants must have completed Grade 10 and have a high degree of manual dexterity.

Grade 12 (4 Credits) DETV40

In this course, Dental Technology extends to the advanced levels including studies into specific oral anatomy and the function and morphology of teeth. An introduction into the field of metallurgy is also explored. This program includes the study and the mechanics behind fixed restorations, this includes crowns, bridges, all ceramic restorations and a practical look at implants and attachments. Cosmetic Dentistry is explored to better prepare students as technologists in the future of esthetics. Students are also trained on the latest CAD/CAM technology. The advanced study of dental materials is also incorporated into this level.

Dental Employment Opportunities

Graduates from this program along with Biology & Chemistry courses will have the required skills for employment in the following:

- Fixed Restorations Laboratories
- Medical Clinics
- Removable Restoration Laboratories
- Orthodontic Laboratories
- Dental Offices with Laboratories
- All Service Dental Laboratories
- Dental Education and Training
- Denturist Clinics and Offices
- Dental Distributors
- Medical Establishments
- Materials Research Development
- Dental & Medical Receptionists

Graduates have also used the skills learned in this program along with Biology & Chemistry courses to further their education in the fields of Dentistry, Denturist, Hygienist, Medical Practitioner, Pharmacist, Physiotherapy, Nursing, Medical Assistant, Health Care Aide, Radiology, and Pharmacy Technician. Practical work experience within a dental laboratory or dental office is offered at the Grade 12 level.

For more information about this program please contact: MR. J. GROSZ

Technical Vocational Courses

Design Drafting

Tec-Voc's Design Drafting program prepares students for careers and college or university training in Drafting, Engineering, Manufacturing, Architecture and Interior Design.

Students are exposed to drafting and design practices used in today's industries using the latest "Computer Assisted Design Drafting" (CADD} software.

Essential Skills: The drafting, engineering, and architectural professions seek people with positive attitudes, skills in problem solving and design, math, literacy, communication, team work and computers.
Students have the opportunity to develop these skills in Design Drafting at Tec-Voc.

Grade 9 (.5 Credit) DRHR1G
This course exposes students to the basics of design and drafting, which are applied to careers such as architecture, interior design, manufacturing, and various fields of engineering. Students will be exposed to the latest CADD (Computer Assisted Design Drafting) software, which they will use to create drawings and small parts.

Grade 10 (1 Credit) DD434V1S
Architectural/Engineering Design and Drafting:

- Students use AutoCAD and Inventor software when designing and drawing mechanical and architectural objects and 3D printed parts
- Students compete in the Skills Manitoba 2D AutoCAD competition

Grade 11 (4 Credits) DDOOOV3O
Students are introduced to residential architecture and advanced engineering and manufacturing design drafting.

Architectural Design Drafting:
Students' activities and projects will include:

- Architectural design and presentation drawing using **Revit** Architecture software
- Advanced 2D and 3D CADD skills
- Working drawings of floor plans and elevations
- Architectural model construction
- Skills Manitoba Architectural design /drafting competition

Engineering Design Drafting
Students' activities and projects will include:

- Engineering and manufacturing design, reengineering, 3D printing
- Working and presentation drawings for manufacturing
- Advanced 2D and 3D CADD skills using **Inventor** software
- **F1 in Schools** car design
- **Skills Manitoba** Architectural Technology and Design competition

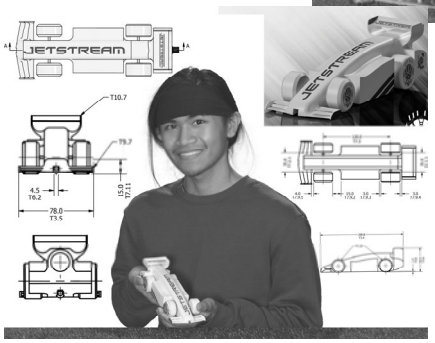
Grade 12 (4 Credits) DD000V40
The grade 12 courses offer advanced CADD 2D and 3D drawing and design for engineering, architecture, interior design, and manufacturing.
Student activities and projects will include:

- Completing a set of architectural drawings of their house designs
- Cardboard boat race
- Advanced manufacturing design, drawing, and construction
- Machine design and reengineering activities
- Furniture design
- Custom design drafting work for school and community clients
- Job preparation and work experience at local industries
- **Skills Manitoba** Architectural and Mechanical CADD competitions
- All drafting courses are taught using the most current industry standard **AutoCAD**, **Revit** Architecture, and **Inventor**, CADD software

Rapid Prototyping
We are proud to have two professional, industry quality, 3D printers, which allows students' 3D designs to be printed with ABS plastic material.

Virtual Reality
Students experience their architectural designs by moving through them.

Articulation Agreement
Our agreement with Red River College Polytechnic Civil Engineering Technology allows students to obtain credit for many first-year courses.



For more information about this program please contact: MR. R. WINTERS

Technical Vocational Courses

Electrical Trades Technology

Do you want an exciting and rewarding career? Come to Tec-Voc to learn about a variety of rewarding careers in the electrical industry. Get prepared to enter an electrical apprenticeship or prepare for electrical engineering with a chance to receive up to 8 high school credits and post secondary accreditation at the same time! To receive the technical diploma and Level 1 accreditation, students must earn all credits in grades 10, 11 and 12.

Areas of study include:

- Batteries and Battery Chargers
- Lighting Components and Apparatus
- Basic Electronics
- Meters and Electrical Test Equipment
- Residential Wiring/Blueprint Reading
- Service Entrance and Distribution Code
- Electric Motors & Generators
- Conduit Bending
- Electrical Design
- Safe Use of Hand and Power Tools
- Motor Control Design and Installation

Grade 10 (1 Credit) EL055V2S

The grade 10 program introduces students to the basic concepts of safety, residential electrical construction, and maintenance. Students learn to work with power and hand tools as well as designing basic circuits.

Grade 11 (3 Credits) EL000V30

Building on the skills developed in the Grade 10 program, students continue to expand their skills in residential wiring. Students begin to specialize in meters, electrical test equipment, and advanced circuit design. Students learn the fundamentals of blueprint reading as well as service entrance and distribution code.

Grade 12 (4 Credits) EL000V40

In the final year of the program students continue to develop their skills at an advanced level in electrical services, Canadian Electrical Code, meters, and electrical test equipment. Students will learn all the necessary requirements prior to entering the electrical field. Students will have a chance to work with a prospective employer through a 5 week work experience in the 4th term.

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Electrical apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Electrical Trades and can immediately begin their career in the Electrical Trades industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

Electrical Career Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Construction, Industrial or Power Electrician Apprenticeship
- Industrial Electrical Maintenance
- General Building Repairs
- Railway Electrical Maintenance
- Electrical Product Sales
- Electrical Utility Companies (Hydro)
- Warehouse Parts Person
- Telephone and Cable Companies
- Alarm Companies
- Aircraft Manufacturing
- Appliance Repair /Service

For more information about this program please contact: MR. D. MICHAUD

Technical Vocational Courses

Esthetics

Are you interested in a career that offers independence, excitement, and many growth opportunities?

The **Esthetics** program at Tec-Voc High School is perfect for you! Students who enroll in this program should enjoy working with their hands, expressing their creativity, and having a passion for helping others feel their best. Students will be required to perform services on each other in every grade level in this program. The program prepares students for an extremely fulfilling career in the Esthetics industry!

Areas of study include:

- Manicures
- Pedicures
- Artificial Nails
- Skin Treatments
- Health & Safety Practices
- Makeup Artistry
- Spa & Body Services
- Lash & Brow Treatments
- Hair Removal
- Personal and Public Sanitation
- Work Experience and more!

In this program, students must perform practical work on each other.

Grade 10—(2025 - 2026)

Exploration of Esthetics—ES063V1S (1 credit)
Introduction to Esthetics—ES064V2S (1 credit)
Manicure and Pedicure Treatments—ES065V3S (1 credit)
Artificial Nails—ES066V4S (1 credit)

Grade 11—(2026 - 2027)

Applied Nail Technology—ES067V4S (1 credit)
Basic Skin Care—ES068V3S (1credit)
Intermediate Skin Care—ES069V3S (1 credit)
Advanced Skin Care—ES077V3S (1 credit)

Grade 12—(2027 - 2028)

Applied Skin Care—ES075V4S (1 credit)
Hair Removal—ES076V4S (1 credit)
Makeup Artistry—ES077V4S (1 credit)
Spa Services—ES074V4S (1 credit)

As an accredited program, students who successfully meet all program requirements will become a certified apprentice Esthetician (Nail Care Technician and Skin Care Technician). To become an apprentice in the trade of **Esthetician**, students must:

- Successfully complete the required hours of the Esthetics program at Tec-Voc High School.
- Maintain an accumulative average of 70% or better in the trade subjects
- Obtain a grade of 70% or higher in each component of the in-school practical exam administered by Apprenticeship Manitoba.
- Gain employment under the supervision of a Journeyperson Esthetician and register as apprentices.

If students are not successful in meeting any of the above requirements, they will not qualify to enter into an apprenticeship.

For more information about this program please contact: MS. M. JEFFERSON

Technical Vocational Courses

Graphic Design - Advertising

Advertising is the creative practice of conveying an idea or communicating a message aesthetically with images, graphics, and type. Graphic design often refers to both the process (designing) by which the communication is created and the products (designs) that are generated. Graphic designers work in a variety of areas: producing visual identity (logos and branding), publications (magazines, newspapers and books), print media (posters, billboards, signs, product packaging), and illustrating and interactive design (animation, websites, apps, games, and emerging technologies).

Topics include:

- Principles & Elements of Design
- Layout Fundamentals
- Drawing Concepts
- Digital Design and Production
- Graphic Design Steps
- Typography/Lettering
- Client Relations and Employability Skills

Grade 9 Graphic Design (.5 Credit) GRHR1G

This course is intended for students wishing to explore Graphic Design. Students will be encouraged to think creatively as they solve basic design challenges with hands-on projects. The emphasis will be on exploring creativity through project based learning, and computer design using Photoshop and Illustrator. Topics include introductions to: color theory, elements of design, computer graphic design software and sketching. The course includes an exploration of safety, employability skills, sustainability, and new and emerging technologies in Graphic Design.

