

**Upper Darby School District
Middle School
Elective Course Catalog
2022 - 2023**



UPPER DARBY
SCHOOL DISTRICT

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Section 1: Grade Level “Wheel” Electives

Chapter 4 of the Pennsylvania School Code outlines the academic standards and assessment for public schools in the Commonwealth. In section § 4. 22, curriculum and instruction in the middle-level program must be standards-based and focus on mastery of academic subjects, the development of critical and creative thinking, information literacy, good health, and encourage active participation in the school and community. Therefore, all students will take grade-level electives in the areas outlined below. Students participate in each of their grade-level electives for 45 days.

	Business, Computer Applications & Information Technology (BCIT)	Physical Education	Health	Computer Science (6) & Technology (8)	Art	Music
6th grade	x	x		x		x
7th grade		x	x		x	x
8th grade	x		x	x	x	

PLEASE NOTE:

In-Person Only



This indicates the course is only offered in person. Students electing this course must participate in the building and not have the option to participate synchronously online or asynchronously.

Grade Level Electives Descriptions

Business, Computer, & Information Technology (BCIT)

6th Grade Business, Computer, & Information Technology

This course introduces students to computer applications such as Microsoft Office and the Google Suite of Applications through business concepts relating to Accounting, Entrepreneurship, Finance, and Global Business.

8th Grade Computers

In this course, students will apply knowledge of computer applications such as Microsoft Office and the Google Suite of Applications to complete projects and assignments relating to basic business and finance concepts.

Physical Education

6th Grade Physical Education

Students will participate in a variety of traditional and non-traditional games where they will develop the technical skills, principles, tactical strategies, systems of play, and rules for each game. Some of the activities offered are soccer, football, lacrosse, Frisbee, mat ball, handball, and various tag games.

7th Grade Physical Education

Building on the foundation of 6th-grade Physical Education students participate for 45 days in traditional and non-traditional activities. Students will be engaged in activities such as football, basketball, soccer, lacrosse, handball, tag games, frisbee, etc. Students are expected to learn the rules and regulations of each sport/game along with proper technique and sportsmanship. Skills introduced in 6th grade will be further developed in this course.

Health

7th Grade Health

The 7th-grade Health course focuses on basic information about the physical, mental, emotional, and social changes that occur during adolescence, including the roles and functions of the endocrine and the male and female reproductive systems. The course also focuses on diseases - what causes disease and how we can protect ourselves from various pathogens, including sexually transmitted diseases such as HIV.

8th Grade Health

The 8th-grade Health course centers on the areas of addiction and nutrition. During the unit on addiction, students learn basic information about tobacco, alcohol, drugs, and how addiction affects society. During the second unit on nutrition, students learn about the role of nutrients in maintaining good health and receive the skills and tools necessary to help them make good food choices.

Computer Science & Technology Education

6th Grade Computer Science

This course offers students an introduction to computer science. Through "block coding," students will develop skills related to problem-solving, critical thinking, and perseverance. Important societal aspects of computing such as internet safety, cyberbullying, and digital citizenship will also be addressed.

8th Grade Technology

This course introduces students to various Engineering and Technology concepts with a focus on problem-solving using the Technical Design Loop. Through a combination of collaborative, computer-based, and hands-on activities, students will gain experience with structural engineering, 3D design, and architecture.

Art

7th Grade Art

The seventh-grade art program strengthens students' confidence in their ability to successfully apply the Elements and Principles of Art and Design to creative experiences. The students improve upon the skills and techniques needed to communicate original ideas in visual form.

8th Grade Art

The eighth-grade art program strives to have students value their personal ideas, symbols, and subject matter while encouraging refinement of the skills and the techniques learned in the past grades. Emphasis will be on continuous improvement and utilization of fundamental skills and thinking processes to help prepare the student for a more specialized curriculum in high school.

Music

6th Grade Music

Students build upon the basic fundamentals of music theory through both study and practice. Students will engage with three major units throughout the nine-week course: 1) Fundamentals of Music, 2) Keyboard Lab, and 3) American Musical Theater. Students will explore both classical and contemporary music throughout the course.

