

CULMINATING SCHEDULE FOR **GRADE 10**



Course Code	Course	Start Date	End Date	Description of Culminating	Approx. Time Outside Class To Complete	Percent age of Total Mark
ADA2O1	Drama	June 3, 2019	June 3, 2019	Story write up	1.5hrs	3%
ADA2O1	Drama	June 3	June 5	Script	1 hr	7%
ADA2O1	Drama	June 6	June 11	Process	3 hr	8%
ADA2O1	Drama	June 11	June 14	Performance	N/A	8%
ADA2O1	Drama	June 17	June 17	Peer and self evaluation	N/A	4%
AMR2O1	Music	June 11	June 14	Long term Featured Project	6h	30%
AMV2O1	Music-Vocal	June 6	June 12	Song Performance	2-4 hours	20%
AMV2O1	Music-Vocal	June 4	June 4	Theory Test	2-3hours	10%
AVI2O1	Art – Visual	May 27	June 4	Process	2 hours	6%
AVI2O1	Art – Visual	June 4	June 14	Final Project	6 hours	18%
AVI2O1	Art – Visual	June 4	June 14	Artist Statement	2 hours	6%
BBI2O1	Grade 10 Business Studies	Written: May 27 Presentation: June 5	Written: June 4 Presentation: June 14	Culminating Project Written Business Plan & Presentation	2-3 hours	15% - Plan 15% - Presentat ion
CHC2D1	Canadian History-Academic	June 3	June 11	Final Project	4-5	10%
CHC2D8	Canadian History-Academic (ESL)	May 27	June 11	Jackdaw and Gallery walk	3-4 hours	20%
CHC2P1	Canadian History Applied	May 27	June 11	Jackdaw and Gallery Walk	3 hours	20%
CHV2O1	Civics	June 17	June 17	In class exam	2-3 hours	30%
ENG2D1	English Academic	June 6	June 17	In-class Written, Day of the Distinguished	4-6 hours	30%

ENG2D8	English Academic (ESL)	June 7	June 14	In-class Written, Day of the Distinguished	4-6 hours	30%
ENG2P1	English Applied	May 29	June 14	Independent Novel Project	4-6 hours	30%
FSF2D1	French Academic	June 10	June 11	Oral Monologue Presentation	5 hours	18%
GLC2O1	Career Studies	June 6	June 13	Research Report	5 hours	30%
GLE2O9	Learning Strategies	May 21	May 29	Semester in Review: Part A -- Project &	N/A	30%
		June 4	June 10	Part B -- Presentation		
ICS2O1	Introduction to Computer Science (grade 10)	May 27	June 17	Final Programming Project (e.g. game, application)	Times will vary per student (approx. 8 – 12 hours total)	20%
			June 11	Final Culminating Written Evaluation	Study times will vary per student	10%
MFM2P1	Grade 10 Applied Math	June 10	June 14	3 Part Culminating Activity	5-10 hours	Pt 1-10% Pt 2-10% Pt 3-10%
PPL2OF/M	Phys. Ed. Boys & Girls	May 27	June 7	Sport Skills Evaluation	0 hours	9%
PPL2OF/M & PAF2OF	Phys. Ed. Boys & Girls	May 22 (dates vary by period)	June 27 (dates vary by period)	Fitness Appraisal (fitness tests & written part)	0 hours	6%
PPL2OF/M & PAF2OF	Phys. Ed. Boys & Girls	Week of June 10 (varies by period)	Week of June 10 (varies by period)	In-Class Final Exam	2-3 hours study time for final exam	15%
PAF2OF	Girls Fitness	June 5	June 13	Fitness Presentation	1-2 hours	9%

STUDENT INSTRUCTIONS

- This is the Culminating Activity Schedule for your grade. If you are taking a course in a different grade, you must obtain the appropriate Culminating Activity Schedule from the Main Office.**
- Attendance during the Culminating Activity period is mandatory. Many courses have activities that take place over several days.
- Please check your schedule carefully. If you miss a Culminating Activity, you will receive a mark of "0". If you miss the deadline for submission of a Culminating Activity, you will receive a mark of "0".
- Any student discovered cheating on a Culminating Activity will receive a mark of "0" and may be suspended.
- If you are unable to participate in or complete a Culminating Activity due to illness:
 - Phone the school (416) 393-1860 before the Culminating Activity is due or is to take place.
 - Obtain a *Missed Evaluation Procedures Form* from the Main Office.
 - Complete all necessary documentation. You must provide a doctor's note dated from the day(s) of the illness.
 - Provide this form to Mr. Ghassibe or Mrs. Papadopoulos within two school days.
- Students who miss a Culminating Activity will receive a mark of "0" unless an alternative assessment is deemed warranted by the Principal. Students granted an alternative assessment will receive a mark of "0" until they complete the alternative assessment.