



9th Grade Elective Course Descriptions



ART

Art 1 (.5 credit)

An introductory level course designed for those students who wish to explore a wide variety of media such as drawing, color theory, painting, sculpture, mixed media, printmaking and design. The Elements and Principles of art will be covered and students will be introduced to the works of famous artists. This course encourages creativity, problem solving and the development of technical skills.

Graphic Design (1 credit)

This is a beginning level graphic design art course that introduces the elements and principles of design, spatial relationships, typography and imagery as they apply to practical visual solutions. The focus will be on finding creative visual solutions to communication problems using Photoshop skills.

Photography I (.5 credit)

This class is an exploration of what makes a good photograph. Students will learn about composition, camera control, light, and subject matter. Through many creative assignments, students will gain experience using Adobe Photoshop, cameras on their phones, point and shoot cameras, and DSLR cameras

Sculpture (1 credit)

This is a basic, exploratory course which introduces students to a variety of sculptures styles and materials. Students will experiment with wire, ceramics, plaster, found objects and much more.

BUSINESS

Microsoft Office 1 and 2 (.5 credit)

“But I already know how to use Word and Power-Point” Yet there is so much to learn! In this course we go beyond the basics to give you skills you will use in college and in the workplace. Learn what you don’t know in Microsoft Word, Excel, Power-Point, and even a little Microsoft Access, the powerful database program.

CULINARY ARTS

Foods 1 (1 credit)

In this basic foods course students will learn about nutrition, safety and sanitation, mealtime etiquette, cooking tools and equipment, recipe skills, food careers and basic principles of food preparation.

MUSIC

Concert Band (1 credit)

Are you a student who has a passion for making music? If you play a wind or percussion instrument then join Concert Band and continue to perform unforgettable concerts in high school! Experience all different styles of music, further develop your musicianship, perform with guest artists, and make music with your peers!

Honors Jazz Ensemble (1 credit)

Swing, Funk, Latin, Rock, Blues! Experience all of these styles with improvisation at the heart of it all. Discover the jazz greats and elements of jazz in this award winning ensemble. Members of the group perform many concerts throughout the year, attend Jazz Festivals, and perform with guest artists! *This is an auditioned group.*

String Orchestra (1 credit)

Calling all violinists, violists, cellists and bassists! Perform in FHS's String Orchestra! Continue studying these beautiful instruments while playing great music in high school. Expand your knowledge of scales, rhythm and string techniques to take with you beyond high school.

Concert Chorus (1 credit)

Love to sing? Want to improve your vocal range and sing with more power? The FHS Concert Chorus accepts students of all abilities. Come explore your voice while singing great music: new and old, American and from around the world. This, plus the opportunity to travel, sing in choral competitions, become part of our Carolers, and create life-long high school memories.

Honors Chamber Choir (1 credit)

Love to sing a cappella music? Want the challenge of singing in a small, select, expressive choir for young men and women? Audition for the FHS Chamber Choir and become part of a respected, talented and fun group! *This audition-only group is for outstanding musicians grade 10-12.*

Honors Treble Choir (1 credit)

Come feel the power of singing in treble choir! It is a beautiful sound. Learn breath control and expand your vocal range while singing gorgeous harmonies and songs from around the world. A great experience and an awesome group! *Enrollment is by audition*

Guitar 1 (1 credit)

Always wanted to learn how to play the guitar? Already know a few chords? Have never held a guitar? You are welcome here! Learn classic songs, power chords, finger picking and theory basics. Owning your own instrument is important and required! It doesn't have to be expensive, just good enough to learn comfortably. Perform in class bands at the end of the semester.

Percussion (1.0 credit)

Are you a percussionist or really interested in learning a new musical skill? If you are, this class is for you. This class will develop various techniques on different percussion instruments. This group will have opportunities to perform with the Concert Band and as their own Ensemble.