7th Grade Music

In 7th Grade General Music students explore the works of historical composers, including Bach, Beethoven, and Mozart. Students will also learn music theory and keyboarding skills.

Section 2: Additional offerings (90-day electives)

Not all classes in this section of this catalog are offered every year. Drexel Hill and Beverly Hills Administration will offer courses based on student achievement and interest. Students who are proficient in both reading and math will have the opportunity to take up to four 90-day electives listed in this section of the catalog.

Students in the 8th grade who qualify for a full language course will have the opportunity to earn high school credit but will only be able to roster two 90-day electives and the full-year world-language course. Transitioning 5th into 6th, 6th into 7th, and 7th into 8th-grade students, who are proficient in either reading or math, will be able to roster two 90-day electives.

Electives will only be able to run if 15 or more students request the course. Building level administration, in coordination with the elective teacher, will set the maximum number of students allowed per course. All lesson planning and resources will be approved by the Principal or Principal Designee and must include learning objectives, essential questions, PA Core Standards, assessment(s), and resources and materials.

It is important to note that these electives are teacher-dependent, schedule-dependent, and based on student interest and student academic qualification. The courses listed in this catalog are a combination of classes designed by the Upper Darby School District and from other middle schools from around the country (a middle school for the gifted and talented).

English and Language Arts

CREATIVE WRITING (90 Days) 6th, or 7th and 8th

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 skills and make them more effective, lively, descriptive, and cohesive. This course is for the undiscovered writer in all of us!

FOLKTALES AND MYTHS (90 days) 7th and 8th

Explore folktales and myths from Africa, Asia, and America. This elective focuses on critical thinking, reading comprehension, cultural differences, and understanding of literary elements of mythical forms.

YOUNG PLAYWRIGHTS (FY) 7th and 8th

Experience the transformative power of playwriting! *Young Playwrights* will give students an opportunity to practice writing-based literacy skills while performing true to life authentic tasks. In this course, students are the center of their own learning while they

develop critical 21st-century skills like creativity, communication, and collaboration. The class will reach students of diverse backgrounds and abilities as well as engage their families and communities in the creation and production of theater.

IT'S HILARIOUS (90 days) 7th and 8th

Develop your “funny bone” through this course! Knowledge of the elements, levels, and forms of humor throughout history areas are explored through an analysis of creative productions. Appreciate the need and usefulness of humor and develop your awareness of appropriate humor for different audiences.

SPORTS FEVER (90 days) 6th and 7th

Crazy about sports? Increase your reading and vocabulary skills by reading about 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.

MYSTERY & SUSPENSE (90 days) 7th and 8th

The class will focus on short stories, films, and writings of some of the most famous mystery writers. Students will learn the elements of suspense by studying these works and developing original products incorporating those elements, including writing an original mystery.

TECHNOLOGY IN LANGUAGE ARTS (90 days) 6th, or 7th, and 8th

Students will be asked to demonstrate an understanding of key ideas and details in literature; demonstrate an understanding of craft and structure in literature; demonstrate an understanding of connections within, between and/or among texts; demonstrate an understanding of vocabulary and figurative language in literature, and write arguments to support claims with clear reasons and relevant evidence.

Social Studies

BRAIN GAMES (90 days) 7th and 8th

Create quiz-bowl and Jeopardy-type questions based on challenging logic and word puzzles that relate to the Language Arts and/or Social Studies curriculum. Create puzzles for other students to solve and participate in computer-created quiz bowls.

CIVIL WAR (90 days) 7th and 8th

Explore the causes and effects of the war, its repercussions on modern culture, and the social, cultural, and global concerns during that time period. Battles specific to Pennsylvania will be a focus. Interactive activities will help students personalize this important time in our state and national history.

YOUTH AND THE LAW (90 days) 7th and 8th

How does the law affect you? Through “peer simulations” of trials, video examples, and guest speakers, you’ll get a taste of all the different aspects of the legal system. Learn

about civil and criminal law, the court system, youth rights and responsibilities, and consequences of actions or decisions.

