

ELECTIVES

<p>World History Core subject 12IA – 12IG</p>	<p>Chapter 9: Sections 1, 2, and 3. Chapter 14: World War One Sections 1, 2, 3, 4, & 5.</p>			
<p>Psychology Girls Grades 11 & 12</p>	<p>Chapter 1 • What is psychology? • Psychology in the past Chapter 2 • Ethical issues</p>	<p>Chapter 6 • What is Consciousness • Levels of Consciousness • Consciousness and Chronobiology • Altered States of Consciousness • Sleep • Dreaming • Hypnosis</p>	<p>Chapter 7 • The Study of Learning • Operant Conditioning • Cognitive Theories of Learning • Social or Observational Learning</p>	<p>Chapter 8 • What is Memory? • Stages of Memory • Memory Retrieval • Forgetting • Memory and Learning</p>
<p>French Grades 11 & 12 BOYS & Girls</p>	<p>1. Bonjour p 6,7 2. Dans mon sacp 8,9 3. Quel âge as-tu?P 10,11 4. Bon anniversairep 12,13</p>		<p>5. Quelle heure est-il ?p 52,53 6. Les couleursp16,17 7. Ma famillep 28,29 8. Tu as un animal?P30,31</p>	<p>9. Je me présentep 32,33 10. Portraitsp 34,35 11. Où habites-tu?P 44,45 12. Ma maison p 46,47</p>
<p><u>Business</u></p>	<p><input type="checkbox"/> Chapter 1: Basic Economic Concepts: Section 1.1 <input type="checkbox"/> Chapter 1: Basic Economic Concepts: Section 1.2 <input type="checkbox"/> Chapter 2: Economic Resources and Systems: Section 2.1</p>	<p><input type="checkbox"/> Chapter 2: Economic Resources and Systems: Section 2.2 <input type="checkbox"/> Chapter 3: Economic Activity in a Changing World Section 3.2</p>	<p><input type="checkbox"/> Chapter 5: Entrepreneurship : Section 5.1 <input type="checkbox"/> Chapter 5: Entrepreneurship Section 5.2: The Parts of a Business Plan ONLY <input type="checkbox"/> Chapter 13: Marketing in Today’s World: Section 13.1</p>	
<p><u>Graphic Design</u></p>	<p><u>Theoretical Part</u> • Elements of Design • Principles of Design • Colors • Color Models • Color Wheel • Color Harmonies <u>Practical Part</u> <u>Adobe Photoshop</u> • Image Types • Using Layers • Using Tools ○ Marquee, Lasso Selection Tools ○ Magic Wand and Quick Selection Tools ○ Move Tool</p>	<p>○ Crop and Eyedropper Tool ○ Healing Brush Tool ○ Clone Stamp Tool ○ Brush and History Brush Tool ○ Color Replacement Tool ○ Gradient Tool ○ Eraser Tool ○ Smudge, Blur and Sharpen Tools ○ Dodge, Burn and Sponge Tools ○ Type and type Mask Tool ○ Zoom and Hand Tool • Mask using a type or shape • Image adjustments • Foreground and background colors • Using content-aware • Saving a file in PSD or other formats (.JPG, .PNG, .PDF)</p>	<p><u>Adobe Illustrator</u> • Using Tools ○ Selection Tool ○ Direct Selection Tool ○ Group Selection Tool ○ Lasso and Magic Wand Tool ○ Transform Tools ○ Gradient and Mesh Tools ○ Pen Tool ○ Curvature Tool ○ Line, Arc, Spiral Tool ○ Rectangular and Polar Grid ○ Shapes Tools ○ Live Paint Bucket Tool ○ Shape Builder Tool ○ Paint Brush, Blob Brush Tools ○ Type Tools</p>	<p>○ Eyedropper Tool ○ Blend Tool ○ Zoom and Hand Tools ○ Artboard Tool ○ Width, Twirl, Warp, Pucker, Bloat, Scallop, Crystallize, And Wrinkle Tools • Creating multiple shapes with a fill and stroke • Creating complicated shapes • Creating clipping mask • Using Different Drawing Modes • Grouping, arranging and locking objects • Saving file in different format (.Ai, .EPS, .PDF) • Exporting all or individual artboards to different format (.PNG, .JPG,</p>

