Zebulon GT Magnet Middle School

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Zebulon, North Carolina
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Magnet Elective Description Guide

2019-2020 School Year

Zebulon GT Magnet Middle School

Philosophy
The Gifted and Talented Magnet Program at Zebulon GT Magnet Middle School is based on the belief that all students possess gifts and talents, to be identified, valued, nurtured, and rewarded.

The philosophy of the gifted and talented magnet school determines the structure of the curriculum and instructional techniques. The curriculum model advocates "choice" for students and parents. It provides them with options and alternatives for learning and is designed to accommodate varying types of gifts, talents, strengths, needs, and interests.

The middle school years can be a very exciting time for students while they are developing their educational, social, emotional, and physical selves. It is a time for exploration, appreciation, and understanding of the lifelong process of learning, growing, and changing. The development of basic skills continues, but students are also allowed to make some decisions about pursuing studies that match individual interests. The core curriculum and the elective program offerings provide these opportunities.

Please take the time to examine the course descriptions in this booklet. Students and parents are urged to build a well-balanced schedule. Middle school is a good time to sample different subjects before going on to high school. All students are encouraged to select one course, which will provide good physical exercise. Study assistance and enrichment courses are also provided to extend work done in the core curriculum. Teacher input, test results, and previous grades will form the basis of this recommendation.

Students have the opportunity to select elective courses from the following areas: Language Arts, Mathematics, Science, Social Studies, Fine Arts, Instrumental Music (Band), Theatre, Chorus, and Dance, Health and Physical Education, Computer Studies, Career and Technical Education, and Foreign Language.

Key to Symbols
Q = Quarter (9 weeks), **S** = Semester, **Y** = Year

Note: Not all classes in this catalog are offered every year.

Cougars are on the PROWL for Success!

P	Proud of Achieving
R	Respectful of Self, Others, and Property
O	Organizing for Success
W	Working for a Safe Environment
L	Learning to Lead

Note: Not all classes in this catalog are offered every year. Please check your registration card for current choices.

General Studies

Audio Production – (Readers Theater)(S)
In this course, you will learn to record, edit, and produce audio in various forms – with an emphasis on the dramatic! You will exercise your creativity as you produce commercials, conduct and edit interviews, and create sketches. You'll practice teamwork, planning, scriptwriting, sequencing, messaging, and telling a story through illustrative language.

Film Analysis I (Q)
Through the study of various genres and time frames of film, students will analyze the connections between personal preference, objective view, and critical reference. Students will have multiple opportunities to compare and contrast classroom and personal experience with experiences portrayed in selected films. Students will develop the ability to critically view a film, and relate connections that support that point of view. Objectives in this course are different than in the Video Literature course listed within Language Arts below.

Student Council (Q)
Develop leadership skills and participate in the electoral process. The Student Council plans and implements school-wide activities to build school community and spirit.

Video Production I, II, and III (Usually Quarter-long)
In these courses, you will learn different aspects of how video is created and produced, and for what purposes. Critical view is emphasized. Historical aspects of video production, especially concerning change in technology and use will be studied. Writing, research, and storyboard techniques will be used throughout the progression of skill acquisition as you become more proficient in your learning. You will make cross-curricular links as you analyze connections to explain your personal view of something you create or that is peer created, and learn how to use an objective view to improve your work and the work of your team. Hands-on learning is blended with reflective opportunities to study for next steps in projects. These courses are meant to go from basic in the introductory level, to proficient within level III.

Competition Electives

Brain Games (Q2, Q3, Q4)
Create quiz-bowl and Jeopardy questions based on challenging logic and word puzzles that relate to the language arts and/or Social Studies curriculum. Creating puzzles for other students to solve, and participating in computer-created quiz bowls are examples of the types of activities that take place in this elective.

Magnet Dance Company (Y)* Audition only
An audition is required for this course. In this course, students develop various performance techniques including stage presence, ensemble work, and understanding of the role of dance to choreographer. Opportunities are given for performance in teacher selected dance style (modern dance, ballet, jazz, and/or tap), and student choreography. Students experience the elements of production: costume design, publicity, lighting, and set design. Costume fee & dance camp fees are applied.

