

Elective Course Descriptions 2024-25

Agriculture Science and Natural Resources

Agriculture, Food & Natural Resources (# 0240MS)

Introduction to Agriculture, Food, and Natural Resources introduces learners to agricultural opportunities and the pathways of study in agriculture. Science, mathematics, reading, and writing components are woven in the context of agriculture and learners will use the introductory skills and knowledge developed in this course throughout the CASE curriculum. The course is structured to enable all learners to experience an overview of the fields of agricultural science and natural resources so that learners may continue through a sequence of courses through high school. Learners explore career and post-secondary opportunities in each area of the course.

Arts and Communication

Foundations of Art 1 (# 5620MS)

This course is the academy level course that each middle school learners would participate in to fulfill visual arts course expectations. This course introduces learners to four major units in visual arts - Intro to Drawing, Color Theory, Ceramics, 3-D Design

Foundations of Art 2 (# 5630MS)

Prerequisite(s): Foundations of Art 1

This course builds on the Foundations of Art units and includes units in observational drawing, color theory, ceramics, and 2-D design.

Advanced Academy of Art (# 5640MS)

Prerequisite(s): Foundations of Art 1 and 2, students with a high interest in art

A truly learner driven learning experience where learners exploring visual arts as a pathway choice will use a variety of materials to create original works of art, establishing a concentration (theme) through the 9 week course. Learners will be encouraged to explore materials and process from STEAM areas, write artists' statements about the concentration, and design and participate in an ACADEMY Art Exhibit at the end of the course.

Introduction to Broadcasting (# 7750MS)

The purpose of the broadcasting course is for learners to learn the skills and techniques involved in the production of actual television programming. While this includes learning to operate the equipment involved, it more importantly centers on the writing of workable scripts, the coordination of personnel into an effective collaborative team and the incorporation of the script with personnel to produce a quality television program. Learners will also experience the different roles and responsibilities associated with a working Media Studio.

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Ukulele and Guitar (# 5110MS)

In this entry-level music class, open to both 7th & 8th grade, learners will explore fundamental concepts of music as they apply to ukulele and guitar. These concepts include rhythm basics, reading treble clef notes, and understanding basic chord structure. The course will be divided into two sections: approximately three weeks on ukulele, then six weeks on guitar. Unlike a musical survey class, this course is performance focused. Learners will be expected to perform at least twice for the class, either in small groups or as a solo. One performance session will take place at the end of the ukulele section, and the second will be on guitar at the end of the quarter.

Music Production (# 5120MS)

Music Production is an entry-level music class open to any 7th or 8th grade learner. In this class, the learners will cover basic music production concepts including digital audio workstation (DAW) essentials, music creation, and introductory recording and mixing techniques. As a non-prerequisite class, the learners will also explore career options in the field of music business and production by making assignments and projects relatable to real-world situations. By the end of this course, learners will understand the role of a music producer, be able to navigate basic functions of a DAW and demonstrate a proficiency in audition recording and editing.

Advanced Production/Performance (# 5130MS)

Prerequisite(s): Ukulele and Guitar or Music Production

This is a second-tier music class in a line of humanities electives. In order to sign up for this course, learners must have already taken either Ukulele/Guitar or Basic Music Production. The goal of Advanced Production/Performance is to combine the two skill sets from the prerequisite classes to create collaborative-focused courses. Throughout the quarter, learners will engage in various projects that will draw on the knowledge and talents of performers and producers in the class. These projects will include song covers, finishing a song based on a premade template, and creating an original song from scratch.

Applied Music - Band | Choir | Orchestra (5020MS B, 5020MS C, 5020MS O)

A learner may choose to be a part of band, chorus, orchestra, or multiple performing groups. Applied Music includes the study of and subsequent appreciation of music through performance. Learning the art of music performance through concentration on all the aspects - mental, physical, spiritual, scientific, artistic, self-disciplinary actions, historical, and ensemble techniques - is the goal. Extensions of Applied Music are the section rehearsal, the private lesson, the small ensemble, and the county, district, regional, and all-state select groups.

Participation in all learner assemblies and public performances is a requirement for this course.

