

**Dig IT-Digital Literacy I (Replacing 6<sup>th</sup> grade Library)****6**

<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

Being literate in the digital world goes beyond using devices for social media or watching videos. Digital literacy means having the skills, understanding, and knowledge to utilize a range of technology for varied purposes. The goals of the Dig IT course are to teach students digital literacy and prepare them for future success. As a result of taking this course, students will be able to strategically evaluate digital content, collaborate in virtual spaces, connect globally, and efficiently produce and share original work. Work will be documented and shared with an authentic audience utilizing a digital format.

**Key Elements:**

- Internet Safety
- Relationship & Communication Etiquette
- Typing Skills
- Effective Searching & Evaluation of Sources
- GAFE Suite
- Troubleshooting
- Online Publishing
- Digital Storytelling
- Coding Introduction
- Capstone

**Essential Requirements:**

- A student must use digital tools and resources for problem solving and decision making.
- A student must collaborate and communicate globally in a digital environment.
- A student must apply digital tools and skills with creativity and innovation to express his/herself, construct knowledge and develop products and processes.
- A student must possess a functional understanding of technology concepts and operations

**Dig IT 2-Digital Literacy 2 (Formerly Keyboarding & CAPPs)**

7

Course Name Level	Semester	Grade
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**Course Description:**

This course will build on and apply the skills and knowledge of Dig IT 1, allowing for independent, student interest-driven learning. Students will work collaboratively on projects while effectively using technology. Additionally, they will have increased skills for academic and career readiness.

Digital literacy means having the skills, understanding, and knowledge to utilize a range of technology for varied purposes. The goals of the Dig IT 2 course are to teach students digital literacy and prepare them for future success. As a result of taking this course, students will be able to strategically evaluate digital content, collaborate in virtual spaces, connect globally, and efficiently produce and share original work. Work will be documented and shared with an authentic audience utilizing a digital format.

**Modules:**

- Care of Equipment & Advanced Troubleshooting
- Internet Safety and Typing Review
- Digital Portfolio
- Advanced GAFE Suite
- Global Relationships & Communication
- Copyright Essentials
- Coding
- Video &/or Music Production
- Capstone

**Essential Requirements:**

- A student must use digital tools and resources for problem solving and decision making.
- A student must collaborate and communicate globally in a digital environment.
- A student must apply digital tools and skills with creativity and innovation to express his/herself, construct knowledge and develop products and processes that are published to an authentic environment.
- A student must possess a functional understanding of technology concepts and operations.

**General Music (Students may also choose choir, band, or orchestra)****6**


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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

General music incorporates world drumming, guitar, music appreciation, musical theatre, and music technology. Students will explore the basics of music as well as sing, perform on classroom instruments, and listen to various examples of music from different genres and time periods. Music and vocal fundamentals, music terminology and the implementation of technology will be woven throughout all the units.

**Drumming Unit:**

- Students will demonstrate improvisation skills
- Students will perform as a soloist and/or in an ensemble
- Students will be able to read, perform, create and notate various rhythms
- Students will be introduced to drumming in various cultures, including but not limited to African and American Indian

**Guitar Unit:**

- Students will identify the parts of the guitar
- Students will understand the terminology of the guitar
- Students will demonstrate proper care and storage of the guitar
- Students will learn and demonstrate 3+ basic cords
- Students will sing while accompanying on the guitar
- Students will perform as a soloist and/or in an ensemble

**Musical Theatre:**

- Students will explore the background, history, and development of a selected opera
- Students will listen to selections of the opera, and assess the performance
- Students will explore the background, history, and development of a selected musical
- Students will be able to compare and contrast the characteristics between opera and musical theatre
- Students will analyze the characters and plot development, of the selected musical, through the study of the libretto, class discussion, and other resources
- Students will explore the requirements and demands of a musical performer

- Student will explore the various career opportunities within the production of a musical
- Students will create a culminating project or a final presentation based upon the musical, using technology and other resources

**Music Appreciation:**

- Students will explore the history, culture and musical styles of various musical genres such as; Classical (Baroque, Renaissance, Romantic, Impressionistic, 21<sup>st</sup> Century), Folk Songs, Spirituals, Blues, Jazz, Rock and Roll (1950's – present), Patriotic (American), American Indian including historical time periods within the context of a music appreciation curriculum.
- Students will perform or create a selection from each genre while singing or playing on a variety of instruments.
- Students will create a culminating digital-portfolio that encompasses the ideals and characteristics of each genre through journal entries, listening logs, drawings, and various other resources

**Music Technology:**

- Students will participate in digital citizenship training and will be expected to follow the school's acceptable use policy.
- Teachers will integrate technology throughout the curriculum, while students create, design, and demonstrate their knowledge and digital skills.
- Students will explore the various career opportunities within the production of technology and music.

