

# LIGON MAGNET MIDDLE SCHOOL

## 2025-2026 ELECTIVE COURSE OFFERINGS



### Notes:

(Q) - Quarter Elective, (S) - Semester Elective, (Y) - Yearlong Elective

Audition/Application Classes	
<b>Yearbook (Quarters 1-3)</b> 10312Y0H	Help create the Ligon yearbook. You will take pictures, organize the pages, and write the descriptions. <b>**Application required**</b>
<b>MSEN Pre College Program (Y)</b> 96102Y08 (7th/8th grade) 96102Y086 (6th grade)	This is an NC State collaborative program including the College of Education and the Friday Institute. This course is a STEM-enrichment program that provides students with experiences that will equip them to attend a four-year college/university to pursue majors in science, technology, engineering, and mathematics. <b>**Application required**</b>
<b>Video Production III (S)</b> 96102Y0B3	This course combines the learning and skills from Video Production I & II electives and contains a Video News Production known as Ligon TV. <b>Prerequisite: Video Production I/II + **Application required**</b>
<b>Battle of the Books (S)</b>  <i>Also known as Great Books</i>	Participate in the ultimate reading competition. Battle of the Books has been a tradition in Wake County. Students will be given the required reading list of books. Students will read and discuss the books together. The team will compete against other middle school teams. <b>**Application required**</b>
<b>Science Olympiad (S)</b>  <i>Also known as Olympics of Science and Math</i>	This course enables students to apply Science and Mathematics concepts and principles in innovative situations that enhance problem-solving skills. Independent and group projects are completed under the guidelines of the National Science Olympiad. Students in this course will have the opportunity to compete in local and regional competitions. <b>**Application required**</b>

<b>Math Counts (S)</b>	<p>For students who have a special interest in mathematics and who wish to extend their problem-solving skills. Students use MATHCOUNTS materials provided by the Professional Engineers of North Carolina. Activities include speed drills, power drills, and simulated competitions. The emphasis is on developing and applying analytical skills to the solutions of complex problems. Both individual and team performance are developed. Students may have the opportunity to compete in local, regional, state, and national competitions. <b>**Participation requires 6th &amp; 7th graders to be enrolled in Math 7 Plus or higher, 8th graders need to be enrolled in Math 1 or higher</b> <b>**<a href="#">Application required</a>**</b></p>
<b>Tap III (S)</b> 50092Y0C	<p>This course is a continuation of Tap Dance II. Students gain a greater understanding of technique as it relates to Tap Dance. Serious exploration of the craft of improvisation is expected. Performance opportunities will be provided. Students will also learn about Master choreographers and their contribution to Tap Dance, the early origins of Tap Dance, the transformation of Tap Dance over time, and connections between Tap Dance and other subjects. <b>**<a href="#">Audition/Teacher Placement Required</a>**</b></p>
<b>Tapestry (Y)</b> 50092Y0M	<p>Challenge yourself with advanced level tap technique. In this class, auditioned members learn and perform advanced tap techniques and rhythms from various tap styles. Students have the opportunity to fine-tune performance, improvisation and dance critiquing skills while learning to create, revise, and analyze choreography. Students will use advanced technical skills to perform a variety of teacher and student choreographed dances throughout the course of the year. 8 th grade students will have the opportunity to choreograph and present a piece at the final performance. <b>**<a href="#">Audition Required</a>**</b></p>
<b>Jazz III (S)</b> 50092Y0F	<p>This course is a continuation of Jazz Dance II. Students gain a greater understanding of technique as it relates to Jazz Dance. Serious exploration of the craft of improvisation is expected. Performance opportunities will be provided. Students will also learn about Master choreographers and their contribution to Jazz Dance, the early origins of Jazz Dance, the transformation of Jazz Dance over time, and connections between Jazz Dance and other subjects. <b>**<a href="#">Audition/Teacher Placement Required</a>**</b></p>

<b>Modern III (S)</b>	<p>This course is a continuation of Modern Dance II. Students gain a greater understanding of technique as it relates to Modern Dance. Serious exploration of the craft of improvisation is expected. Performance opportunities will be provided. Students will also learn about Master choreographers and their contribution to Modern Dance, the early origins of Modern Dance, the transformation of Modern Dance over time, and connections between Modern Dance and other subjects.</p> <p><b>** <a href="#">Audition/Teacher Placement Required</a> **</b></p>
<b>Dance Ensemble (S)</b> 50092Y0S	<p>This course is designed to challenge the experienced dancer who is not yet ready for dance company. It is open to seventh and eighth graders, although occasionally it is offered to sixth graders as well. Students explore advanced coursework in Modern Dance, Contemporary, Hip Hop and Choreography. This class has more recently taken on the title “Ensemble” to define more of a performing concert practice similar to dance company. <b>** <a href="#">Audition Required</a> **</b></p>
<b>Ligon Dance Company (Y)</b> 50092Y0Z <i>(known as LDC or Dance Performance Company)</i>	<p>In this course, students develop various techniques including stage presence, ensemble work and an understanding of the relationship between dancer and choreographer. Opportunities are given for performance in director selected dance styles such as Modern Dance, Ballet, Jazz, Contemporary, and student choreography. These students are the highest level dancers and are expected to develop skills in collaboration, leadership, and service to others through their dance opportunities in order to model 21st Century Learning Goals at the highest artistic level. <b>** <a href="#">Audition Required</a> **</b></p>
<b>Symphonic Band (Y)</b> 52892Y0C	<p>For the advanced rising 7th and 8th-grade students with at least 1-5 years of experience. Learn the fundamentals of your instrument to perform as a band using elements of music such as style, dynamics, tempo, timbre, balance and blend, and articulation. Learn to work together as a collaborative ensemble to achieve both individual and group success. Evening Performances Required, 1 per quarter.</p> <p><b>** <a href="#">Audition/Teacher Placement Required</a> **</b></p>
<b>Concert Band (Y)</b> <i>Wind Ensemble</i> 52892Y0D	<p>Auditioned Honor Ensemble Concert Band. This course is designed for the advanced students with at least 1-5 years experience. The skills required are characteristic tone, advanced scales Concert G, C, F, Bb, Eb, Ab, Db, Chromatic, and understanding dotted 8th, 16th note rhythms,</p>