MathCounts (Q1, Q2)
This is a national program, which can be accessed here: http://mathcounts.org/
Materials developed by Professional Engineers Council are used to train and develop a team of students who may enter the regional competition. Activities include speed and power drills in math concepts and problems, as well as practice in competition settings. Students will apply analytical skills to solve complex problems.

Odyssey of the Mind (Language Arts) (Q1, Q2, Q3)
Develop problem solving skills through logic activities, and get ready for the annual OM competition. OM is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Kids apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and world level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program.

Olympiad of Math & Science (Q1, Q2, Q3)
Designed to provide opportunities for students to apply science concepts and principles in innovative situations as well as to enhance problem solving skills through independent and group projects. Students will compete in regional, state, and national contests.

Yearbook (Q1, Q2, Q3)
In this course, students will learn the various responsibilities involved in producing the school yearbook, including layout procedures, picture cropping, writing, and editing. Students must have a recommendation from their current language arts teacher to be considered for this course. Students will practice writing news and sports stories, editorials, interview features, and other items appropriate for a school publication.

Language Arts

ALP Language Arts * (S) Teacher recommendation required for class
Class is designed for students needing additional instruction and support in comprehension, vocabulary, and reading. Direct strategy instruction with extended opportunities for guided reading.

Classical Mythology (Q)
This elective includes comparisons between Greek and Roman myths. Investigate the influences of mythology on several major cultures, as well as modern life.

Creative Writing-Inspire the Muse! (Q)
Express yourself! Through this course, you'll discover and refine a variety of writing styles that will allow your thoughts to come alive! Polish your writing and make it more effective, lively, descriptive, and cohesive. This course is for the undiscovered writer in all of us!

Studies in African American Literature (Q)
Class is designed to give students an appreciation for the contributions of Afro-American writers to American literature and to help them understand how literature reflects culture. Students will examine the understanding of the conflict between people and philosophies through critical reading, oral discussion, and personal writing.

Public Speaking & Debate (Q)
Students will learn basics of writing and performing speeches, debating as well as performing short plays.

Science Fiction (Q)
Picture the future and expand your appreciation for Sci Fi literature. Sci Fi in popular culture will be explored, and imaginative use of technology will be encouraged. Create an original story through process writing.

Short Stories (Q)
Read, view, and create short stories in this elective. Compare and contrast the short stories. Apply critical thinking, writing, reading, and speaking skills for evaluation, while increasing vocabulary skills.

Story Telling (Q)
Come learn how to turn your own personal experiences into engaging stories! Master the art of storytelling by learning the history and oral traditions from cultures around the world, and learn how to put your own "spin" on a classic fairy tale. Create a website to showcase your work by making your stories, fables, legends, myths, and folk tales come alive.

Video Literature (Q)
Discover how film media has been used to depict different aspects of literature from the core subject areas of language arts, social studies, and science. Compare and contrast the "movie" and the "book" version of a story. See if you can identify the differences in technique in telling a story vs. "showing" a story-which do you prefer, and why? Which types of media lend themselves to tell a story best? Analyze the connections between how a story is presented in written vs. cinema format. Be ready to put your discussion and analysis skills to the test as you participate in this high-interest, engaging elective!

Wonderful Words (Q)
Expand your vocabulary through knowledge of word derivations. Word origins, and their relation to the modern English language, as well as other romance languages will be studied. Whether you're a lexophile (lover of words!), wanting to be a better reader, *or would like to prepare for the S.A.T.* by learning suffixes, roots, and word derivations, this elective is for you!

Mathematics

ALP Math * (S) Teacher recommendation required for this course.
This course is designed for students needing additional instruction and support in gaining grade level math skills. Manipulative and technology, as well as cooperative and individual activities will help the student gain knowledge and confidence.