Grade 10 Graphic Design (1 Credit) GD135V1S

The first year will introduce students to the world of graphic design. Students will use a variety of design software (Adobe Photoshop/Illustrator) and equipment (laser, vinyl cutting, and wide format printing). Main topics include colour theory, typography basics and design.

Grade 11 Graphic Design (4 Credits) GD000V30

The second year will build on design basics and move into more complex projects in graphic design layout, typography and computer applications. Software applications include Adobe Photoshop, Illustrator, and InDesign and focus will be placed on the study of digital illustration and marketing campaigns. Students will study Graphic Design and Layout, Illustration for Graphic Design, Interactive Graphic Design, and Print Procedures for Graphic Communications.

Grade 12 Advertising– Graphic Design (4 Credits) GD000V40

In the final year, students will develop skills to a professional level in the areas of graphic design and print communications. Topics include full graphic design campaigns, interactive design, layout, illustration, as well as the opportunity for work experience. Students will study Advanced Graphic Design and Layout, Advanced Illustration for Graphic Design, and Advanced Interactive Graphic Design. Students will develop a Graphic Design Portfolio in preparation for industry or post-secondary education. The prerequisite for this course is Grade 11 Graphic Design.

Graphic Design Opportunities

Students may also apply for an entry-level position at these types of businesses:

- Graphic Design Designer
- Gaming Illustrator
- Digital Multimedia Design
- Illustrator

The visual communications industry is competitive and most employers require a college diploma in Graphic Design, Digital Media, or a university degree in Visual Arts with specialization in graphic design, advertising, or graphic communications.

Skills Manitoba

2024 - 2 Gold
2023 - 2 Gold
2019 - 2 Gold, 2 Silver
2018 - 2 Gold, 2 Silver, 1 Bronze
2017 - Gold and Silver
2016 - Gold
2015 - Silver
2013 - Bronze

Skills National

2024 - Silver
2023 - Silver
2019 - Gold & Overall Top Region Score GOLD Award
2017 - Bronze2016 - Silver

For more information about this program please contact: MS. T. GOLDRUP

Technical Vocational Courses

Graphic Communications & Print Technology

Graphic Communications and Print Technology is a blend of computer design, and hands on production work. Graphics typically includes; image manipulations, concept or idea drawing, printing, typography and lettering, screen printing, computer graphics, and bindery. Graphic students learn how to produce just about anything designed and printed (e.g. t-shirt printing, books, CD covers, packaging, flyers, greeting cards, calendars, posters). Students will learn a wide range of skills from design with industry standard software (MAC and Adobe), screen printing, vinyl and sign making, laser cutting and engraving, and bindery and finishing.

Areas of study include:

- Principles and Elements of Design
- Digital Production
- Typography
- Computer Page Layout - Adobe InDesign
- Computer Illustration - Adobe Illustrator
- Computer Photo Editing - Adobe Photoshop
- Vinyl Cutting and Wide Format Printing
- Screen Printing
- Printing, Bindery and Finishing
- Drawing Concepts
- Client Relations/Employability Skills

Grade 10 (1 Credit) PM465V1S

This is an introductory course into the Graphic Design and Print Communications vocational trade. Students will spend time in each of the areas, learning traditional and digital methods of working with images and type (desktop publishing, design and image manipulation on computers) and with industry software (Photoshop and Illustrator). Students will also explore wide-format and digital print. Students will use current industry equipment to create industry standard products with hands-on projects such as posters, illustrations, vinyl decals, typography, and buttons.

Grade 11 (4 Credits) PM000V30

This course will consist of theoretical and practical presentations in the form of lectures and visual demonstrations, supported with in-class and take home assignments, sketchbook work, print shop projects, discussions, critiques, and live client work. Students will learn and practice the fundamental elements, principles, techniques, and applications that are specific to the Graphic Design and Print Communications discipline. Various presentation techniques will be offered through the use of Mac technology and presenting to clients and peers. Graphic portfolios will be started this year. Students will make notepads, branding and marketing materials such as logos, dye sublimation products, digital embroidery, and digital printed products.

Grade 12 (4 Credits) PM000V40

The goal of the program is to help the student further develop personal and professional competencies in communication, problem solving, teamwork, electronic pre-press, production technologies, and post-press operations that will help lead to successful employment or post secondary enrollment. Program topics include: problem solving , basic layout & design, electronic pre-press, and screen printing. Students are exposed to the computer software applications commonly used in industry, such as: page layout, design, image manipulation, and computer graphics. Other topics include: digital scanning, colour proofing, digital image manipulations, digital printing, wide format printing, embroidery graphics and laser engraving. Students will be required to complete a Digital Portfolio in preparation for Post- Secondary studies or employment.

Graphic Communication Employment Opportunities

Graduates from this program will have the required skills for employment in the following:

- Car Wrap Specialist
- Digital Multimedia Designer
- Digital Printer
- Gaming Illustrator
- Graphic Designer
- Illustrator
- Screen Printer

The visual communications industry is competitive and most employers require a college diploma in Graphic Design, Digital Media, or a university degree in Visual Arts with specialization in Graphic Design. Students may enter the work force directly from Tec-Voc Graphics.

*Students taking Graphic Communications will be studying the Print Media curriculum.

For more information about this program please contact: MS. T. GOLDRUP

Innovative Manufacturing Technology

By definition, a Machinist is a skilled person who can manufacture components from technical drawings using precision measuring tools and a variety of machining tools. All aspects of society today depend on Machinists working in machine shops. All transportation is dependent on skilled Machinists. Consumer goods require Machinists to create plastic injection moulds and to build machines to manufacture consumer goods.

When a part on something breaks or wears out, a Machinist can build another. Innovative Manufacturing Technology at Tec-Voc is a manufacturing environment where students create a wide variety of parts, usually from metal. You learn to use different machines and hand tools to shape metals into precision working parts **while having fun!** Students machine different projects for each course which they take home. Tec-Voc Machinists compete in the Skills Competition every year and there are always opportunities to work with other Tec-Voc classes and even other schools.

Grade 9 (.5 Credit) MEHR1G
This course is intended for students who wish to sample Machining Technology. Students develop skills and knowledge necessary to perform basic calculations, basic machine and work set-up, and basic cutting of material in a safe, efficient, and responsible manner through the application of practical projects. An appreciation for the machining program is fostered through a safe, active, exciting, and informative learning environment.

Grade 10 (1 Credit) MT841V1S
Students will learn an introduction to technical drawing interpretation, hand tools, layout techniques, drill press operation, band saw operation, precision measurement, lathe operation, quality control, computer numerical control (CNC) programming, set-up operation and more.

Grade 11 (4 Credits) MT000V30
Students will learn safety, advanced technical drawing interpretation, advanced lathe operation, introduction to milling machines, advanced quality control, advanced CNC programming set up, operation and more.

Grade 12 (4 Credits) MT000V40
Students will have the opportunity to improve their skills on all machine shop equipment as well as advanced milling operation, expert advanced lathe operation, expert advanced CNC programming, set-up and operation. There is also opportunity for work experience during the year. Time is taken to prepare students for their transition from high school to work or post secondary education.

Innovative Manufacturing Technology Employment Opportunities
Graduates from this program will have the required skills for employment in the following:

- Aerospace Manufacturing
- Laser Machine Operator
- Farm Machinery Manufacturing
- Quality Control Inspector
- Bus Manufacturing
- Machine Tools Sales
- Machine Tools Service
- Machinist
- Tool Maker
- CNC Programmer
- Fabricator
- CNC Operator
- Engineer
- Teaching

Innovative Manufacturing Technology is a program that can be very helpful for the students pursuing post-secondary education in the fields of Engineering, Mechanical Drafting, Aerospace, Welding, and Automotive Fabrication.

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Machinist apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Machining and can immediately begin their career in the Machining industry upon finding suitable employment.

For more information about this program please contact: MR. V. HALLDORSON

Technical Vocational Courses

Mechatronics

Creativity—Collaboration—Curiosity

The Mechatronics program is a student-led, project-based learning experience that will use student's creativity, collaboration, and curiosity and the Engineering Design process to iterate critical thinking, problem solving, and teamwork skills of solutions to authentic, real-world design challenges.

The coursework focuses on hands-on activities that will integrate the mechanical and electrical engineering skill sets with new technologies to prepare students for post-high school learning opportunities. Students will work with cutting-edge fabrication tools and technology related to the mechanical and electrical design process such as:

- Design ideas with Fusion Design Software
- Prototyping ideas with various materials
- 3D printing of original designed ideas
- Laser cutting & engraving processes
- CAD-CAM 3-axis router and milling machine
- Arduino, Raspberry Pi Microcontrollers
- Mechatronics applications & Learning Systems

Students have the option of taking the Industrial Arts credited courses that offers 1 credited course at each level from Grade 9 to 12 or the Technical-Vocational Education option that offers 8 credits at the Grades 11 and 12 level.

Grade 9

Pre-Engineering Design (0.5 credit) ELHR1G

This course will explore mechanical and electrical engineering design basics, the use of various tools and equipment to design and build projects, incorporate some drafting and CAD work into their engineering design solutions. Projects may include a Rube Goldberg Device, 2D structural CAD Design, spring/CO2 powered cars, pneumatic robotic arm, electronic/robotic type challenges.

Grade 10

Pre-Engineering Technology—ET037V1S

This course will explore mechanical and electrical design basics. Students will have the opportunity to work with cutting-edge fabrication tools and technology to solve design challenges and communicate ideas with the aid of CAD, 3D printing, laser cutting, wood, metal, plastic processing and robotics/automation to build their projects. Course content is centered around critical thinking, problem solving and group-based project work.

Projects may include a Rube Goldberg Device, pneumatic robotic arm, electronic/robotic type challenges. At some point during the course students will be expected to enter an external audience of their choice to present their designs too.

