

## SHSM Requirements

Credits	College Grades 11–12	University Grades 11–12	Workplace Grades 11–12
<b>Major Credits (Arts Classes)</b> <i>One credit may be substituted with a cooperative education credit (additional to the 2 required co-op credits)</i>	<b>4</b> <i>Including at least one Gr. 11 and one Gr. 12 credit</i>	<b>4</b> <i>Including at least one Gr. 11 and one Gr. 12 credit</i>	<b>4</b> <i>Including at least one Gr. 11 and one Gr. 12 credit</i>
<b>English</b> including a CLA	<b>1</b>	<b>1</b>	<b>1</b>
<b>Business Studies or Canadian and World Studies</b> <i>including a CLA</i> <i>May be substituted with 1 cooperative education credit (additional to the 2 required co-op credits)</i>	<b>1</b>	<b>1</b>	<b>1</b>
<b>Cooperative Education</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>Total number of credits</b>	<b>8</b>	<b>8</b>	<b>8</b>

Three (3) compulsory (MUST DO)		
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 (COMPLETE 3 OF THESE, TEACHER WILL PLAN), 4 hours			
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		

COMPULSORY - Teacher Planned	
1 Reach Ahead	1 Experiential Learning
ICE Challenge (Innovation, Creation, Entrepreneurship), 6 hours	