Fantasy Sports (Q)
Football, baseball, basketball, hockey, and our own "March Madness" love of the NCAA-How can the use of, understanding of, and FUN of numbers help you to enjoy these games to their fullest? Come and find out as you learn to manage your own "fantasy team"!

Financial Finesse (Q)
Learn what you need to know to get on a great financial path! The skills you learn in this elective will give you the "financial intelligence" you'll need to know to set yourself up for a healthy financial future. Use what you learn to manage the money you have now-allowance, small jobs-and the money you'll earn in the future. A fun, interactive way to learn about personal finance.

Fun with Numbers (Q)
Do you find math confusing or boring? Would you like to feel more comfortable with how numbers work together? Is it even possible for math to make sense and be SUPER useful to you? Come strengthen your math skills and have FUN with NUMBERS!

Geometric Construction (Q)
Students learn to construct geometric figures using a straight edge and compass. They study common geometric terms such as point, line, and plane. Special lines and angles are investigated for their unique characteristics. Studies are confined to closed figures such as circles, rectangles, and triangles. The concept of similar and congruent figures is introduced.

Graph It (Q)
Work with range, mean, median, and mode to construct picture, bar, line, and circle graphs, as well as histograms. Coordinate graphing is also constructed.

Math Art (Q)
Explore and enjoy math through art and puzzles. Work with tangrams, paper folding/ origami, thread geometrics, and patterning as you advance your skills in geometry and logical thinking.

Number Devil (Q)
Based on an international best seller, you'll learn about and participate in an amazing world of numbers. Robert, who hates math, has twelve dreams in which he gets to explore and learn that numbers are much more than he thought. How about you?

Numbers-We all use Math Everyday! (Q)
Based on the TV show, "Numb3rs", you will use logic and rationality to help "solve crimes".

Problem Solving/Strategic Games (Q)
Strengthen your problem-solving and strategic skills through challenging games. Backgammon, Monopoly, Checkers, Connect Four, and Life, among others, are some of the games used to enhance logic, mental math, and creativity. Social skills such as working through a challenge in an appropriate way are stressed as students learn the politics of good sportsmanship.

What are my Chances? Probability and Statistics (Q)
Learn the concepts of probability and statistics the fun way-through games that depend on chance!

Science

Animal Science: Pet Vet (Q)
Come journey into the science of our most loved pets. Students will explore the habitats, adaptations, relationships, and care of mammals, reptiles, amphibians, birds, aquatic life, and insects. Students will learn the classification system scientists use to study these fascinating creatures. They will conduct their own research using books, Internet, and live animals. Discover animal careers and the challenges and joys they bring. If you love animals, this is the place for you!

Nanotechnology Engineering Mindset I: (Q)
Students will learn how the elements of the environment (water quality, lithosphere, soil quality, hydrosphere, etc.) affect the good health of humans. Students will then use technology to design a product that will help monitor human health.

Robotics (Q)
Students are introduced to programming and engineering using the Lego Mindstorms NXT system. Students will design, build and program their robots to complete a variety of missions using NXT-G.

Who Done It? - Forensics (Q)
Students will study and analyze evidence that relates to a crime. Forensic scientists observe, classify, compare, use numbers, measure, predict, interpret data, and draw conclusions. Students engage in active forensic pursuits to solve some interesting crimes.

Social Studies

Around the World in 45 Days (Q)
Create a travel agency so that you can craft travel experiences for your customers. Don't be fooled-you and your team will need to become geographic and cultural experts in order to create successful trips for your customers, ensuring continued business. Are you up to the challenge?

Big History (Q)
By sharing the big picture, and challenging students to look at the world from a variety of perspectives, students will have a more comprehensive understanding of how we got here, where we're going, and how we all fit in! Throughout this course, you will explore different scales of time and space, and view human history from new angles. This course is based on the Big History Project-an education initiative from Bill and Melinda Gates.

Global Conflicts (Q)
Learn about the major global conflicts of the 20th Century. This course includes studies of WWI&II, the Korean War, the Vietnam War, and the Persian Gulf War, as well as current world conflicts.