For more information about this program please contact: MR. B. WEISER

Technical Vocational Courses

Mechatronics

Creativity—Collaboration—Curiosity

Grade 11

Engineering Design Level 1—METR3G

This course builds on the knowledge and skills acquired in Pre-Engineering Technology course.
Course content remains focused on critical thinking, problem solving, group-based projects and participation in an external design competition of authentic real-world problems. Students will be challenged to study the course elements in more depth, including using CAD-CAM to build and manufacture products or projects, using Fusion design software, 3D-printing and laser cutting.

Recommended: *Successful completion of the Grade 10 Pre-Engineering Technology.*

Grade 12

Engineering Design Level 2—MTER4S

This course builds on the knowledge and skills acquired in the Engineering Design Level 1 course. Coursework remains focused on hands-on, critical thinking, problem solving, group-based projects and participation in an external design competition of authentic real-world problems. Students will be challenged to study the course elements in more depth, including using microcontrollers to design circuits for electronic/robotic applications.

Recommended: Successful completion of the Grade 10, 11 *Engineering Design Level 1.*

TECHNICAL-VOCATIONAL EDUCATION (TVE)

The **Mechatronics** program is designed for students with interest in the multidisciplinary engineering field including electrical, mechanical, and computer engineering, and robotics.

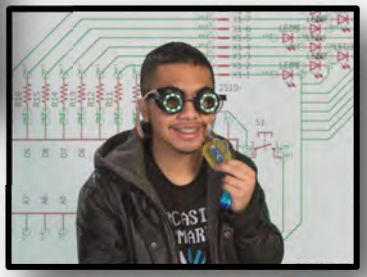
Students wanting to obtain a Technical-Vocational diploma within the **Mechatronics** program, must complete 8 credited courses at Grades 11 and 12 level:

Grade 11

- **Electronics & Mechatronics—ET038V2S**
- **Engineering Design Level 1—ET039V3S**
- **Electronics/Robotics Level 1—ET048V3S**
- **Mechatronics Level 1—ET049V3S**

Grade 12

- **Engineering Design Level 2—ET050V4S**
- **Robotics/Mechatronics Level 2—ET051V4S**
- **Robotics/Mechatronics Level 3—ET052V4S**
- **Capstone Project—ET053V4S**



For more information about this program please contact: MR. B. WEISER

Professional Photography

Tec-Voc is Canada's largest and oldest photography school. We have an 6000 square foot, state of the art, photographic facility supported by Professional Photographers of Canada/Manitoba.

In the Professional Photography program, we encourage active learning through classroom discussions, projects, guest lecturers and field experiences. Students are trained in the creative, technical, and business aspects of professional photography.

Students use the latest in professional DSLR cameras and Adobe Creative Cloud apps (Photoshop, Lightroom and Bridge on Apple computers) - the same equipment, computers, and software that professional photographers are using today. All photography students are supplied with an Adobe Creative Cloud License for the time that they are in the photography program.

Tec-Voc also offers a Post High one year certificate program.

Areas of study include:

- All of the current Adobe Programs for image editing, retouching and manipulation
- Professional DSLR cameras and lighting equipment
- Composition, wild life, food, fashion, advertising, commercial, business
- Printing mounting and custom framing
- Potential Field trips: Assiniboine Zoo, downtown, Assiniboine Park, Lower Fort Garry
- Location photography with advertising clients
- 9 professional equipped studios
- Studio set design
- Working with models for fashion

Grade 9 (.5 Credits) DIHR2S

This course is designed for students to explore Photography. Students will learn the basic functions of a camera as well as the introductory skills in photographic editing. They will be introduced to the history of photography and its theoretical principles. These young photographers will learn to master their available light!

Grade 10 (1 Credits) PH156V1S

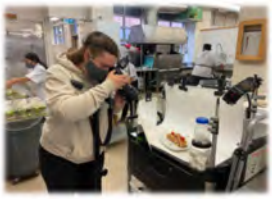
Grade 10 introduces students to many basic photographic technical skills and processes. They will learn how to operate DSLR cameras, lenses and lighting equipment. Basic composition and lighting techniques are emphasized via tabletop photography and portraiture assignments. Students are introduced to Adobe Photoshop techniques to prepare their images for digital printing.

Grade 11 (4 Credits) PH000V30

This course introduces students to many intermediate photographic technical skills and processes through practical demonstrations, theory, and active learning. They are supplied with professional digital camera equipment and lenses. The emphasis is on intermediate studio lighting techniques as well as available light. Students will continue to hone their Photoshop skills through series of challenging image manipulation assignments.

Grade 12 (4 Credits) PH000V40

In the final year, students continue to refine their skills. They are shown advanced techniques in camera operation, lighting and Photoshop. Through our partnerships with MC College, ATC College, students are given the opportunity to do multiple fashion shoots. Students at this level will produce a portfolio that showcases their best work. Some students spend their final term in a work experience position suited to their specific photography interests. Students will also create a personal brand for their photography business, including a portfolio, marketing materials, business cards and a social media identity.




Welding Technology

Do you want to make $50,000 to $100,000 a year? If you have been watching the news or reading the newspapers lately, you have almost definitely heard about the shortage of skilled welders in Canada and abroad. The manufacturing and aerospace industry is flourishing in Manitoba. Tec-Voc offers a welding program that gives students a wide variety of welding and fabrication experience, by exploring the many different and exciting aspects of the welding trade.

As an accredited program, students who complete and maintain an average of 70% can greatly reduce the length of their Electrical apprenticeship. Upon graduation/program completion they will receive the theory component of a level 1 Apprenticeship status in Electrical Trades and can immediately begin their career in the Electrical Trades industry upon finding suitable employment. Please contact us for complete information on our apprenticeship program.

Grade 9 (.5 Credit) MEHR2G

This course is intended for students wishing to explore Welding Technology, with an emphasis on hands-on introductory welding activities. Students will spend most of their time in the shop working with and creating projects out of metal using a variety of equipment and tools.

Grade 10 (1 Credit) WT377V1S

- Introduction to Oxy Acetylene Welding
- Introduction to MIG Welding
- Introduction to Arc Welding

Grade 11 (4 Credits) WT000V30

- Positional MIG Welding
- Positional ARC Welding
- Introduction to TIG Welding

Grade 12 (4 Credits) WT000V40

- Advanced MIG Welding
- Advanced ARC Welding
- Work Experience
- Opportunity to obtain C.W.B Welding Certification

Welding Technology Employment Opportunities:

Graduates from this program will have the required skills for employment in the following:

- Aircraft Industry
- Construction
- Farm Machinery Manufacturing
- Maintenance Welding
- Metal Fabrication
- Pressure Welding
- Welding Inspectors
- Welding Instructors
- Welding Supplies Salesperson

For more information about this program please contact: MR. T. BAGE

Applied Commerce Education

The Applied Commerce Education (ACE) program provides students with relevant and practical skills today for use in the fast-changing business world of tomorrow. Courses will prove to be invaluable throughout the students' lifetime, whether they choose to continue their academic studies or pursue employment in the world of business.
All students are encouraged to include Applied Commerce Education courses in their course selections as many are stand-alone option courses. Students must complete eight (8) courses to receive an Applied Commerce Education (ACE) Diploma.

STINGERS TEC VOC BUSINESS

Grade 9

Applied Commerce (.5 Credit) ICTA1F

Students are introduced to the world of business through several hands-on projects including running their very own pop-up business! Students gain an understanding of a consumer's perspective by participating in product surveys, marketing, retailing, personal selling and bookkeeping. The course provides an overview of the Applied Commerce program by highlighting the endless career possibilities in Business.

Grade 10

Promotions (1 Credit) CRPR2S

Students will learn the basic concepts of selling, pricing, inventory, and marketing before exploring various advertising techniques including television, radio, and print media. Students will use technology to analyze, plan and prepare advertising and promotion activities. This is a recommended course for the ACE diploma but many students take this course as one of their options.

Start your Own Business (1 Credit) ENTR2S

Students are introduced to the exciting world of business and how they can become a part of it. Students will learn fundamental skills needed to start and run their own business. Students will develop their own business idea and put it into action by operating their own venture! This is a recommended course for the ACE diploma but many students take this course as one of their options.

Career & Technology Studies (1 Credit) LWPR2S

Students are immersed in Career Exploration, Career Fair and develop computer literacy skills. These skills are necessary for students to enter the world of work.

Grade 11

Accounting Essentials (1 Credit) AESR3S

This course provides students with principles and procedures needed for personal/business bookkeeping. Students will complete financial statements using both manual and computerized accounting systems. Students will gain valuable hands-on real life experience to reinforce their classroom learning by working in the Stingers Credit Union. This is a required course for the Applied Commerce Diploma but many students take this course as one of their options.

Applied Business Software (1 Credit) ABTR4S

Students explore how computer applications are used in business. The use of spreadsheets, databases, communication packages, computer graphic design programs, online website creation software, and presentation programs will be explored. This is a required course for the Applied Commerce Diploma but many students take this course as one of their options.

For more information about this program please contact: MS. K. MIRA

Technical Vocational Courses

Applied Commerce Education

Grade 11

Business Communications & Advertising (1 Credit) BCOR3S

This course explores business communications. Students in this course create advertisements and business documents for student-led committees such as the Student Activities Committee, Yearbook Committee, Grad Committee and more. Students will be introduced to Google & Microsoft Suite, Adobe Photoshop, Adobe Premiere and Adobe inDesign.

Stingers Retailing (1 Credit) RTPR3S

Students gain practical experience by working in S□ngers Store where they will receive training on the day-to-day operations in a retail environment. Interpersonal communication in business with an emphasis on the relationship of coworkers and supervisors is stressed. There is no prerequisite to take this course. This course happens during the lunch hour.

Venture Development (1 Credit) VDER3S

Learn how to turn your ideas into profits! This course introduces students to the principles of business ownership and management. Students will create a business plan and launch their very own start-up business outside of Tec Voc.

ATC

The Applied Technology & Commerce Department (ATC) includes three dynamic programs: Applied Commerce Education, Information Technology and Interactive Digital Media which provide technological and business skills to succeed in today's ever-changing world.

Grade 12

Accounting Systems (1 Credit) ASYR4S

Students are taught industry standard accounting systems. Students learn computerized accounting packages, accounting methods, tax preparation and problem-solving techniques. Students will gain valuable hands-on real life experience to reinforce their classroom learning by working in Stingers Credit Union. ***The prerequisite for this course is Accounting Essentials.***

Economics (1 Credit) ECPR4S

This course explores how individuals, businesses, and governments make choices regarding their use of limited financial, human, and natural resources.

