

2021-2022 ELECTIVE COURSE DESCRIPTIONS FOR 6th GRADE STUDENTS

Carnage Middle School

Elective courses are not required subject areas like reading and math, but are optional courses that may be of interest to your child. Each middle school offers unique elective courses for rising 6th grade students. The elective courses listed below are options for 6th grade students. Your student will select a total of **20** electives from this list. Your elementary school will support your child in entering their selections in our system. You can find out more information on our school's website: <https://www.wcpss.net/carnagemms>

**It is important to note that the availability of elective courses is dependent upon each school's master schedule, and choosing an elective does not guarantee its availability in your child's individual schedule.

Student Name _____ Student ID: _____

Course	Course Description
Language Arts Electives	
Magnet 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.
Magnet Creative Writing (Q)	A variety of writing styles and techniques are practiced. Students spend a majority of class time writing and receiving help from the teacher and their peers in editing and revising.
Magnet Journalistic Reporting (Q)	Our world is filled with information-ever think about being someone who provides that information? If so, this exciting elective is for you! Explore the major types of news formats from brief historical beginnings through our ever-changing, fast-paced mass-media news culture. Learn how to analyze, evaluate and create dynamic journalistic pieces.
Magnet Mystery and Suspense (Q)	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.
Poetry in Motion (Q)	Love poetry? Want to learn to love it? This elective is a student-centered approach to the art, beginning with a student created anthology "textbook", to be expanded with his or her own work. Student collaboration, artistic interpretation, non-competitive writing, and use of computer technology are incorporated.
Magnet Public Speaking and Debate (Q)	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 debating and panel discussions will be part of this elective. Argue your point-what could be more fun?
Magnet 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.

Magnet Short Stories	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.
Storytelling (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.
Magnet Studies in African American Literature (Q)	In this elective, you'll develop an appreciation for the contributions of African American writers to American literature, and how that literature reflects culture. You will experience multiple opportunities for discussion of the works you are reading, and opportunities for written reflection and evaluation of the authors you have read or discovered through this course.
Social Studies Electives	
American Politics-Political Awareness (Q)	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.
American Women (Q)	Accomplishments and struggles of women in America since 1607 are explored in dynamic ways in this elective. Comparison and contrast of "traditional" roles of yesterday and today, as well as major contributions to our society will be debated and discussed using acting, writing, introspection, and Socratic circles.
Magnet Around the World in 45 Days (Q)	Have you ever wanted to travel to Europe? Australia? Africa? In the next 45 days you will create a travel agency and visit each of the 7 continents. When visiting each continent you will have to become an expert of the land in order to create trips that will last a lifetime. The future of the company is in your hands! Good Luck!
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.
Magnet Create a Nation (Q)	Use the 5 Themes of Geography and your understanding of government to create your own "ideal nation!" Study other nations and situations around the world to learn from others while increasing your cultural knowledge. If given the chance, how could you make it better?
Famous People Up-Close (Q)	In this course, you'll study famous people from history-but more than that-you'll analyze their characteristics! What made them famous and why? Do you agree that they should be in the history books? Analyze their character traits against our school system character traits-do they measure up? Do you have some of the same qualities? Choose and defend your choice of characters "for the history books".
Magnet Geography - Where in the World are	Learn about your place within the five themes of geography in this interactive elective. Visual arts, music, and satellite imagery