It's in the News (Q)
How aware are you? In-class competitions, information gathering, and scintillating conversation revolve around current events in this exciting elective. Online news agencies, newspapers, magazines, and news stories are just some of the mediums that are used in the classroom to promote awareness and help build a 21st century learner.

NC Lighthouses-Shining a Light on the Outer Banks (Q)
We have numerous treasures here in North Carolina, including the "shining" gems we call our lighthouses. In this elective, learn about the lighthouses themselves, and the community, geography, myths and stories of the location in which you will find these great structures. Learn about lighthouse construction, as well as the historic move of the Hatteras light tower.

Native American Cultures (Q)
Learn about the culture of Native Americans-their history and influence within the US, and within NC. Hands-on activities are a key piece of this vibrant, engaging elective.

United States Military History (Q)
Examine wars in which the U.S. was involved. Battles, military schools, famous leaders, weaponry, medical techniques, technology, women and minorities are topics of research and discussion.

Fine Arts

Magnet Drawing I (Q)
This course is for students to advance their knowledge in visual art. It is devoted to strengthening hand-eye coordination, the ability to draw things realistically using contours, shading, perspective, and other drawing techniques. The students will increase their knowledge of elements, principles, critical thinking skills, technology, and organizational skills through the use of a variety of drawing materials. Students will need a book for sketching and journal entries.

Magnet Drawing II (Q)
In Drawing II, students are provided with an opportunity to establish depth of content and further rigor. Advanced skill with drawing pencils, pen and ink, charcoal, oil pastel, conte crayon, and multi-media will be developed throughout the course and personal artistic expression is cultivated and encouraged. Class will continue application of elements of art Line, Shape, Value and Texture found in Drawing I as well as provide links to principles of design Unity, Balance, and Contrast.

Visual Art Exploratory (Q)
Art Exploration through Fibers is a generic name for Art Exploration class. We will explore various media and techniques, not just weaving. We will draw, do graphic design works, and paint. We will learn about art throughout historical periods.
Students will keep journals and sketchbooks weekly. This is the perfect beginning class for all. If the students discover they like a medium, they may select to take an elective in that area later..such as Drawing.

Magnet Painting I (Q)
Painting is a course in color theory and composition. Students learn to become more confident in mixing color, creating mood, distance and values in color. Materials include tempera and watercolor paints, pastels and colored paper sources.

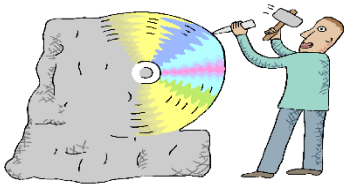
Magnet Painting II (Q)
Students are provided with depth of content as they work with advanced color theory and technique in Painting II. Additional emphasis will be placed on independent problem solving and advancement of personal style. Course will integrate elements of art Color, Value, Line and Shape with principles of design Balance and Emphasis to structure compositions. Students can expect to utilize painting media that may include but is not limited to tempera, acrylic, oil, watercolor and India ink.

Magnet Printmaking (Q)
Printmaking I will be presented as a commercial form of Art through the creation of multiples. Students will learn how vital planning and the artistic process are in addition to the value of negative space while creating their printing plates. Element and Principle relationships will continue to be implemented into printmaking. Students will also be learning how to appropriately handle tools such as linoleum cutters, Xacto blades, the printing press, etc. in order to maintain a safe working environment.

Pottery/Sculpture (Q)
This course is for students interested in experimenting with materials while creating three-dimensional pieces of art. Students will create pottery using the pinch, coil, slab, and press mold techniques. The students will be introduced to throwing pottery on a potter's wheel. Sculpture will be produced using a variety of materials. Technology, critical thinking skills, and organizational skills will be increased. Students will develop an awareness of ceramic processes and procedures through modeling, glazing, firing, and presenting works of art in clay. Students will need a book for sketching and journal entries.

