

CAREERS IN INFORMATION & COMMUNICATIONS TECHNOLOGY

- Computer network technicians
- Telecommunications installation and repair workers
- Telecommunications line and cable workers
- User support technicians
- Audio and video recording technicians
- Broadcast technicians
- Electrical and electronics engineering technologists and technicians
- Electronic service technicians (household and business equipment)
- Film and video camera operators
- Graphic designers and illustrators
- Information systems testing technicians
- Railway traffic controllers and marine traffic regulators
- User support technicians
- Computer engineers
- Computer programmers and interactive media developers
- Information systems analysts and consultants
- Software engineers and designers
- Technical sales specialists - wholesale trade
- Desktop publishing operators and related occupations
- Other trades helpers and labourers
- Residential and commercial installers and servicers
- Retail salespersons
- App developer
- Website designer and developer
- Video game developer
- Robotics and automation programmers and developers
- Coding specialist
- Technical producer
- Music producer
- Recording engineer
- Publicist or journalist
- Professional occupations in advertising, marketing and public relations



For more information on the Specialist High Skills Major Information and Communications Technology program, contact your school guidance counsellor, SHSM board lead or visit Ontario.ca/SHSM



YOUR SKILLS, YOUR FUTURE.



YOUR SKILLS, YOUR FUTURE.

INFORMATION & COMMUNICATIONS TECHNOLOGY





Sector Overview

Information and Communications Technology is one of the fastest growing sectors in Ontario. ICT offers students an opportunity to specialize and gain qualifications in careers such as multimedia production, computer science, computer engineering, robotics, game design, audio engineering, app development, video and film production, broadcast journalism, graphics, photography, animation, web development, coding, architectural/mechanical/interior design, web design, software design, electronics and programming.

THE EXPERIENCE

Depending on the focus of the ICT SHSM, students will:

- Explore the areas of multimedia production, computer science, engineering, game design, audio engineering, robotics, app development, video and film production, graphics, photography, animation, web development and architectural/mechanical/interior design
- Develop transferable skills to use across all digital media
- Develop the hard and soft skills needed to communicate through multiple platforms
- Participate in opportunities to explore authentic postsecondary education in their chosen pathways

CREDITS

Course Package

Each SHSM program offers students a bundle of 8 - 10 credits. These courses are regular Ontario secondary school courses that allow students to work towards their Ontario Secondary School Diploma, but have been bundled as the most relevant courses to prepare students for a future in the Information and Communications Technology program sector.

Two credits in this bundle include Ccooperative Education where students pursue a work placement in a field of interest.



The bundle includes:

- **4 “major” credits** in Information and Communications Technology in grade 11 and 12
- **Supporting credits:**
 - > 1 Grade 12 English credit
 - > 1 Grade 11 Math credit
 - > 1 Grade 11 or 12 Art, Science or Business studies credit
 - > 2 Cooperative Education credits to experience life in the Information and Communications Technology sector

Achievements in the Program

- **Certifications and Awareness Training:** Students complete selected sector-recognized certifications related to the major
- **Experiential Learning Opportunities:**
 - > Have the opportunity to job-shadow industry professionals
 - > Complete 2 Cooperative Education credits and get work experience in the ICT sector
 - > See guest speakers, go on field trips to explore careers in Information and Communications Technology
- Gain a **Sector Partnered Experiences** (SPE) component that includes one of the following options: Innovation Creativity and Entrepreneurship (ICE) training; sector-delivered coding; or, sector-delivered mathematical literacy. The SPE will require a 6 hour activity, delivered with a sector partner and have an experiential and an assessment component
- **Reach Ahead Experiences:** Explore the field and postsecondary education opportunities in the in Information and Communications Technology sector
- Completing the SHSM program prepares students for their pathway to **apprenticeship, college, university or work**