<p>Health 12S B&G</p>	<p>Chapter 3: Self-esteem and mental health. <i>Section 1: Building your self-esteem. pages 50-54</i> <i>Section 2: using good communication skills pages 55-60</i> <i>Section 3: mental and emotional health pages 61-67</i></p>	<p>Chapter 4: Managing stress and coping with loss <i>Section 1: Stress and your Health pages 78-82</i> <i>Section 2: Dealing with Stress pages 83-88</i></p>	<p>Chapter 6: Physical fitness for life <i>Section 1: Physical fitness and your health pages 126-132</i> <i>Section 4: Sleep pages 146-148</i></p>	<p>Chapter 7: Nutrition for life <i>Section 1: Carbohydrates, fats and Proteins pages 154-160</i> <i>Section 2: Vitamins, minerals and Water pages 161-166</i></p>
<p><u>Adv. Physics</u> 12S Boys</p>	<p>Ch.7: Rotational motion and law of gravity. Sec.1: Measuring rotational motion. p.(244-252) Sec.2: Tangential and centripetal acceleration. p.(253-259) Sec 3: Causes of circular motion. p.(260-265) Ch. 9: Fluid Mechanics Sec.1: Fluids and buoyant force. p.(318-324) Se Sec.2: Fluid pressure and temperature. p.(325-330) Sec.3: Fluids in motion. p.(332-334)</p>	<p>Ch.10: Heat Sec.1: Temperature and thermal equilibrium. p.(358-364) Sec.2: Defining Heat. p.(365-367) Sec.3: Changes in Temperature and Phase. p.(371-382)</p>	<p>Ch. 20: Circuits and circuit elements Sec.1: Schematic diagrams and circuits. p.(730-735) Sec.2: Resistors in series and parallel. p.(736-745) Sec.3: Complex resistor combinations. p.(643-649)</p>	<p>Ch. 21: Magnetism Sec.1: Magnets and magnetic fields. p.(766-769) Sec.2: Electromagnetism and magnetic domains p.(770-772)</p>
<p><u>Adv. Chemistry</u> 11S B&G</p>	<p>Chapter 11: Gases Section 1: Gases and pressure 361- 367 Section 2: The Gas Laws 369- 375 Section 3 Gas Volumes and The Ideal Gas Laws 378- 385 Section 4: Diffusion and Effusion 386-388</p>	<p>Chapter 12: Solutions Section 3: Concentration of solutions 418- 424 Chapter 13: Ions in aqueous solutions Section 1: Compounds in aqueous solutions. 435- 443 Section 2: Colligative properties of solutions 446- 453</p>	<p>Chapter 15: Acid –Base Titration Section 1: Concept of PH 499- 509 Section 2: Determining PH and Titration 511- 521 Chapter 16: Reaction Energy Section 1: Thermochemistry 531-544</p>	
<p><u>Adv. Biology</u> 12S B&G</p>	<p>Chapter 2: The Chemistry of Life Sections: 2.2 Properties of Water Page: 40 2.3 Carbon Compounds Page: 45</p>	<p>Chapter 20: Viruses and Prokaryotes Sections: 20.1 Viruses Page: 574 20.2 Prokaryotes Page: 580 20.3 Diseases Caused by Bacteria and Viruses Page: 586</p>	<p>Chapter 35: Immune System and Diseases Sections: 35.1 Infectious Disease page: 1010 35.2 Defenses Against Infection page: 1014 35.3 Fighting Infectious Diseases</p>	
<p><u>Study all worksheets, homework, handouts, quizzes, tests, textbook and notebook</u></p>				