Advanced 2D Design* (S)
This course is designed for the advanced art student and requires teacher approval. To be considered for this course, students must have taken art classes with the art teacher before or have a portfolio of work to present to the teacher. Students in this course will follow the visual arts curriculum. Their work will be submitted to the Scholastic Art competition in January. This course will only be offered first semester.

Music



Chorus (Q)
Students apply correct singing technique and various elements of musical expression through developmentally appropriate and historic vocal literature. Students learn how to use traditional notation in order to learn music, and to respond correctly to conductors' gestures both in rehearsal and public performance. Students will study vocal music and its relationship to other cultures, eras and geographical locations.

Magnet Choral Ensemble (Q2, Q3)
For the intermediate or advanced choral student; most typically students will be mixed in this class, in that they will vary in gender, size, or vocal classification. Emphasis will be on performance of small ensemble literature, and the development of greater singer independence. Students will apply the principles, fundamentals, and techniques of a well-produced singing voice as is developmentally appropriate. Application of musical symbols, terms, notation, and concepts appropriate to the literature, as well as development and mastery demonstration of skill through singing two and three part harmony, as well as homophonic and polyphonic forms will be a part of this course.

Magnet Men's Ensemble (Boys Only) (Q)
Students will learn music reading skills learned in beginning chorus classes and continue to expand their knowledge. They will demonstrate proficiency with dotted quarter rhythms, the scale steps of La, Ti, and Do in melodic sight reading in the key of C, identifying major and perfect intervals by sound and sight. For vocal technique, they will perform daily exercises to aid them in breath control, posture, intonation and vowel formation, consonant articulation, balance, blend, and musicality (dynamics, phrasing, and word stress). This course also includes notes about how to support the changing male voice and suggestions about specific repertoire that would be appropriate.

Magnet Treble Chorus- (Girls Only) (Q)
Students will learn music reading skills learned in beginning chorus classes and continue to expand their knowledge. They will demonstrate proficiency with dotted quarter rhythms, the scale steps of La, Ti, and Do in melodic sight reading in the key of C, identifying major and perfect intervals by sound and sight. For vocal technique, they will perform daily exercises to aid them in breath control, posture, intonation and vowel formation, consonant articulation, balance, blend, and musicality (dynamics, phrasing, and word stress). They will also learn how to care for their voice, anatomy of the vocal mechanism, and health and wellness issues related to singing.

Beginning Band (Y) List specific instrument option
Students learn to play a brass, woodwind, or percussion instrument. Emphasis is on the acquisition of basic musical skills and systematic progress rather than performance; however, band classes perform several concert compositions.

Intermediate Band (Y)
This class is designed for the sixth grade student who was in Band at the elementary school level. Technical drills, scale studies, rhythm, and sight-reading exercises are used to advance the students' skill, knowledge, and reading ability in music. A wide variety of band literature is studied to give them experience in various musical styles.

Advanced Band (Y)
This class will provide an in-depth study of varied and sophisticated music for intermediate and advanced students are the focus of these performing groups. Technical drills, scale studies, rhythm, and sight-reading exercises are used to advance the students' skill, knowledge, and reading ability in music. A wide variety of band literature is studied to give them experience in various musical styles.

Beginning Strings (Y)
This course offers string students the opportunity to learn to play a stringed instrument. Students who have participated in the Elementary Magnet Program, or who have little to no musical experience may enroll in this course as well. Students will master positioning of instrument, note reading skills, bow techniques, rhythmic notation, and play a variety of string literature through the school year.

Intermediate Strings (Y)
Students should have prior experience with strings before enrolling in this class. Requirements include basic rhythm and note reading skills, the ability to demonstrate basic bowing techniques, and the ability to sight read a musical selection.

Advanced Strings (Y) sophisticated music for advanced students. Students in this course constitute a major performing group.

Guitar, no experience required (Q)
(Acoustic) (This course can be differentiated to the level of the learner if there are some students for whom a second level of Guitar would be appropriate.) This beginning level course will introduce the student to all of the fundamentals of playing this challenging stringed instrument. In addition, students will learn basic sight reading, and will be encouraged to engage in activities such as composing their own pieces, creation of small group ensembles for improvisation and performance of current, created, and improvised pieces, and participating in classroom performances.