Students will gain an understanding of how businesses raise capital, price their products and hire workers. This course appeals to anyone who is interested in business and personal finances or requires an "S" level course for post-secondary admission.

Personal Finance for Teens (1 Credit) TTBR4S

This course teaches teens the skills needed to make wise financial decisions and promote financial well-being over their lifetime. Students explore concepts such as creating a budget, earning income, tax basics, saving and investing their money, introduction to credit, borrowing money, financial contracts and create an overall strategy for being successful with their money.

For more information about this program please contact: MS. K. MIRA

Technical Vocational Courses

Applied Commerce Education

Grade 12

Stingers Marketing (1 Credit) MDCR4S

Students gain practical experience by working in Stingers Store. Advanced retail activities will be examined including training procedures, advertising, sales promotion, ordering, inventory control and accounting procedures. There is no prerequisite for this course. This course happens during the lunch hour.

Management (1 Credit) BMAR4S

This course explores the five functions of management: planning, organizing, leading, controlling and human resources. Students will learn management skills and techniques by organizing and leading a student-led committee such as the Student Activities Committee, Yearbook Committee, Grad Committee and more.

Law (LAWR4S)

Students examine Canadian Law fundamentals related to the Charter of Rights and Freedoms, Criminal Law and Civil Law. Much of the course work is built around the study of real life cases and how they relate to each aspect of law. There is also an expectation that students participate in classroom discussions.

STINGERS CREDIT UNION

Stingers Credit Union offers financial services to the students of Tec-Voc with a branch of Assiniboine Credit Union in Stingers Store.

The branch is run by Applied Commerce Education students serving as Member Service Representatives.

Membership Has Its Benefits

Only one piece of identification is required to open a membership. The $5.00 share it normally costs to open a membership is paid for you. We are also pleased to offer you the following services:

- Free Chequing Accounts
- Free Savings Accounts

Chequing and Savings accounts are FREE for 10 years.

By becoming a member of Stingers Credit Union, you are on your way to financial independence.

For more information about this program please contact: MS. K. MIRA

Interactive Digital Media

The Interactive Digital Media (IDM) program provides students with the opportunity to learn the knowledge, skills and attitudes required to develop and produce interactive digital media projects, such as apps, games, websites, virtual worlds, and cross-platform media. Students must complete the eight (8) courses to receive an IDM diploma:

Grade 9 (.5 Credit)

Interactive Digital Media (.5 Credit) DM093H1S
This course is designed for students to explore interactive digital media. Students will learn the basics of creating video games, animated graphics and websites.

Grade 10

Students in the IDM program are required to take at least **one (1)** of the following Grade 10 courses:

Computer Science Gr. 10 (1 Credit) ISTV22 OR
2D Asset Creation & Animation (1 Credit) ISTV23/ISTV24

Grade 11

Students in the IDM program are required to take these **three (3)** courses:

- **DM095V3 Interactive Digital Asset Creation (1 credit)**
- **DM096V3 Coding for Interactive Digital Media (1 credit)**
- **DM097V3 Interactive Digital Media Design (1 credit)**

In these courses students will learn design theory and how to create original assets such as vector images, rasterized images, 2-D animations, 3-D models, sound effects and rigging. Students will learn programming theory, and how to incorporate it into interactive digital media projects.

Grade 12

Students in the IDM program are required to take these **four (4)** courses:

- **DM098V4 Advanced Interactive Digital Asset Creation**
- **DM099V4 Advanced Coding for Interactive Digital Media**
- **DM100V4 Project Management for Interactive Digital Media**
- **DM101V4 Futures in Interactive Digital Media**

In these courses students will learn the skills related to creating advanced features of dynamic asset creation, and to applying code to assets. Students will learn to code in more than one language, focusing on advanced programming theory and techniques. Students will collaborate with others as they apply the knowledge and skills learned in previous courses in order to create, manage, and release an authentic interactive digital media project.

Optional Courses

Computer Science Gr. 10 (1 Credit) ISTV22

This course introduces students to Interactive Digital Media through drawing and video game design. Students will use multiple coding environments to learn logical thinking, code reusability and proper decision making structures. Students will be introduced to program design and project management along with tools for independent learning.

2D Asset Creation & Animation (1 Credit) ISTV23/ISTV24

This course introduces students to 2D asset creation and animation for video game development and motion pictures. Topics include story and character development, as well as how to create 2D graphics and animations. Students will learn industry software, such as Adobe Photoshop, Toon Boom Harmony, and Unity. It is recommended that students have skills in drawing if they register for this course.

For more information about this program please contact: MR. J. MCGILLIVRAY & MS. R. BEAN

Interactive Digital Media

Optional Courses

Computer Science Gr. 11 (1 Credit) ISTV35

In this course, students will develop programming skills using the C# language and the Unity Game Engine within an Object-Oriented Programming (OOP) environment. Through hands-on projects, students will learn core programming concepts such as variables, methods, and classes. They will be challenged to solve complex problems and unleash their creativity by designing and building their own video games. This course fosters both technical expertise and innovative thinking in game development.

3D Asset Creation & Animation (1 Credit) IMHR3S/ISTV39

This course introduces students to 3D asset creation and animation for video game development and motion pictures. Students will incorporate story, plot and characters into the creation of low poly stylized 3d graphics and animation. Students will use Blender, Adobe Premiere and Unity.

Web Development (1 Credit) ISTV31/ISTV32

In this course, students will learn the basics of web design through hands-on projects. They will explore essential web technologies, including HTML, CSS, and introductory JavaScript. This project-based course is perfect for students interested in building websites and creating a personal web presence.

Computer Science Gr. 12 (1 Credit) ISTV43

This course builds upon concepts learned in grade 11 and introduces students to both the C++ and Java development environments. The goal of this course is to get students ready for both post secondary studies and to introduce them to more advanced coding concepts and ideas. ***Prerequisite for this course is grade 11 Computer Science.***

Advanced Coding Digital Media (1 Credit) DM099V4S

This advanced course builds on the skills and knowledge gained in Coding for Interactive Digital Media 11 or Computer Science 11. Students will work in a collaborative, project-based environment while exploring multiple programming languages and advanced development techniques. Through hands-on projects, they will enhance their coding skills, creativity, and problem-solving abilities. Prerequisite: Coding for Interactive Digital Media 11 or Computer Science 11.

Advanced Digital Asset Creation (1 Credit) DM098V4S

This course teaches students how to create advanced 2D and 3D assets for film and video games. Students will further develop skills in Adobe Photoshop, Adobe Premiere, Toon Boom Storyboard Pro & Harmony, and Blender. Prerequisite for this course is 2D Asset Creation & Animation (ISTV23/ISTV24) and/or 3D Asset Creation & Animation (IMHR3S/ISTV39)

Optional Courses

Architectural Design Drafting (1 Credit) DRAR3G

The **Design Drafting** program offers students an opportunity to explore **architectural and engineering design** drafting practices. This course focuses on using a design process to design and create a 3D computer model of a cottage. Students will gain an understanding of interior design and small house construction processes. Projects will include producing a printed floor plan, exterior and interior views of their design, and a photo quality rendered image using Revit Architecture software.

Film Production (1 Credit) VAPR3S

The Broadcast Media Arts department offers students an opportunity to develop and create movies. The program takes students through the three stages of production, preparing them to work both in front of and behind the camera. The focus of this course is on harnessing the creativity and passion of students interested in film production. Main areas of study include: fundamentals in screenwriting, camera techniques, video and audio editing, location scouting, sound, acting, set etiquette and directing. The course culminates in the creation of a short film.

High School Apprenticeship Program (1 Credit) SYAR41

HSAP is another means for a student to earn credits by starting apprenticeship training while still in high school. It allows the motivated student an opportunity to combine their regular high school instruction with paid, part-time, on-the-job training in one of forty apprenticed trades. The course is completed in the community and is therefore not scheduled into the regular timetable. Participation in the program is dependent on a student's ability to secure a job with an apprenticed employer.

Special Language Credit

Do you read, write and speak in a language other than English or French? If so, you may be interested in writing the Special Language Credit Option examinations to earn a maximum of four high school credits (one at each of the grade levels).
See your guidance counsellor for more information.

Theatre Technology & Production (1 Credit each) SE169V3S, SE172V4S & SE173V4S

Be part of the crew! This course will train students in the various aspects of the magical world of theatre. Students can earn a full credit at each grade level. The classes for this course are scheduled outside of the regular timetable: lunch hours and after school. Students are also expected to participate in enrichment opportunities outside of the scheduled classes, working on various events held in the theatre. Included will be practical application in lighting, audio, stage management, costume design, set design and more. Upon completion, students will have a strong understanding of the skills needed to create the next great theatrical production. This course runs for the duration of the full school year.

Engineering Design Level 1—METR3G

This course builds on the knowledge and skills acquired in Creative Engineering Design course.
Course content remains focused on critical thinking, problem solving, group-based projects and participation in an external design competition of authentic real-world problems. Students will be challenged to study the course elements in more depth, including using CAD-CAM to build and manufacture products or projects, using Fusion design software, 3D-printing and laser cutting.
Recommended: *Successful completion of the Grade 10 Creative Engineering Design &/or Electronics/Mechatronics*

Engineering Design Level 2—

This course builds on the knowledge and skills acquired in the Creative Engineering Design and Electronics/ Mechatronics courses. Coursework remains focused on hands-on, critical thinking, problem solving, group-based projects and participation in an external design competition of authentic real-world problems. Students will be challenged to study the course elements in more depth, including using microcontrollers to design circuits for electronic/robotic applications.
Recommended: Successful completion of the Grade 10 Creative Engineering Design &/or Electronics/Mechatronics

English Language Arts

At each grade level, students participate in lessons that help them to develop and hone their English Language skills. Particular focus is placed on inferring, explaining, analyzing, identifying, evaluating, and supporting their ideas with evidence. Students can demonstrate their abilities with each of these skills through reading, listening, writing, speaking, viewing, and representing.