YOUTH COURT (FY) 6th, 7th, and 8th

Youth Court will provide students with the opportunity to learn about the Judicial System in the United States by implementing a Youth Court Program in their school. Students will run all aspects of the courtroom and will have the opportunity to act as judge, student advocate (attorney), prosecutor, and jury to their peers who commit an infraction to the code of conduct.

THE SIXTIES (90 days) 7th and 8th

Immerse yourself in a time of great change for our country. This turbulent, transitional, exciting decade will be explored through primary sources, Internet research, art, and music. Students will work together to create projects based on major historical events of the 1960s.

CONTEMPORARY ISSUES (90 days) 7th and 8th

Contemporary Issues is a study of worldwide issues as they impact and relate to American culture. Students analyze the impact of local, state, and national issues on their lives. The class will also make use of newspapers and electronic media. Evaluation assesses general knowledge of local, national, and international events, effective use of analyzing skills in discussion and debating exercises, use of information literacy, and writing skills to carry out research assignments.

WAR AND PEACE (90 days) 7th and 8th

Was it possible for the United States to maintain neutrality during WWI? Was the Great War inevitable? Did the United States foreign policy during the 1930s help to promote WWII? Was the United States in a position to prevent the war? Could the United States have helped to prevent the Holocaust? To what extent were the Cold War years a time of peace, prosperity, and progress for Americans? Did the United States win the Cold War? We discuss questions as we explore what War and Peace really meant during and after WWI.

Math

GRAPH IT (90 days) 6th

Work with range, mean, median, and mode to construct, interpret and apply an understanding of picture, bar, line, and circle graphs, as well as histograms. Additionally, coordinate graphs are constructed and analyzed.

MATH ART (90 days) 7th and 8th

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.

PROBLEM-SOLVING GAMES (90 days) 7th and 8th

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

STOCK MARKET (90 days) 7th and 8th

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. Current economic indicators and their effects are discussed. Students also explore financial literacy and the skills necessary to set themselves up for a healthy financial future.

WHAT ARE MY CHANCES? *Probability and Statistics* (90 days) 6th or 7th and 8th

Learn the concepts of probability and statistics the fun way through games that depend on chance!

PERSONAL FINANCE - The Way to Wealth (90 days) 7th and 8th

In this introductory finance course, students will learn the basic principles of economics and the best practices for managing their own finances. Topics will include making responsible choices about income and expenses, money management, spending, and credit, as well as saving and investing. Students will design personal and household budgets utilizing checking and savings accounts, gain knowledge in personal finance, debt, and credit management, and evaluate and understand insurance and taxes.

FANTASY SPORTS MATH (90 days) 7th and 8th

Do you like sports, statistics, and math? In this course, you will analyze and forecast players from professional sports. You will study their statistics, conduct an in-class player draft, and follow your fantasy team throughout the nine weeks. Students will look up box scores and compute their team's points earned every day, utilizing various math concepts. You will also display your team's progress by making graphs.

CHALLENGE MATH (90 days) 6th *Offered to students enrolled in 6th-grade math*

Students will dig deep into 6th grade standards to use ratios to solve real-world problems, extend their understanding of rational numbers and algebraic expressions, and reason about and solve one-variable equations and inequalities.

CHALLENGE MATH (90 days) 7th *Offered to students enrolled in 7th-grade math.*

Students will gain a greater understanding of 7th and 8th grade standards by analyzing proportional relationships and applying their knowledge of rational and irrational numbers. Students will analyze and solve linear equations and use functions to model relationships between two quantities.

CHALLENGE MATH (90 days) 8th *Offered to students enrolled in 8th-grade math.*

Students will expand their understanding of the number system to include rational and irrational numbers and expressions with radicals and integer exponents. Students will understand and apply the Pythagorean Theorem and analyze sets of data displayed in multiple representations.

Science

ANIMAL SCIENCE-The Pet Vet (90 days) 6th

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, the Internet, and live animals. Discover animal careers and the challenges and joys they bring. If you love animals, this is the place for you!

