## 2023/2024 ELECTIVE COURSE OPTIONS FOR 7 프 ${ }^{\text {G }}$ GRADE STUDENTS

## Zebulon GT Magnet Middle School

Elective courses are not required subject areas like reading and math but are optional courses that may be of interest to your child. Each middle school offers unique elective courses that your child can choose to take. The elective courses listed below are options for 7th grade students. It is important to note that the availability of elective courses is dependent upon each school's master schedule and choosing an elective does not guarantee its availability in your child's individual schedule.

You will be attending a GT Magnet Middle School. In addition to entering your elective choices on this form and entering elective choices in Powerschool, you will be given the opportunity to prioritize which courses you would like on a Google Form. This does not guarantee you will receive your top choices, but it will give your school more information about what you'd really like within the choices you made in Powerschool.

## Complete priority elective Google Form: https://bit.ly/reg7zms

## Elective Registration: Choose a TOTAL of $\underline{22}$ electives

- 1 Grade Level Required CTE Course \& 1 Grade Level Required Health Course is selected for you
- Choose 5 Active Classes (4 Required)
- Choose 12 Primary /first choice electives
- Choose 5 alternate/second choice electives
- Please review your options carefully (Course Descriptions:https://bit.ly/zmscourses)
- If you are interested in taking Spanish for highschool credit, be sure to follow the language pathway linked here: https://bit.ly/zmslanguage
- Be sure to choose electives from a variety of content areas
- Electives with a ${ }^{\text {'**' }}$ indicate Prerequisite/Teacher Approval/Audition
- All electives are quarter-long $(\mathrm{Q})$ unless otherwise noted as semester long ( S ) or year long $(\mathrm{Y})$


## Student Name:

Parent/Guardian Signature:

| Required CTE \& Health Elective |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| P | Introduction to Office Productivity | P | Health and Physical Education |  |
| Required Active Classes <br> Mark your top 4 as primary choices "P" and 1 alternate choice "A" |  |  |  |  |
|  | Magnet Badminton |  | Magnet Soccer | Magnet Volleyball |
|  | Magnet Basketball |  | Magnet Sports Variety | Intro to Dance Ballet/Modern Dance |
|  | Magnet Contemporary Jazz/Hip Hop |  | Magnet Track and Field | Magnet Best in Broadway |
|  | Magnet Dance Ensemble |  | Magnet World Games | Magnet Swing Dance |
|  | Magnet Flag Football |  | Magnet Dance Company** | Magnet Zumbatomic |

Mark your top 12 as primary choices "P" and 5 alternate choices "A"

|  | Intro to Dance Jazz and Tap |  | Magnet Athletes in Dance |  | Personal Fitness |
| :--- | :--- | :--- | :--- | :--- | :--- |


| GENERAL STUDIES | LANGUAGE ARTS (cont.) | SCIENCE |
| :---: | :---: | :---: |
| Architectural Design (Q) | Literary Magazine (S) | Animal Science - Pet Vet (Q) |
| Beginning Chess (Q) | Mystery \& Suspense (Q) | Botany (Q) |
| Advanced Chess (Q)** | Poetry in Motion (Q) | Bond-Hydrogen Bond Chemistry (Q) |
| Film Analysis I(Q) | Public Speaking and Debate (Q) | Who Done It? Forensics I (Q) |
| Film Analysis II( Q$)^{* *}$ | Science Fiction (Q). | Genetics (Q) |
| Public Speaking \& Debate (Q) | Short Stories (Q) | Lab Busters (Q) |
| Video Production I (Q) | Storytelling (Q) | Mouse Trap Cars (Q) |
| Video Production II (Q)** | Video Literature (Q) | Pollution Solution (Q) |
|  | Journalistic Reporting (Q) | Thrill Ride - Physics (Q) |
| Success SuperStudent (Mentorship Elective) (Q) | Creative Writing (Q) | Nanotechnology (Q) |
|  | MATHEMATICS | Robotics (Q) |
| Yearbook (3 Quarters) | Fantasy Sports (Q) | SOCIAL STUDIES |
| COMPETITION ELECTIVES | Financial Finesse (Q) | Around the World in 45 Days (Q) |
| Odyssey of the Mind (S) | Fun with Numbers (Q) | Create a Nation (Q) |
| Olympics of Science/Math (S) | Geometric Construction (Q) | Free Enterprise (Q) |
| Future City Competition (S) | Graph It (Q) | It's In the News ( Q ) |
| Math Counts (S) | Math Art (Q) | Social Justice (Q) |
| Brain Games (History Fair) (3 quarters) | Number Crunching in the Real World (Q) | US Military History (Q) |
| LANGUAGE ARTS | Problem Solving through Strategic Games (Q) | Youth and The Law (Q) |
| Mythology (Classical) (Q) | Stock Market (Q) |  |
| Folk Tales and Myths (Q) | Probability and Statistics What are my chances? (Q) |  |

Mark your top 12 as primary choices " $P$ " and 5 alternate choices " $A$ "
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| THEATER | MUSIC | CTE (CONTINUED) |
| :---: | :---: | :---: |
| Improvisation (Q) | Chorus (S) | Exploring Carpentry Terms $(Q)^{* *}$ |
| Puppetry (Q) | Beginning Band ( Y ) | Exploring Masonry (Q)** |
| Technical Theater I (Q) | Intermediate Band $(\mathrm{Y})^{* *}$ | Exploring Electrical Trades ( $Q$ )** |
| Technical Theater II (Q)** | Advanced Band ( Y$)^{* *}$ | Exploring Automotive Services Terms ( $Q$ ) ** |
| Advanced Dramatics (S)** | Exp Music through Science and Technology (Q) | Exploring Business and Entrepreneurship (Q) |
| Introduction to Theater (Q) | Beginning Strings ( Y ) | Digital Literacy (Q) |
| Readers Theater (Q) | Intermediate Strings $(\mathrm{Y})^{* *}$ | Exploring Safety and Tools in the Trades (Q) |
| Acting I (Q) | Advanced Strings ( Y )** | Exploring Carpentry Careers (Q)** |
| Acting II (Q)** | Piano (Q) | Exploring Technology I (Q) |
| VISUAL ARTS | Guitar (Q) | Design and Engineering(Q)** |
| Commercial Art (Q) | Percussion Ensemble (Q) | Exploring Personal Character and Careers (Q) |
| Mask Making (Q) | CTE | Office Productivity Applications (Q) |
| Pottery \& Sculpture (Q) | Exploring Childcare (Q) | Computer Science Discoveries I (Q) ** |
| Drawing I (Q) | Exploring Nutrition and Wellness (Q) | Computer Science Discoveries II (Q)**) |
| Drawing II (Q)** | Personal Finance and Hospitality (Q) | Coding in Minecraft - Introductory (Q) |
| Painting I (Q) | Exploring Apparel and Interior Design (Q) | Coding in Minecraft - Intermediate (Q)* |
| Painting II (Q)** | Med Terms and Body Systems in Biotech Careers (Q) | Coding in Minecraft Advanced ( Q $^{*}$ |
| Visual Arts Exploratory (Q) | Exploring Careers and Employment (Q) | Project Revive Engineering and Design Project (Q) |
| Advanced 2-D Design (Q) | Medical Terms and Body Systems in Therapeutic Services (Q) | Design World (Q)** |
| Printmaking (Q) | Medical Terms and Body Systems in Diagnostic Careers ( Q ) |  |

Mark your top 12 as primary choices "P" and 5 alternate choices "A"



