Arts and Culture SHSM - Monsignor Doyle

Courses listed will count towards ANY pathway for SHSM (Apprenticeship, College, University, Workplace)

Credits can only be counted once; for example HSB4U cannot count as both a Major Credit AND an Other Credit

Major Credits

ANY Combination of 4 Major Credits are required; up to 3 *ADDITIONAL* Co-op credits can count as Major Credits

Major Credits in Grade 11		Major Credits in Grade 12	
Dramatic Arts	**ADA3M**	Dramatic Arts	**ADA4M**
Guitar	**AMG3M**	Guitar	**AMG4M**
Instrumental Music	**AMI3M**	Instrumental Music	**AMI4M**
Visual Arts	**AVI3M**	Visual Arts	**AVI4M**
Visual Design	**AWD3M**	Visual Design	**AWD4M**
Entrepreneurship	**BDP3O**	World Issues	**CGW4U**
Travel and Toursim	**CGG3O**	History	**CHY4U**
World History to the End of the Fifteenth Century	**CHW3M**	French	**FSF4U**
French	**FSF3U**	Challenge and Change in Society	**HSB4U**
World Religions	**HRF3O, HRT3M**	Computer Science	**ICS4C, ICS4U**
Introduction to Anthropology, Psychology, and Sociology	**HSP3C, HSP3U**	Interdisciplinary Studies	**IDC4U**
Computer Science	**ICS3C, ICS3U**	Construction Technology	**TCJ4E**
World Views and Aspirations of First Nations, Metis and Inuit Peoples	**NBV3E**	Technological Design	**TDJ4M**
Construction Technology	**TCJ3E**	Communications Technology	**TGJ4M**
Technological Design	**TDJ3M**	Woodworking	**TWJ4E**
Communications Technology	**TGJ3M**	Hairstyling and Aesthetics	**TXJ4E**
Woodworking	**TWJ3E**		
Hairstyling and Aesthetics	**TXJ3E**		

Dual Credit Courses include: Psychology Today, Cyberpsychology, ASL, Criminology, and the Criminal Justice System. See your Guidance Counselor for more information.

Co-op Credits

2 Co-op credits are the basic SHSM requirement

Co-op Credits can be Regular Co-op, Summer Co-op, or UCEP, your Dual Credit program, or through Credits@Work at St. Louis. See Guidance for more information.

Choose 1 Other Credit from the list below (or an *ADDITIONAL* Major OR Co-op Credit)

Accounting	**BAF3M, BAT4M**	French	**FSF4U**
Venture Planning in an Electronic Age	**BDP3O**	Learning Strategies	**GLE4O, GLS4O**
Business Leadership	**BOH4M**	Challenge and Change in Society	**HSB4U**
Travel and Tourism	**CGG3O**	Computer Programming or Computer Science	**ICS3C, ICS3U, ICS4C, ICS4U**
Canadian and World Issues - eLearn	**CGW4U**	Math - Workplace	**MEL3E , MEL4E**
History	**CHW3M, CHY4U**	Contemporary Indigenous Issues and Perspectives in a Global Context	**NBV3E**
Economics	**CIA4U**	Ontario Literacy Course	**OLC4O**
Law	**CLU3M, CLN4U**	Computer Engineering	**TEJ3M**

English

Choose 1 English Credit

ENG3C or **ENG4C** - English, College

ENG3E or **ENG4E** - English, Workplace/Apprenticeship

ENG3U or **ENG4U** - English, University

NBE3C or **NBE3U** - Understanding Contemporary First Nations, Métis, & Inuit Voices

OLC4O - Ontario Secondary School Literacy Course

Mathematics

Choose 1 Math Credit

Calculus and Vectors	**MCV4U**
Foundations for College Mathematics	**MBF3C, MAP4C**
Functions	**MCF3M, MCR3U, MHF4U**
Mathematics and Data Management	**MDM4U**
Mathematics for College Technology	**MCT4C**
Mathematics for Work and Everyday Life	**MEL3E, MEL4E**