ASTRONOMY (90 days) 7th and 8th

In this class, students will travel through space learning about planets, comets, black holes, shooting stars, the Milky Way galaxy (where we live), and other galaxies millions of light-years away. Students will use their own imagination and creativity to design and present their own theories and beliefs about space, stars, and the unknown.

ENVIRONMENTAL ECOLOGY (90 days) 6th

Explore ecological concepts and environmental choices as they relate to the use and protection of air, land, food, and waterways. Experiments and simulations are used to learn about the local environment. This may also be taught as a focus area, such as freshwater ecology or land/soils ecology.

OCEANOGRAPHY (90 days) 7th and 8th

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

EARTH SCIENCE (90 days) 7th and 8th

In this class, students will expand their knowledge of earth and space middle school standards. Topics of study will include the Earth's cycles and atmosphere, the earth's water system, geological processes. Students will also explore renewable and non-renewable energy resources.

Health and Physical Education

PERSONAL FITNESS (90 days) 6th or 7th and 8th

Designed for middle school students interested in an overall fitness program. Focus areas include muscle strength and endurance, flexibility, aerobic endurance, body composition, and proper nutrition. Students will learn the benefits of maintaining a lifestyle based on wellness. The students will develop a fitness plan for a healthy lifestyle.

In-Person
Only



ROCKWALL AND ADVENTURE GAMES (90 days) 7th and 8th

The Adventure portion of this class will provide activities that **Challenge** students yet allow for a sense of achievement and encourage maximum participation. Students will be offered a diverse range of **cooperative, non-competitive and competitive** activities with an emphasis on the **long-term development of skills**. Students will be **challenged by choice** to develop a sense of **safety** and promote **confidence** in their own abilities as well as confidence between classmates. Students will participate in both aerobic and anaerobic exercises while learning how **frequency, intensity, and time** of exercise can improve overall fitness levels. Finally, students will gain the **knowledge, attitudes, and skills** needed to maintain involvement in activity for the long-term acquisition of a healthy lifestyle.

In-Person
Only



FITNESS AND GAMES (90 days) 6th

Students will participate in a combination of fitness and games. The fitness unit will include both aerobic and anaerobic exercise. Students will learn the FITT principle and how to apply the skills learned to improve their overall fitness level. The games unit will include cooperative and competitive activities with an emphasis on skill development. Students will use the challenge by choice model to develop a sense of safety and promote confidence in their abilities. Students will participate in a variety of traditional and nontraditional style games to develop tactical strategies, technical skills and principles, systems of play and rules, and umpiring/refereeing for each game.

MIND BODY WELLNESS (90 days) (7th and 8th)

This course will encompass multiple areas of wellness including music as a therapeutic medium, yoga, self-esteem, confidence and character building, nutrition, and various

aspects of physical fitness. The purpose of this course is to offer students tools and practices to infuse into their lives to foster physical and mental health and stability, as well as, to provide an environment of peer-to-peer encouragement and cooperative learning, which can form the basis for future cooperative relationships.

NUTRITION AND FITNESS/WELLNESS (90 days) 6th

This course places great emphasis on developing and maintaining personal fitness. Students will gain an awareness and knowledge of health concepts and practices that will enable them to live a healthy lifestyle. Emphasis will be placed on the importance of assuming responsibility for personal health behaviors. Topics such as fitness, nutrition, mental health, and wellness will be the focus using a multi-instructional approach.

STRESS MANAGEMENT AND MENTAL HEALTH (90 days) 7th and 8th

The focus of this course is to make one aware of the impact stress has on one's health and well-being. Most importantly, discovering ways to control and manage stress in one's life will be explored. The class will emphasize the need for multiple in order to achieve optimal health. A holistic approach to stress management will be taken which will combine exercise, meditation, relaxation, yoga, nutrition, and cooperative learning. Many diseases and mental disorders will be discussed and researched. The course will use activities, audio-visual materials, speakers, and group work to assist the participants to think about stress and take constructive steps to reduce its effects on one's physical, mental, and emotional well-being.