In English, we often refer to 'text'. Text can mean a picture, novel, short story, video – really any kind of information you can imagine can be a 'text'. All English courses will include a variety of texts based on fact and fiction. Students will be evaluated on how they interact with the texts explored in class.

The skills developed in English can be viewed as a continuum. There are students of all skill levels at all grades. Each course will provide opportunities for engagement and participation at a variety of levels to promote student success.

In order to graduate, students are required to complete one ELA course per grade. Entry into some post-secondary programs may require more than one grade 12 level ELA credit. Students are encouraged to check with their guidance counsellors for details about program requirements.

Grade 9

English 10F (1 Credit) ENGR1F

This course runs every day all year and explores a variety of texts under the broad topics of Truth and Reconciliation, Human Rights, and world events. Students will become familiar with the skills of analyzing, inferring, evaluating, and supporting their ideas with evidence.

Grade 10

English 20F (1 Credit) ENGR2F

This course develops skills practiced in grade 9 including inferring meaning, supporting ideas with evidence, and evaluating texts and sources. Each teacher will use a variety of audio, visual, and print texts.

Grade 11

English 30S Comprehensive *(*1 Credit) ENGC3S

This course aims at developing evaluation skills and a more mature point of view. Students are asked to consider style and place with greater evidence of critical thinking. Students are involved in group and individual work. Students are encouraged to develop their independence and complexity of thought.

Grade 12

English 40S Comprehensive *(*1 Credit) ENGC4S

Students analyze various types of long and short-form written, visual, and audio text. Students are working towards becoming more independent in their skills. They are also encouraged to dig in and go deeper to demonstrate more complex analytical and evaluative skills.

English 40S Literary (1 Credit) ENGL4S

Students focus more heavily on analyzing written fiction texts. There is more emphasis placed on long-form modern and traditional text. Students can expect this course to be more heavily weighted on fiction.

English 40S Transactional (1 Credit) ENGT4S

This course focuses more on non-fiction and contemporary texts. For example, students may explore biographies, journalism, research, and so on. Students can expect to examine and analyze functional texts.

Human Ecology

Gr. 9 - 12 Foods and Nutrition FOHR1S (.5 credit)
FNUR2S, FNUR3S, FNUR4S (1 Credit)

Students will study a variety of topics related to Foods and Nutrition including the exploration of trends in disordered eating, the identification and prevention of foodborne illness and the deconstruction of the psychology behind the design of grocery stores. During lab times, students will hone their cooking skills by working cooperatively to create healthy and nutritious dishes. On successful completion of the course, students will be armed with practical cooking skills and a complete understanding of safe practices in the kitchen.

Family Studies Gr. 10 (1 Credit) FSTR2S

This course focuses on the skills and knowledge parents and caregivers need with an emphasis on maternal health, pregnancy, birth and the early years of human development. Students will learn about the developmental needs, effective care and guidance of young children. The course includes written as well as hands on work.

Family Studies Gr. 12 (1 Credit) FSTR4S

This course focuses on the transition from adolescence to adulthood with the ability to examine and practice skills that help develop healthy interpersonal relationships. These skills and knowledge will help students to make informed and responsible life management choices now and in the future. This course includes hands on and written work.

Humanities (Social Studies)

Grade 9

Social Studies 10F (1 Credit) SOSR1F

The Social Studies course is every day for one semester, divided into two terms. The course will cover sections in Diversity and Pluralism, Democracy and Governance, Globalization, Citizenship and Social Justice. Students explore concepts of identity, culture and community in relation to individuals, societies, and nations. Students will also be expected to incorporate skills of active citizenship, managing ideas and information, critical and creative thinking, and communication. ***Grade 9 Social Studies is a prerequisite course for the grade 10 Geography course.***

Grade 10

Geography 20F (1 Credit) GEOR2F

Students will focus on a variety of issues and challenges of the contemporary world, with a particular focus on Canada. Students will learn skills related to geographic thinking, study concepts related to the ownership and development of natural resources, production and distribution of food, development of industry and trade, and increasing urbanization. Throughout the course, students will become aware of the importance of the environment, stewardship, and sustainable development, as well as the social, political and economic implications of their personal choices. ***The prerequisite for this course is Social Studies 10F***.

Indigenous Studies 20G (1 credit) ISTY2G

This course provides an overview of the historical, political, social, and economic issues that Indigenous Peoples in North America face today. Contemporary issues regarding justice, treaties, family values, art and foods will also be studied. Students will have an opportunity to create several art projects as well.

Grade 11

History 30S (1 Credit) HISR3F

The curriculum supports citizenship as a core concept and engages students in historical inquiry. Students will be guided by essential questions to focus on the history of Canada from pre-contact to the present. Through this process students will learn to think historically and acquire enduring understandings related to the major themes in Canadian history, including; First Nations, Metis and Inuit Peoples, French- English Duality, Identity, Diversity and Citizenship, Governance and Economics, and Canada and the World. ***The prerequisite for this course is Geography 20F***.

Humanities (Social Studies)

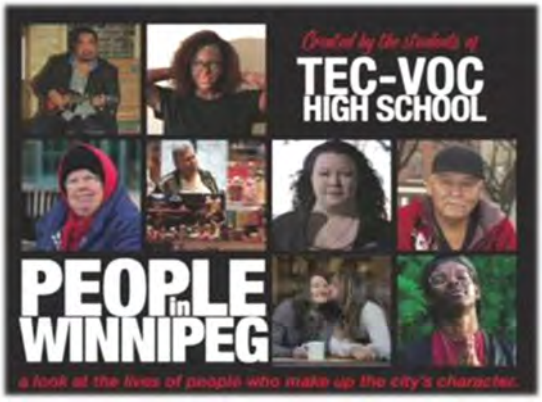
Grade 12

Cinema as a Witness to Modern History 40S (1 credit) CMHR4S

This course will engage students in an exploration of the connections between cinema as an art form, cinema as a product of history, and cinema as an interpreter of history. Students will critically analyze a variety of films including feature-length fiction films, documentaries, animation, black and white films, and independent shorts. This course uses cinema as a teaching tool to help students go beyond the experience of film as entertainment or as a mere consumer commodity.

Global Issues: Citizenship and Sustainability 40S (1 Credit) GLIR4S

Students conduct inquiry into the social, political, environmental and economic impact of contemporary and emerging global issues. Through their inquiry, students focus on questions about the quality of life locally, nationally and globally. This course is based on the principles of active democratic citizenship, ecological literacy, critical media literacy, ethical decision-making, and consolidates learning across the disciplines to empower students as agents of change for a sustainable and equitable future.



Current Topics in First Nations, Métis, and Inuit Studies (1 Credit) CTIR4S

Current Topics in First Nations, Métis, and Inuit Studies offers all Grade 12 students, both Indigenous and non-Indigenous, an opportunity to: explore topics such as the impact of colonization, the 94 Calls to Action, Indigenous worldviews, racism and the role of media, treaties, the Indian Act, social justice, education, health, law, and environmental issues to develop an understanding that First Nations, Metis and Inuit peoples and cultures are an integral part of Canadian society.

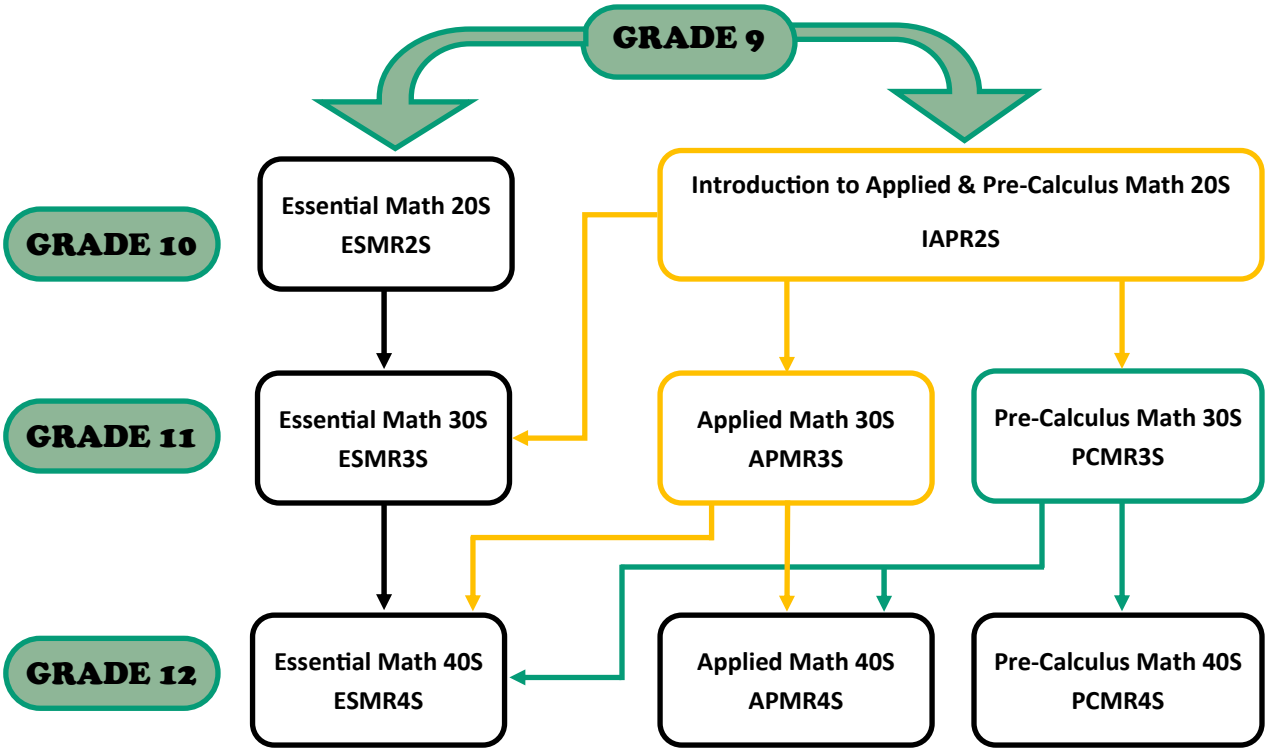
Law 40S (1 Credit) LAWR4S

Students will examine Canadian Law fundamentals related to the Charter of Rights and Freedoms, Criminal Law and Civil Law. Much of the course work is built around the study of real life cases and how they relate to each aspect of the law. There is also an expectation that student participate in classroom discussions.