we? (Q)	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.
Magnet Global Conflict (Q)	Learn about the major global conflicts of the 20th Century. This course includes studies of WWI&II, Korean War, Vietnam War, and the Persian Gulf War.
Magnet 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.
Making the Law (Q)	Accelerated study of how students come in contact with the U.S. Constitution and the legal system. Course is hands-on, activity-oriented, and real world based. Process of law making in N.C. and the U.S. is explored.
Model UN-Economics of Globalization (Q)	Learn about the dynamic world of globalization by studying international finance, trade, and economics in this comprehensive approach using Model UN curriculum.
Magnet Passage to Other Cultures (Q)	Want to communicate with students from around the world? If so, come learn with us! Stereotypes and misconceptions that lead to prejudice and intolerance will be explored. Guest speakers from different ethnic and cultural groups will be invited to share information and customs. Delight in the diversity in the world around you, and learn to appreciate the similarities in humanity.
Magnet Tarheel Ghosts and Folklore (Q)	Examine the ghost stories, urban legends, tall tales, and paranormal occurrences of the state. Be ready to investigate the rumored existence of unverified creatures of North Carolina, like Knobby or the Beast of Bladenboro. You suggest which topic to cover next. Students in this course hone skills to be able to determine for themselves the reliability of evidence for UFO sightings, ghostly apparitions, and NC hauntings.
Magnet Youth and the Law (S)	Youth and the Law is a semester class. Students will learn about the law and how the law affects and influences their lives. Students will also learn how the court system works, juvenile and adult. A requirement of this class is a mock trial competition which will take place in November is subject to change. There may be a limited number of school practices to prepare for the competition. https://www.ncbar.org/public-resources/law-education/programs/justice-iredell-middle-school-mock-trial-tournament/ Here is a link if students would like more information.
Science Electives	
Magnet Animal Science--Pet Vet (Q)	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 joy they bring. If you love animals, this is the place for you!
Astronomy (Q)	Is it possible for life to exist elsewhere in our universe? How long would it take to travel to Mars? Why do we have seasons? How was our universe formed? How could humans colonize the moon? How much longer will our sun shine? If you have ever wondered about these questions or others, this is the course for you. Students will build an astrolabe, model lunar colony,

	sundial, balloon rocket, lunar lander, and engage in many other hands-on, cooperative and creative learning experiences. Join this class for an astronomically stellar and thought-provoking experience!
Magnet Botany (Q)	Take this elective to learn about and study the amazing functions of plants! Experiment to learn the functions of each part of a plant, and learn the interrelated nature of each of these parts. Grow and study plants from the “ground-up”!
Magnet Environmental Ecology (Q)	Explore ecological concepts and environmental choices as they relate to the use and protection of air, land, food, and our waterways. Experiments and simulations are used to learn about the local environment.
Magnet Forensics (Q)	Use experimentation and the scientific method to investigate the world around you using forensics technology. Apply laboratory techniques to support procedures, investigate ‘evidence,’ analyze and use these techniques to arrive at a conclusion and ‘solve crimes!’
Magnet Future City (Competition) (Q)	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! This elective uses SIMCITY software to help you design your future city! Be ready to practice teamwork, communication, and problem solving in this challenging elective! Future City Competition Level II (Can be S long) Students will be expected to spend some time outside of class preparing for and participating in the competition. Teachers teaching this course for competition need to know that the REGIONAL COMPETITION takes place in JANUARY each year, so plan accordingly!
Magnet Lab Busters (Q)	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”!
Magnet Mousetrap Cars (Q)	Students will design, build and test a mousetrap car. By building the mousetrap car, students will learn to classify the kinds of motion as linear, rotational, reciprocating and oscillating. They will learn to analyze and predict the motion of objects, devices and systems by understanding the forces that act on them and determine the magnitude, speed and direction of movement. Students will follow the design and testing process to build a mousetrap car. Near the end of the nine weeks, students will compete in two types of in class competitions: (1) Fastest (races in heats) and (2) Farthest distance traveled.
Magnet Oceanography (Q)	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 through hands-on activities.
Magnet The Most Amazing Machine (Anatomy) (Q)	Do you know about your body’s amazing systems-it’s functions, interdependence, and diseases? How can you keep your model in great condition? Come learn about YOU in this interactive elective.
Math Electives	
Magnet 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”!
Magnet 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 set yourself up for a healthy future. Use what you learn to manage money you have now—allowances, odd jobs—and the money you’ll earn in the future. A fun interactive way to learn about personal finance!
Magnet 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!
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.
Magnet Math Art (Q)	Explore and enjoy math through art and puzzles. Work with tangrams, paper folding/origami, and patterning as you advance your skills in geometry and logical thinking.
Magnet Quizzical Quilts (Q)	This course is an introduction to the art of quilting using mathematical concepts. Students will learn basic quilting techniques and create small paper and or fabric quilts. Topics will include: the history of quilting, quilt design, algebraic and geometric properties and relationships, and may include hand sewing. Quizzical Quilts II- Prerequisite-Quizzical Quilts 1. Students take their skills to new levels of complexity.
Magnet Stock Market (Q)	Study the process and considerations of investing in the stock market. Students choose a company, track its stock for gains and losses, and present their findings to the class. Vocabulary, such as Bull market, P/E ratio, ticker symbols, profit, day trader, mutual funds, etc., is learned. Current economic indicators and their effects are discussed. Students participate in the North Carolina SMS Stock Market Simulation- an online, real-world, real-time interactive computer program.
Foreign Language	
German I (Y)	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.
German II & III (Y)	Continuation of German Language and Culture.
Spanish 1A (Y)	This course is an introduction to the spanish language and culture. Students study basic grammatical structures and vocabulary and use them in listening, speaking, reading and writing activities at the beginning level
Spanish 1B (Y)	Students review topics in Beginning Spanish while continuing their study of more complex grammatical and vocabulary through activities involving listening, speaking, reading and writing. Students continue the study of Hispanic culture and make cultural connections and comparisons. Prerequisite: Beginning Spanish
Spanish I (high school credit (Y)	Students will gain a basic knowledge of the target language through the acquisition of beginning listening, speaking, reading, and writing skills. Cultural topics will also be explored. Activities such as field trips, skits, films, and projects are used to enhance the learning experience. Prerequisite: Beginning and

