

Brookwood High School

OPEN Elective Offerings 2024-2025

General Electives ANY Student may register for and use as Alternates

Social Studies

Contemporary Issues: An examination of diplomatic, economic, political, social, and environmental trends in the U.S. and the World using primary and secondary sources. *Single semester course that pairs with Philosophy. 10th–12th grade only.*

Ethnic Studies: Introduces students to the foundational concepts of Ethnic Studies and communities. Students learn about their own identity while learning about the varied histories and cultures of other groups. *Single semester course that pairs with African American Studies. 10th–12th grade only.*

Philosophy: An examination of the basic framework of philosophy and an exploration of ideas from pre-Socratic philosophy through post-modernist philosophy. *Single semester course that pairs with Contemporary Issues. 10th–12th grade only.*

Psychology: An introduction class to the study of mind and behavior. *Single semester course that pairs with Sociology. 10th–12th grade only.*

Sociology: Societal behavior study of norms and values of various societies and religions. *Single semester course that pairs with Psychology. 10th–12th grade only.*

World Geography: Learn the roles, responsibilities, and relationships of people and places throughout the world. Offered at CP level as an Open Elective and Honors/ Gifted as a Restricted Elective (*based on availability*).

Law: This single-semester course focuses on an examination of the judicial system and processes, civil law, and criminal law. *Single semester course that pairs with Sociology. 10th–12th grade only.*

African American Studies: This single semester course studies African Americans' historical/cultural contributions from pre-Colonial US History to the present day. *Single semester course that pairs with Ethnic Studies. 10th–12th grade only.*

Foreign Language

French 1, German 1, Latin 1, and Spanish 1: Through realistic use of the language, the student will learn to communicate in oral and written form and will gain cultural knowledge of the countries in which the languages are/were spoken.

Career & Technical Education (CTE)

Intro to Fashion Merchandising and Retail Essentials (with Integrated Marketing Principles): Introduces students to the retail industry and fundamentals of fashion marketing, design, and economics while exploring careers in the fashion industry. Integrated with Marketing Principles which addresses the basic marketing functions. *Earns 2 units of credit in 1 period. *credit for Marketing Principles is only earned if no prior credit has been earned*

Food, Travel, and Sports Marketing (with Integrated Marketing Principles): Students will examine food and beverage operations, travel destinations, modes of transportation, event planning, and types of recreational sports. This course is integrated with Marketing Principles, which addresses the basic marketing functions. *Students earn 2 units of credit for 1 class period. *credit for Marketing Principles is only earned if no prior credit has been earned*

Intro to Business & Technology: Learn about computers, marketing, entrepreneurship, finance, accounting, human resources, and risk management. Students will have the opportunity to become MOS Certified, which is an industry-recognized credential.

Financial Literacy: Students will learn about money and credit management, budgeting, investing, and consumer rights. *10th–12th grade only*

Accounting: Learn to perform generally accepted business accounting activities and procedures. *10th–12th grade only*

Intro to Software Technology: This course is the foundational course for Computer Science, Programming, and Game Design. This course is designed for students to understand, communicate, and adapt to a digital world as it impacts their personal lives, society, and the business world. Exposure to foundational knowledge in programming languages, software development, app creation, and user interfacing applications are all taught in a lab with hands-on activities and project-focused tasks.

Computer Science Principles: This course is the foundation for the Computer Science and Game Design Pathways and offers a multidisciplinary approach to teaching the underlying principles of computation. CSP introduces students to the creative aspects of programming, abstraction, algorithms, large data sets, the Internet, cyber security concerns, and impactive computing. This course is not open to students who already have credit for AP CSP.

Foundations of Engineering & Technology: This STEM-driven course provides an overview of engineering and technology fundamentals. Students are introduced to industry-grade equipment and demonstrate their skills and knowledge through various project-based activities.

Audio, Video, Technology, & Film I: Learn how to run a television studio, including lighting, sound, scripting, storyboarding, camera work, editing, and broadcast journalism. Work in a team to produce and perform on the announcement show and creative projects.

Forestry Science Students are exposed to multiple concepts such as the establishment of forests, identification of tree species, dendrology foundations, and forest economics through classroom and lab activities. *10th-12th grade only (*counts as 4th yr science)*

Basic Agriculture Science: Students in this course are exposed to project-based learning through a supervised agricultural experience that explores the applicable practices within both the science and agriculture industries. *(9th-10 grade)*

Fine Arts

Theatre Fundamentals: Study theater history, acting, and technical skills involved in production; this is the prerequisite for all advanced theater courses.