Magnet Piano I (Q)
Students will learn to read the musical staff in treble and bass clefs, and basic rhythmic notation. They will learn to match the letter names of the keys with the staff, and learn five finger patterns. For piano technique, they will practice daily exercises to aid them in hand and finger position and pianist's posture. They will also learn dynamic, tempo, and articulation terms and how to execute them at them at the piano keyboard.

Magnet Piano II (Q)
Students will continue building on the skills learned in Piano I. Students in Piano II will advance to playing some of the major and minor scales with correct fingering. They will also learn compound meters and play at least one piece in 6/8 time. Students will also research outstanding pianists from a variety of musical genres (classical, jazz, blues, country, pop, etc.).

Percussion Ensemble: Sounds of the World-an In-Depth Study of Percussion (Q)
Students will study and perform on a variety of globally-based percussion instruments, and demonstrate their understanding of different types of World Music, which can include, but are not exclusive to Latin and African countries, as well as the United States. Students in this course will learn global connections and gain understanding of music in relation to the arts, history, and culture of many diverse groups and countries. Students will increase their ability to read and notate music, compose and arrange music, and evaluate music and musical performances. Students will demonstrate their musical skills through a variety of performance opportunities, such as, but not exclusive to hand drumming through a drum circle structure.

Dance

Magnet Intro to Dance I-Ballet and Modern (Q)
This course serves as the entry point into the dance department for all 6th graders. Students explore basic technique, improvisation, and composition as it relates to Ballet and Modern Dance. A study of the contributions of early Ballet and Modern dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included.

Magnet Intro to Dance I-Jazz and Tap (Q)
This course serves as the entry point into the dance department for all 6th graders. Students explore basic technique, improvisation, and composition as it relates to Jazz and Tap Dance. A study of the contributions of early Jazz and Tap dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included.

Magnet Best of Broadway- Prerequisite: Previous dance/movement technique in any style (Q)
Learn the choreography standards of Broadway Musical Theatre! In this course you will study the choreographic techniques of such greats as Bob Fosse, Jerome Robbins, Gower Champion, Michael Bennett, Garth Fagan, Twyla Tharp, Susan Stroman, and others. You will learn and perform specific dances from a wide variety of shows – from A Chorus Line to Lion King. As you study the choreography you will develop your skills to pick up combinations and respond to the cues of directors which will enhance your audition skills. Additionally you will have an opportunity to create your own choreography in the musical theatre genre.

Magnet Dance Ensemble-Prerequisite (Q)
This course is designed to challenge the experienced dancer who is not yet ready for Dance Company. It is open sixth graders. Students explore advanced coursework in Modern Dance, Contemporary, Hip Hop and Choreography.

Magnet Zumbatomic (Q)
This high energy fitness-through-dance course will focus on the technical elements of dance styles incorporated into a Zumba fitness program. Students will learn the history and movements of Latin dance rhythms such as the Merengue, Salsa, and Cumbia, and will practice these movements daily.

Health and Physical Education
(Choose <u>no more than three</u> Physical Education electives, please)

Magnet Archery (Q)
Learn to shoot the bow and arrow! This is a basic introduction to the history, terminology, safety, and care of archery equipment. Skill development, target shooting, and proper retrieving of arrows are emphasized.
<u>Students must dress out as part of this course.</u>

Magnet Basketball (Q)
Basketball I is designed for the beginning student who is interested in learning the fundamentals of basketball. Students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of basketball. Emphasis is placed on skill development through the use of drills, relays, and lead-up games. Students will have some opportunity to participate in team situations which will lead up to our own ZGTMMS March Madness event. <u>Students must dress out as part of this course.</u>

Magnet Flag Football (Q)
This course is designed for the beginning student who is interested in learning the fundamentals of flag football. Emphasis is placed on skill development while also giving students the opportunity to participate in team situations. Students must dress out as part of this course.