	<i>Intermediate Spanish</i>
Spanish II (high school credit (Y))	Upon successful completion of Level I and/or recommendation of the teacher, students will advance to Level II for a more in-depth understanding of the target language. Expanded vocabulary (relevant to students' interests), and more sophisticated grammar concepts will lead to a deeper command and appreciation of the target language. (Two years of middle school foreign language are equivalent to one year of high school foreign language.) <i>Prerequisite: Spanish I</i>
German I (Y)	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.
German II & III (Y)	Continuation of German Language and Culture.
Career Technical Education	
Keyboarding (Q)	This course is designed to teach students the touch method of typing at a rate of 30 WPM or faster. Basic word processing and formatting skills are also a part of the curriculum to support students in being able to communicate in our global society. Students will also learn basic digital literacy skills including, but not limited to computer parts and terms, using the internet, email, and cloud services, and protecting their digital identity while online.
Business Procedures and Leadership (Q)	This course exposes students to proper etiquette, communication, leadership and teambuilding practices to excel as a professional. Proper methods of searching for, gaining and maintaining employment are also explored. Work-based learning activities like service learning projects and hands-on leadership workshops offer authentic experiences for students to gain skills.
Digital Literacy (Q)	This middle school course is composed of instructional modules designed to allow students to learn digital literacy and computer knowledge, and document formatting skills.
Exploring Apparel and Interior Design (Q)	Students explore factors influencing clothing choices, basic clothing construction techniques, and the function of marketing clothing. Students also learn interior design through investigation of basic design principles, sustainable action, and managing a living space.
Exploring Business and Entrepreneurship (Q)	This course develops students' basic knowledge of business terms, types and functions. Technology use is emphasized and employability skill development is reinforced throughout the course. Students also explore skills and procedures for starting their own business.
Exploring Interpersonal Relationships and Childcare (Q)	Students learn about interpersonal relationships by understanding themselves, their families, and ways to community. Students also become familiar with the stages of development and care of young children as they pursue Red Cross Babysitter Certification.
Exploring Nutrition and Wellness (Q)	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.

Exploring Personal Characteristics and Careers (Q)	This course explores personal characteristics and careers.
	Piano
Magnet Beginning Piano (Q)	Beginning piano is for students with a desire to learn to play piano. 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 the corresponding I, IV, and V7 chords in each position. They will also play melodies in middle C position
Magnet Intermediate/ Advanced Piano (SM)	Piano II is for students who have received an "A" in Piano I or who have taken at least two years of private piano. Prerequisite: Beginning Piano I or two years of private piano lessons.
	Band
Beginning Band (Y)	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. Performances required.
Magnet Concert Band (Y)	You may use the description in the Middle School planning guide to describe this level. Some schools may feel the need to have two sections for Concert Band
Intermediate Band (Y)	Designed for 6th/7th grade students who have had one or more years of band in elementary school or the equivalent. Emphasis is on refining basic skills learned previously and mastering technique. Performances required. Prerequisite: Some band experience. Placement audition is recommended
Magnet Jazz Band (Y)	Jazz Band is an auditioned ensemble providing students an opportunity to learn and perform music from four different styles (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. Placement audition is recommended
Symphonic Band (Y)	Learn the fundamentals on an individual 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.
Magnet Percussion Ensemble (Y)	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 7 global connections and gain understanding of music in relation to the arts, history, and culture of many diverse groups and countries. 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. Designed for the most advanced musicians. Students will play challenging music of various styles emphasizing technique and musicality. Placement audition is required.
	Strings