Visual Art Comp I & II (2D/3D Art): These two single semesters of beginning art classes are a prerequisite for all advanced art courses. The basic skills of drawing, painting, collages, printmaking, pottery, and sculpture will be explored.

Music Technology: Computers, musical software, and electronic keyboards are used to compose music and create musical compositions.

Intro to Dance: Students are introduced to multiple types of dance as well as Yoga and Pilates. *See Ms. Tshudy, D6.*

Physical Education

Personal Fitness: Learn the basics of fitness, exercise, and diet. This class is a graduation requirement and a prerequisite to all advanced PE courses.

Health: Learn various topics for personal health and well-being. This class is a graduation requirement and a prerequisite to all advanced PE courses.

Team Sports: Learn official rules and play sports such as basketball, volleyball, soccer, and softball.

Recreational Games: This course is an elective physical education course. The course provides students with the basic knowledge and understanding of recreational games such as Frisbee games, pickleball, spike ball, table tennis, cornhole, chess, checkers, and a wide range of board games.

Weight Training (Boys)/Body Sculpting (Girls): Focus on conditioning, building strength, and endurance which requires lifting weights and other physical fitness training. Personal Fitness and Health are prerequisites.

Miscellaneous Course:

Comparative Religion: This is an off-campus elective course that is taught through the Christian Learning Center and meets at the Grace 1123 House during first period. Students who sign up for the course will be sent an information packet and must return a signed parent/guardian permission form since it is not a GCPS course. *Go to A1 for application/info.*

Career & Technical Education (CTE)

Advanced Fashion Merchandising & Retail Essentials: The last course in the fashion pathway in which students apply key skills and their knowledge of the industry required in a retail environment. Focus on specific, various interests, such as developing a portfolio, participating in a field experience, producing a fashion show, etc.

AP Computer Science Principles (with Integrated Intro to Software Tech): This AP-level course, AP CSP, is the foundation for the Computer Science and Game Design Pathways and offers a multidisciplinary approach to teaching the underlying principles of computation. AP CSP introduces students to the creative aspects of programming, abstractions, algorithms, large data sets, the Internet, cyber security concerns, and impactful computing. This course is designed for students to understand, communicate, and adapt to a digital world as it impacts their personal lives, society, and the business world. Students who excel in advanced math are recommended to register for this course at the AP level. This course is not open to students who already have credit for Computer Science Principles.

Students earn 2 units of credit in 1 class period.

AP Computer Science A: An intense study of structured programming and advanced programming analysis. Completion of Computer Science Principles or extensive prerequisite programming skills and teacher interview are required. Pre- or co-req of Adv Precalculus. This class can meet the 4th year Science requirement.

AVTF 2: Advanced course expanding on video production and editing skills while introducing new techniques and concepts; produces *Flash Friday*, Brookwood's variety news show; offers advanced use of Adobe Premiere Pro. *See J. Gayle in Media Center*

AVTF 3: Offers preparation for professional certification in video production and editing; produces *The BUC Show*, Brookwood's free-form entertainment program; long-form content & projects meant to build a portfolio, professional use of Adobe Premier Pro, and introduction into Adobe After Effects. *See J. Gayle in Media Center*

Engineering Concepts: Students will learn to design technical solutions to engineering problems using a whole systems approach to engineering design. Students will demonstrate the application of mathematical tools, teamwork, and communication skills in solving various design challenges. *See Mr. Stephens in B11.*

Engineering Applications: This STEM-driven course provides an advanced application of engineering and technology. Students will regularly use industry-grade equipment and demonstrate the skills and knowledge they have learned through various project-based activities. *See Mr. Stephens in B11.*

Entrepreneurship (with integrated 10th Grade Lang Arts and Oral & Written Comm): Learn how to launch a small business and pitch for investment funding. Real-life application of LA skills through the lens of entrepreneurship. 3 units/2 hr block. *10th only – satisfies core LA requirement. See D. Jackson or Morrow-Gonzalez, F1*

School Store and Coffee Shop: Students will train/work in the marketing labs, The Bronco Stampede, and Common Grounds while learning and applying concepts such as customer service, management skills, work ethic, operations, and event planning. *Pre-requisite– 1 CTE course credit and approval from Mr. Hollingsworth in B7*

