

Beacon High School Elective Course Catalog Grade 9 2026-2027



*Elective courses are dependent on enrollment numbers. Some electives may not fit your schedule, as such it is important students choose **six** elective choices.*

Each year during the second semester, students will select courses for the following school year. The selection will be based on graduation, future plans such as college entrance requirements, trade education, workforce, services, and on their special needs and interests. At a conference with the school counselor, the student will discuss the courses for the following school year. At times a general plan of studies for the four years at the high school is developed.

Read the requirements for graduation and for college preparation.

Review the prerequisites for each course.

Write down the courses you are interested in taking. This is the time to explore and pursue courses in subjects or areas that interest you. You may not have this opportunity after high school.

SCHEDULE CHANGES

Student schedules are planned in consultation with the School Counselor. Changes should be requested only after serious consideration and the approval of a parent or guardian has been given. Students who requested a course during the pre-registration period, either as a required, alternate, or elective class, are expected to fulfill their commitment by maintaining their enrollment for the full duration of the course. No changes will be made to accommodate requests for a different teacher or to enable students to be in classes with their friends. Only those adjustments necessitated by summer school attendance, class failure, or scheduling error will be made. Course changes within a similar subject area, from one level to another cannot be authorized without the mutual consent of the parent, teacher, counselor and administrator. Students who wish to change a course must do so within the first (10) days of each new course. Students are reminded that they are obligated to attend all classes until an official "Drop" or "Change of Schedule" is processed.

GRADING POLICY

The grading policy and grading procedures of Beacon High School include the following:

- Student grades shall be based on a variety of work samples, examinations, and class participation.
- Class work is the predominant activity in the school and absence from class for any reason is discouraged. It is the student's responsibility to take the initiative to get assignments and to make up work that is missed due to legal absence. Students must recognize that the reconstruction of daily lessons and examinations on an individual basis is not always possible. Therefore, absences should be limited to times of emergency. The student's

failure to make up missed class work will result in loss of credit for the respective assignments, and possibly, the course.

- The grading system of Beacon High School shall be whole numbers from 0-100. In order to receive academic credit in any given course, the grade of 65 shall be the minimum passing grade.
- For full year courses, final grades shall be determined by averaging four quarter grades and the final exam grade. In half-year courses, final averages will be determined by averaging twice the grades of the two quarters plus the final exam grade. Passing a Regents examination does not in itself qualify a student for school credit in a particular course.
- If a student receives a grade of Incomplete, all required work must be satisfactorily completed within two weeks, or the incomplete (I) will automatically be recorded as a failure (F). Students should direct all questions concerning grades to the teacher responsible for issuing them.

WEIGHTED SUBJECT

Courses assigned a greater point value than local subjects which are assigned a value of 1.00 for a full year course, are considered to be weighted. These courses include Regents classes which are assigned a numerical value of 1.05; honors courses which are assigned a value of 1.07; and DCC college courses and AP classes are assigned a value of 1.10.

PHYSICAL EDUCATION GRADING

The New York State Education Department (NYSED) requires that "students must earn 1/4 credit in physical education for every semester they are enrolled in a New York State high school until the end of their 8th semester of high school." By the end of their senior year, students are required to have 2 full credits in Physical Education. These credits are earned over their 8 semesters in high school.

Due to the regulations outlined by the NYSED, it is important for families to understand that if a student stops attending their physical education class and is chronically absent*, they cannot earn a passing grade in that class.

Course credit cannot be awarded to the student who does not attend their physical education class enough times to meet the minimum attendance requirements.

*Chronic absenteeism is defined by the NYS Department of Education as a student missing at least 10 percent of enrolled school days.

NYS Graduation Requirements

There are three diploma types for graduating high school in New York State, each with credit and exam requirements outlined below.