Beginning Strings (Y)	This first-year instruction in strings (violin, viola, and cello) includes correct holding position, bow grip, selected major and minor scales, and rhythm studies. Appropriate musical terms, dynamic markings, and the parts and care of stringed instruments are emphasized. Beginning string classes prepare a number of concert selections, which are performed, for an audience.
Intermediate Strings (Y)	The curriculum for Intermediate Strings is a continuation of Beginning Strings, or for students who enters middle school with previous experience. Solo and orchestral literature from a variety of time periods and cultures is studied in this class. Emphasis is on varied bowing, ear training, identifying and playing various styles, and a deeper understanding of musical terms. Students prepare a number of concert selections that are performed for an audience. Students should anticipate some after-school practices and evening performances. <i>Placement audition is recommended</i>
Advanced Strings (Y)	Designed for students with an advanced level of experience as well as for the beginner, this course instruction in strings (violin, viola, cello, & bass) includes the demonstration of correct posture, both right and left hand, selected scales and traditional repertoire. A variety of approaches are combined to engage students with different learning styles. The tasks of reading and writing of music are divided, as skills apart from performance. One mandatory evening performance per quarter. <i>Placement audition is required.</i>
Magnet Guitar (Q)	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.
Chorus	
Magnet Apprentice Chorus (S)	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.
Magnet Chorus Ensemble (Y)	A yearlong choral class for intermediate or advanced rising 7th and 8th graders. Students should have previous choral experience. This group will represent and perform throughout the community of Raleigh. <i>Auditions Required</i>
Chorus (Q)	This course is an introduction to vocal music, which provides students the opportunity to learn some skills while exploring various musical sources and styles. Much emphasis is placed on providing a positive musical experience to students through class activities.
Theater Arts Electives	
Magnet Acting I (Q)	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.
Magnet Acting II (Q)	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. Prerequisite: Acting I
Magnet Best of Broadway (Q)	Students will be introduced to the American art form of musical theatre emphasizing the Broadway musical, through analyzing film clips from the 1940s through the present.
Magnet Costume and Makeup Design (Q)	Learn how to make the show happen! This class will explore theatre costumes and makeup design. In this course students will learn about the role of the designer – most activities are hands-on and participation is expected – from makeup special effects to costume design projects – you will collaborate with your peers while learning to develop creative skills as a theatre designer.
Magnet Technical Theatre I (Q)	Learn the basic concepts of technical theatre including stagecraft, lighting, and sound. See how the backstage work makes the onstage magic happen!
Magnet Technical Theatre II (Q)	The real magic of theatre is created by the lighting and sound magicians...seeing and hearing is believing!! Learn to make it happen! Prerequisite: Tech Theatre I
Art Education/Visual Arts Electives	
Magnet Commercial Art (Q)	This course will put an emphasis on the understanding and application of the principles of design—balance, movement, repetition, emphasis, contrast, and unity. The students will 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 advertisements and determine how each principle is used to convey a message.
Magnet Drawing I (Q)	A rigorous course devoted to strengthening hand-eye coordination, drawing from reality, and using various techniques such as shading, cross-hatching, stippling, and contour line. Students use a variety of materials and discover the power of breaking down an image into basic elements that can be drawn easily.
Magnet Drawing II (Q)	An advanced course utilizing materials and techniques such as pastel and colored pencil drawing, pen and ink wash, gesture drawing and continued work in rendering reality. Using models and still life, students discover ways to discover proper proportion and likenesses, as well as study of perspective. Prerequisite: Drawing I
Fiber/Crafts (Q)	This course will allow the student the opportunity to explore a wide variety of art processes that involve fabrics. Paper, cotton, and wool, among other types of fabrics, will be used to explore and create functional and decorative projects that connect to our everyday world. Techniques may include batik, tie-dying, papermaking, weaving, and silk painting.
Magnet Foundation of Art (Q)	This is an exploratory course designed to broaden a student's concept of the realm of Visual Arts. Featuring various media, students will explore elements of design and techniques used to create possible projects such as paintings, sculptures, drawings, or ceramics. Additionally, students will study Art styles from different cultures and time periods to understand the 'total picture' of art.
Magnet Mask Making (Q)	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 students' concepts about masks and challenge them to create new identities.
Magnet Painting I (Q)	Painting I is an exciting 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.
Pottery/Sculpture (Q)	This course will use plaster, wood, clay, paper and paper mache to make sculptures in relief and in the round. The art concepts of texture, patterns, shape, and color will be explored as they relate to the three-dimensional form. Emphasis will be put on building forms that are free-standing. Sculpture will also be explored as functional and nonfunctional forms. This course will also examine the history of sculpture to discover how it related to cultures in which it was created.
Magnet Printmaking (Q)	Printmaking is the art of making multiple originals. Students will practice the techniques of etching, relief printing, mono-printing, and stamping. Only water based materials are used. Additionally, students will be introduced to the history of Printmaking and various Artists.
Dance Electives	
Magnet Ballet (Q)	Ballet I (Lyrical Ballet) (SM) In Lyrical Ballet, students will be taught basic ballet terminology and movements fused with jazz and modern. This is not a "strict" type of ballet. Music used is slower, current pop, Motown, Broadway, and others. This is an emotional, beautiful type of dance. All levels of experience and ability are successfully combined and challenged through differentiated instruction and student choreography projects.
Magnet Choreography (Q)	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 choreography.
Magnet Dance Ensemble (Y)	A select group of dancers who create dances in a collaborative process. Dances are performed in the community and in the Dance Concerts. This course is for the serious dancer only. Performance is mandatory. Prerequisite: Audition required. For 7th & 8th graders only.
Magnet Introduction to Dance (Q)	An exploration of movement for the interested dancer. We will explore the elements of dance: space, time, weight, and flow and students will dabble in the choreographic process. In this course dancers will dress out daily. Mandatory course completion in order to move through the dance program.
Magnet Jazz (Q)	In Jazz Dance, students are trained in the classic styles, as well as, the current dance trends. Dance students learn about dance as a form of artistic expression and fitness. Dancers are taught the correct and safe ways to move their bodies for strength and wellness. Music is current pop, clean hip-hop, Motown, and other classics. All levels of experience and ability are successfully