	multiple meters, and mixed meter. Evening Performances Required, at least 1 per quarter. <b>** <a href="#">Audition/Teacher Placement Required</a> **</b>
<b>Jazz Ensemble (Y)</b> 52892Y0A	Jazz Band and Little Blues Jazz Band are auditioned ensembles providing students an opportunity to learn and perform the language and style (Swing, Rock, Ballad and Latin/Afro Cuban) in a “Big Band” setting. Students will also explore beginning concepts of jazz improvisation, knowledge of chords and jazz history. Evening Performances Required. <b>** <a href="#">Audition Required</a> **</b>
<b>Honors Chorus (Y)</b> 52692Y0B	This group is the most advanced level of singers in the school that move at a fast pace and are challenged with rigorous repertoire. Auditions for this elite choir contain sight-singing and showing the ability to use dynamics and expression. Students are up to the ultimate challenge in technical singing, mastering breath control and resonance to sound as if they're in a high school choir. They participate in the Music Performance Adjudication, a national festival, at least 6 school concerts, 4 evening concerts and perform in the community. <b>** <a href="#">Audition Required</a> **</b>
<b>Treble Chorus (Y)</b> <b>Tenor/Bass Chorus (Y)</b> 52692Y0M3	If you've mastered the basic levels of performance and knowledge of music theory, then you're ready for this intermediate level of group singing. Students are split into Soprano/Alto and Tenor/Baritone/Bass Honors to allow more focus on the different needs of vocal pedagogy in this age group. Students will extend their development of vocal production, technique, interpretation and note-reading. They will be challenged to harmonize and perform a variety of genres as they prepare to perform at the annual Music Performance Adjudication. This group also has the opportunity to perform for the community & at out-of-state festivals. <b>** <a href="#">Audition Required</a> **</b>
<b>Concert Orchestra (Y)</b> <i>Intermediate Strings - Level 2</i> 52772Y0A	Open to all students who had a minimum of one year of playing experience on violin, viola, cello or bass. This class builds on the knowledge and skills already learned and challenges the students with higher level performance skills. In addition to the basic concepts, other music concepts will be developed that include, but not limited to, development of better intonation, intermediate bowing skills, explorations of alternate fingerings, intermediate level time and key signature, complex rhythm, and more music vocabulary in the category of dynamics, tempo and articulations. A wide variety of music is

	<p>explored, as well as music theory, music history and ear training. During the school year students are required to practice at home daily and to attend all after school rehearsals and evening performances. <b><a href="#">Audition Required</a></b>**</p>
<p><b>Philharmonic Orchestra (Y)</b>  <i>Intermediate Strings - Level 3</i>  52782Y0A</p>	<p>Open to all students who have sufficient training and intermediate level of technical proficiency. In addition to stressing basic playing techniques, emphasis is placed on tone quality and expressiveness. Students will also learn shifting, ensemble techniques, and advanced time and key signatures in preparations for Silver Strings or high school orchestra. A wide variety of music is explored as well as music theory, music history and ear training. During the school year students are required to practice at home daily and to attend after school rehearsals and evening performances. <b><a href="#">Audition required</a></b>**</p>
<p><b>Silver Strings (Y)</b>  <i>Advanced Orchestra - Level 4</i>  52792Y0A</p>	<p>Designed for students with advanced level of experience and advanced level of technical proficiency. Emphasis of this orchestra is to demonstrate the highest levels of musicianship through performances of respected and diversified selections of orchestra literature. During the school year students are required to practice at home daily and to attend all after school rehearsals and performances. <b><a href="#">Audition required</a></b>**</p>
<p><b>Encore (Y)</b>  <i>Also known as Magnet Drama Production</i>  53092Y0A</p>	<p>This ensemble for our most advanced theatre students produces multiple full-length productions throughout the school year. <b><a href="#">Audition required</a></b>**</p>
<p><b>6th Grade Scenes (S)</b>  <i>Also known as Acting I - Semester</i>  53792Y0A1</p>	<p>This course allows 6th grade students an opportunity to build their acting skills through the production of a full-length play. Students will study acting techniques, characterization, and technical theatre through the course of the production. The class culminates in a formal performance. Elective runs during the Spring semester. <b><a href="#">Application required</a></b>**</p>
<p><b>Lighting, Scenery, &amp; Sound Design (Y)</b>  53792Y0G</p>	<p>Learn how the magic of theatrical production is translated from ideas and concepts into three dimensional reality! If you can dream it –you can do it– in theatre! <b><a href="#">Application required</a></b>**</p>

<p><b>Advanced 2D portfolio (Y)</b> 54092Y0R</p>	<p>This semester-long course is designed for 7th and 8th graders who have successfully completed two or more 2D classes, and who wish to continue with a more rigorous course of visual studies. This course may be taken multiple times. All units will be framed using the elements of art and the principles of design. In this course we will focus on the concepts of 2D Design from a traditional design perspective. We look at art through the lens of diverse art history, concepts of composition and art theory. This portfolio can be used to apply to advanced placement in your high school courses or to get into schools that require portfolio submission. We will gather what we have created, make new work and fill in the gaps. We will submit a final portfolio and do a presentation on our artwork at the end of the semester for a final grade. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or the juried exhibitions. Level 3 students will be encouraged to join the visual arts club, apply for exhibition competitions and exhibit work on and off campus. <b>** <a href="#">Application required</a> **</b></p>
<p><b>Advanced 3D portfolio (Y)</b> 54092Y0R1</p>	<p>Advanced 3D design is for any student who has taken at least two 3D classes. They can be from any combination of Pottery I, Pottery II, Sculpture, or Mask Making. Students will be creating 3 dimensional projects that are more advanced and require advanced techniques learned in previous classes. Projects will be fewer in number but more detail oriented. <b>** <a href="#">Application required</a> **</b></p>

## General Studies & Core Subject Electives

### General Studies

<b>Robotics (Q)</b> 96102Y012	"You get to build really cool robots," says a sixth grade student! This elective provides students with hands-on opportunities to enhance STEM skills by using Lego blocks, gears, motors, and computer programming to build and problem solve.
<b>Brain Games (Q)</b> 96102Y0B9	Create quiz-bowl and Jeopardy questions based on challenging logic and word puzzles that relate to the curriculum in any of your classes. Students create puzzles for other students to solve and participate in computer-created quiz bowls.
<b>Future City (Q)</b> 96102Y0E1	Do you ever wish you could create the perfect place to live? This exciting elective combines science, technology, engineering, and math challenges within a "hands-on" environment in which you can present your vision of a city of the future! Be ready to practice teamwork, communication, and problem solving in this challenging elective!
<b>Beginning Chess (Q)</b> 96102Y03	The game of chess, its backgrounds and origins. Opportunities for learning, play, and competition advance through the levels.
<b>Film Analysis I (Q)</b> 96102Y0B9	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 develop the ability to critically view a film, and relate connections that support that point of view.
<b>Logical Minds (Q)</b> 28002Y0M6	Stretch your logic & problem-solving skills by solving various types of logical puzzles, such as sudoku, crossword, logic puzzles, riddles, and classic induction puzzles, such as Tower of Hanoi, The King's Wise Men, and more! Create your own challenges for others to experience, and develop your logic reasoning ability!
<b>Video Production I (Q)</b> 96102Y0B	Learn different aspects of how video is created and produced, and for what purposes. 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.

