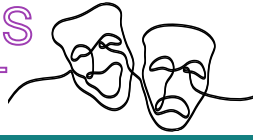


SHSM

SPECIALIST HIGH SKILLS MAJOR

REQUIREMENTS
CHEAT SHEET



1

REQUIRED CREDITS

(Bundle of Credits)

- 4 Arts & Culture credits (Gr. 11 & Gr. 12)
- 1 English credit (Gr. 11 or 12)
- 1 Business studies or Canadian and world studies or additional Co-op credit (Gr. 11 & 12)
- 2 Cooperative education credits (Gr. 11 or 12)

Arts & Culture

2

CERTIFICATION WORKSHOPS

(Sector-recognized certifications & training)

COMPULSORY

Must complete the following:

- Cardiopulmonary Resuscitation (CPR) Level C- includes automated external defibrillation (AED)
- Standard First Aid
- Workplace Hazardous Materials Information System (WHMIS) - generic (i.e., not site-specific) instruction

ELECTIVES

Must complete three (or more) of the following:

- | | |
|--|---|
| <input type="checkbox"/> Advanced training in a technique | <input type="checkbox"/> Instructor certification |
| <input type="checkbox"/> Advanced training in a technology | <input type="checkbox"/> Interactive art forms |
| <input type="checkbox"/> Advanced training in art therapy | <input type="checkbox"/> Ladder safety training |
| <input type="checkbox"/> Advanced training in an art form | <input type="checkbox"/> Leadership skills |
| <input type="checkbox"/> Anti-oppression & allyship training | <input type="checkbox"/> Lighting and sound equipment maintenance |
| <input type="checkbox"/> Audition preparation | <input type="checkbox"/> Makeup/cosmetology |
| <input type="checkbox"/> Basic electrical safety | <input type="checkbox"/> Musical instrument repair |
| <input type="checkbox"/> Beauty specialist certification program | <input type="checkbox"/> Portfolio development |
| <input type="checkbox"/> Curatorial techniques | <input type="checkbox"/> Project management |
| <input type="checkbox"/> Customer service | <input type="checkbox"/> Proposal & grant writing |
| <input type="checkbox"/> Elevated work platforms | <input type="checkbox"/> Pyrotechnics |
| <input type="checkbox"/> Event coordination | <input type="checkbox"/> Recording equipment |
| <input type="checkbox"/> Fall protection | <input type="checkbox"/> Sector-specific software 1 |
| <input type="checkbox"/> First aid/CPR/AED awareness | <input type="checkbox"/> Sector-specific software 2 |
| <input type="checkbox"/> Framing and matting | <input type="checkbox"/> Stage combat |
| <input type="checkbox"/> Game design | <input type="checkbox"/> Technical staging |
| <input type="checkbox"/> Health and safety - basic | <input type="checkbox"/> Working at Heights |
| <input type="checkbox"/> Infection control | <input type="checkbox"/> Wrapping & taping for performance & injury |

3

EXPERIENTIAL LEARNING

(And career exploration activities)

Do at least one. Examples?

- Job Shadowing
- 1-2 Weeks in the field
- Audition preparation
- Other unique experiences

4

REACH AHEADS

(Experiences to try out your path)

Attend at least one. Examples?

- Career panel or speaker
- Interview with current students or employees
- Campus or job site visit

5

SECTOR-PARTNERED EXPERIENCE (SPE)

(Industry-relevant activities)

Do at least one of these trainings:

- Industry-relevant coding
- Industry-relevant mathematical literacy
- I.C.E. (Innovation, Creativity, & Entrepreneurship) Training



Beanstalk does this stuff.

beanstalk
CREATIVE