What's New in the Curriculum for 2025-2026?

Whether completely new or a revamped favorite, these are some of the new options you'll see in this year's course offerings.

English

English IV: Satire *(Now a non-CL elective)*
term course/seniors

As a literary genre, satire has been around as long as writers have had the audacity to address the foibles of humanity. Juvenal, the Roman satirist, once said, "It's hard not to write satire," suggesting that targets abound for those willing to poke fun at their fellow human beings and their many institutions. Through exploration of satirical novels and pop culture publications alike, this course explores how writers use wit and irony to challenge norms, expose hypocrisy, and spark conversation. Along the way, students examine both how and why satire works, considering in the process the role of humor, hyperbole, mockery, understatement, and other tools of the trade. Representative texts may include the works of authors such as Jonathan Swift, Kurt Vonnegut, Jane Austen, Paul Beatty, and Nana Kwame Adjei-Brenyah.

CL English IV: Literary Adaptation and Reinvention *(GESC)* *(New!)*
term course/seniors

Great stories are rarely told just once—they're retold, reimagined, and transformed across different cultures, times, and mediums. This course explores the art of literary adaptation, examining how stories are transformed across a range of forms, from novels, short stories, poems, and plays to their retellings in other literary genres, performance arts, film, or other visual arts. Through comparative study, we'll ask critical questions such as: What changes when a story transitions between different forms, and what does that reveal about the storytelling tools of those different creative forms? How do creators—be they writers, directors, or other artists—reinterpret texts for new audiences? What roles do historical, cultural, and artistic contexts play in shaping these adaptations? With a focus on analyzing both original texts and their diverse adaptations, students will consider not only how meaning is constructed differently across mediums but also how adaptations can illuminate or obscure aspects of race, gender, class, and culture. Prerequisite: permission of the department

CL Senior Writing Seminars

CL Senior Writing Seminar: Writing About Art *(New!)*
(Visual Arts)
term course/seniors

Engaging with the work of artists and makers, curators, critics, and art historians, this course explores the intersections of writing and art. Visits to the Mercy Gallery, the Loomis Chaffee Archives, and local museums will provide students the opportunity, through criticism, exhibition texts, and essays, to contribute to ongoing cultural dialogue through their own writing. Key topics may include: the shifting roles of art and artists in society; the responsibilities of institutions, curators, and the public in shaping reception; debates about the definition of art and the significance of artistic intent; and the roles that art and objects play as agents of individualism or community building. As they explore writing by critics such as Susan Sontag, John Berger, and Claire Dederer, among others, students will craft their own reflections, analysis, and commentary inspired by art and material culture. Prerequisite: permission of the departments *Note: This course does not count toward the diploma requirement in the arts.*

Social Science

CL Social Science Seminar: The U.S. Presidency
(Replacing CL Social Science Seminar: The U.S. Presidential Election, now offered every year)
term course/juniors and seniors

What did the Founding Fathers consider when establishing the American presidency? How has democracy been retained and challenged in the last couple of centuries? In what ways have money, the media, and polarization impacted presidential politics? While addressing these questions and others, this multidisciplinary course explores the dynamic state of U.S. presidential elections, the American electorate, and the role of President. After an exploration of democracy, students will use history, political science, and psychology to examine partisanship, polarization, and social identities and their roles in determining presidential voting trends and policies over the last century. Furthermore, students will analyze both the news media and social media and their role in impacting American presidential elections. Prerequisites: United States History or CL United States History; permission of the department

Computer Science, Design Thinking, and Entrepreneurship

Computer Science: AI and Digital Literacy *(New!)*
term course

This computer science course builds foundational digital literacy and practical skills through a non-coding, hands-on exploration of artificial intelligence. Students will learn essential computer skills—from navigating online resources and managing data securely to understanding how algorithms and AI influence daily interactions. Focusing on large language models (LLMs), students will gain a practical understanding of AI's capabilities, examining both the opportunities it presents and its ethical implications. With real-world applications and interactive case studies, students will build the skills to use computers effectively, analyze AI-driven information, and understand the impact of these technologies on privacy, fairness, and society. This course synthesizes essential computer skills with a deep understanding of AI's role in society, preparing students to use technology effectively and thoughtfully in a rapidly evolving digital world.

Visual Arts & CDE

Game Design: Where Art Meets Code *(New!)*
half course

This year-long introductory half course combines the creativity of digital art with the logic of programming to guide students through the process of designing and building their own 2D video games. In the first trimester, students will explore tools and techniques for creating digital art, learning about design principles, color theory, and digital illustration to develop characters, environments, and other visual elements for their games. During the second trimester, students will learn foundational programming concepts and build confidence in coding, while applying their new skills to create programmatically-generated works of art in a beginner-friendly language. In the final trimester, students will bring together their programming skills and artistic creations to develop a simple, playable 2D game. This course emphasizes creativity, problem-solving, and technical skill, empowering students to bring their ideas to life in an interactive format. No prior experience is necessary. This course fulfills one visual arts diploma requirement and prepares students to take CL Computer Science.

Performing Arts

Acting: Improvisation *(Now a half course)*
half course

Improvisation class will challenge the acting students to think on their feet while building strong communication and listening skills. Performance improvisation requires the actor to work moment-to-moment establishing settings, relationships, situations, and conclusions to both comedic and dramatic story telling. The class will also explore masks to improvise through physical story telling. The class will further challenge the acting student to rid themselves of theatrical self-censorship allowing them to make intelligent, informed, and exciting choices for the stage. This course may be taken as a sixth course. Prerequisite: Acting I or permission of the department

Acting: Stage Combat *(Now a half course)*
half course

Stage Combat is the illusion of violence for stage or screen. This course is an introduction and exploration of technical and aesthetic aspects of stage combat. The goals are for the students to develop the ability to safely portray violence onstage within the context of a play with specificity and dramatic power as well as to understand how stage combat fits into the practice of theater as a whole. Understanding the techniques of safe and effective performance combat is a primary objective. The students will build a strong foundation of footwork, attacks, and defenses, and explore movement and partnering techniques specifically for stage combat. Other aspects of the class include the development of strength, flexibility, hand/eye coordination, and the understanding and application of principles of safety in working with a partner and in ensemble. This course may be taken as a sixth course. Prerequisite: Acting I or permission of the department