TECH EDUCATION

Architectural CAD (1 credit)

DESIGN AND BUILD YOUR DREAM HOUSE! In this course you will learn about home ownership and how to manage a house. If you are considering the field of construction, interior design, landscape design, structural engineering, or architecture. Using the architecture industries premier software AutoCAD Revit, you will learn drafting techniques that will enable you to draw your dream house while learning the basics of the field of architecture from a professional master builder. This software is so powerful it will let you do a virtual walk through of your home!

Graphic Communications (1 credit)

Do you enjoy designing and being creative? If so, then this course is for you. In this course you will have an opportunity to create business cards, CD covers, tee shirt designs, brochures, newsletters, calendars, and much more using Photoshop, InDesign and Illustrator software.

ENGLISH

Intro to Manufacturing (.5 credit)

Introduction to Manufacturing is a course that will introduce skills, equipment and knowledge needed in the manufacturing world. An understanding of manufacturing will help students develop a background, skills and understanding of jobs in the manufacturing industry. Students will learn and develop skills in measurement, Drafting, blue print development and presentation. Students will be introduced to tech/shop tools and the safety required for operating such equipment. Students will use these skills to complete a variety of small manufacturing based products. This is the first class in a series of courses required in the Youth Manufacturing Pipeline Initiative.

Honors PLTW: Introduction to Engineering (1 credit)

Like Brain Teasers? Re-think Thinking! Are you serious about pursuing a career in engineering or medicine? Focus on the way high level professionals think and process information. Expand on the scientific principles that you learned in Mechanical CAD. Focus on the steps of the engineering process. You will continue to learn and advance your designing techniques on the industries premier software from Autodesk.

Video Production I (1 credit)

What makes a good video? What is storyboarding? How do you really tell a story through video? What is panning and tilting? Learn how to: add music and voice over to a video, edit film into complete stories, film your friends in school events, as well as create interesting and fun videos. Also learn lighting techniques; how to use Digital cameras; write, produce, direct and appear on the schools morning announcements. Work with professional announcers at the high school sporting events.

Animation (1 credit)

Animation is one of the fastest growing fields today. From video games, to the operating room, it is used **EVERYWHERE!** The only limitation to this course is your imagination! Who should take this? **EVERYONE** can benefit from this course: art students, engineering students, pre-med students, gamers, etc. Lots of software to use and try: 3DS Max, MAYA, Mudbox, Motion builder, Combustion, Photoshop and more! Explore and learn the basic tools and techniques of this versatile and quickly growing industry.

Creative Writing (.5 credit)

Do you enjoy writing? Being creative? If so, then this course is for you. In this course you will have an opportunity to create a world of your own. Characters that interest you! And develop the know how to build upon the skills you already have to create the next Hogwarts, District 9, or who knows, the next great vampire love story.

Mythology (.5 credit)

This course is designed to enhance your understanding of mythology and its continuing influence on our modern world. You will study mythology from various cultures, including Greco-Roman, Norse, and the Aborigines. From tragic heroes to tricksters, love to fear, and of course the omniscient gods and goddesses, there is something for everyone in Mythology!

Theater Arts I (.5 credit)

Improv! Learning about the theater! Reading famous plays! If this sounds interesting, then Theater Arts is for you! Come play games as featured in *Who's Line is it Anyway* and work on scenes both original and developed.

Yearbook (1 credit)

Twitter only allows 140 characters. Facebook is for old people. And what happened to MySpace? Social media fads come and go but a yearbook is a lifelong keepsake. Students in Print Media class are the leaders and decision-makers of the yearbook staff of Fitch High School. In this yearbook class students will complete the multiple tasks to create a quality yearbook that reflects the pictorial history of the activities for the present school year. Print media is greater than a course, it is a true business, it is a product the class is responsible for and it will be part of your history. **This course can be repeated for credit.**

Children's Literature (.5 credit)

We have a great opportunity to positively impact the lives of young children through literature. We will explore the benefits of reading to children and experience first-hand knowledge by visiting early childhood classes (if time allows). Sharing books with young children will develop and enhance our interaction with them. We will evaluate various types of children's literature including poetry and illustration. Identifying universal themes and the use of simple rhetorical devices and explaining the effects on the written works are also part of the course.

