

English Montreal School Board

LINKS HIGH SCHOOL STANDARDS & PROCEDURES

Department or Subject:	Home Life	
Teacher(s):	Gail Bernstein, Alison Aiken,	
	Samantha Nepton, Gabrielle	
	Polce	
Cycle and Level Taught:	DÉFIS 3	
School Year:	2023-2024	

Term 1 (20%)				
Competencies Targeted	Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects, etc.)	General Timeline (e.g., end of term, midterm, etc.)		
 To demonstrate basic abilities related to eating habits. To have life habits which promote good health and good personal hygiene. To follow rules of physical safety 	-Observation -Anecdotal records -Checklists -Oral & written quizzes	August 30 th – November 10 th		
Communication to	Other Pertinent Information			
Students and Parents				
(e.g., note home, website, agenda, report card, etc.)	Eating Habits: -Names the basic food groups. -Identifies food specific to each food group.			
-Regular in-class feedback and guidance	-Uses appropriate techniques for preparing a snack or a meal			
to students -Progress Report	-Uses given kitchen tools and appliances safely and correctly.			
-Report Card	-Offers his or her help during mealtimes			
-Parent-teacher interview				
-TEAMS APP -Email, phone calls	-Identifies healthy eating habits and their merits. -Identifies healthy physical activities and their merits.			
	-Keeps hair clean and well-groomed.			
	-Washes hands when necessary.			
	-Brushes teeth after a meal and when necessary.			
	-Takes good care of skin.			

Physical Safety:
- Uses common maintenance products safely.
- Puts away clothes, objects and tools.
- Uses pointed or sharp objects carefully
- iPads & TEAMS APP will be used to upgrade
technology skills

Term 2 (20%)				
Competencies Targeted	Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects, etc.)	General Timeline (e.g., end of term, midterm, etc.)		
 -To demonstrate basic abilities related to the upkeep of a living environment. -To demonstrate basic abilities related to clothing. 	-Observation -Anecdotal records -Checklists -Oral & written quizzes	November 13 th – February 23 rd		
Communication to Students and Parents (e.g., note home, website, agenda, report card, etc.) -Regular in-class feedback and guidance to students -Agenda -Report Card -Parent-teacher interview -TEAMS APP, Phone calls	Other Pertinent Information Living environment: -Keeps locker neat and tidy -Dusts, cleans counters and windows -Washes sink, floors, furniture with the appropriate product -Empties recycling bin Clothing: -Cleans clothes when dirty or stained -Washes clothes in a washing machine using appropriate cleaning products -Dries clothes in a dryer using appropriate drying products -Regularly cleans accessories -Wears the appropriate clothes for the season or temperature -Wears the appropriate clothes and accessories for various circumstances or activities -Changes clothes when dirty or stained -Goes to an appropriate place to dress and undress -iPads & TEAMS APP will be used to upgrade			

Term 3 (60%)			
Competencies Targeted	Evaluation Methods (e.g., End-of-term Evaluation Situation, Tests, Projects, etc.)	General Timeline (e.g., end of term, midterm, etc.)	
-To demonstrate basic abilities related to the upkeep of a living environment. -To adopt consumer habits which are within means.	-Observation -Anecdotal records -Checklists -Oral & written quizzes	February 26 th – June 21 st	
Communication to Students and Parents (e.g., note home, website, agenda, report card, etc.)	End of Year Evaluation (e.g., evaluation situation, local exam, complementary exam, uniform exam, etc.)	Other Pertinent Information	
-Regular in-class feedback and guidance to students -Report Card -TEAMS APP, phone calls	Summative assessment based on competencies acquired throughout the year	Living environment: -Keeps locker neat and tidy -Dusts, cleans mirrors and windows -Washes sink, floors, furniture with the appropriate product	
		Consumer Habits: -Makes product choices -Compares product prices -Buys products that do not exceed the predetermined amount -iPads & TEAMS APP will be used to upgrade technology skills	