

LAUNCHING FALL 2026
TWO SIGNATURE ACADEMIES



BECOME A

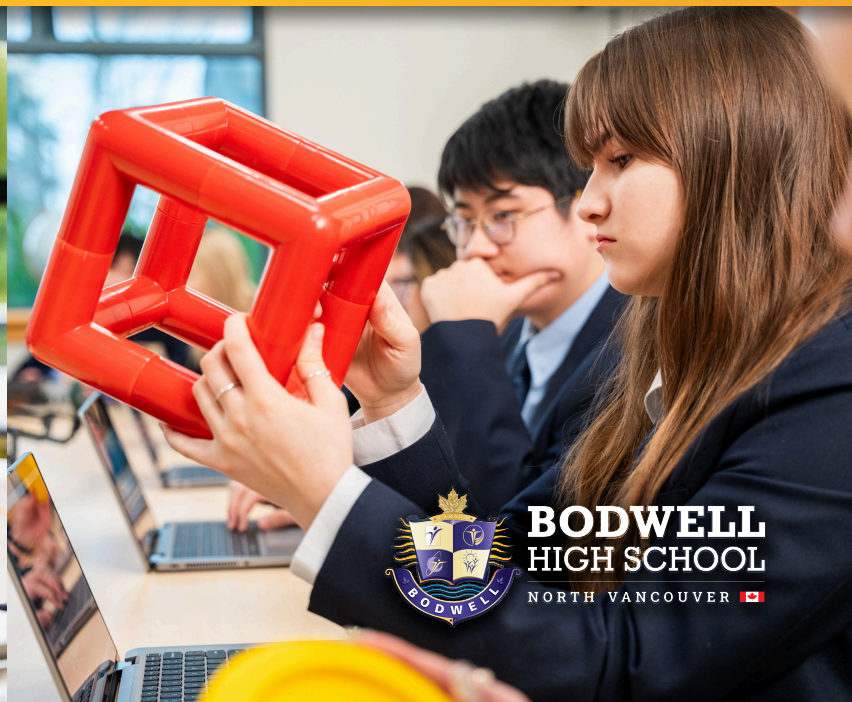
SOFTWARE ENGINEER
CREATIVE DIRECTOR
DATA SCIENTIST
FILM DIRECTOR
MEDIA PRODUCER
COMPUTER SCIENTIST
DIGITAL MEDIA STRATEGIST
ROBOTICS ENGINEER
BRAND STRATEGIST
MARKETING ANALYST
AI ENGINEER

real world academies

Stand Out for University. **Build Real-World Skills.**

For Grades 10-12 students,
attending Bodwell as
day or boarding students.

Where students go beyond theory to build, create, and produce real-world projects.



**BODWELL
HIGH SCHOOL**
NORTH VANCOUVER

Engineered from the ground up.

From robotics to functional prototypes, students apply math, coding, and design to solve real engineering problems. They present their solutions publicly, building the technical communication skills that set university applicants apart.

	GRADE 10	GRADE 11	GRADE 12
SEMESTER 1	Computer Studies 10 + Electronics & Robotics 10	AP Computer Science Principles + Robotics 11	Computer Science 12 + Digital Media Production 12
SEMESTER 2	Technology Explorations 10 + Drafting 10	Mechatronics 11 + Drafting 11	Mechatronics or Drafting 12
WORKSHOPS + SHOWCASE	Coding + Electronics Prototypes Showcase	Design + Prototyping VEX + Tech Fair	Systems Design + Presentations Tech Fair + Capstone
STEM TEAM	Junior Robotics	Robotics Competition	Senior Innovation Leadership



Get ahead with our partnership with U of T.

"At the University of Toronto, we welcome applications from Bodwell students, especially graduates of Bodwell's STEM program and new Innovation Lab, because it develops the qualities we look for in strong applicants: intellectual curiosity, critical thinking, resilience, and evidence-based problem solving. It's the kind of preparation that positions students more strongly for admission by building a transcript and learning evidence that aligns closely with what global selective universities value."

Students are eligible to complete their Career-Life Education (CLE) and Career-Life Connections (CLC) requirements through Academy courses and projects.



