

Hospitality and Tourism 12

Learning Outcomes: The activities in this course are based on the core competencies and curricular competencies as provided by the Ministry of Education of BC. The goal of Hospitality and Tourism 12 is to explore the many aspects of the hospitality and tourism industry.

View the complete Ministry of Education learning outcomes for this course: [Hospitality & Tourism 12](#).

Resources: Most activities can be completed with normal materials found at home. Almost all assignments can be completed digitally. If you choose to create something physical for an assignment, you should have access to a ruler, paper, pencil / pen, coloured pencils or markers, and a way to scan or take photos of your work to submit it.

Communication: Assignments are submitted directly through your course. Constant communication with your teacher is key to success in a DL course. Phone or email or message your teacher for help whenever necessary.

Goal Setting: This course is self-paced and self-directed. Students should plan on working 5-6 hours a week on this course. It is highly recommended that the student creates a calendar of monthly, weekly and even daily goals. Contact your teacher if help is needed doing this.

Unit 1: Introduction to Hospitality and Tourism

Unit 2: Careers in the Hospitality and Tourism Field

Unit 3: Hotels

Unit 4: Restaurants and Food Service

Unit 5: Travel Planning

Unit 6: Event Planning and Conventions / Exhibitions

Unit 7: Theme Parks and Recreation

Unit 8: Cruise Ships and Resorts

Final Project

Assessment

This 4-credit course will be broken down as follows:

Unit Assessments - 40% of the overall grade.

Unit Questions - 40% of the overall grade.

Final Project - 20% of the overall grade.