Psychology 40S (1 Credit) PSYR4S

A survey course focusing on a brief history of the science of psychology, human development, theories of personality development and motivation. The course also examines the role that stress plays in our lives, various psychological disorders, and social attitudes regarding gender role.

Mathematics



ESSENTIAL MATHEMATICS

This pathway is designed to provide students with the mathematical understandings and critical-thinking skills identified for entry into some trades and for direct entry into the workforce. Topics include algebra, geometry, measurement, number, statistics and probability.

APPLIED MATHEMATICS

This pathway is designed to provide students with the mathematical understandings and critical-thinking skills identified for post-secondary students in programs that do not require the study of theoretical calculus. Topics include financial mathematics, geometry, logical reasoning, measurement, number, relations and functions, statistics and probability.

PRE-CALCULUS MATHEMATICS

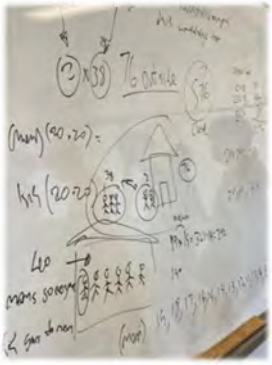
This pathway is designed to provide students with the mathematical understandings and critical-thinking skills at the post-secondary level required for the study of theoretical calculus. Topics include algebra and number, measurement, permutations, combinations and binomial theorem, relations and functions, and trigonometry.

Grade 9

All Manitoba students must earn credit in Grade 9 mathematics (MATR1F) to earn a high school diploma. Grade 9 is a foundational year which provides an important foundation for success in Grades 10 to 12

Grade 10

Students must choose either Essentials Mathematics (ESMR2S) or Introduction to Applied and Pre-Calculus Mathematics (IAPR2S). Students that have a mark of less than 65% in Grade 9 Mathematics are advised not to enroll in IAPR2S, as the foundational skills formed in Grade 9 have not been mastered.



Mathematics

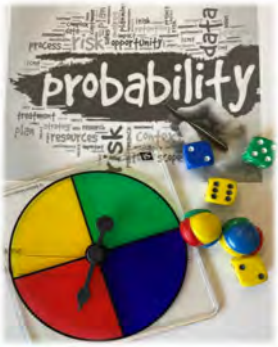
Grade 11

Students have the option of 3 possible courses:

Essentials Mathematics 30S (ESMR3S) is intended to provide useful mathematical tools for all students. This course is recommended for any student that does not require Applied or Pre-Calculus mathematics for future goals. Any student with a credit in Grade 10 mathematics may enroll in Essentials 11.

Applied Mathematics 30S (APMR3S) is intended to serve students that plan to attend post-secondary education in technical fields that do not require calculus. It provides a rich mathematical foundation focused on the application of mathematical processes to real world problems. Students require credit in IAPR2S in order to enroll in APMR3S. A mark of 60% in IAPR2S is advised.

Pre-Calculus Mathematics 30S (PCMR3S) is intended for students that plan to enter fields that require calculus courses at the university level. The focus is on algebraic, graphing, and trigonometry skills that prepare a student to be able to do calculus. A mark of 70% in IAPR2S is advised. Please be aware that PCMR3s is a challenging theoretical course.



Grade 12

Students have the option of 3 possible courses:

Essentials Mathematics 40S (ESMR4S) is intended to provide useful mathematical tools for all students. This course is designed to provide a blend of practical skills for everyday life and some additional topics that will help students entering selected trades. It is intended that all students would be able to find success in ESMR4S to achieve their Grade 12 mathematics requirement for graduation.

Applied Mathematics 40S (APMR4S) is intended to serve students that plan to attend post-secondary education in technical fields that do not require calculus. Technological tools are used to help analyze real world problems and allow access to rich mathematical ideas. A mark of 60% in APMR3S or PCMR3s is advised.

Pre-Calculus Mathematics 40S (PCMR4S) is intended for students that plan to enter fields that require calculus courses at the university level. The focus is on algebraic, graphing and trigonometry skills that prepare a student to be able to do calculus. A mark of 70% in PCMR3S is advised. Please be aware that PCMR4S is a challenging theoretical course.

Calculus Math 45S CALR4S/Advanced Math 45S ADMR4S (0.5 credits each)

These half courses introduce students to the study of Calculus, as well as other first year university math credits. Students planning to pursue post-secondary education in business, technology, science, or engineering will find this course of particular interest. The prerequisite/co-requisite for this course is Pre-Calculus 40S with a recommended grade of 70%. This is an online/independent study course. Students can choose to do either one or both of these half-credit courses.

Physical & Health Education

Students need at least one Physical Education credit in each grade level for graduation.

Tec-Voc Physical Education offers a variety of options at each grade level. Options include specialized programs that are sport specific in Basketball and female fitness. Our goal is to provide a meaningful and enjoyable experience that appeals to every student that attends Tec-Voc. The Tec-Voc Physical Education Staff includes experts in Basketball, Athlete Strength and Conditioning, and Rugby. We believe that lifelong physical activity is essential to both our physical and mental health.

Grade 9

Physical & Health Education: Healthy Active Lifestyles (1 Credit) PHER1F

This compulsory course is designed to develop students' movement skills, personal fitness, safe practices, and personal/social skills in a cooperative and inclusive social environment. Students will participate in team and individual active pursuits and investigate health topics including communication and relationships, sexual health, and substance use/abuse. Through these activities and topics they will develop the knowledge, skills, and attitudes for maintaining physically active and healthy lifestyles.

Grade 10

Physical & Health Education: Healthy Active Lifestyles (1 Credit) PHER2F

Grade 10 Physical and Health Education is designed to develop students' movement skills, personal fitness, safe practices, and personal/social skills in a cooperative and inclusive social environment. Students will participate in team and individual active pursuits and investigate health topics including communication and relationships, sexual health, nutrition, and substance use/abuse. Through these activities and topics they will develop the knowledge, skills, and attitudes for maintaining physically active and healthy lifestyles.

Female Physical & Health Education (1 Credit) PEFR2F

This course is offered as an option for female students and focuses on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. Students will take part in a wide variety of activities like Yoga, Zumba, Pilates, resistance training, low organized games, and self-defence that will help them take greater ownership of their personal physical fitness development .

Physical & Health Education: Sport Focus (1 Credit) PSFR2F

This course is available to students who have previous experience in individual and team sport settings or are looking to develop their ability to compete in a variety of sporting opportunities at the high school level. This course will focus on developing student athletes through individual and team skill experiences in a competitive, game-based learning environment. Students will also develop personal fitness skills and investigate health topics including communication and relationships, sexual health, nutrition, and substance use/abuse.

Grade 11

Physical & Health Education: Healthy Active Lifestyles (1 Credit) PHER3F

This course is designed to help students take greater ownership of their own physical fitness and health, to encourage them to seek out activities that interest them, and to support them in pursuing active lifestyles beyond their time in school. The course is divided into three components: personal health, teacher-directed physical activity, and out-of-class physical activity. Students will engage in conversations around topics of personal health, including: fitness management, mental health, and substance use and abuse. The out-of-class component will have students focus on building physical activity habits and recording their out-of-class physical activity.

Physical & Health Education

Female Physical & Health Education (1 Credit) PEFR3F

This course will focus on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. Students will take part in a wide variety of activities that will help them take greater ownership of their personal physical fitness development, encourage the discovery of new physical activities suited to their personal interests and promote an active, healthy lifestyle and overall personal wellness. This course is divided into three components: classroom work, in class activity, and out of class activity.

Physical & Health Education: Basketball Focus (1 Credit) PEAB3F

The Grade 11 Basketball Focus course is ideal for students who wish to pursue and develop their personal potential and knowledge in basketball. This course may require students to participate in field trips to College/University practices. Special guest instructors will also be used enhance student learning in the course. The theory units will focus on mental health, sport psychology, prevention and care of injuries, and fitness management relating specifically to basketball.

Physical & Health Education—Football Focus (1 Credit) PFFR3F

This program is for Grade 11's who have a passion for football. This course will give students the opportunity to develop sport specific skills and knowledge for the sport as well as training. The course will also carry a leadership component with the ability to start your coaching/ officiating certification (Grade 11/12's).

Physical & Health Education: Fitness Foundations (1 Credit) PESC3F

The Grade 11 Strong for Life: Fitness Foundations course is designed for students who have a serious interest in building their understanding of personal fitness development and health. Students will broaden their understanding of fitness through in-depth movement training, workouts, fitness theory, and the creation of personal workouts and training plans.

Time is spent both in and out of the Fitness Centre to develop their physical fitness in a variety of ways. Students should walk away from this course with greater confidence in their ability to manage their physical fitness and support their overall health. This course also addresses a variety of topics surrounding health and wellness. Additionally, there is an out-of-class component that will require students to engage in and record physical activity on their personal time.

Grade 12

Physical & Health Education: Healthy Active Lifestyles (1 Credit) PHER4F

This course is designed to help students take greater ownership of their own physical fitness and health, to encourage them to seek out activities that interest them, and to support them in pursuing active lifestyles beyond their time in school. The course is divided into three components: personal health, teacher-directed physical activity, and out-of-class physical activity. Students will engage in conversations around topics of personal health, including: fitness management, nutrition, and communication and relationships. The out-of-class component will have students focus on building physical activity habits and recording their out-of-class physical activity.

Physical & Health Education

Female Physical & Health Education (1 Credit) PEFR4F

This course will focus on topics, issues and concerns relevant to young women's lives relating to personal health, wellness and fitness. This course will accommodate and reflect the interests of the class while introducing new exciting topics in the areas of health, wellness and fitness. This course is divided into three components: classroom work, in class activity, and out of class activity. Students will study topics related to fitness management, nutrition, leadership, and healthy lifestyle practices. This course is designed to promote continued physical activity and healthy lifestyle practices after graduation.

