Computer Studies at ECI

Grade 10

ICS2O1: Introduction to Computer Studies: This course will introduce everyone, from beginners to experienced students, to computer programming. There is absolutely no prerequisite knowledge of computers required to succeed in this course. During most of the course students will plan and write simple computer programs as they learn each fundamental programming concept. The primary focus is on creating traditional structured programs and the course culminates in each student creating a unique computer animation. Students will also learn about the primary concepts behind computer hardware, software and operating systems. By the end of the course you will have a good idea of whether creating computer programs in business, science, animation and gaming is something you would like to pursue.

Grade 11

ICS3U1: Introduction to Computer Science: This course expands on the fundamental programming concepts taught in the grade 10 course. This course covers more advanced programming topics and techniques which provides students with an opportunity to create more interesting and rewarding applications. You will learn to write traditional and object oriented programs in Python, which is often used in Ontario's Universities and Colleges. Developing creative solutions to solve problems in business, science, animation and gaming will enhance your understanding of computer programming in the work place. This course is designed to prepare students who are thinking of pursuing post-secondary opportunities in science, engineering, technology, and computer science.

Grade 12

ICS4U1: Computer Science: The focus in this course is to further prepare students for programming at the post-secondary level. Building on your knowledge from ICS3U1 students will enhance their understanding of how to create object oriented programs while learning to program in Java. Students will be encouraged to work independently to plan, write, test and analyse large computer programs that reflect expectations of industry, Colleges and Universities. By the end of the course you will know how to develop sophisticated Java programs that can run on any hardware platform.

Prerequisite: Introduction to Computer Science, Grade11, University Preparation

Grade 9

BTT101 – Introduction to Information Technology in Business: This course introduces students to information and communication technology in a business environment. Students will develop word processing, spreadsheet, database, desktop publishing, presentation software and website design skills. In this course students will improve presentation skills and complete a final project that will focus building their knowledge of financial literacy.

Grade 10

BBI201 - Introduction to Business: This course introduces students to the world of business. Students will develop an understanding of the functions of business, including accounting, marketing, information and communication technology, human resources, production, & of the importance of ethics and social responsibility. Students will complete a variety of projects such as: ethical case studies, country trade relations, real world budgeting, invent products and plan a promotional strategy for their respective products.

Grade 11

BMI3C1- Introduction to Marketing: An introduction to the fundamental concepts of product marketing, which includes the marketing of goods, services & events. Students will develop a new product & create a marketing plan for that new product. Students will construct, deliver and analyze marketing surveys for their favourite companies. Students will design marketing campaigns for events in school. Marketing students will also create blogs on various branding topics and media strategies.

Grade 11

BAF3M1 - Financial Accounting Fundamentals: Students will study accounting procedures used in service and merchandising businesses. Components such as financial analysis, control, decision making and the role of the accountant will be studied. Students will use accounting software.

Grade 12

BAT4M1 Financial Accounting Principles: This course introduces students to advanced accounting principles that will prepare them for post-secondary studies in business. Students will learn about financial statements for various forms of business ownership and how these statements are interpreted in making business decisions. This course further develops accounting methods for assets and introduces accounting for partnerships, corporations, and sources of financing.

Grade 12

BBB4M1 - International Business Fundamentals: This course provides an overview of the importance of international business and trade in the global economy and explores the factors that influence success in international business. Students will participate in wide variety of projects such as research emerging markets, develop country multimedia presentations, debate on controversial world issues, and blog on new developments in international business, participate in cultural food fairs and engage in trade and risk simulations.

Grade 12

BOH4M1 - Business Leadership: Management Fundamentals: A look into the ever changing dynamic of management, this course focuses on the development of leadership skills used in managing a successful business. Students will participate and run; team-building events, strategic games, emotional intelligence workshops and learn stress-management techniques. Students will analyze case studies covering ethics, corporate social responsibility and other global management issues while also learning effective business communication skills, human resource management and how to effectively set and achieve SMART goals.

Grade 12

IDC4U1 – Sports and Entertainment Marketing: Learn about one of the most exciting and competitive businesses in the world. The field of sports and entertainment marketing is rapidly growing. Many colleges and universities are offering courses specializing in sports and entertainment. In this course you will explore the intriguing world of sports and entertainment from a marketing perspective. Some of the topics covered will be professional sports, recreational sports, sports products, public images, celebrities and their fans, images and licensing, brands, promotion, entertainment events, music, theatre, home entertainment, internet, entertainment products, legal and ethical issues, and careers.