

Arts and Culture SHSM

Overview of SHSM Requirements:

- Required Credits
- CLA's
- Coop
- Certifications
- Reach Ahead and Experiential Learning
- **Required Credits:**

Arts and Culture

Major Credits	(need 4 major credits)					
	ADA3M	AMT4M	ATC4M	EMS3O	IDC3O	TGJ3O
	ADA4M	AMU3M	ATD4M	GPP3O	NBV3C	TGJ4M
	ADB3M	AMU4M	ATP3M	HHS4U	TDJ3M	TGJ4O
	ADB4M	AMV3M	ATP3O	HNB4O	TDJ4M	TGP4M
	ADC3M	AMV3O	ATP4M	HNC3O	TDV3M	TGV3M
	ADD3M	AMV4M	AVI3M	HRT3M	TGG3M	TXJ3E
	ADD4M	ASM3O	AVI3O	HSB4U	TGG4M	TXJ4E
	AMG3O	ATC3M	AVI4M	HSP3M	TGI3M	
	AMT3M	ATC3O	AWA3O	HSP3U	TGJ3M	

Business or Canadian and World Studies

Take 1 course from Business or Canadian and World Studies and complete a CLA in that course

	BAF3M	BDP3O	BOH4M	CGW4U	CLN4U	NBV3C
	BBB4M	BMI3C	BTA3O	CHW3M	CLU3M	
	BDI3C	BMX3E	CGG3O	CHY4U	CPW4U	

English Complete a CLA in grade 11 or 12 English

Co-op 2 period co-op

CLA (Contextualized Learning Activity):

An activity that involves a minimum of six hours of learning, based on the curriculum expectations, that is contextualized to the SHSM sector. The Arts and Culture SHSM requires the completion of 3 CLA's, one in grade 11 English, one in grade 12 English, and one in Math.

Coop:

Each SHSM pathway requires that students complete a minimum of two cooperative education credits in a work placement in the sector. The WHMIS certification will be completed in your coop training.

Certifications to be completed:

Three (3) compulsory		
Cardiopulmonary Resuscitation (CPR) Level C – includes automated external defibrillation (AED)	Standard First Aid	Workplace Hazardous Materials Information System (WHMIS) – generic (i.e., not site-specific) instruction

Three (3) electives from the list below			
advanced training in a technique (e.g., figure drawing, conducting, sewing)	advanced training in a technology (e.g., 3D printing, laser cutting, Serato)	advanced training in an art form (e.g., mime, tapdance, improvisation)	advanced training in art therapy
audition preparation	basic electrical safety	Beauty Specialist Certification Program – three-part course	curatorial techniques
customer service	elevated work platforms	event coordination	fall protection
framing and matting	game design	health and safety – basic	Innovation, Creativity and Entrepreneurship (ICE)
instructor certification	interactive art forms	ladder safety training	leadership skills
lighting and sound equipment maintenance	makeup/cosmetology	musical instrument repair	portfolio development
project management	proposal/grant writing	pyrotechnics	recording equipment
sector-specific software 1 (e.g., animation, graphic arts)	sector-specific software 2 (e.g., photography)	stage combat	technical staging
Working at Heights	wrapping and taping for performance and injury		

Reach Ahead and Experiential Learning Opportunities:

Reach ahead experiences enable students to gain confidence in their ability to be successful, refine skills and work habits, and make informed choices about future careers and next steps. Experiential learning opportunities are planned learning activities that take place outside the traditional classroom setting.

Examples of reach ahead and experiential activities are:

- attending a conference or workshop held by the sector
- a day-long observation of a person working in the sector
- participating in a sector activity

- a career talk by a local sector representative
- interviewing an employee in the sector
- interviewing a college or university student enrolled in a program related to the sector
- attending a college or university class in the student's area of interest