<b>Video Production II (Q)</b> 96102Y0B2 <i>(Prerequisite: Video Production I)</i>	Continue learning different aspects of how video is created and produced, and for what purposes. Hands-on learning is blended with reflective opportunities to study for next steps in projects.
<b>Exploratory Enrichment (Q)</b> <i>6th grade AIG required elective</i> 96102Y0G6	All 6th grade students identified AIG in either reading, math, or both areas AND all students identified Talent Development are required to take this enrichment elective focused on critical and creative thinking and problem solving skills.
<b>Language Arts</b>	
<b>Mystery &amp; Suspense (Q)</b> 10262Y0M8	What makes a reader hang on the edge of their seat? You'll be a master and have the answer to that question after taking this elective! Learn about the elements of mystery in literature, and apply these sneaky skills as you create your own suspenseful stories.
<b>Sports Fever (Q)</b> 10262Y0N6	Increase your reading and vocabulary skills by reading about all varieties of sports. Magazines, newspapers, books, and other sports media will be used to help students write descriptions, action stories, sports facts and rules of the game.
<b>Folktales and Myths (Q)</b> 10262Y0M3	Explore folk tales and myths from Africa, Asia, and America. Critical thinking, reading comprehension, cultural differences, and understandings of literary elements of myth forms are focused on in this elective.
<b>Creative Writing (Q)</b> 10262Y0M1	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!
<b>Once Upon a Time (Q)</b> 96102Y0E5	A study of popular nursery rhymes, fairy tales, fables, and children's books. Students will participate in creative writing in all of these genres and will ultimately create a children's book to publish their original works. Skills include creative writing, word processing, illustrating, and dramatic presentation.



<b>Public Speaking &amp; Debate (S)</b> 10312Y0H	Write, deliver, classify and critique formal and informal speeches. Elective includes organization of material, voice projection, and persuasion of an audience, as well as panel discussion. Do you love to argue? Learn to do it constructively and persuasively! Learn to consider both sides of an issue. Writing, classifying, delivering, and critiquing speeches, as well as presentation design is covered. Argue your point-what could be more fun?
<b>Mathematics</b>	
<b>Geometric Construction (Q)</b> 28002Y0M4	Stretch your problem-solving skills by applying geometric concepts to solve two-dimensional geometry challenges on concepts such as rays, polygons, triangles, angles, rectangles and circles by making line constructions. Symmetry, motion, closed figure study, congruence, and model making are also part of this elective. Maze creation and hands-on math projects challenges you to think in three dimensions. Solve 3-D challenges, create your own challenges for others to experience, and develop your ability to look at a problem in more than one way!
<b>Graph It (Q)</b> 28002Y0M5	Work with range, mean, median, and mode to construct picture, bar, line, and circle graphs, as well as histograms. Coordinate graphing is also constructed.
<b>Number Crunching in the Real World (Q)</b> 96102Y0N2	This elective will help you develop your math skills through real-world, every day uses. You'll gather information so that you can learn how to analyze the data to apply it to real applications, such as weather, house design, maps, politics, sports, and culture.
<b>Architectural Design (Q)</b> 96102Y0A9	In this elective, you can exercise your interest in skills in the study of the principles of great architectural design, and the use of drawing instruments to draft floor and elevation plans, that you can then turn into 3-D models using various tools for visualization.

<b>Math Art (Q)</b> 28002Y0M7	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.
<b>Fantasy Sports (Q)</b> 28002Y0P1	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”!
<b>Financial Finesse (Q)</b> 28002Y0M3	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.
<b>Science</b>	
<b>Hydrogen Bond Chemistry (Q)</b> 30092Y0Z (6th & 7th grade only)	Embark on a journey learning how chemistry helps uncover many mysteries, diagnose problems and yes, even solve crimes! Meet Atom, the original building block of life and all things. Investigate Atom’s origin and many talents. From bonding to burning, Atom is responsible for initiating all reactions.
<b>Animal Science - The Pet Vet (Q)</b> 30092Y0A4	Come journey into the science of our most loved pets. Explore the habitats, adaptations, relationships, and care of mammals, reptiles, amphibians, birds, aquatic life, and insects. Learn the classification system scientists use to study these fascinating creatures. Conduct your own research using books, internet, and live animals. Discover animal careers and the challenges and joys they bring.
<b>Oceanography (Q)</b> 30092Y0B5	Examine the structure and function of marine life, organism interactions, and specific ecosystems such as coral reefs, estuaries, and lagoons. Investigate the history of ocean exploration, topographical features, water circulation, and marine life. Concepts will be reinforced through hands-on activities.