Physical & Health Education: Basketball Focus (1 Credit) PEAB4F

The Grade 12 Basketball Focus Phys. Ed. builds upon the Grade 11 Basketball Focus course and is ideal for students who wish to pursue and develop his/her personal potential and knowledge in basketball. This course may require students to participate in field trips to College/University practices. Special guest instructors will also be used to instruct students and enhance their learning in the course. The theory units will focus on human anatomy, sports nutrition, practice planning and coaching, leadership, and fitness management relating specifically to basketball.

Physical & Health Education—Football Focus (1 Credit) PFFR4F

This program is for Grade 12's who have a passion for football. This course will give students the opportunity to develop sport specific skills and knowledge for the sport as well as training. The course will also carry a leadership component with the ability to start your coaching/ officiating certification (Grade 11/12's).

Physical & Health Education: Fitness Foundations (1 credit) PESC4F

The Grade 12 Strong for Life: Fitness Foundations course is designed for students who have a serious interest in building their understanding of personal fitness development and health. Students will continue to build on their understanding of fitness through in-depth movement training, workouts, fitness theory, and the creation of personal workouts and training plans.

Time is spent both in and out of the Fitness Centre to develop their physical fitness in a variety of ways. Students should walk away from this course with greater confidence in their ability to manage their physical fitness and support their overall health. This course also addresses a variety of topics surrounding health and wellness. Additionally, there is an out-of-class component that will require students to engage in and record physical activity on their personal time.

Science

Grade 9

Science 10F (1 credit) SCIR1F

Grade 9 Science explores different areas of science and aims to continue building scientific literacy. Students will explore Science in five major strands and look at specific scientific knowledge in the areas of Chemistry, Physics (electricity), Genetics and Evolution. Topics will be studied by incorporating Indigenous Perspectives, Science Identity, Practical science, and inquiry across each area. **This course is a prerequisite for Science 20F and is required for graduation.**

Grade 10

Science 20F (1 Credit) SCIR2F

Grade 10 Science continues the content introduced at the grade 9 level and continues an active and practice approach to learning science. Areas of knowledge include Chemistry, Physics (forces), Space Science, Earth Science, Life Systems and Evolution. The learning outcomes of inquiry, application, and implications of science are also introduced, in addition to incorporating Indigenous perspectives, science identity and practical science. **This course is a prerequisite for all 30S Science courses and is required for graduation.**

Grade 11

Biology 30S (1 Credit) BIOR3S

This course focuses on human anatomy, physiology and wellness, with emphasis on how body systems interact and maintain homeostasis. Students will develop their scientific literacy and lab skills through participation in various practical lab activities and dissections. This course develops knowledge, skills, and values that prepare learners for informed citizenship and future scientific study in health sciences. **The prerequisite for this course is Science 20F.**

Chemistry 30S (1 Credit) CHER3S

This course covers the basic concepts of chemistry. Topics include physical properties of matter, gases and the atmosphere, chemical reactions, solutions, and organic chemistry. Students will develop essential laboratory skills. Strong math skills are recommended. **The prerequisite for this course is Science 20F.**

Physics 30S (1 Credit) PHYR3S

How do earthquakes cause tidal waves? Why are astronauts weightless in orbit? Will an asteroid crash into Earth with a force equal to 50 million megatons of TNT? PHYR3S students will investigate topics such as the science of moving objects, electromagnetic fields and the wave phenomena of sound and light. Proficiency with algebra and trigonometry is required. **The prerequisite for this course is Science 20F, and Precalculus 30S (highly recommended) or Applied Math 30S.**

Grade 12

Biology 40S (1 Credit) BIOR4S

This course focuses on two major areas of biology: Genetics and Biodiversity. Students will study DNA as the molecule of heredity and mechanisms of genetic variation, as well as the processes of evolution and how living things are classified, organized, and conserved. This course emphasizes scientific literacy, critical thinking, and ethical responsibility. Biology 40S is a required course for admission to many faculties of science at universities. **The prerequisite for this course is Science 20F. Biology 30S is recommended.**

Chemistry 40S (1 Credit) CHER4S

A course for those pursuing a career in science. Topics include: atomic structure, kinetics, chemical equilibrium, acids and bases, solubility, and electrochemistry. There will be a focus on investigative chemistry throughout the course. Strong math skills are recommended. ***The prerequisite for this course is Chemistry 30S.***

Physics 40S (1 Credit) PHYR4S

Building on the genius of such legends as Newton, Einstein and Kepler, PHYR4S will prepare students for University Physics by exploring realms of modern Physics. These areas include geosynchronous satellites, rocket propulsion, microgravity, and medical physics. Proficiency with algebra and trigonometry is essential. ***Prerequisites: Applied Math 40S (Pre-calculus highly recommended) and Physics 30S .***

Performing Arts

The Tec-Voc Performing Arts Department offers courses including Audio Recording, Concert Choir, Dance, Drama, Guitar, Piano, and Vocal Jazz.

The layout of the Performing Arts Department includes multiple rehearsal areas for instrumental and vocal ensembles, studios for dance and recording, as well as a 475-seat theatre. Activities include participation in music and dance festivals/concerts, rock shows, musical and dramatic productions.

Grade 9

Performing Arts I - MCCH1S (.5 Credit)
Performing Arts II - MU2H1S (.5 Credit)
Students will explore various areas of the performing arts including musical theatre, drama, music and choir. Students will have the opportunity to perform at school and community events. This grade 9 option course is the equivalent of two .5-credit grade 9 options.

Sound Engineering SE165H1S (.5 Credit);
SE166V2S, SE168V3S, & SE171V4S (1 Credit)
An exploration of music technology using Apple computers equipped with software including Logic Pro X. Students study music composition and learn to create their own music and beats for on line streaming, video games, and animation. This course is offered at Grade 10, 11, and 12, each for 1 credit.

Guitar MGUH1S (1/2 Credit);
MGUR2S, MGUR3S & MGUR4S (1 Credit)
Students are given group instruction in a variety of genres including rock, blues, classical, and metal. Students participate in music festivals and also form rock bands that perform in shows throughout the year. No previous experience required. This course is offered at Grade 9, 10, 11, and 12.

Piano/Keyboard (1 Credit) MPIR2S, MPIR3S, & MPIR4S
This course serves as an introduction to piano skills through both large group and individualized instruction. Students' progress at their own pace, with exposure to different playing styles and varied repertoire. The focus of this course is on developing the skills of music literacy, sight-reading, creative expression, technical playing skills, and performance. No previous piano experience is required.

Concert Choir - MCCH1S (.5 Credit)
Concert Choir (1 Credit)
MCCR1S, MCCR2S, MCCR3S, & MCCR4S
This course provides an opportunity for all students to learn various music styles while developing musicianship skills. The focus of this course is on ensemble singing, with some additional options for solo opportunities. This group participates in school performances throughout the school year, as well as festivals and workshops in and around the Winnipeg area.
NEW: This options course is offered at lunch as well as within the school-day timetable.
****The .5 credit course option is for second semester only.***

Performing Arts

Music Creation (1 Credit) MU1R2S, MU1R3S, & MU1R4S
This course invites students to explore music through inquiry-based, student-led creative projects. Students will have the opportunity to work on their instrument of choice, form ensembles, select repertoire, and plan/produce performances. Alongside hands-on music-making, students will examine music from a wide range of artists, cultures, styles, genres, and historical periods, making connections between musical traditions and contemporary practice. Through performance, collaboration, and reflection, students will develop musical skills, creative thinking, and an understanding of how music functions across time and cultures.

Vocal Jazz (1 Credit) MVJR2S, MVJR3S, & MVJR4S
This full-year course focuses on elements of vocal jazz including both solo and ensemble singing, scaţting/ improvising, rhythmic & harmonic proficiency and mic technique. Students will explore various musical styles, including swing, blues, Latin, funk, R&B and Pop. This group participates in school performances throughout the school year, as well as festivals and workshops in and around the Winnipeg area. This course takes place over the lunch hour. **Co-requisite:** Students must also be enrolled in Concert Choir 2S, 3S, or 4S.

Drama DAHB1S (.5 Credit);
DAMR2S, DAMR3S & DAMR4S (1 Credit)
This course offers an exploration of Drama skills and genres. Beginning with basics such as Voice and Diction, Movement and Improvisation, we then move forward into Scene Analysis and Script Writing. Each year we will also look at several different theatrical styles, ranging from Ancient Greek and Roman Theatre to Musical Theatre and Screen Acting. Students will develop confidence and poise while gaining invaluable skills.

Musical Theatre (1 Credit each)
DTHR2S, DTHR3S & DTHR4S
The musical theatre course takes place within the school-day timetable and is open to all students in grades 10-12. The course focuses on developing the skills of creative expression through acting, singing, movement and dance. Students work towards preparing song and scene excerpts to present at a culminating performance near the end of the semester.

Dance - DNHB1S (.5 credit)
DANR2S, DANR3S & DANR4S (1 Credit)
A course which introduces a variety of styles including jazz, hip-hop, ballet, tap, ballroom, and musical theatre. The course is offered for beginning through advanced levels. Performance is an essential element of the program.

Dance Tec Company–DTC (2 Credits) DJDR1S, DJDR2S, DJDR3S, DJDR4S & DN1R1S, DN1R2S, DN1R3S, DN1R4S

A performance based full-year course providing numerous opportunities for the group to perform and represent the school. A variety of dance styles will be studied. Open auditions will be held at the beginning and end of the school year. Students will be selected to participate in these courses.

Visual Arts

Visual Arts is offered at grades 9, 10, 11, and 12. The Visual Arts program follows the Manitoba Curriculum Framework and recognizes each student as a young and developing artist.

The Tec-Voc Visual Arts program offers creative and original art making activities in drawing, painting, sculpture, textiles, design, and craft. Students participate in skill-building projects that allow them to develop technical ability while challenging them to solve problems creatively. Activities are hands-on, allowing students to imagine, sketch, design and create a work of art from start to finish.

The Visual Arts classroom offers a comfortable and relaxed atmosphere where students learn about art history, cultural diversity and media awareness.