Students graduate with **portfolio-ready** projects built around their goals, strengthening university applications.

What this looks like in practice:


- Autonomous, sensor-driven robot built in VEX/Arduino
- Original mobile app that solves a real-world problem
- CAD-designed 3D-printed mechanical prototypes
- Systems design project with a live demo + presentation

Notable Alumni in STEM and **Beyond.**


Your future fields of study.

- Robotics Engineering
- Computer Science
- AI & Machine Learning
- Data Science
- Software Development
- Civil Engineering

Ali Erfani




Stanford University




STRUCTURAL ENGINEERING | JR. PM

Dr. Esther Gan



University of British Columbia



BIOMEDICAL RESEARCHER

Tony Yu




University of Victoria




CO-FOUNDER OF VESSI

Youna Lee



University of Toronto



CIVIL ENGINEER

From concept to a real audience.

Students produce films, campaigns, and digital content built for real audiences, developing the skills to take an idea from concept to finished, publishable work.

	GRADE 10	GRADE 11	GRADE 12
SEMESTER 1	Media Design 10	AP 2-D Art & Design + Film & TV 11 or Graphic Arts 11	Film & TV 12 + Graphic Arts 12
SEMESTER 2	Media Arts 10 + Marketing 10 or Web Development 10	Directing & Script Development 11 + Media Design 11	Directing & Script Development 12 + Digital Media Development 12
WORKSHOPS + SHOWCASE	Editing, Portfolio set-up, Branding	Music Video, Docs, Digital Campaigns	Major Short Film at Film Festival, Capstone
MEDIA TEAM	Media Crew, Yearbook, Weekly News	Music Video + Narrative Short Screening	Senior Innovation Leadership

Create work that makes it out of the classroom.



Student work screens publicly, at the Bodwell Film Festival, Capstone showcase, and regional competitions, in front of real audiences and industry professionals.

Students are eligible to complete their Career-Life Education (CLE) and Career-Life Connections (CLC) requirements through Academy courses and projects.



From branding campaigns to short films, students learn to build content with intention, shaping how an audience thinks, feels, and responds.



The **Capstone** puts students in control, producing the kind of self-directed work that universities actually want to see.

What this looks like in practice:

- A documentary, music video or edited short film
- A full brand identity for a real or proposed company
- A UX/UI Live prototype in Figma of a web/mobile app
- A digital marketing campaign for a brand

Notable Alumni in Media and **Beyond.**

Your future fields of study.

- Film Production
- UX/UI Product Design
- Marketing
- Media Studies
- Business Administration
- Communications

Diego Lozano



CINEMATOGRAPHER

Silvia Llorens Parry



HEAD OF SOCIAL & CONTENT AT TICKETMASTER

Yutaro Ryan Oka



ACTOR/ VOICE ACTOR AS SEEN IN 'SHOGUN'

Joey Chu



ASSOCIATE DESIGN DIRECTOR @UBER

A high school built to help students **stand out**.

Strong academics combined with real-world learning, mentorship, and a global community.

One pathway. Three advantages.

1 Strong Academic Foundation



IB Middle Years Programme

GR. 8 – 10

2 University Level Preparation



BC Grad. Program + AP Courses

GR. 10 – 12

3 Real-World Differentiation



Real-World Academies

GR. 10 – 12

EXPERIENTIAL LEARNING

Learning by doing, every day.

Team-based projects and competitions



Hands-on workshops and skill labs



Public showcase and capstone projects



Real-world projects and industry exposure



BODWELL
HIGH SCHOOL
NORTH VANCOUVER

MODERN WATERFRONT CAMPUS IN NORTH VANCOUVER

See it in **action** on campus.



Connect with Bodwell.

Visit campus or meet with our team virtually to learn more.

University **results** you can see.

98%+ UNIVERSITY ADMISSION RATE

522 UNIVERSITY OFFERS IN 2025

\$5M IN ENTRANCE SCHOLARSHIPS

More Than Grades:
Students graduate with portfolios and real-world experience.

All within a **global** community of students.

40+
NATIONS