Office Aide (Business Communications): Students are assigned an office location on campus to work. Job skills vary according to placement. *See K. Duncan, B121*

Game Design: This class provides an advanced look at game design, animation, and game physics. *Prerequisite – CSP, AP CSP, or AP CS A. See Mr. Winzeler in F30.*

Examining the Teaching Profession (integrated with Contemporary Issues in Education – taught in one period): Students will study, apply, and practice effective teaching and learning strategies, the creation of an effective learning environment, as well as plan instruction based on curriculum performance standards. An after-school practicum experience is included for pathway completers, which also earns an additional unit of course credit. *See L. Campbell in C11. (10th-12th grade only)*

WBL (Work-Based Learning): Students will be released early from school for outside employment; must have a stable job and transportation. No home-based business allowed as a work-site placement. Minimum number of hours per week required depending on the number of periods released: 5 hrs for 1 class period, 10 hrs for 2, and 15 hrs for 3. *See A. Creasy in B6A.*

Fine Arts

Band: 5 separate band classes are available, based on appropriate level: Maroon and Gold Band, Concert Band, Symphonic Band, Symphonic Winds, and Marching Percussion. Afternoon/evening rehearsals/concerts and fees required. *See Stanley/Jean, F101.*

Orchestra: Five different orchestra levels are available: Maroon/Gold, Concert Strings, Symphonic Strings, Philharmonic, and Chamber. Afternoon/evening rehearsals/concerts and fees required. *See Kendall/Marcacci, F102.*

Improvisation: Students learn to improvise on their pitched instrument. *See Dr. Costigan (C17/C19) or your Fine Arts Teacher for recommendation details.*

AP Music Theory: This course develops a student's ability to recognize, understand, and describe the basic materials and process of music that are heard or presented in a score. A strong focus is placed on music notation, composition, analysis, and the development of aural skills. *Students must have prerequisite experience reading music prior to this course. This course should be in addition to your performing arts class. See Mr. Still, E5.*

Chorus: There are four different levels of chorus available: Women/Men Beginning, Intermediate, Advanced, and Mastery. Afternoon/ evening rehearsals/concerts and fees required. Beginning chorus is open to all students and all other levels are by audition only. *See Mr. Still, E5.*

Dance: Students learn and perform multiple genres of dance ranging from jazz and contemporary to hip-hop, Bollywood, Afro-fusion, and more. *See Ms. Tshudy, D6.*

These yearlong classes require a prerequisite of Theatre Fundamentals; see Lindahl/House in E1/E2:

Acting: Learn to analyze and evaluate live theatre through scene study, monologues, improvisations, and play productions; *See Lindahl/House, E1/E2*

Technical Theatre: A hands-on class exploring aspects of technical theater such as set design, costumes, lighting, and sound; *See Lindahl/House, E1/E2*

Musical Theatre: The class will present a fully mounted musical production each semester; *See Lindahl/House, E1/E2*

Advanced Production: This class will present two fully mounted theatrical productions each semester; *See Lindahl/House, E1/E2*

These yearlong classes require a prerequisite of Visual Arts Comp I & II (2D & 3D); See any Art teacher in B13-B17 or Arena registration:

Drawing and Painting: Learn a variety of drawing/ painting techniques in a range of materials, styles, and subject matter.

Photography: Learn the technical aspects of a camera along with photo software and digital printing techniques.

Sculpture: This class explores a variety of sculpting techniques using a range of materials, tools, and styles.

Jewelry/Metalworking: Explore a variety of materials/methods to design/create jewelry with soldering and metal fabrication techniques.

Media Art: Investigate digital media techniques using multiple platforms (animation, broadcast, film, graphic design/illustration, photography, and web design). Design prototypes and evaluate the processes for media arts productions with the intent to understand the techniques of a field of technology.

AP Studio Art: This yearlong class is for students who are seriously interested in the practical experience of art. Create a portfolio of work to demonstrate mastery of artistic skills, processes, and ideas. Completion of Vis. Arts Comp I & II and at least 1 year of an advanced art course required. *See Mr. Vigardt in B15*

AP Art History: This college level class examines the evolution of humanity's relationship with self-expression through visual art, video, and architecture, including use of medium, historical significance, and symbolic meaning. *See Ms. Timmons in A219*

Miscellaneous Courses

Peer Leading: Components of problem-solving, civic participation, and effective communication skills, including ethical codes, tolerance, and advocacy. *11th/12th grade only. See Linderman/Ceuninck/Stephenson, A1.*