YOGA (90 days) 6th or 7th and 8th

This course is designed to provide students with a broad and personal journey into a daily yoga practice. Students will explore the history and styles of yoga, as well as the physical, mental, and personal benefits of yoga through practice and journal reflection. Students will learn how to practice yoga safely and with awareness, exploring the proper alignment and limitations of each individual body. Students will explore the relationship between yoga and other aspects of life such as stress management, sports, relationships, self-awareness, self-confidence, self-esteem, and general health and well-being.

Technology, Computer Skills, Career, and Application

TECHNOLOGY AND ENGINEERING (90 days) 6th

This course is a holistic study of technology through the lens of manufacturing. Students will complete a 90-day course consisting of subject matters from all areas of the technological world. Students will be required to complete CAD projects, a manufacturing project, design projects, and an electronic course portfolio. This course embodies the modern STEAM model of education.

In-Person
Only



AEROSPACE DESIGN AND ENGINEERING (90 days) 6th or 7th and 8th
Aerospace Design and Engineering is a 90 day advanced 6th, 7th, or 8th-grade level

elective course requiring students to examine the steps of Aerospace Design and Testing. In this course, students will work through basic physics and engineering concepts to design and test aircraft within a professional simulation program. Students will use 3D printers to create and test their airfoil designs in a live wind tunnel. Students will create live models to test theories in the field of Aerospace Engineering. ADE is a course that follows the layout and rigor of the Delaware County Community College STEM, Fly-to-Learn course. This will provide each Middle School with one of its first mid-level college prep courses.

ENGINEERING (FY) 7th and 8th

A full-year course dedicated to the **Future Cities** competition. Students will also practice skills and produce projects in various fields of engineering. This class requires the completion of the Engineering Class Application and selection process.

COMPUTER SKILLS AND APPLICATION I (90 days) (6th or 7th and 8th)

You can text and Tweet without looking, but how are you with typing emails and research papers? This course is composed of instructional modules designed to allow students to learn the touch method of keyboarding, basic digital literacy and computer knowledge, and basic word processing and document formatting skills. This course is highly recommended for any student who has never completed a keyboarding class.

COMPUTER SKILLS AND APPLICATION II Prerequisite: CSA 1 (90 days) (6th or 7th and 8th)

This course is composed of instructional modules designed to provide hands-on instruction in digital literacy and software applications. Software applications include word processing, desktop publishing, presentation software, spreadsheets, and databases.

COMPUTER SKILLS AND APPLICATION III Prerequisite: CSA II: (90 days) 7th and 8th

This advanced-level course is composed of instructional modules designed to provide advanced instruction on digital literacy concepts and the use of software applications. Advanced concepts include web page design, word processing, desktop publishing, graphic design, presentation software, spreadsheets, and databases. Take this class to extend your skills and launch yourself firmly into the digital world!

EXPLORING CAREER DECISIONS (90 days) 7th and 8th

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

MARKETING (90 days) 7th and 8th

This course will emphasize and build on the student's knowledge of marketing and business operations. The students will learn how companies operate, discover what it

takes to develop a product and bring that product to market, as well as gain a full understanding of the different components of the marketing plan. Students will explore the different types of marketing such as fashion, sports, and brands.

TECHNOLOGY DESIGN & INNOVATION A (90 days) 6th or 7th and 8th

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

TECHNOLOGY DESIGN & INNOVATION B - Prerequisite: Technology Design & Innovation (90 days) 6th or 7th and 8th

Take your technical design skills to the next level as you increase your knowledge of the design process by planning and engaging in more interactive projects.

TECHNOLOGICAL SYSTEMS PREREQUISITE: Technology Design & Innovation A and B 6th or 7th and 8th

This course focuses on students understanding how technological systems work together to solve problems and capture opportunities. As technology becomes more integrated and systems become dependent upon each other, this course gives students a general background on the different types of systems, with a specific concentration on the connections between these systems. Art, English Language Arts, Mathematics, and Science are reinforced. Hands-on activities for these courses include CO2 dragsters, circuit board soldering, alternative agricultural methods, and building and programming NXT robots.

PODCASTING 101 (90 days) 7th and 8th

This course will extend students' interest in social media and enhance their communication skills using multimedia resources. Students will work collaboratively using google docs, create a website portfolio and Glogster, and produce a podcast on subjects of interest to them.

