



Heritage
CHRISTIAN ACADEMY

**HERITAGE CHRISTIAN
ACADEMY**

**2022 – 2023 MIDDLE SCHOOL
*COURSE INFORMATION
HANDBOOK***

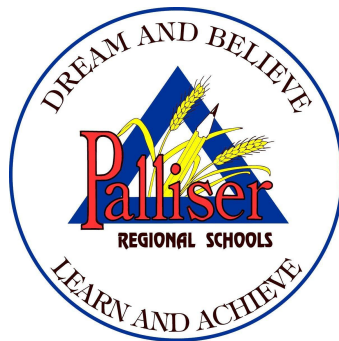


TABLE OF CONTENTS

3	Introduction
3	Christian Education
3	Comprehensive Course Offerings per Grade Level – Important Note
4	Appendix 1 (Detailed Course Descriptions)
10	Appendix 2 (Course Fee Schedule)



ibelieve... ibelong... ibecome...

INTRODUCTION

The purpose of this document is to help our middle school families through the course selection process for the next school year. This document outlines what is required in middle school and what options our students have available to them, and should be referenced when making choices on the ***link sent to each student's email account***. ***Please note that students must be logged into their prs26.ca google account to complete the course selection form. This link will be sent out to student emails on MONDAY, June 13 at 4:00pm.***

Please complete the course selection form by MONDAY, June 20 at 8:00 am.

If a course selection form is not submitted, administration will register students.

CHRISTIAN EDUCATION

As an alternative Christian school within the Palliser Regional School District, our Society Board and School Administration is tasked with ensuring our students receive Christian Education while enrolled at Heritage Christian Academy. A Christian worldview is integrated into every subject taught to our students. In addition to this, our students take Christian Education (Discipleship) classes and attend chapels.

COMPREHENSIVE COURSE OFFERINGS PER GRADE LEVEL

Course selections are developed each spring to reflect new timetable scheduling. A full selection of courses is listed below by grade level. ***Actual placement in courses may differ from this schedule and some courses may not be offered due to enrolment, staffing and timetabling.*** For detailed course descriptions see appendix 1.

APPENDIX 1: DETAILED COURSE DESCRIPTIONS

REQUIRED CURRICULUM

These courses are based on Alberta Curriculum Standards. Course descriptions are given below and have been taken directly from the Alberta Program of Studies.

DISCIPLESHIP (BIBLE) CLASS

Our community's mission is to foster, within each student, a lasting relationship with Christ that is meaningful and authentic, that will impact the world for God's glory. As such, we view Bible class as an integral part of our programming. Students will learn Biblical principles with the Bible as their main text throughout their years at Heritage. This class is designed to engage students in the Word of God, build up future leaders, and encourage service by providing opportunities for students to turn their faith into action.

ENGLISH LANGUAGE ARTS

There are two basic aims of English language arts. One aim is to encourage, in students, an understanding and appreciation of the significance and artistry of literature. A second aim is to enable each student to understand and appreciate language and to use it confidently and competently for a variety of purposes, with diverse audiences and in a range of situations for communication, personal satisfaction and learning.

From Kindergarten to Grade 12, students are developing knowledge, skills and attitudes in six language arts: Listening and Speaking; Reading and Writing; Viewing and Representing. Students learn to compose, comprehend and respond to oral, print and other media texts. They experience a variety of texts from many cultural traditions.

HEALTH AND LIFE SKILLS

The aim of the health and life skills program is to enable students to make well-informed, healthy choices and to develop behaviours that contribute to the well-being of self and others. A comprehensive health program involves a partnership among home, school and community.

SOCIAL STUDIES

The aim of the social studies program is to promote a sense of belonging and acceptance in students as they engage in active and responsible citizenship. At the heart of Alberta's social studies program are the concepts of citizenship and identity in the Canadian context. It also includes multiple perspectives, including Aboriginal and Francophone, that contribute to Canada's identity. The program also has a strong focus on Canadian and Alberta history.

MATHEMATICS

Strands covered in the Alberta 7 – 9 mathematics curricula are: Number, Patterns and Relations, Statistics and Probability and Shape and Space.