<b>Mousetrap Cars (Q)</b> 30092Y0A3	Linear, rotational, reciprocating, and oscillating motion learned through creating mousetrap cars and/or other wheeled vehicles. Analyze and predict the motion of objects, devices, and systems, understand the forces that act on them. Design/build/test a mousetrap racer. In-class competitions are part of this elective.
<b>Lab Busters (Q)</b> 30092Y0B9	Urban legends or truth? How can you find out if what you hear about something happening is truth, a colorful hoax, or a little of both? Use the scientific process to discover whatever “myth” you choose to “bust”!
<b>Anatomy (Q)</b> 30092Y0B1	Do you know about your body’s amazing systems-its functions, interdependence, and diseases? How can you keep your model in great condition? Come learn about YOU in this interactive elective.
<b>Social Studies</b>	
<b>Model UN (Q)</b> 48022Y0T3	Learn about the dynamic world of globalization by studying international finance, trade, and economics in this comprehensive approach using Model UN curriculum.
<b>Around the World in 45 Days (Q)</b> 48022Y0M3	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?
<b>Old West (Q)</b> 48022Y0S1	The reality of life in these times, such as: westward expansion, geographical factors, natural resources, social climate-are part of this elective. Daily lives of pioneers, miners, ranchers, Native Americans, African Americans, and women are also a part of this course.
<b>In the Days of Knights (Q)</b> 48022Y0N8	Knights, kings, castles, and all Medieval things are the focus of this exciting nine-week elective.
<b>United States Military History (Q)</b> 48022Y0S3	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.
<b>Youth and the Law (Q)</b> 48022Y0S6	How does the law affect you? Learn about civil and criminal law, the court system, youth rights and responsibilities and consequences of

	actions or decisions. Through studies on the U.S. Constitution and Supreme Court Cases, learn and understand your rights!
<b>Geography - Where in the World are We?(Q)</b> 48022Y0N2	Learn about your place within the five themes of geography in this interactive elective. Visual arts, music, and satellite imagery help you learn about your world. Become a “global thinker” in more ways than one! Students may also acquire geography skills and knowledge by playing geography games, solving geography puzzles, and competing in classroom Geography Bees.
<b>African American History/Studies (Q)</b> 48022Y0S9	The course will try to focus on understanding American history through the lens of Black thought, culture, impact, and influence. It will focus on how individual and groups of African Americans have had far reaching impact on America's founding to the present day. This history provides a window for understanding America's current political and social landscape.
<b>Create A Nation (Q)</b> 48022Y0S9	Utilizing the themes of geography and government structures by creating your own “ideal” of what a nation can be. Study nations and situations around the world to learn from others, while increasing your cultural knowledge. Human environment interaction impacts you every day-if you were given the chance, how could you make this better?
<b>American Politics (Q)</b> 48022Y0S8	Ramp up your understanding of the gradual development and the present-day workings of the American political system. See how important the history of political rights impact your current life.

## World Language Electives

### Notes:

- **6th grade students:** *You may only enroll in introductory level classes.*
- **7th grade students:** *You may enroll in any introductory level class or if you have met requirements, you may enroll in any next level language class.*
- **8th grade students:** *You should not sign up for introductory level as you will not be eligible for high school credit. If you have met requirements, you may enroll in any next level language class.*

Introductory Level Language Courses	
<b>French IA (Y)</b> 11012YA	This course is an introduction to the French language and culture. Students study basic grammatical structures and vocabulary and use them in listening, speaking, reading and writing activities at the beginning level.
<b>Spanish IA (Y)</b> 11222Y0	Students study basic grammatical structures and vocabulary through activities involving listening, speaking, reading, and writing. An introduction to the Spanish language and culture.
<b>Beginning Japanese (Y)</b> 11802Y1	This course is an introduction to the Japanese language and culture. Students study basic grammatical structures and vocabulary and use them in listening, speaking, reading, and writing activities at the beginning level.
<b>Beginning German (Y)</b> 11602Y1	This course is an introduction to the German language and culture. Students study basic grammatical structures and vocabulary and use them in listening, speaking, reading, and writing activities at the beginning level.

Next Level Language Classes		
<i>*You will be placed in the next level language class by your teacher</i>		
<b>French (Y)</b>	If you took 1A this year, you will take 1B next year If you took 1B this year, you will take level 2 next year.	2 HS credits possible
<b>German (Y)</b>	If you took Beginning this year, you will take Continuing next year If you took Continuing this year, you will take German 1 next year.	1 HS credit possible
<b>Japanese (Y)</b>	If you took Beginning this year, you will take Continuing next year If you took Continuing this year, you will take Japanese 1 next year.	1 HS credit possible

<b>Spanish (Y)</b>	If you took 1A this year, you will take 1B next year If you took 1B this year, you will take level 2 next year.	2 HS credits possible
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### Performing & Visual Arts Electives

<b>Dance</b>	
<b>Tap I (Q)</b> 50092Y0A	This course serves as the entry point into the dance department. Students explore basic technique, improvisation, and composition as it relates to Tap Dance. A study of the contributions of early Tap dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included. This is open to all 6th grade boys and girls regardless of prior experience or training in dance.
<b>Tap II (Q)</b> 50092Y0B <i>(Prerequisite: Tap I or teacher placement)</i>	Further your knowledge of tap dance after taking Tap I! In this course you will continue learning tap dance technique, history, and choreography. You will have the opportunity to learn intermediate tap steps while practicing more advanced rhythms. As you extend your knowledge of tap technique, you will learn to identify those concepts and interpret tap choreography from classic and recent sources. In addition, you will have the opportunity to create your own short choreographic compositions based on given criteria.
<b>Jazz I (Q)</b> 50092Y0D	This course serves as the entry point into the dance department. Students explore basic technique, improvisation, and composition as it relates to Jazz. A study of the contributions of early Jazz pioneers, the global nature of dance, and the relationship between dance and healthful living is included. This class is open to all 6th grade boys and girls regardless of prior experience or training in dance.
<b>Jazz II (Q)</b> 50092Y0E <i>(Prerequisite: Jazz I or Contemporary Jazz/Hip Hop or audition placement)</i>	This course is designed to extend and develop technical and stylistic skills; emphasis will be to expand the dance vocabulary of movement, and to extend rhythmic and technical precision.

<b>Modern I (Q)</b> 50092Y0J	This course serves as the entry point into the dance department. Students explore basic technique, improvisation, and composition as it relates to Modern Dance. A study of the contributions of Modern dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included. This class is offered first quarter only and is open to all 6th grade students regardless of prior experience or training in dance.
<b>Modern II (Q)</b> 50092Y0K <i>(Prerequisite: Modern I or audition placement)</i>	This course is designed to extend and develop technical and stylistic skills; emphasis will be to expand the dance vocabulary of movement, and to extend rhythmic and technical precision.
<b>Athletes in Dance (Q)</b> 50092Y0M3	This course implements the application of basic dance fundamentals to athletics. This course is designed to increase flexibility, strength, coordination, and agility. The prevention of injury to joints, muscles, and connective tissue will be stressed.
<b>Contemporary Jazz/Hip-Hop (Q)</b> 50092Y0M4	This hybrid jazz class teaches a technical style of jazz and a pop culture based style of hip hop to a generation that is experiencing its evolution. Students will study these styles by learning technique, performing and choreographing short pieces, and studying style dominance in the present day dance world. Knowledge of safe practices in dance and respect for other styles of dance that have contributed to these styles will also be part of this course.
<b>Best of Broadway (Q)</b> 50092Y0M5	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.