	combined and challenged through differentiated instruction and student choreography projects.
Magnet Modern Dance I (Q)	Students will add upon their knowledge from Intro to Dance. In this course students will learn basic ballet technique for the first half of the course and then learn basic modern dance technique for the second half. Students will also work in groups to enhance their knowledge of the choreographic process. In this course dancers will dress out daily. Prerequisite: Intro to Dance.
Magnet Tap I & II (I)	Students will be taught the basics of Tap technique. Music used includes current pop, clean hip-hop, Motown, Broadway, and other classics.
General Study Electives	
Magnet Beginning Chess (Q)	Students study chess history, rules, information, and notation systems. They apply strategic concepts and principles through many practice games. As the students learn the intellectual, aesthetic, and sporting obligations of the chess player, their insights help them grow intellectually.
Magnet Brain Games (Q)	This course challenges students to solve many types of word and logic puzzles relating to the language arts curriculum. They will create and publish their own puzzles for their classmates and for the rest of the school. In addition, students will participate in "quiz-bowl" type activities using electronic buzzers and computers. Students will research and create their own Jeopardy and quiz-bowl questions. They will create quiz-bowls on the computer to challenge their classmates. Students will also have the opportunity to post their contests on the school's World Wide Web site or in the school's literary magazine.
Magnet Intermediate Chess (Q)	Requires Beginning Chess. For players with some chess experience.
Magnet Logical Minds (Q)	In this language arts based logic course, students study analogies, brainteasers, mind stretchers, paradoxes, puzzles, matrix logic, and other forms of reasoning activities.
Magnet Menu Avenues (Q)	Using Michael Pollan's <i>The Omnivore's Dilemma: Secret's Behind What You Eat</i> (Youth Edition), and Nourish curriculum, students will analyze text and complete a variety of projects concerning the impact of their food choices. In addition to learning about their own personal food choices, students will examine issues of sustainability, research food cultures throughout the world, experience food choices available in their own communities, and study the impact of "food desserts" around the United States.
Magnet Nanotechnology (Q)	Collaborate as junior engineer teams to solve real-world problems using the Engineering Design process while developing your communication skills. Design a wearable device that integrates C++ programming to monitor the health of humans or animals. Explore engineering fields, meet engineers from the field, and expand your understanding of the intersection of engineering and personal devices!
Odyssey of the Mind I and II	This is an international program. It can be accessed here: http://www.odysseyofthemind.com/contact_info.php . "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. OM II -Prerequisite-OM I and/or instructor nomination. The Magnet Office does not house this curriculum.
MSEN Pre-College (Y)	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. **Application required
Magnet Video Production I (Q)	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.
Robo Lab 1	"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.
Science Olympiad (Y)	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. They may also be able to participate in state and national Science Olympiads depending on placement at the local and regional level. 7th and 8th graders who have auditioned for Science Olympiad and were selected are the only students that will participate in this elective. Auditions required plus a teacher recommendation form.
Student Council (usually Y)-	Develop leadership skills and participate in the electoral process. The Student Council plans and implements school-wide activities to build school community and spirit. Each GT MS runs their Student Council, if they have one, slightly differently. The reason we include this and have a course number for it is because GT MS's have the ability to offer Student Council during an elective period during the day, therefore, setting up a more inclusive opportunity for all students. All guidelines for NC Student Councils can be found here: http://www.ncasc.us/
SucceSSSS Stands for Super Student Study Skills (Q)	This course replaced earlier elective courses entitled Research and Report Writing, and Organizational and Study Skills, and incorporates those important skills into one foundational elective that's fit for all levels of learners! Develop life-long skills. Improve your organization. Build better study habits and test-taking strategies. Learn and practice effective ways to collect data, develop research projects, take notes, and review material. Learn how to manage your time, so your time doesn't manage you!
PE Electives	