Healthful Living (Q) Grade 7 Only
This course is designed for all 7th grade students. Healthful living education contributes to a healthful lifestyle and improves quality of life for all students. In Health we will cover the following units; Mental and Emotional Health, Personal and Consumer Health, Interpersonal Communication and Relationships, Nutrition and Weight Management, Substance Abuse Prevention. Following state and county guidelines, sexual abstinence until marriage is also taught as a part of this course.

Magnet Personal Fitness (Q)
This course is designed for students who are interested in an overall fitness program. Total body conditioning will be emphasized. Students will learn about major muscle groups and work to improve their current fitness levels. Students will be expected to develop muscular strength and endurance and well as develop their cardiovascular endurance. Students will be pre and post fitness tested using the Trifit and the President's Fitness Challenge. Students are expected to wear pedometers and heart rate monitors as a part of this class. Students will also be introduced Wii Fitness and HopSports as we use Physical Education Technology. Students must dress out as part of this course.

Magnet Soccer (Q)
This course is designed to introduce the student to the basic fundamentals of soccer. Students will become familiar with the terminology, scoring and basic skills of soccer. Emphasis is on skill development through the use of drills and lead up games. Students will also have an opportunity to participate in game situations. Students must dress out as part of this course.

Magnet Sports Variety (Q)
This course is designed for the student who is interested in improving coordination, confidence, and knowledge in a variety of sports and activities with a very minimal amount of competition. Skills are emphasized through drills and modified versions of various sports. Each nine weeks of sports variety will accent the sports of that season. Students must dress out as part of this course.

Business and Career Education

CTE: Intro to Office Productivity (Q)
CTE: Office Productivity Application (Q)
This middle school course is composed of instructional modules designed to provide hands-on instruction using software common in the workplace. The software applications include word processing, presentation, spreadsheet, database, and desktop.

CTE: Keyboarding & Basic Word Processing Grade 6 (Q)
So you can text and Tweet without looking, but how are you with typing emails and research papers? This course is composed of instructional modules designed to allow students to learn the touch method of keyboarding, basic digital literacy and computer knowledge, and basic word processing and document formatting skills. This course is highly recommended for any student who has never completed a keyboarding class.

Exploring Personal Characteristics and Careers (Q)
This middle school course provides an orientation to the world of work. Emphasis is placed on self-awareness, understanding the world of work, and the career planning process.

Exploring Business & Entrepreneurship (Q)
This course is designed to explore the nature of business in an international economy and to study related careers in fields such as entrepreneurship, information/technology systems, marketing, office

systems technology, public relations and promotion. The emphasis is on using computer applications, problem solving, and thinking skills. Communication and mathematics skills are reinforced as students explore business applications and careers.

Exploring Business Activities (Q)
A continuation of Exploring Business & Entrepreneurship

Exploring Careers & Employment (Q)
What do you want to do when you enter the working world? This class will help you begin to find out through career exploration. Students will consider their interests and skills and how they match up with a variety of careers. They will also develop an understanding of the skills needed to be a successful employee. Guest speakers from a variety of careers will be included as part of the class.

Family and Consumer Science

Exploring Relationships & Child Care (Q)
This course has two major units. The first unit will explore how young children grow and develop. This exploration will lead to earning the Red Cross Babysitter's Certification. The second unit of the course will give students the opportunity to learn basic cooking skills. Students will also investigate safe food practices and preparation techniques.

Exploring Apparel & Interior Design (Q)
Students will develop basic sewing skills as they learn hand stitches and the basics of sewing machine operation and safety. They will also complete a unit on interior design.

Exploring Nutrition & Wellness (Q)
Take the art of cooking to the next level as you enhance your culinary skills in this fun and exciting course. Students will learn how to plan and prepare healthy nutritious meals for themselves and others. They will even learn proper table etiquette. Student will also complete a unit of study in child development.