COMPUTER SCIENCE: CS DISCOVERIES by CODE.org (90 days) 7th and 8th

CS Discoveries is an introductory Computer Science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem-solving, and fun. CS Discoveries is designed from the ground up to be an accessible and engaging course for all students, regardless of background or prior experience.

COMPUTER SCIENCE: CS DISCOVERIES 2 by CODE.org.(90 days)

Prerequisite: CS Discoveries 1 7th and 8th grade

CS Discoveries 2 is the second half of the Computer Science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem-solving, and fun. CS Discoveries 2 will focus on Innovation and Impact through the design process, data, and exploration of hardware and software.

Art

ADVANCED ART 1: Prerequisite: Approved by the middle school art teacher (90 days) 7th

Art 1 is a beginning-level course where students will develop basic skills and an understanding of art-making and creative expression, aesthetic valuation, the historical and cultural context of art, and studio habits of mind. The Elements and Principles of Art and Design serve as a foundation for the class. Assignments will be in a variety of two- and three-dimensional media, including drawing, painting, printmaking, ceramics, and sculpture.

ADVANCED ART 2: Prerequisite: Approved by the middle school art teacher (90 days) 8th

Art 2 is a class offered to students who have successfully completed Art 1 and wish to continue in art. Students will work to increase their skills and understanding of art-making and creative expression, aesthetic valuation, the historical and cultural context of world art, and studio habits of mind. The Elements and Principles of Art and Design serve as a foundation for the class. Assignments will be in a variety of two- and three-dimensional media, including drawing, painting, printmaking, ceramics, and sculpture, as well as more challenging materials.

ART HISTORY - JOURNEY THROUGH TIME (90 days) 6th

Journey through time and place while examining some of the greatest masterpieces created. In this course, students will explore world regions and study the unique art and architecture that defines prehistoric through contemporary periods. From Leonardo da Vinci to the Taj Mahal, participants will learn the fundamental concepts of art and how to evaluate art using hands-on activities, discussions, written assignments, and objective assessments.

DRAWING AND PAINTING (90 days) 7th and 8th

This is an introductory course that will focus on the elements of art and principles of design providing students with a solid foundation in the fundamental techniques and concepts of drawing and painting. Students will experiment and refine technical skills using a variety of media. In the first 45 days, emphasis will be on compositional drawing, using techniques such as stippling, shading, cross-hatching and value scale. The emphasis during the second half of this course will be painting with water-based paints, using a

variety of brush techniques, and manipulation providing the basic foundation and knowledge of color theory and color mixing. This is a 90 -day course that will focus 45 days on Drawing and 45 days on Painting. This course will engage critical thinking and problem-solving skills through art criticism, and aesthetics while focusing on studio production.

In-Person
Only

PRINTMAKING (90 days) 6th

Basic applications and techniques of printmaking and surface design are introduced, using cardboard, Styrofoam, wood, linoleum, stencil, and screen. Strong drawing skills are a plus. Projects may include monoprints, bookmaking, fabric pattern design, and stationery.

MASK MAKING (90 days) 6th

Students design and construct masks using a wide range of materials including clay, paper mache, paper, and wire. Many different types of ancient and contemporary masks and cultures are introduced.

ADVANCED DESIGN 2-D (90 days) 7th Teacher recommendation only

This course will allow students the opportunity to explore the principles and elements of design to achieve strong composition. Work will feature multiple approaches to creative problem-solving.

ADVANCED DESIGN 3-D (90 days) 8th Teacher recommendation only

This course will emphasize the principles and elements of design with a three-dimensional focus. Work will feature multiple approaches to creative problem solving using a variety of mediums, including clay, wire, and paper mache.

In-Person
Only

PRINTMAKING & SCULPTURE (90 days) 7th and 8th

This course will focus on the elements of art, principles of design, and the fundamental techniques and concepts of Printmaking and Sculpture. Students will become aware of the differences and theories of the additive and subtractive processes. Traditional and alternative approaches to printmaking may be introduced and transitioned into sculpture. In the second part of this course, we will focus on creating 3-dimensional forms using a wide variety of media. With an emphasis on studio production, this course will challenge critical thinking and problem-solving skills through art criticism, and aesthetics.