Magnet Archery (Q)	Learn to shoot the bow and arrow! This course serves as a basic introduction to the bows and arrows of the sport. Students will develop proper and safe skills in target shooting and arrow retrieving, while also learning about the history, terminology, scoring, and equipment care for archery.
Magnet Badminton (Q)	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.
Magnet Sports Variety (Q)	Improve coordination, confidence, and knowledge in a variety of sports and activities. Drills and modified games develop skills. Examples of the array of popular team sports that may be included are basketball, football, softball, soccer, and volleyball.
Magnet Team Games (Q)	Team games are a mix of mostly indoor games and activities that may include speedball, four-square, volleyball, kickball, wiffle ball, pillo polo, bound ball, and handball.
Magnet Personal Fitness (Q)	This course is designed for any student who is interested in improving muscular strength, endurance and flexibility, body tone and cardiovascular endurance at an individual level.
Magnet Rhythmics and Ropes (Q)	Designed for students interested in improving fitness and muscle tone by "moving to the beat". Some activities that may be included are: jumping rope, tinkling, and stepping. After an introduction to each, students will be expected to develop their own routines.

* For advanced classes in band, dance, piano, strings, theatre and foreign language, teachers will provide us with a list of students for each advanced class. Students will not register for any class that has an asterisk by it. Please contact the appropriate teacher to schedule an audition.

Band – mpellas@wcpss.net (Mr. Pellas)

Chorus – atraylor@wcpss.net (Ms. Traylor)

Piano – ccolquitt@wcpss.net (Ms. Colquitt)

Strings – wmarecheau@wcpss.net (Mr. Marecheau)

Theatre – cminjkives@wcpss.net (Ms. Minjkives)

- NC-MSEN Pre-College Program - This is a NC State collaborative program including the College of Education and the Friday Institute. The curriculum and program require an application process. Please contact Ms. Edwards at dedwards2@wcpss.net for the application.