Adolescent (YA) Literature (.5 credit)

This course will offer an exploration of literature for middle and high school-aged children and adolescents (aged 11 to 18). While reading a number of new and classic books for children and young adults, we will explore strategies for evaluating books, finding the best books, learning about authors, and using strategies for evaluating books, and using books to ignite a lifelong love of reading. Students will write one short paper, participate in a group project, and create a focused bibliography of six books on the topic of their choice.

Horror Stories (.5 credit)

Vampires, Werewolves, Ghosts, and of course The Walking Dead! Come read and write about post-apocalyptic walking dead, scientists and their creations, and zones outside our realm of reality. You will also enjoy viewing both modern and classic monster movies. As a matter of fact, that small movement in your peripheral vision as you read this – what is it? Take this class and you might just find out!

Gaming Narratives (.5 credit)

Why do so many games pose the player as the savior of the world? What is so appealing about playing the villain? Why is a New York plumber who jumps on sentient mushrooms in order to save a princess one of the world's most recognizable heroes? In exploring these questions, we will seek to explore the merits of narrative in one of modern day's most popular forms of entertainment, and to understand how it effectively wields narrative archetypes to resonate with our own values and culture. Gaming Narratives focuses on narrative design and a history of the medium. In addition to studying standard storytelling basics and modes of plot development as they are reflected in games, we will look at the direct psychological impact of introducing choice to traditionally non-interactive media.

Sports Literature (.5 credit)

Sports are one of the central avenues of American culture with a rare mix of positive themes such as heroism, pride, identity, as well as negative themes of cheating, scandal and disappointment. Nearly every American paper has an entire section devoted to sports and outlets like Sports Illustrated and ESPN give constant access to scores, athletes, and up to the minute information about current sports stories and trends. Sports can also shape the way in which we experience the world around us and reveal what American culture believes to be important. This course will examine the way the ideas, thoughts, and emotions surrounding sports are expressed in writing, as well as various other mediums. Sports provide a connection and outlet to the daily lives of millions around the globe. In this course, we will aim to examine and analyze how sports took on such a large role in our society, and why we are all so drawn in.

Graphic Novels (.5 credit)

The graphic novel course will introduce students to the concept of sequential art as a story-telling medium. It is designed to supplement skills taught in core English classes, while introducing students to the cultural and literary impact of a new genre of literature. The course will focus on how various cultures influence and are influenced by their artistic mediums, and will involve the analysis of graphic literature from a multitude of cultural backgrounds to show how sequential art and literature functions as a universal medium for storytelling. Additionally, the work of the course serves to re-frame definitions of language, art, and even “reader,” as students gain multiple new understandings how the evolution of graphic art continues to impact a society constantly engaged with multi-media texts.

Wilderness Literature (.5 credit)

This course focuses on both fiction and non-fiction accounts about wilderness, exploration, and survival in western literature. This course examines the importance of wilderness in shaping western culture, specifically within American culture. The class looks at both historical and contemporary texts, and explores how both people and society have transformed their views of, and their relationship with, wilderness.

Oral Communication 1 (.5 credit)

This course provides instruction in planning and delivering different types of presentations and speeches, including extemporaneous, impromptu, and oratorical. In this half year course, students will explore and enhance intrapersonal and interpersonal communication skills. In the first quarter we establish a safe and comfortable environment as students begin to discuss what makes them who they are, the importance of communication, and the different aspects of life that will require communicating effectively. We analyze non-verbal communication and learn about conflict management, job interviews, and relationships. We build on this, as well as their strengthened confidence, and spend the second quarter doing improv, role play, and planned speeches

Journalism (.5 credit)

There’s real news, there’s fake news, and then there is FALCON NEWS! Want to be the one that keeps everyone in the know? Curious about writing for an on-line paper? Maybe be an editor and pad that “leadership” section of your resume? Be a journalist!