DRAWING I (90 days) 7th and 8th

This introductory class provides students with a solid foundation in drawing. Working with a variety of materials such as pencil and charcoal students learn to use value, gesture, and perspective, helping them to develop the ability “to see” as artists. The class works with subjects such as still life, nature, and landscape. Participants may repeat this course up to two times.

DRAWING II: Prerequisite: Drawing I and teacher recommendation. (90 days) 8th

Students continue to develop skills learned in Drawing I. Emphasis is on composition, perspective, form, and value using techniques such as stippling, shading, and cross-hatching. This course will help students refine their control of the medium. Participants may repeat this course up to two times.

PAINTING I (90 days) 7th and 8th

In this painting fundamentals course, students will study color theory, experiment with various brush techniques, and use water-based paints. This course provides a solid foundation, allowing students to develop confidence in the medium.

PAINTING II – Prerequisite: Painting I and teacher recommendation(90 days) 8th

Students will take their painting ability to a more advanced level. Knowledge of color theory, color mixing, paintbrush manipulation, and good drawing skills are helpful in creating successful painting compositions.

POTTERY I (90 days) 7th and 8th

This course is an introduction to the versatile, organic material of clay. Students will build functional and decorative pots using traditional hand-building techniques, such as pinch, coil, and slab. Pots will be glazed and fired in a kiln. A study of local craft traditions will also be included.

POTTERY II – Prerequisite: Pottery I and teacher recommendation (90 days) 8th

Further explore pottery and clay, using the potter’s wheel and advanced hand-building techniques. A detailed study of glazes, form, and local potters will be included.

SCULPTURE I (90 days) 7th and 8th

Create three-dimensional forms using a wide variety of media such as paper, wood, clay, wire, plaster, paper mâché, or fabric. Basic design principles and art history are incorporated throughout the course.

SCULPTURE II (90 days) – Prerequisite: Sculpture 1 and teacher recommendation. 8th

Using skills addressed in Sculpture I, students will further explore the third dimension by creating sculptural forms with more complex structures and themes.

Dance



CHOREOGRAPHY (90 days) 6th or 7th and 8th

This course will involve 21st Century Learning Goals and to give students optimal opportunities to create products using dance skills and choreographic processes with real-world applications.

MODERN I (90 days) 6th or 7th and 8th

Students explore basic improvisation and composition as it relates to modern dance. The skills of the early pioneers of modern dance are also part of this elective.

In-Person
Only

MODERN II (90 days) Prerequisite-Modern Dance I 6th or 7th and 8th

This technique course offers a more intensive study of the skills introduced in Modern I. Performance opportunities will be provided.

In-Person
Only

MODERN III (90 days)-Prerequisite-Modern II and/or audition 7th and 8th

This semester-long course is a continuation of Modern Dance II. Serious exploration of the craft of improvisation and collaboration is expected. This course builds upon Global Connections themes and encourages dancers to explore dance as a social phenomenon with the power to bring people of diverse backgrounds together for a common purpose. Performance opportunities are provided for this and all upper-level dance courses.

Theatre

In-Person
Only

INTRODUCTION TO ACTING (90 days) 6th

Students learn the fundamentals of acting and improvisation while gaining performance experience. Audition techniques, plot structure, short scenes, and the production of a one-act play are included. *No after-school rehearsals are required.*

In-Person
Only

TECHNICAL THEATRE I (90 days) 6th

Students are trained in the behind-the-scenes work in theatre, including, but not limited to, stage lighting, sound, and scenic design. This is an exploratory-level course.