This course does not operate on a semester basis. The offerings in Applied Music are designed to cover the entire school year. ***The option for release at the end of the first semester does not exist.***

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Health Sciences

Health & Physical Education A (4740MS)

Required: 7th Grade

This course will cover the following physical education topics: team games (i.e. soccer, team handball, basketball, and floor hockey), fitness based activities, and individual activities (i.e. gaga ball, nine square in the air, and ping pong). The course will also cover the following health education topics: nutrition, body systems/exercise, stress/alcohol/tobacco, and fitness.

Team Games (# 4745)

Offered: 8th Grade Only

This course will offer traditional, competitive team games as an elective for PE. Games include football, basketball, wiffle ball, team handball, soccer, speed ball, floor hockey and ultimate Frisbee.

Life-long Fitness and Outdoor Education (# 4750)

Offered: 8th Grade Only

The purpose of this elective is to provide an alternative for learners who desire physical activity, but not in the traditional games of football, soccer, basketball, and similar games where physical contact may become an issue for some learners. This course seeks to promote lifelong health and fitness through the use of the fitness center; teaching fitness programming as well as skills that would translate into a traditional health club setting beyond high school. Education includes but is not limited to, indoor rock climbing, mountain biking, disc golf, badminton, as well as strength and cardiovascular workouts twice a week.. First Aid Basics will also be covered for one to two days. The course will be five days a week of activity.

Human Services

Global Social Problems (# 7125MS)

The course is designed to teach learners the importance of continually improving oneself so that they can improve the world around them. This includes one's home, one's school, one's community, and the world outside of one's community. The learners will be encouraged and mentored throughout the course to work towards improving themselves through learning habits to help them be more successful in life and then take that to the next level of helping others in the world. The possibilities are purposely limitless as the course will solely depend upon each individual's passions and the learners will be empowered by having endless opportunities of how they will choose to make a difference in the world. All learners who take this course will be required to read *The Seven Habits of Highly Effective Teens*.

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Ice House (# 7140MS)

The Ice House Program builds resilience, creative problem-solving, and collaboration skills while helping learners recognize the applications for their education.

This course is designed to empower learners during a developmental phase of life and enhance their curiosity. In addition, it encourages creativity and critical thinking, communication, teamwork, and other entrepreneurial skills – skills that will enable them to succeed regardless of their chosen path. Most notably, the Ice House Program outcomes are designed to create more prepared and engaged learners, increase self-efficacy, develop entrepreneurial attitudes, behaviors, and skills, and assist in meeting college-readiness and career-readiness standards. All learners who take this course will be required to read *Who Owns the Ice House?*

STEM

Problem Solving 1 (# 7110MS)

In this course, learners will use creativity and apply elements of the Engineering Design Process to problem solve with hands-on skills. Through computer-based applications, learners will gain experience with emerging 21st-century technologies, such as 3D Printing, Laser Engraving, Robotics, and Drones.

Problem Solving 2 (# 7115MS)

Prerequisite(s): Problem Solving 1

In this second-level course, learners will continue with deeper applications of the skills gained in the prerequisite course, Problem-Solving 1, while also learning new skills in Acrylic Bending, Vacuum Forming, and Electronics, among others. Learners will collaborate to identify relevant issues they are passionate about and apply their skills in generating solutions that will improve the quality of life in our community and globally.

Introduction to Technology (# 7730MS)

This course introduces learners to the definition of technology, discussing the negative and positive impacts of technology on society. It will focus on transportation and construction technology with projects including boats and bridges.

Exploring Technology (# 7740MS)

Prerequisite(s): Introduction to Technology

This course will dive deeper into the impacts of technology and will utilize units such as communication, manufacturing, and design process. Projects will include manufacturing bird houses, utilizing Adobe Photoshop, creating posters and video productions.

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Introduction to Computer Programming (# 7620)



This course is designed to engage and excite future computer programmers by providing you industry proven skills for the coding job market! Jump in as you learn Python and begin to create dazzling backgrounds. Create groundbreaking interactive designs controlled by the click of a mouse or the press of a key! Once you master the basics of mouse movements, shape modification, automated movements and looping, the only limit will be your imagination!

World Languages

World Language: Exploratory German and Spanish (3900)

Prerequisite(s): None

The course includes an introduction to the language and customs of Spanish and German-speaking countries. Language topics covered include the alphabet, numbers, introducing oneself, colors, animals, and basic dialogues. Cultural topics may include famous Spanish/German speakers, artists, and musicians; holidays and celebrations; and basic geographical facts.