<b>Ballet I (Q)</b> 50092Y0U	This course serves as the entry point into the dance department. Students explore basic technique, improvisation, and composition as it relates to Ballet. A study of the contributions of early Ballet pioneers, the global nature of dance, and the relationship between dance and healthful living is included. Formal performance opportunities will not be given, however a Parent Observation Week is often held at the end of each quarter. This class is open to all 6th grade students regardless of prior experience or training in dance.
<b>Ballet II (Q)</b> 50092Y0U1 <i>(Prerequisite: Ballet I or audition placement)</i>	This course is designed to extend and develop technical and stylistic skills; emphasis will be to expand the dance vocabulary of movement, and to extend rhythmic and technical precision.
<b>Choreography/Improvisation (Q)</b> 50092Y0X	In this course, students will study the elements of dance composition. They will use the language of dance to express and communicate through solo and small group compositions. They will gain the “tools” they need to become effective communicators through dance, by understanding and applying cross-curricular connections between music, visual arts, and related media. Working independently and collaboratively, they will develop their creativity and originality of expression through learning previously choreographed works by famous choreographers, as well as peer works, and through their own improvisations. Students will learn the role of concepts such as dimension, path, planes, shape, negative space, tension, relaxation, and more, and where and how the use of these techniques and/or concepts can be used to tell their dance story.
<b>Chorus</b>	
<b>Apprentice Chorus (Y)</b> <i>Level I</i> 52692Y0A	Students will learn the basics of healthy vocal technique, ensemble skills and learn to read basic rhythmic and pitch notation. They will also learn note names, receive interval training and learn to sight read using the solfege system. They will perform unison and 2-part using a variety of choral literature. No audition is required.



## Orchestra

### Apprentice Orchestra (Y)

Level 1

52792Y0B

Apprentice Orchestra is open to all students with little or no previous playing experience. During classes students will learn basic, good foundation for playing an instrument with good posture technique, and proper rehearsal and concert etiquette. They learn theory concepts such as reading and interpreting standard notations, symbols for music, music vocabulary in the category of dynamics, tempos and articulations and they learn pieces specifically composed for the level of the orchestra. Students also learn to care for, and to proficiently play one of the four orchestra instruments: violin, viola, cello and double bass. Not only will students learn how to play instruments, but they will also learn how the music relates to history, culture, and other types of arts. Students will also learn to read and critically analyze the music they will be playing and listening to. During the school year students are required to practice at home daily and to attend one evening performance.

## Band

### Beginning Band (Y)

52862Y0A

*Brass: trumpet, trombone*  
*Woods: clarinet, flute*

Primarily offered to sixth-grade students, classes are divided into 2 sections, Woodwinds and Brass Classes. Instruments taught in beginning band are flute, clarinet, trumpet, and trombone. With the director's recommendation, students may move to other instruments later in the year (alto saxophone, oboe, bassoon, euphonium, horn, tuba, and percussion). Emphasis is on the acquisition of basic musical skills and systematic progress rather than performance; however, band classes perform several concerts. **No prior music experience is necessary for the beginning band**, however many of our students have some piano, guitar. or drums experience. Each beginning band student will have *their own instrument*, instrument cleaning supplies, and band book. Evening Performances Required.

## Music

### Guitar (Q)

52092Y0G

This beginning level course will introduce the student to all of the fundamentals of playing the guitar. 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 and participating in classroom performances.
<b>Piano I (Q)</b> 52092Y0A	Students will learn to read the musical staff in treble and bass clefs, and basic rhythmic notation (whole, half, dotted half, quarter, dotted quarter, eighth, sixteenth) in 2/4, 3/4 and 4/4 meters. They will learn to match the letter names of the keys with the staff, and learn five finger patterns in the key of C, the key of G, and the corresponding I, IV, and V7 chords in each position. They will also play melodies in middle C position.
<b>Piano II (Q)</b> 52092Y0B <i>Pre-req: Piano I or teacher placement</i>	Piano II follows if a student earns an A in Piano I or 2 years of private lessons.
<b>Theatre</b>	
<b>Acting I (Q)</b> 53792Y0A	In this course, students will explore characters and situations through their creative resources using theatre games and extended improvisational situations and prepared scripts. They begin to understand the proper use of voice and diction. This course includes an overview of the historical development of the actor's art.
<b>Acting II (Q)</b> 53792Y0B <i>(Prerequisite: Acting I or Improvisation)</i>	This course offers students the opportunity to develop acting skills at a more advanced level. Students are challenged to become disciplined in acting techniques and to go beyond the classroom to independently develop a working knowledge of acting. Accents and dialects are studied. Minimal memorization for a final scene is required.
<b>Improvisation (Q)</b> 53792Y0F	In this course, you will explore improvisation techniques to develop skills in spontaneous acting. Students will learn to create scenes and situations through theatre games. Students will also learn the rules of improvisation through classroom exercises and cooperative learning styles.

<b>Costume Design/Makeup (Q)</b> 53792Y0H	Learn how to make the show happen! Become a quasi-expert in the area of theatre design. This class will explore theatre costumes and make-up design. In this course students will learn about the role of the designer – most activities are hands-on and participation is expected – from make-up special effects to costume design projects – you will collaborate with your peers while learning to develop creative skills as a theatre designer.
<b>Playwriting (Q)</b> 53792Y0J	Learn the art of writing a play! In this course, you will study plot, characterization, theatricality, and other elements of the playwright's craft. You will examine great playwrights from around the world and throughout time! The course functions as a playwriting workshop as students present exercises in class and discuss them with their peers. Using techniques learned, students will work on a one-act play that will be performed as a staged reading at the end of the course.
<b>Intro to Theatre (Q)</b> 53792Y0L	Learn the basics of all aspects of theatre production! In this course you will study acting, directing, design, and playwriting. Most activities are hands-on & participation every day is expected—from Greek Theatre to a behind the scenes look at The Lion King—you will collaborate & create multiple projects while learning to develop creative skills as a theatre artist.
<b>Shakespeare's Theatre (Q)</b> 53792Y0N	Shakespeare's Theatre is designed to give students the opportunity to explore the theater world of William Shakespeare's time. Students will examine the moral and social expectations and their effect on the theatre of the time. The rehearsal and performance standards will be examined. The acting and staging techniques of the time will also be addressed. Students will learn about the theatres of the time, primarily the Globe Theatre. Students will also study some of Shakespeare's most famous plays and concentrate on learning to understand and interpret the meaning behind the lines. Multiple Intelligences of students will be addressed in class activities.
<b>Puppetry (Q)</b> 54092Y0K	Learn the techniques of puppetry performance and construction! In this class, storytelling and art combine – you will learn about the history of puppetry, develop verbal expression and improvisational techniques, create puppet plays, and build your own puppets. Students will collaborate on a final puppetry play with original puppets.