The Visual Arts program provides a foundation for future post-secondary studies in Fine Arts, Communications, Graphic Design, Fashion Design, Architecture, Education and Arts Administration.

Grade 9 Art (1/2 Credit) VAHB1S

Students are introduced to the elements of design as they experiment with different media in order to try their hand at various art making techniques. Grade 9 Visual Arts offers students a chance to create art with their peers as they learn the fundamentals of drawing, painting, sculpture, and craft. No previous art experience required, only a willingness to try a bit of everything!

Grade 10 Art (1 Credit) VIAR2S

Students begin to link the elements of design to their own works of art. While participating in drawing, painting, sculpture, and craft, students learn about various periods in art history as well as contemporary issues. No previous art experience required, only a willingness to follow through with an idea from initial sketches to finished product!

Grade 11 Art (1 Credit) VIAR3S

Students hone their technical skills and begin to spend more time on complex and detailed works of art. Students will develop deeper observational skills will have more opportunity for choice as they participate in drawing, painting, sculpture, and craft. Sketchbooks and personal reflection become increasingly important in the grade 11 Visual Arts program. Prior art experience recommended.

Grade 12 Art (1 Credit) VIAR4S

Students continues to hone their skills, focusing on the meaning behind their artistic and aesthetic choices. Sketchbooks remain a priority as students narrow their focus and work on increasingly complex individual works of art. Prior art experience is recommended.

Post - High Options

If you are not yet prepared to attend college or university or to work full-time, exploring a trade could be a great option for you. Each year, Tec-Voc High School welcomes many Post-High students. These students have the opportunity to select from 17 Vocational programs that may lead to employment or further training in 5 different trade industries.

Applicant Requirements:

- The age limit is set at 21 years or younger. (Exception: AMMOP)
- Students residing within the Winnipeg School Division incur no out-of-pocket fees. However, those living outside the WSD area will incur a fee of $942 per course for 4 credit hours, totalling $3,768.00.
- Applicants must be either Canadian citizens or Permanent residents.
- Due to high demand, acceptance into certain programs will be on a first-come, first-served basis.
- The number of available spots will be determined in the Spring. Applicants will be notified of acceptance by June. **So apply early!**

Why Students Choose Post-High Studies at Tec Voc?

- Skilled Vocational Instructors – minimum of 6 years of industry experience
- Industry Standard Facilities and Equipment
- Access to our network of businesses
- No cost – only requires your curiosity and dedication
- Industry Certification & Apprenticeship
- Updated transcripts & Vocational Diplomas (presented upon completion as applicable)
- Work Experience and Employment opportunities
- Skill Preparation for further post-high studies

Service

Baking and Pastry Arts
Culinary Arts
Dental Technology
Dental Assisting

Manufacturing

Design Drafting
Mechatronics
Aerospace Machining
Welding Technology

Construction

Carpentry
Electrical Trades Technology

Transportation

Automotive Technology
Aerospace (AMMOP)*

Communications

Administrative Assistant
Broadcast Media Arts
Graphic Communications & Print
Technology Interactive Digital Media
Professional Photography

Level 1 certified programs are in *italics

For more information about this program please contact: MRS. KELLY DEKLERCK ▾ 204-786-1401 EXT. 566 ▾ kdeklerck@wsd1.org

A.M.M.O.P.

Aerospace Manufacturing and Maintenance Orientation Program

Target Audience:
Adults who want to transition to employment and post-secondary opportunities in the Manitoba Aerospace Industry.

Length of the Program:
AMMOP is a 10-month program in which students learn the skills that will lead to a career in the Aerospace Industry. Students attend from 7:45—2:30 p.m. for half a week, with perfect attendance being the expectation.

Applicant Requirements:
Students must have completed their Grade 12 and be competent in Math, Science and English. ***There is no age limit for this program and is open to all residents of Manitoba.*** An entrance exam will be completed in May with applicants subject to reference checks and an interview. Successful applicants will be notified in June for a mid-August start date.

Program Elements

- Aircraft Engine Fundamentals (both Piston and Gas Turbine)
- Aviation Math & Physics
- Blueprint Reading & Technical Drawings
- Composite Fabrication & Repair
- Non-Destructive Testing
- Principles of Flight (both Fixed & Rotary)
- Mentorship
- Test of Workplace Essential Skills (TOWES) preparation
- Work Experience

Potential Careers

- Gas Turbine Technologist
- Aircraft Maintenance Engineer
- Aviation Machinist
- Non destructive Tester
- Composite Fabricator

For a complete list, visit
http://www.mbaerospace.ca/careers/

Apprenticeship Trades:

- Aircraft Maintenance Journeyperson
- Gas Turbine Repair and Overhaul Technician

For more information, visit
http://www.gov.mb.ca/wd/apprenticeship/discover/mbtrades/index.html

OPEN HOUSE
Wednesday, April 15, 2026
Presentation @ 6:00 p.m.

BOEING
MANITOBA AEROSPACE
StandardAero
MAGELLAN AEROSPACE

For more information about this program please contact: MRS. KELLY DEKLERCK ▾ 204-786-1401 EXT. 566 ▾ kdeklerck@wsd1.org

TECHNICAL VOCATIONAL HIGH SCHOOL

AEROSPACE MACHINING PROGRAM 2026-27

GAIN THE SKILLS NECESSARY TO BECOME AN AEROSPACE MACHINIST

Join an exciting, cutting edge, high demand industry.

Aerospace machinists are in high demand. Obtain the necessary skills required to successfully gain a career as a machinist in the Aerospace Industry.

Learn how to manufacture aerospace parts by developing skills such as; precision measuring, operating equipment, programing and operating CNC mills and lathe. Other certifications will include WHMIS, Human Factors and Machining Level 1 Apprenticeship.

- No enrollment or program fees
- Ages 18-21
- No skill or background in machining required
- Course duration September 2026 to June 2027
- 2 weeks Work Experience at one of our Aerospace Company Partners
- Potential to gain employment at companies like Standard Aero, Magellan and Cadorath Aerospace
- Gain Apprenticeship Level 1 Certification

OPEN HOUSE & REGISTRATION

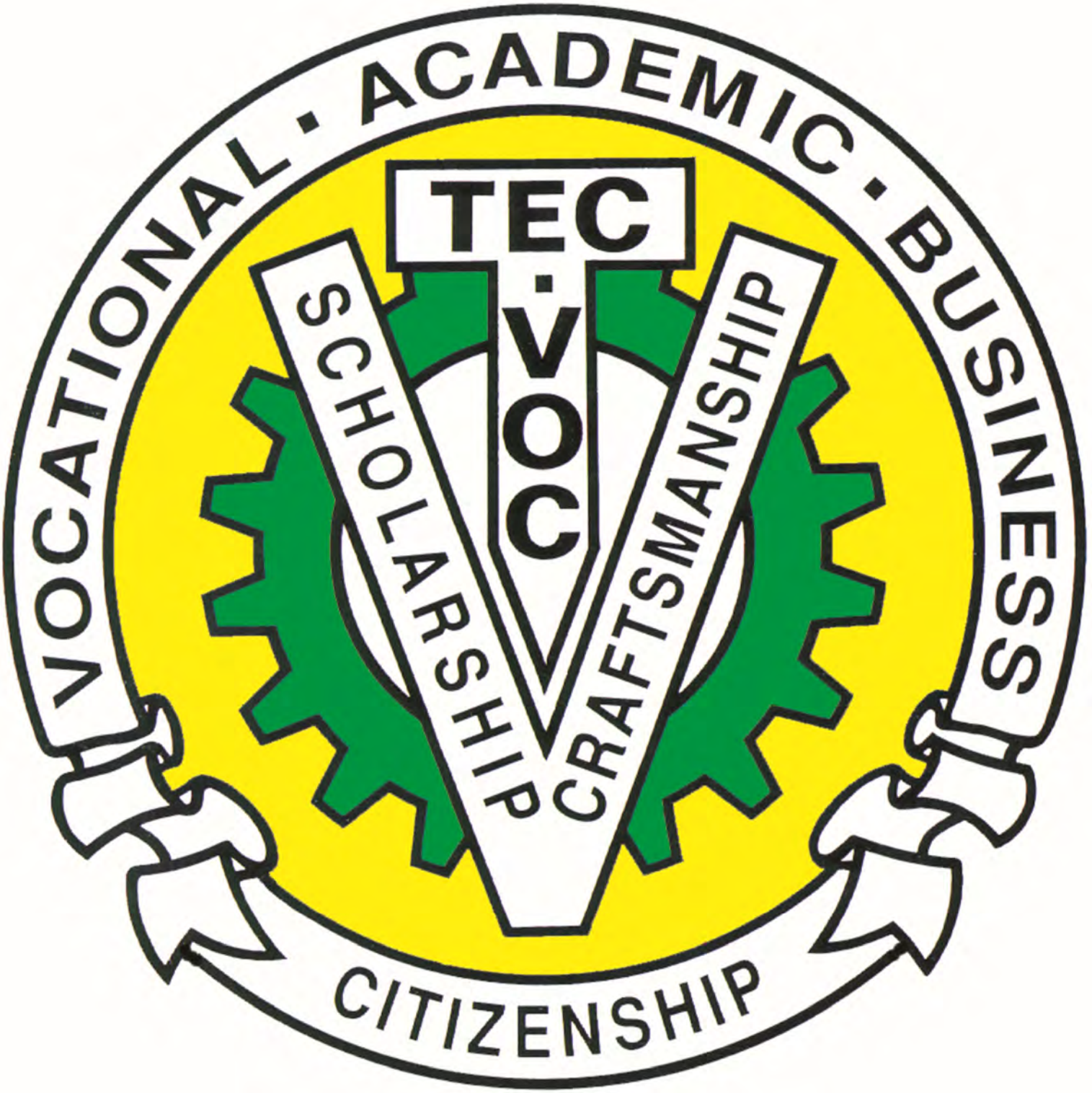
APRIL 15th, 2026 (6pm-8pm)

1555 WALL STREET

(SAME EVENING AS AMMOP OPEN HOUSE)

For more information please contact:

Ms. Kelly DeKlerck
Phone: 204-786-1401 ext 566
kdeklerck@wsd1.org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