7th/8th Grade Course Descriptions
2021-2022

PE- 7th & 8th

Grade Placement: 7-8, Prerequisite: None

In Physical Education, students acquire the knowledge and skills for movement that provide the foundation for enjoyment, continued social development through physical activity, and access to a physically-active lifestyle. No competitions or physical required.

Athletics - 7th & 8th

Grade Placement: 7-8, Prerequisite: Pre-athletics

This course includes competitive U.I.L individual and team sports. A physical is required.

PE Co-Ed Tennis - 7th & 8th

Grade Placement: 7-8, Prerequisite: None

This course includes competitive U.I.L individual and team sports. A physical is required.

Dance - JV and Varsity Dance

Grade Placement: 7-8, Prerequisite: None

Students will learn about working as a team and dive more into advanced technical elements of dance and dance concepts while continuing to build on the fundamentals. Students will have competition and performance opportunities The student develops perceptual thinking and movement abilities in daily life, promoting an understanding of themselves and others. Students develop movement principles and technical skills and explore choreographic and performance qualities. Students develop self-discipline and healthy bodies that move expressively, efficiently, and safely through space and time with a sensitive kinesthetic awareness. Students recognize dance as a vehicle for understanding historical and cultural relevance, increasing an awareness of their heritage and traditions and those of others, and enabling them to participate in a diverse society. Evaluating and analyzing dance allows students to strengthen decision-making skills, develop critical and creative thinking, and develop artistic creative processes.

PE 7th-8th Cheerleading (one semester)

Grade Placement: 7-8, Prerequisite: None

This course includes competitive U.I.L individual and team sports and cheering at home games. A physical is required.

Outdoor Education (one semester)

Grade Placement: 7-8, Prerequisite: None

An innovative and exciting co-ed, local elective class. Students are taught lifelong skills and activities including: Hunter Education, Fishing, Archery, Boater Education, Orienteering, Survival Skills, First Aid/CPR, Trip Planning, Tackle Crafts, Hiking, Backpacking, Camping, Outdoor Cooking, and Wildlife Conservation. The Outdoor Education curriculum is partnered with programs such as: Outdoors Tomorrow Foundation, Dallas Ecological Foundation, Cabela's Outdoor Fund, Texas Parks and Wildlife, and National Archery in School Program.

Band Middle School 2 & 3

Grade Placement: 7-8, Prerequisite: Band Middle School 1

MS Band 2 & 3 is a full year course for 2nd & 3rd year Band students who already have an understanding of basic music reading, instrument assembly and maintenance, correct playing position and sound tone production. Instruction offers continued focus on the refinement of tone quality, technique, aural skills and music literacy. These students will perform in Fall, Winter, and Spring Band Concerts as well as participate in Spring Contests such as: Ensemble Contest, UIL, Spring Competitions, and Solo Contest. MS Band 2 students will be placed in one of two groups: Symphonic Band or Honors Band. Placement is by audition and at the discretion of the director.

Choir Middle School 2 & 3

Grade Placement: 7-8, Prerequisite: Choir 1

7th and 8th grade students sing in the Men's or Women's Choir. Both groups perform concerts throughout the year and compete at the UIL Concert & Sight-Reading Competition in March. There are three different levels of choir in 7th and 8th grades – Beginning, JV, and Varsity Choirs.

Guitar (one semester)

Grade Placement: 7-8, Prerequisite: None

This course is designed for students with no previous guitar experience. Students will receive guidance and direction in solving problems related to playing the guitar at a beginning level and will learn many of the different styles, skills, and techniques required to become a successful guitarist. Areas of concentration include: correct posture, note reading, aural skills, singing songs, rhythmic patterns, chord study, finger-picking styles, musical forms, and performing experiences.

Theater: One Act Play

Grade Placement: 7-8, ****Audition required****

Students will learn how to create stage productions through design and acting.

Theater: Production Design

Grade Placement: 7-8, **** Audition required****

Students will learn how to create the backstage aspects of stage production: lighting, sound, prop work

Art 1 (one semester)

Grade Placement: 6-8, Prerequisite: None

The student develops and expands visual literacy skills using critical thinking, imagination, and the senses to observe and explore the world by learning about, understanding, and applying the elements of art, principles of design, and expressive qualities. The student uses what the student sees, knows, and has experienced as sources for examining, understanding, and creating original artworks.

Art 2 (one semester)

Grade Placement: 7-8, Prerequisite: Art 1

Art II will expand on the students' prior knowledge from their Art I foundations. They will continue to develop creative strategies, skills, and habits of mind through artistic practices. Students will apply visual literacy to a wide variety of traditional and new media as well as acquire increasingly more complex procedural knowledge, skill and craftsmanship in art making while exploring an expanded range of media.

Advanced Art

Grade Placement: 8, **** Application required****

Advanced Art is a course designed for serious art students who are interested in acquiring new skills and further developing their talents. Students are encouraged to pursue areas of visual art and design that are of greatest interest to them while engaging in the artistic process. While this course will continue to focus on skills and technique, it will allow for more student choice. Students will be encouraged to develop their own individual style as they apply prior learning to an even more expanded range of media as well as acquire increasingly more complex procedural knowledge, skill and craftsmanship in art making.

mxINCedu: Digital Communication in the 21st Century: Entrepreneurship

Grade Placement: 8, Prerequisite: None

Your middle school students work in teams to identify a problem to solve, create a product concept, pitch the idea, and iterate based on market learnings within the e-commerce selling experience. Local volunteers from the business community mentor and support this real-world learning experience. This program differs from freshINCedu in the tools and lessons provided. Students take on more complex analysis and evaluation of product ideas. Through this process, students discover interest areas that can drive high school and even career pursuits. This course leads into the high school Entrepreneurship Program of Study and INCubatoredu!