<b>Tech Theatre I (Q)</b> 53792Y0C	Learn the basic concepts of technical theatre, including stagecraft, lighting and sound. See how the backstage work makes the onstage magic happen!
<b>Tech Theatre II (Q)</b> 53792Y0E <i>(Prerequisite: Tech Theatre I)</i>	Continue the study of stagecraft with more hands on experience with scenic design and construction. An active course where students build the world of the play!
<b>Tech Theatre III (Q)</b> 53792Y0P <i>(Prerequisite: Tech Theatre II)</i>	The real magic of theatre is created by the costume, make-up, and props! Learn to make it happen!
<b>Visual Arts</b>	
<b>Carolina Crafts (Q)</b> 54092Y0A	Students will create crafts using techniques such as basketry, weaving and pottery techniques, along with their accompanying terminology.
<b>Exploring Art through Fibers (Q)</b> 54092Y0B	Fibers is an entry level course. All units will be framed using the elements of art and the principles of design. The course is designed as an introduction to fiber arts through the lens of diverse art history references, concepts of composition and art theory. Students will explore the techniques and materials associated with weaving, embroidery, fabric dying, quilt making, paper making and others. Students learn about body adornment, the rich history of fibers across the world and some fun contemporary artists that use fiber as their main art medium! All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or the juried exhibitions.
<b>Drawing (Q)</b> 54092Y0D	Drawing I is an entry level drawing course. All units will be framed using the elements of art and the principles of design. The course is designed as an introduction to drawing through the lens of diverse art history references, concepts of composition and art theory. Students will explore the mediums of lead pencil, charcoal, and colored pencil and pen. These materials will be utilized through the application of compositional concepts such as positive/negative space, balance, depth of space, proportion (animal and human) and realism. Some abstract concepts will be explored using collage to render drawings and some surrealism. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work

	<p>either in the student gallery space or the juried exhibitions. It is encouraged that you advance into Drawing II.</p>
<p><b>Drawing II (Q)</b> 54092Y0H <i>(Prerequisite: Drawing)</i></p>	<p>Drawing II is a 2nd level drawing course. All units will be framed using the elements of art and the principles of design. The course is designed as a continuation and advancement of Drawing II through the lens of diverse art history references, concepts of composition and art theory. Students will explore the mediums of lead pencil, charcoal, pen and colored pencil. These materials will be utilized through the application of compositional notions of space such as the rule of thirds, confined versus open space, linear perspective and power points. Conceptual and abstract concepts will be explored in theme and motif. Students will learn how to manipulate the figure in more complex ways through figure study and gesture drawing. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or the juried exhibitions. Level 2 students will be encouraged to take Advanced 2D Design and join the art club.</p>
<p><b>Sculpture I (Q)</b> 54092Y0FA</p>	<p>Sculpture I is a hands-on exploration of sculptural techniques, concepts, and materials. Projects are designed to provide ongoing experience in additive (construction), subtractive (carving), modeling, casting, and assemblage (found object) techniques. Each student will gain confidence from learning how to operate various tools and translating an idea into an object. An historical perspective on art and sculpture will be drawn as students are introduced to various media and styles.</p>
<p><b>Sculpture II (Q)</b> 54092Y0F <i>(Prerequisite: Sculpture I)</i></p>	<p>Using skills addressed in Sculpture I, students will further explore the third dimension by creating sculptural forms with more complex structures and themes.</p>

<p><b>Painting (Q)</b> 54092Y0P</p>	<p>Painting I is an entry level painting course. All units will be framed using the elements of art and the principles of design. The course is designed as an introduction to painting through the lens of diverse art history references, concepts of composition and art theory. Students will explore the mediums of lead pencil (sketch to paint techniques), acrylic paint, oil pastel and watercolor. These materials will be utilized through the application of compositional concepts such as positive/negative space, balance, depth of space, proportion and realism. Some abstract concepts will be explored. Students will learn color theory, color mixing, glazing and watercolor techniques. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or the juried exhibitions.</p>
<p><b>Painting II (Q)</b> 54092Y0J <i>(Prerequisite: Painting)</i></p>	<p>Painting II is a level 2 painting course. All units will be framed using the elements of art and the principles of design. The course is designed as a continuation of Painting through the lens of diverse art history references, concepts of composition and art theory. Students will explore the mediums of lead pencil (sketch to paint techniques), acrylic paint and mixing other mediums and print techniques into a painting. These materials will be utilized through the application of compositional concepts like perspective and space. Abstract concepts will be explored. Students will learn color theory, color mixing, mixed media and medium/texture applications with acrylic paint. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or juried exhibitions. Level 2 students will be encouraged to take Advanced 2D Design and join the art club.</p>
<p><b>Pottery I (Q)</b> 54092Y0GA</p>	<p>This course is an introduction to the versatile, organic material of clay. Students will build functional and decorative pots using traditional hand-building techniques, including pinch, coil, and slab. Pots will be glazed and fired in a kiln. Students will obtain an understanding of ceramics, specific vocabulary, and will study the ceramic traditions of different cultures. A study of local craft traditions will also be included. This course will develop the student's understanding of the ceramic</p>