The main goals of mathematics education are to prepare students to:

- use mathematics confidently to solve problems
- communicate and reason mathematically
- appreciate and value mathematics
- make connections between mathematics and its applications
- commit themselves to lifelong learning
- become mathematically literate adults, using mathematics to
- contribute to society.

PHYSICAL EDUCATION

The aim of the K–12 physical education program is to enable individuals to develop the knowledge, skills and attitudes necessary to lead an active, healthy lifestyle. Students participate in a variety of physical activities: dance, games, types of gymnastics, individual activities and activities in alternative environments, such as aquatics and outdoor pursuits. All learning outcomes are to be met through physical activity as a means of fostering a desire in students to participate in lifelong physical activity.

SCIENCE

The secondary science program is guided by the vision that all students have the opportunity to develop scientific literacy. The goal of scientific literacy is to develop the science-related knowledge, skills and attitudes that students need to solve problems and make decisions, and at the same time help them become lifelong learners—maintaining their sense of wonder about the world around them.

The program is designed to help students understand the nature and role of science, as well as develop a solid grounding in science knowledge, skills and attitudes. Throughout the program, students learn that:

- science provides an ordered way of studying the natural world
- scientific discovery often leads to the development of new
- technologies and new technologies can lead to new fields of
- scientific investigation
- science takes place in a social context and responds to human
- needs. Science and technology have both intended and
- unintended consequences for humans and the environment.

MUSIC OPTIONS

BAND (7/8/9)

Most of the activity in Band Class is playing an instrument with the large group. Students will perform music from a variety of musical styles. They will read notes, play melodies, compose their own music, and participate in smaller groups such as duets, trios, and quartets. Students may also learn to utilize the computer for the purpose of producing printed music, composing, and arranging songs. Some students in this class already play an instrument, but beginner students are welcome. A Beginner Band Workshop is sponsored by the school in early fall and is required attendance for all beginning band students. Opportunity to audition for Tour Band may be made available.

CHOIR (7/8/9)

Most of the activity in Choir is singing with a large group. Students will read and perform music from a variety of musical styles. They may compose their own music and participate in smaller groups such as duets, trios, and quartets. An ability to read music is helpful but not a prerequisite.

EXPLORATORY OPTION ROTATIONS

These are courses that offer a combination of options for a portion of a semester and give students more exposure to a variety of learning experiences. These will be basic introductory versions of options that may be available in later grades.

Exploratory Learning is a combination of any of the options listed below. If you pick Exploratory Learning you will rotate through three of these above in the course of the year.

Exploratory Learning will be offered opposite Band in Block 1, Choir in Block 2 and in Block 3.

Each Exploratory Learning block will present different options.

The courses listed below represent possible offerings in the next school year. Which courses are presented depends on teacher scheduling and availability.

ART (7/8/9)

This course gives the student a broad look at Art. It begins with the basic concepts of drawing, and uses this foundation to move into picture-making and the use of colour. Three-dimensional art and art using various media follow. Students will learn about a number of recognized artists, and experiment using their styles. As creating is a Christian imperative, the expressive and creative aspects of this subject are emphasized.

ATHLETIC LEADERSHIP

This option consists of students actively participating in a variety of sports and games that are both teacher- and student-led. Students also design, create or modify games of their choice and teach these games to other students.

CODING

In this course students will be introduced to coding using the Ozobot Evo. Colors as well as Ozoblocks will be used to program the Evos. Students will also use Scratch to program and

create games. This course is designed to help students feel comfortable with coding and develop an enjoyment for coding.

COOPERATIVE GAMES 7/8/9

This option will be a time of fun learning new cooperative and strategic skills while playing games. Students play a variety of indoor and outdoor games in groups and teams. Board games develop social and communication skills while developing strategy. Students will play a variety of board and card games as well as designing their own games. They will also organize and lead several games throughout the year.

DRAMA (7/8/9)

Drama students will take part in activities designed to foster positive self-concept and work cooperatively with others toward shared goals. These activities may include mime, reader's theatre, script reading, script writing, acting, theatre studies, and improvisation depending on the course level and experience of the students.