In-Person
Only

TECHNICAL THEATRE II (90 days) 7th and 8th

Students research and design productions, and the final project is the mounting and running of an actual production. Students have further opportunities to study stage lighting, scenic design, and sound in depth. *Some after-school rehearsals may be involved.*

In-Person
Only

VIDEO PRODUCTION & NEWS/INTRODUCTION TO BROADCAST

JOURNALISM (90 days) 6th or 7th and 8th Offered to students enrolled in T.V. Production This course is designed to introduce students to the broadcast journalism industry and the dynamic world of television studio production. Students will analyze and criticize mass media communication through the perspective of the humanities. A significant goal of

the course is to prepare students to produce a news show. Students will learn how to conduct interviews, research, and write informative, newsworthy stories that will prepare them for the in-depth course at the high school level. Integration with high school and broadcast companies across the community are also one of the course's initiatives. Finally, a goal of this course is to promote a positive school climate by delivering good news, conducting purposeful interviews, and producing quality fieldwork from around the school community to peers, parents and community members. *May be repeated by approval only.*

In-Person
Only



DRAMA PRODUCTION (90 days) 7th and 8th

An intensive hands-on theatre course for the student who is interested in the total production process as well as in acting. Public and community performances of the productions may be included in this course. Some after school and weekend rehearsals/performances may be involved.

Music

EVOLUTION OF AMERICAN MUSIC (90 days) 7th and 8th

Through creating, performing, moving, reading, analyzing, and comparing, students will immerse themselves deeply into various genres and styles of music throughout the decades of American History. Students enrolling in this course will use various media to engage in and create music in various styles including Western Classical, Musical Theater, and American Popular Music. Students will also use various musical instruments and technology, to create and perform musical works, while also expanding skills in music theory, reading, composition, and notation. Students interested in all styles of music, who wish to apply such knowledge through enhancing their music reading skills, performance abilities, and overall musicianship should take this course.

MUSIC THEATRE (90 days) 7th and 8th

Students will learn the origins of Musical Theater, the names of other art forms that some musical theater stories are based, how to work together in a cooperative setting to perform an example of musical theater, how to create and perform musical theater enhance other areas of a person's life, and what are the criteria we can use to evaluate works in musical theater.

MUSIC TECHNOLOGY & GARAGEBAND (90 days) 6th, 7th, and 8th teacher dependent

Students will learn about music technology through various GarageBand projects and listening activities. Each project will isolate and develop the various skills needed to record, edit, critique, arrange, and produce your own music. Students will create a Loop, Voice, Podcast, Video / Commercial, and Radio Broadcast project.

WORLD MUSIC (90 days) 6th grade

World Music is an exploration of musical history and traditions from around the world. Through using various instruments and technologies, students will create, perform, study, analyze, and dance to music from different cultures.

World Languages

EXPLORATORY SPANISH (45 days) 6th grade

Exploratory Spanish is meant to develop a student’s exposure and interest in the Spanish culture and language.

INTRODUCTION TO SPANISH (90 days) 7th grade

Introduction to Spanish is designed to further advance a student’s interest, proficiency, and confidence in the language. (Exploratory Spanish is not required)

SPANISH I (full year) 8th grade

Spanish I is a rigorous full-year course where a student may earn a high school credit upon successful completion of the class. Teacher recommendation needed.

EXPLORATORY FRENCH (45 days) 6th grade

Exploratory French is meant to develop a student’s exposure and interest in the French culture and language.

INTRODUCTION TO FRENCH (90 days) 7th grade

Introduction to French is designed to further advance a student’s interest, proficiency, and confidence in the language. (Exploratory French is not required)

FRENCH I (full year) 8th grade

French I is a rigorous full-year course where a student may earn a high school credit upon successful completion of the class. Teacher recommendation needed.

INTRODUCTION TO MANDARIN (90 days) 7th and 8th grade

Introduction to Mandarin is meant to develop a student’s exposure and interest in the Mandarin culture and language.

Leadership

STUDY SKILLS (90 days) 6th and 7th grade

Develop life-long success skills through this engaging elective. Improve your organization and build better study habits and test-taking strategies. Learn and practice effective ways to collect data, develop research projects, take notes, and review material.

COLLEGE PREPARATORY SUCCESS (90 days) 7th and 8th

This program is designed for students that have the determination to succeed in school. It helps students succeed in future academic endeavors by teaching them strategies for successful organization, time management, and study skills. Students will use components of the Naviance software to plan for high school and goal setting for Post-Secondary success.