	process, its relationship to the earth sciences, and emphasize the traditional, historical, and contemporary uses of clay.
<b>Pottery II (Q)</b> 54092Y0G <i>(Prerequisite: Pottery I)</i>	This advanced art class will deepen students' understanding of ceramics and clay, using the hand-building techniques introduced in Pottery I. Students will create complex ceramic projects using pinch, coil, and slab techniques, and will be introduced to the potter's wheel. Students will work independently to create a final project that demonstrates their accumulated skills. A detailed study of glazes, form, and local pottery traditions will be included.
<b>Mask Making (Q)</b> 55092Y0A	This course is an introduction to the tradition of masks. Students will explore the superstition, power, and functions of masks in ancient and contemporary cultures. Students will design and construct masks using a variety of materials, including clay, papier mache, paper, and wire. Each project will broaden the students' concepts about masks and challenge them to create new identities.
<b>Commercial Art (Q)</b> 55092Y0B	Commercial art is an entry level course .All units will be framed using the elements of art and the principles of design. The course is designed as an entry level course through the lens of diverse art history references, concepts of composition and art theory. The students will learn to use these principles to design posters, advertisements, mock-billboards, and product packages. Craftsmanship will be emphasized. The students will use their understanding of the principles of design to analyze designs in advertising, and determine how each principle is used to convey a message (conscious or unconscious). An emphasis will be placed on advertising a product and creating a logo. A visit to a commercial art studio and/or visit to the classroom by a commercial artist may be included as part of the course. An advancement to Drawing I/II or Painting I/II is encouraged before or after this course.

<b>Printmaking (Q)</b> 55092Y0C	<p>Printmaking is an entry level course. All units will be framed using the elements of art and the principles of design. The course is designed as an entry level course through the lens of diverse art history references, concepts of composition and art theory. Students will explore the techniques of monoprinting, collagraphy, block printing, etching and using a printing press. These materials will be utilized through the application of compositional notions of space such as the rule of thirds, confined versus open space, linear perspective and power points. Conceptual and abstract concepts will be explored in theme and motif. Students will learn how to manipulate their plates and understand ink and rolling applications to achieve high quality prints. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or juried exhibitions.</p>
<b>Foundations of Art (Q)</b> 55092Y0D	<p>Magnet Foundations of Art I is an entry level visual arts course. All units will be framed using the elements of art and the principles of design. The course is designed as an introduction to visual arts through the lens of diverse art history references, concepts of composition and art theory. Students will explore the mediums of lead pencil, acrylic paint and collage/2D mixed media. These materials will be utilized through the application of compositional concepts such as positive/negative space, balance, depth of space, proportion and realism. Some abstract concepts will be explored. Students will learn lead pencil illustration techniques, color mixing, portrait painting and collage/mixed media composition and creation. All students will be encouraged to develop their personal style while learning new techniques and have an opportunity to exhibit their work either in the student gallery space or the juried exhibitions.</p>

### **Physical Education Electives**

<b>Badminton (Q)</b> 60362Y0A3	<p>Badminton is designed for the beginning student, but will be adjusted for all skill levels, so whether you've never played badminton, or you're an expert in getting the "birdy" over the net, you'll learn about the history, terminology, equipment, rules, safety, strategy, and scoring of this game! Play lead-up games, and participate in singles and doubles tournament play. Emphasis is placed on proper serving and game strokes.</p>
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<b>Basketball (Q)</b> 60362Y0A4	All aspects of beginning to advanced basketball are explored in this class, providing students with opportunities to develop their game more fully. Learn the origins of the game as well as essential skills, as well as terminology, rules, strategy, safety, and game play. Upon completing the course, you will be able to explain and execute the basic aspects of the game of Basketball.
<b>Bowling (Q)</b> 60362Y0D9	This is an introductory course to the sport of bowling. Have fun learning about the history and development of the sport, as well as the terminology, safety, and scoring aspects. Proper skills and equipment aspects will be emphasized throughout.
<b>Flag Football (Q)</b> 60362Y0A9	This elective is the non-tackle version of football, and all its aspects! Participate in drills, learn proper football terminology, rules, strategy, safety, and basic physical conditioning. How did football develop? What is its background? What are the basic rule differences between grade school, college level, and professional football.? Upon completion of this class, you will be a knowledgeable observer, participant, or both!
<b>Floor Hockey (Q)</b> 60362Y0B1	Participate in Floor Hockey! This elective is designed for the beginning student, but will be modified for all skill levels within the class. While you're learning how to dribble, pass, shoot, and score, learn the history, terminology, game and safety rules, and game strategy!
<b>Golf (Q)</b> 60502Y0G1	FORE! Enjoy learning the history of golf, terminology, strokes, and the difference in those crazy hitting sticks golfers call "clubs", as well as all techniques used in hitting the golf ball for different distances. Learn how to judge your strength to achieve different distances and trajectories of the ball. Hole in One!
<b>Health &amp; PE (Q)</b> 6th grade: 60462Y0 7th grade: 60472Y0 8th grade: 60482Y0	This course is designed for students to gain knowledge & adapt to healthy living.
<b>Lacrosse (Q)</b> 60362Y0B6	Lacrosse-why is it named that way? Where does LAX come from? How can you become skilled in this dynamic, fast-paced game? Come find out more about the rules and regulations, safety and sportsmanship by taking this elective.

<b>Personal Fitness (Q)</b> 60502Y0P1	This interactive course will teach you life-long fitness skills, such as how to move properly through a set of movements designed to tone muscles, the importance of balancing aerobic activity with strength training, and how to create a personal routine that is tailored to your interests. Learn how to keep engaged, active, and healthy!
<b>Rhythm &amp; Ropes (Q)</b> 60362Y0C3	This course is designed for students who are interested in improving their fitness levels by “moving to the beat”. Jumping rope and stepping are a major part of the class, but other rhythmic activities may be included on a smaller scale. Students will be expected to develop their own routines after studying the basics of these activities.
<b>Rollerskating (Q)</b> 60362Y0C4	This course is designed for the beginning student, but can be adjusted for all skill levels. Roller skating provides an introduction to the history, terminology, equipment, rules, safety, and strategy aspects. Students will learn and understand the concepts of how to skate forward, backward and turn on roller skates/roller blades. They will also understand the correlation of cardiovascular activity and the importance of core muscle strength and endurance development.
<b>Soccer (Q)</b> 60362Y0C5	This course is designed for the beginning to advanced player so that they can develop their skills for soccer. These courses provide the students with opportunities to develop their game more fully. This class will cover all basic skills, terminology, rules, strategies, safety, and game play. Soccer level I will concentrate on skills, rules and basic game play.
<b>Softball/Kickball (Q)</b> 60362Y0C6	This course is designed for the beginning skilled student, however it can be modified for all skill levels. Learn how to pitch, catch, kick and throw the ball; learn all rules and regulations and all safety aspects of the game. A big part of kickball is strategy –come learn that and more in this elective.
<b>Tennis I (Q)</b> 60502Y0T2	This course is designed for the beginning student who is unfamiliar with the basic fundamentals of tennis. Besides skills, the student will be exposed to the history, terminology, equipment, scoring and safety aspects of the sport.
<b>Track &amp; Field (Q)</b> 60502Y0T4	This course is designed for the beginner but may be modified for all skill levels. Students will learn proper running techniques for long distance vs short distance sprints. Breathing techniques will be taught for all types of