FILM STUDIES (8/9)

Students will be introduced to Film and work on creating various projects using different media types throughout this course. If you have an interest in Film – this is the class for you.

FOODS (7/8/9)

Students study basic safety and sanitation procedures as well as performing hands-on cooking, baking and food preparation. Plate design will also be incorporated within this option. This encompasses the Canada Food Guide to Nutrition.

FORENSICS

Forensics includes the investigation of fingerprinting, fiber analysis, ballistics, arson, trace evidence and simulated blood samples.

FRENCH LANGUAGE SKILLS (7/8/9)

These courses focus on three aspects of language – oral, grammatical and cultural. Students will build their knowledge of numbers, colours, days, months, etc.; holidays & celebrations; community and social life; trips and excursions; other themes that meet learner needs/interests. Short stories and poems of an appropriate level of difficulty will be read and discussed.

GENIUS HOUR (8/9)

Students will complete several projects based on set outcomes and on interest. Students will learn game theory and play various styles and types of games. The projects **may** include such things as designing games.

MAKERSPACE (7/8/9)

This class emphasizes creation and creativity -- products and processes started from tinkering,

playing, experimenting, expressing, and collaborating to make, share and learn in a do-it-yourself style. Students will design, build and program using a variety of technological tools.

MUSIC AND YOU

Students will explore the music that they hear in the world today. Through assignments and class presentations, students will learn how to evaluate music and its messaging, and study the basic components of sound and sound production (instruments).

OUTDOOR EDUCATION (8/9)

Through classroom discussion, practical activities and field trips, students are introduced to the theory and practical skills needed for safe and fun activities in the outdoors. Hiking, backpacking, mountain biking, canoeing, camping, survival and basic rock craft skills will be addressed at progressive levels in each grade.

ROBOTICS

This course involves design, construction, operation, and use of robots at a junior high level.

SCIENTIFIC DESIGN (STEM)

Students work with specific materials to think through the engineering process. They will design, plan, create, and test their prototypes during this hands-on and collaborative option.

SOUNDTRAP

Students are introduced to the basics of audio production on an online music production platform called "Soundtrap." Through a series of assignments, students will create their own audio creations which they can export and keep. There are 2 levels for this option: introduction (Grade 8) and advanced (Grade 9).

VIDEO PRODUCTION

The purpose of this course is to provide a project-based visual arts program, by providing students with the technical instruction and practical experiences for aspiring video and film makers in the production of film, video, and new media projects.

STUDENT COURSE SELECTION

1. In the first **two weeks** of school, students will be allowed to switch between Choir, Band and Exploratory using a course change form which must be signed by parents/guardians.
2. Some options are offered for a full year only and students should not switch courses during the year (Band, Choir)

APPENDIX 2: FEE SCHEDULE

Special Fees			
Program	Additional Note	Purpose	Fee
Grade 6 Music - Beginner Band Workshop		Cost of Materials or Services	\$65
Phys Ed Gym Strip - one time charge unless a replacement needed (grades 6 - 12)	Charged at the time of purchase.		\$40
Field Trips – cost will be charged at time of field trip.			
Options 7-9			
	Option	Purpose	Fee
<i>Choir NO COST if student is also in Band</i>	Band (instrument rental is over and above this - \$235)		\$95
	Choir		\$45
<p>Take Note:</p> <p>Our exploratory classes include a variety of disciplines for students to explore if they are not taking music options. There are several exploratory sections that may include but are not limited to a combination of the list of options to the right.</p> <p>We will run 3 Exploratory sections – one opposite Band, one opposite Choir and one section on its own. Each exploratory section will be \$30.00</p>	Art	Cost of Materials or Services.	
	Video Production		
	Coding		
	Cooperative Games		
	Drama		
	Video Game Creation		
	Foods		
	Robotics		
	French Appreciation		
	Athletic Leadership		
	Genius Hour		
	Maker Space		
	Outdoor Education		
Forensics			
	Film Studies		