**Enriched 6<sup>th</sup> Grade English (Students may take regular English)****6**

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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

Enriched English is for students who score at or above the 89<sup>h</sup> percentile on either reading or language NWEA assessments. Students will be required to analyze literature, poetry, art, and music. This course includes a major emphasis on rigorous evidence-based discourse through the study of themes across rich and challenging and non-fiction and fictional texts. Students will be required to analyze texts for rhetorical features, literary elements, and themes through argument, explanatory, and prose-constructed writing.

**EMPOWER I-(Formerly Family Consumer Science & World of Work)**  
 Entrepreneurs, Manage, Problem Solve, Work and Explore the Real World

8

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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

Knowledge generated in EMPOWER will allow students to deal effectively with the management of personal relationships, family life, and consumer-financial decisions in a technologically rich setting. Empowering students to be effective communicators, decision makers, and problem solvers is the root of this Family and Consumer Science course. The course utilizes collaboration, discovery, and hands-on projects. Students develop basic culinary skills.

Students are encouraged to register for EMPOWER II for further empowerment.

**Elements of Study:**

- Managing Multiple Roles and Responsibilities
- Consumer and Family Resources
- Consumer Services
- Family and Community Services
- Food Production and Consumer Sciences
- Food Sciences, Dietetics and Nutrition
- Interpersonal Relationships
- Textiles, Fashion and Apparel

**EMPOWER 2-(Formerly Family Consumer Science & World of Work)**

Entrepreneurs, Manage, Problem Solve, Work and Explore the Real World 8

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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

This course is an extension of EMPOWER 1 and continues the students journey of becoming productive citizens. The course will include more hands on projects and rich discussions. The course utilizes collaboration, discovery, and hands-on projects. Students develop advanced culinary skills, financial basics, and entrepreneurial ventures.

Students are encouraged to follow this course with Family and Consumer Sciences courses in high school.

**Elements of Study:**

- Managing multiple roles and responsibilities
- Consumer and Family Resources
- Consumer Services
- Family and Community Services
- Food Production and Consumer Sciences
- Food Sciences, Dietetics and Nutrition
- Interpersonal Relationships
- Textiles, Fashion and Apparel

**Technical Education & Engineering 1 & 2 (Not new, but updated and aligned to standards)**

**7**

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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

Students will use tools, materials, processes, and systems to solve problems. By using formal and informal design students will be given the unique opportunity to apply numerous academic concepts through practical and engaging hands on activities. Technical Education and Engineering is a culmination of designing, building and producing.

**Learning Domains**

- Machine Operation
- Production
- Measurement
- Information & Communication Technology
- Transportation
- Construction
- Informal Design



**Technical Education & Engineering 3 & 4 (Not new, but updated and aligned to standards) 8**

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<b>Course Name Level</b>	<b>Semester</b>	<b>Grade</b>
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**Course Description:**

Students will use tools, materials, processes, and systems to solve problems. By using formal and informal design students will be given the unique opportunity to apply numerous academic concepts through practical and engaging hands on activities. Technical Education and Engineering is a culmination of designing, building and producing.

**Learning Domains**

- Machine Operation
- Production
- Measurement
- Metals Manufacturing
- Alternative Materials
- Information & Communication Technology
- Transportation
- Construction
- BioTech
- Formal Design

**Introduction to Computer Science 1 (New PLTW) 7**

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<b>Course Name Level</b>	<b>Semester 1</b>	<b>Grade</b>
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**Course Description:**

Students will discover the principles of this fast-growing field by focusing on creativity and an iterative design process as they create their own basic apps that rely on the concepts of event-driven programming, branching, and iteration, variables, and abstraction using MIT APP Inventor.

**Introduction to Computer Science 2 (New PLTW) 7**

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<b>Course Name</b>	<b>Semester</b>	<b>2</b>	<b>Grade</b>
<b>Level</b>			

**Course Description:**

Students will continue to explore the fundamentals of the stimulating career path of computer science. They will venture into text programming through Python and, in the final problem, develop an app to crowd source and analyze data on a topic of their interest.

**Intensity (New Health Enhancement elective) 7 and/or 8**

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<b>Course Name</b>	<b>Semester</b>	<b>1 or 2</b>	<b>Grade Level</b>
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**Course Description:**

Intensity is a movement-based course with an emphasis on fitness and lifetime activities. Hockey, bocce ball and kickboxing are only a few of the activities in this class. Be prepared to sweat and have fun, as participation is mandatory.

**Flight (New PLTW course) 8**

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<b>Course Name</b>	<b>Semester</b>	<b>1 or 2</b>	<b>Grade Level</b>
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**Course Description:**

The exciting world of aerospace comes alive through Flight and Space. Students explore the science behind aeronautics and use their knowledge to design, build, and test an airfoil. Custom-built simulation software allows students to experience space travel.