

Business Education and Computer Course Offerings – 2026/2027

Applied Design, Skills, and Technologies 8

During the Grade 8 year, students can take a course called Applied Design, Skills, and Technologies 8. This course has students experience the three different strands of Applied Design, Skills, and Technologies: **Technology Education, Business Education** (Computers) and **Home Economics**. This course runs for 1/3 of the year. It is a project based; exploratory course that will allow students to become familiar with all areas of Business and Computers. Students will learn about digital citizenship, basic business concepts such as entrepreneurship and product pitches, and basic programming.

Subject to Change: Some grade 8 ADST students will be enrolled in Digital Media 8 for one of the rotations. In Digital Media 8 students will learn about print and digital advertisements. Students will have a chance to analyze different advertisement campaigns and create their own advertisements in poster and videos forms.

Grade 9

See description of Entrepreneurship and Marketing 10. Students may take the course in grade 9 or 10.

Grade 10

Entrepreneurship and Marketing 10

How to Start a Business? What Makes a Good Idea? The Intersection of Business and Technology, Marketing and Advertising Strategies, Social Responsibility.

Grade 11

Accounting 11 (Can be taken in grade 10)

Money Management, Financial Decision-Making (personal and business), Fundamental Accounting Principles, Read-Prepare-Analyze Financial Documents, Career Opportunities in Accounting.

Marketing & Promotion 11 (Can be taken in grade 10)

Steps to Start a Business, Market Analysis, Sources of Funding, Business Ideas, Business Success, and Failure. Marketing Fundamentals, Advertising Strategies, Market Research, Target Markets, Consumer Behaviour. Gain real world experience in the retail industry. A fantastic opportunity to take part in applied learning through the “The Underground” school store.

Grade 12

Accounting 12

Budgeting, Cash Flow and Capital, Investment Decisions, Inventory Control, Computer-Based Accounting Methods, Personal Finance Skills.

Financial Accounting 12

For students interested in pursuing post-secondary studies in Commerce and/or Accounting. Analysis is stressed as you learn how to develop and read financial information and interpret that information to make educated decisions. Prerequisite of Accounting 11 may be necessary.

Marketing & Entrepreneurship 12

New Business Creation with a focus on Digital Opportunities. E-commerce, Technology and Business, Marketing and Promotion Strategies. Build your resume with real-world business experience as you work in and manage “The Underground” school store. Scholarship opportunities available for students of this course.

Economics 12

The Law of Supply and Demand, Opportunity Cost and Decision Making, Production and Distribution, The Role of the Government, International Trade, Business and Societal Implications.

AP Microeconomics/ Macroeconomics

Earn university credit for coursework completed at Moscrop. This is an introductory university-level course focusing on the principles of economics that apply to individual markets and decision makers. Ideal for students interested in entering a post-secondary program in commerce and anyone who wants to know how the world works! See Mr. Porczek for more information on the courses.

***There are no prerequisites for any courses unless otherwise noted.

Computer Science Course Offerings – 2026/2027

Grade 9

Computer Studies 9 (formerly Computer Science 9)

What is coding? How does coding work? The problem-solving process and what makes a computer a computer. Text Based Coding through HTML for web page design and development and JavaScript for learning essential programming concepts such as variables, conditionals, functions, and loops. Beginner level. No coding or programming experience required.

Grade 10

Computer Studies 10 (formerly Computer Science 10)

See description under Computer Studies 10. Students may take Computer Studies in grade 9 or 10.

Grade 11

Computer Programming 11 (Can be taken in grade 10)

Principles of Computational Thinking. Software Development. Algorithms. Top-Down Design. Abstraction. The Internet. Societal Impacts of Computing and Technology. Students will learn how to Python to build simple programs. Intermediate Level. Previous programming experience in grade 9 or 10 recommended but not necessarily required. See Mr. Chen or Mr. Porczek for more info.

Game Development 11 (NEW) (Can be taken in grade 10)

Students will use Unity and the programming language C# to create simple 2D games. This project-based course will introduce programming concepts such as variables, conditionals, functions, and loops in the game making context. Students will also learn basic game design principles to make their games fun and engaging. In addition, students will work on inquiry projects to turn their game ideas into reality. If time permits, 3D game making will be introduced, along with 3D modeling using Blender and making 3D animations.

Applications of Technology 11

Students are first responders to any computer related technical issues arising at Moscrop. An interview with Mr. Akizuki is required.

Grade 12

Computer Programming 12

Object-Oriented Programming with Java. Software Development. Algorithms, Data Structures and Recursion. Big Data, Cybersecurity and Disinformation. Societal Impacts of Computing and Technology. Intermediate to Advanced Level. Previous programming experience required. Grade 12 students with no programming experience are encouraged to enroll in Computer Programming 11. See Mr. Chen or Mr. Porczek for more info.

Game Development 12 (NEW)

Please see Game Development 11

AP Computer Science A (NEW)

AP Computer Science A is an advanced programming course that focuses on problem-solving, logical thinking, and building real applications using Java. Students will learn core programming concepts such as classes and objects, algorithms, data structures, and software design. The course prepares students for the AP Exam in May while giving them hands-on experience writing and testing code. Previous programming experience is encouraged, please see Mr. Chen for more information.

Applications of Technology 12

Students are responsible as first responders to any computer related technical issues arising at Moscrop. An interview with Mr. Akizuki is required.

***There are no prerequisites for any courses unless otherwise noted.