Understanding Personal Finance and Hospitality (Q)
This course is composed of instructional modules designed to explore basic Family and Consumer Sciences foundations and skill sets. The modules that are covered in this course are: personal finance and resource management, food service and hospitality, apparel, and interior design.

Technology

Exploring Technology (Q)
This course focuses on applying design process in the invention or innovation of a new product, process, or system. Through engaging activities and hand-on projects, students focus on understanding how criteria, constraints, and processes affect design.

Design and Creativity (Q)
Activities for this course include model rockets, bridge building competition, hot air balloons, CAD (computer Aided Design), and more hands-on projects. This course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs. Emphasis is placed on brainstorming,
visualizing, modeling, testing, and refining designs. Students develop skills in researching information, communicating design information, and reporting results. Activities are structured to integrate physical and social sciences, mathematics, English language arts, and art.

Computer Science Discoveries – Exploration and Expression (Q) introduces students to computer science as a vehicle for problem-solving, communication, and personal expression. As a whole, this course focuses on the visible aspects of computing and computer science and encourages students to see where computer science exists around them and how they can engage with it as a tool for exploration and expression.

Computer Science Discoveries - Innovation and Impact (Q) - In this course, students are asked to look outward and explore the impact of computer science on society. Students will see how a thorough user-centered design process produces a better application, how data is used to address problems that affect large numbers of people, and how physical computing with bare circuit boards allows computers to collect input and return output in a variety of ways.

Exploring Engineering and Design (Q)
This middle school course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs. Emphasis is placed on brainstorming, visualizing, modeling, testing, and refining designs. Students develop skills in researching information, communicating design information, and reporting results.

Technology and Society (Q)
This middle school course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs. Emphasis is placed on brainstorming, visualizing, modeling, testing, and refining designs. Students develop skills in researching information, communicating design information, and reporting results. Activities are structured to integrate physical and social sciences, mathematics, English language arts, and art. Work-based learning strategies appropriate for this course include mentorship, school-based enterprise, service learning, and job shadowing. Apprenticeship and cooperative education are not available for this course. Technology Student Association (TSA) competitive events, community service, and leadership activities provide the opportunity to apply essential standards and workplace readiness skills through authentic experiences.

Foreign Language

EXPLORATORY LANGUAGE – Chinese
This course is an introduction to Chinese language and culture. This course is intended as a link between the elementary programs or as an initial introduction to the language.

EXPLORATORY LANGUAGE – Spanish
This course is an introduction to Spanish language and culture. This course is intended as a link between the elementary programs or as an initial introduction to the language.

Spanish Heritage/Immersion Beginning
Class addresses the issue of heritage language students who have home backgrounds in a language other than English or come from other immersion experiences, formal or informal.
Students receive instruction that allows them to maintain strengths in their heritage language, while developing new ones, particularly in academic vocabulary and literacy skills or the areas of reading and writing.

Spanish Beginning less than 1 year (Level 1)
This course begins the study of the Spanish language and culture and is the first part in the Spanish curriculum series for high school credit. Major topics include greetings, conversation questions, telling time, classroom objects, asking for help, the parts of the body, infinitive verbs, expressing likes and dislikes, definite and indefinite articles, adjectives, subject pronouns, the present tense of verbs, and the plurals of nouns and articles. Students who successfully complete this course should continue the Spanish curriculum series for high school credit by taking Intermediate Spanish.

Spanish Beginning 1 year (Level 2)
This course builds on the basics of Spanish as taught in the Beginning Spanish course or in the elementary program. A more formal introduction of grammar is included, as well as continued emphasis on listening, speaking, reading, writing, and culture.

SPANISH I (MS FOR HS Credit) (S) (Level 3)
This course continues the study of the Spanish language and culture, refining grammatical and vocabulary topics. Major topics include the rooms in a house, making comparisons, the superlative, stem changing verbs, affirmative commands, the present progressive tense, clothing, demonstrative adjectives, and the preterit of verbs. Students who complete this course successfully and who pass the exit exam (worth 20% of the overall grade) may take Spanish II at the high school level.