Intro to Robotics (one semester)

Grade Placement: 7-8, Prerequisites: None

In Intro to Robotics, students will transfer academic skills to component designs in a project-based environment through implementation of the design process. Students will build prototypes or use simulation software to test their designs. Additionally, students will explore career opportunities, employer expectations, and educational needs in the robotic and automation industry.

Robotics 1 (one semester)

Grade Placement: 7-8, Prerequisites: Intro to Robotics

In Robotics I, students will expound upon their skills learned in Intro to Robotics in a project-based environment. Students will learn to build more extensive prototypes and continue to use simulation software to test their designs. Students will test and use their prototypes in real-world applications.

Intro to Bobcat News (one semester)

Grade Placement: 6-8, Prerequisites: None

Students will learn the principles and elements of design and learn about the importance of the content and how to construct quality content in order to engage the audience. (Scripting, storyboarding, etc.) Students will also learn to create, edit, and produce high quality graphic productions (logos, posters, backgrounds, graphic design) and video productions (commercials, youtube videos, Bobcat News, short films, and so much more!)

Bobcat News (Digital Media & Production)

Grade Placement: 7-8, **Application required**

Digital Design and Media Production will allow students to demonstrate creative thinking, develop innovative strategies, and use communication tools in order to work effectively with others as well as independently. Students will gather information electronically, which will allow for problem solving and making informed decisions regarding media projects. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will demonstrate a thorough understanding of digital design principles that are transferable to other disciplines. Students will work on the school news in this course.

Intro to Gaming & Coding (one semester)

Grade Placement: 7-8, Prerequisite: None

Fundamentals of Computer Science is intended as a first course for those students just beginning the study of computer science. Students will learn about the computing tools that are used every day. Students will foster their creativity and innovation through opportunities to design, implement, and present solutions to real-world problems. Students will collaborate and use computer science concepts to access, analyze, and evaluate information needed to solve problems. Students will learn the problem-solving and reasoning skills that are the foundation of computer science. By using computer science knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by practicing integrity and respect. Students will gain an understanding of the principles of computer science through the study of technology operations and concepts.

Gaming & Coding 1 (one semester)

Grade Placement: 8, Prerequisite: Intro to Gaming and Coding

Fundamentals of Computer Science 1 enriches those students who have completed Into to Gaming & Coding. Students will learn about the computing tools that are used every day. Students will foster their creativity and innovation through opportunities to design, implement, and present solutions to real-world problems. Students will collaborate and use computer science concepts to access, analyze, and evaluate information needed to solve problems. Students will learn the problem-solving and reasoning skills that are the foundation of computer science. By using computer science knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by practicing integrity and respect. Students will gain an understanding of the principles of computer science through the study of technology operations and concepts.

Intro to Graphic Design (one semester)

Grade Placement: 7-8, Prerequisite: None

Introduction to Graphic Design will explore the fundamentals of creating computer graphics and give students the opportunity to practice design thinking while participating in visual communication. Students will learn to create and combine words, symbols, and images to create a visual representation of ideas and messages. Students will also gain an understanding of the elements and principles of design, color theory, typography, layout and design, and project management. We will practice these skills as we explore the basics of illustration, photo manipulation, web design, and animation while using a variety of design programs including Adobe Photoshop and Adobe Illustrator. Students will learn about current industry standards and create a digital portfolio of their work.

Graphic Design 1 (one semester)

Grade Placement: 7-8, Prerequisites: Intro to Graphic Design

Graphic Design I will provide students the opportunity to hone their skills in illustration, web design, animation, and photo manipulation in a project-based environment. In this course, students will complete self-selected independent design projects using Adobe Photoshop, Illustrator, HTML, and a variety of animation applications. Students will also develop a more thorough understanding of the elements and principles of design, color theory, typography, layout and design, and project management while adding to their digital design portfolio.

Middle School Spanish (one semester)

Grade Placement: 7-8, Prerequisites: None

Students will learn basic Spanish pronunciation and vocabulary to serve as a foundation for additional language acquisition skills in the future.

Spanish (High School Credit)
Grade Placement: 8, Prerequisite: None

This introductory course enables the student to learn basic Spanish pronunciation, to acquire basic vocabulary sufficient for simple conversations, to practice basic structure patterns, and to become aware of Spanish culture.

Yearbook
_Grade Placement: 7-8, *__Application required__

Yearbook is a class designed to record the history of the school, its students, and the events that occur throughout the year. It provides an opportunity for students to apply photojournalistic techniques as they work together to tell a story.

Student Council
Grade Placement 7-8, *__Application required__

This course provides opportunities to study, practice and develop group and individual leadership and organizational skills. These skills include decision-making skills, problem-solving techniques, communication skills, leadership roles, human relation skills and understanding the need for civic responsibility. Students in the course will apply these skills in dealing with peers, school administration, and the community.

AVID
Grade Placement 8

This is an introduction to a four-year college preparatory program students can take in High School. Students will learn AVID basics: WICR (writing, inquiry, collaboration & reading), time management, tutorials, Socratic seminars, academic goal-setting & motivation.