	events. Proper throwing techniques for shot put and appropriate body positions and techniques for long jump will be presented to all students.
<b>Volleyball I (Q)</b> 60362Y0D4	In this course, students will begin to understand the intricacies of the game of volleyball and will be able to develop their skills so that they are comfortable in any level of class competition. The areas of history/game development, basic skills, terminology, rules, strategy, scoring, and safety will be explored.
<b>Yoga and Flexibility (Q)</b> 60362Y0F2	Designed for middle school students interested in gaining a better understanding of yoga as a way to increase flexibility and relaxation. Through this course students will be introduced yoga techniques, breathing exercises, as well as yoga sequence development. Students will be able to apply this knowledge to their everyday lives as an option to maintain their personal wellness.

## **Career & Technical Education (CTE) Electives**

<b>Agriculture</b>	
<b>Exploring Environment &amp; Natural Resources (Q)</b> AY202Y0	Topics of instruction include animal science, agricultural science and technology, plant science, agricultural issues, natural resources, food science, stewardship, consumer agriculture, and careers in agricultural science.
<b>Exploring Agricultural Issues (Q)</b> AY232Y0	Introduction to the industry of agriculture including topics related to agricultural science and technology, agricultural issues, food science, stewardship, consumer agriculture, and careers in agricultural science. FFA competitive events, community service, and leadership activities provide the opportunity to apply essential standards and workplace readiness skills through authentic experiences.
<b>Exploring Animal &amp; Plant Science (Q)</b> AY212Y0	Agricultural Education is available to students who want to learn about the science, business, technology of plant and animal production, and/or about the environmental and natural resources systems.
<b>Fundamentals of the Agriculture Science Program (Q)</b> AY242Y0	This middle school course focuses on the agricultural and medical industry with emphasis on the relationship of science and technology that affects agriculture, medicine, and health care.
<b>Business/Computer Science</b>	
<b>Digital Literacy (Q)</b> CY042Y0	This middle school course is composed of instructional modules designed to allow students to learn digital literacy and computer knowledge, and document formatting skills.
<b>Exploring Business Activities (Q)</b> BY122Y0	Students learn the basics of business activities and various careers. A variety of business-related fields are introduced including finance, management, information technology, marketing, and entrepreneurship.
<b>Exploring Business &amp; Entrepreneurship (Q)</b> BY102Y0	This middle school course is designed to explore the nature of business, entrepreneurial skills, and to study related careers in fields such as financial services, information technology, marketing, office systems technology, public relations and promotion, and travel and tourism.

<b>Introduction to Office Productivity (Q)</b> CY022Y0	Research word processing features and their uses. Explore the purpose and procedures for effectively delivering a multimedia presentation. Investigate the components and operations of spreadsheet software. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Keyboarding and Basic Word Processing (Q)</b> CY012Y0	Improve in the application of the touch method of keyboarding. Draft basic documents using proper formatting techniques. Establish a foundation for effective technology use by learning to type. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Coding in Minecraft - Introductory (Q)</b> CY302Y0	Design algorithms using the Minecraft platform. Investigate how to determine the outcome of running a series of programming statements. Perform the process of debugging and resolving problems in algorithms. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Coding in Minecraft - Intermediate (Q)</b> CY312Y0	Develop programs in the Minecraft platform with block-based coding and using MakeCode. Build programs that utilize variables, logic statements, and loops. Produce a program that effectively solves a problem. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Family &amp; Consumer Science</b>	
<b>Exploring Apparel &amp; Interior Design (Q)</b> FY122Y0	The modules that are covered in this course are: apparel, and interior design. Students are eligible to receive EverFi's Vault™ and the NC eFoodhandler™ certifications.
<b>Exploring Childcare (Q)</b> FY142Y0	The modules that are covered in this course are: apparel, and interior design. Students are eligible to receive the American Red Cross® Babysitter certification.
<b>Exploring Nutrition &amp; Wellness (Q)</b> FY112Y0	This course includes topics from interpersonal relationships, nutrition and wellness. Learn the necessary safety techniques in the kitchen, how to make delicious foods from healthy ingredients, and how to play a supporting role in a kitchen setting.

<b>Exploring Social and Emotional Skills (Q)</b> FY102Y0	Gain an understanding of social and emotional learning. Explore communication skills, self-awareness, self-management, and careers in the human services field. Cultivate responsible decision-making skills, social awareness, and interpersonal relationships. Gain the knowledge and skills for careers in human services.
<b>Technology</b>	
<b>Engr: Exploring Technology I (Q)</b> CY402Y0	Discover and use technology, engineering, and design journals and the Engineering Design Process. Construct and test prototypes to various design challenges. Experiment with different types of energy sources. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Engr: Exploring Technology II (Q)</b> CY412Y0	Develop an invention timeline that includes the major innovations to the product. Design and build prototypes, solve design problems, and write interactive stories using the design process. Discover and use the upcycling process. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways. <b>Prerequisite: Engr: Exploring Technology I</b>
<b>Engr: Invention and Innovation I (Q)</b> CY422Y0	Design and engineer systems to accomplish specific goals or processes. Dissect objects to locate and troubleshoot potentially sources of failure. Design, build, and document prototypes for various engineering design challenges. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.
<b>Engr: Invention and Innovation II (Q)</b> CY432Y0	Discover and use the upcycling process. Design and build prototypes, solve design problems, and write interactive stories using the design process. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways. <b>Prerequisite: Engr: Invention and Innovation I</b>
<b>Engr: Technological Systems I (Q)</b> CY442Y0	Design and engineer systems to accomplish specific goals or processes. Design, build, and document prototypes for various engineering design challenges. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.

**Engr: Technological  
Systems II (Q)**

CY452Y0

Dissect objects to locate and troubleshoot potential sources of failure. Design, build, and document prototypes for various engineering design challenges. Explore the knowledge and skills for careers in the Computer Science, IT, and Technology pathways.

**Prerequisite: Technological Systems I**