Regents Diploma, Regents Diploma with Advanced Designation, Local Diploma

Credit Requirements

To graduate high school, students must earn credits in the following classes:

NYS Regents and Local Diploma Credit Requirements	Minimum # of Credits	NYS Advanced Regents Diploma Credit Requirements	Minimum # of Credits
English	4	English	4
Social Studies • Global History & Geography (2) • US History (1) • Participation in Gov't (0.5) • Economics (0.5)	4	Social Studies • Global History & Geography (2) • US History (1) • Participation in Gov't (0.5) • Economics (0.5)	4
Mathematics	3	Mathematics • Algebra I • Geometry • Algebra II	3
Science • Life Science (1) • Physical Science (1) • Life Science or Physical Science (1)	3	Science • Life Science (1) • Physical Science (1) • Life Science or Physical Science (1)	3
World Languages	1	World Languages (or 5 credit units in the Arts)	3
The Arts -- Art or Music	1	The Arts -- Art or Music	1
Physical Education (0.5 credits earned per year)	2	Physical Education (0.5 credits earned per year)	2
Health	0.5	Health	0.5
Electives	3.5	Electives	1.5
Total credits	22	Total credits	22

New York State Graduation Requirements

Regents Exam Requirements

NYS Regents and Local Diploma Exam Requirements

A minimum score of 65 is required on these Regents exams, or for students with an IEP for a Local Diploma a score of 55:

Mathematics (Any math exam)
Science (Any science exam)
Global History
U.S. History
English

NYS Advanced Diploma Exam Requirements

A minimum score of 65 is required on these Regents exams:

Mathematics • Algebra • Geometry • Algebra 2
Science • Physical Science • Life Science
Global History
U.S. History
English
Final examination in Language Other than English (or completion of 5 unit sequence in the Arts or CTE)

For specific questions and concerns regarding graduation pathways, please consult the school counselor.

Additional Designations

With Honors

The "with honors" designation is added to either Regents Diploma option for students with an average score of 90 or more on all required Regents exams.

Mastery in Math

Meets all assessment requirements for the Regents diploma with advanced designation and, in addition, scores 85 or better on each of 3 Regents examinations in mathematics.

Mastery in Science

Meets all assessment requirements for the Regents diploma with advanced designation and, in addition, scores 85 or better on each of 3 Regents examinations in science.

Career and Technical Education Endorsement

Completes all credit requirements as listed above for specific diploma types and successfully completes an approved career and technical education program and successfully completes the 3 part technical assessment designated for the particular approved career and technical education program which the student has completed.

Career Development and Occupational Studies

Completes a career plan; demonstrates attainment of the commencement level Career Development and Occupational Studies (CDOS) learning standards in the area of career exploration and development, integrated learning and universal foundation skills; satisfactorily completes the equivalent of 2 units of study (216 hours) in Career and Technical Education coursework and work-based learning (including at least 54 hours of work-based learning); and has at least 1 completed employability profile; OR meets criteria for a national work readiness credential

Learn more about New York State's high school graduation requirements from the New York State Department of Education on the website: [Graduation Requirements | New York State Education Department](#)

Multiple Pathways to Graduation

Multiple pathways recognize the importance of engaging students in rigorous and relevant academic programs. The pathway options recognize students' interests in the Arts, Career and Technical Education (CTE), Career Development and Occupational Studies (CDOS), Civics, Humanities, Science, Technology, Engineering and Mathematics (STEM), and World Languages by allowing an approved pathway to satisfy students' graduation requirements.

Under the "4+1" pathway assessment option, students must take and pass four required Regents Exams or Department-approved alternative assessments (one in each of the following subjects: English language arts, mathematics, science, and social studies) and complete a comparably rigorous pathway to meet the fifth assessment requirement for graduation.



Pathway Requirements

Pathway	Students must successfully complete:
Arts Pathway	• an additional Arts course (or sequence) culminating in a Department-approved pathway assessment; and • the culminating Department-Approved Pathway Assessment in the Arts;
Career and Technical Education (CTE) Pathway	• a NYSED-Approved CTE Program and • the culminating 3-part technical assessment.
Career Development and Occupational Studies (CDOS) Pathway	• the CDOS Commencement Credential Requirements (Option 1 or Option 2).
Civics Pathway	• the Seal of Civic Readiness requirements.
Humanities Pathway	• an additional Social Studies or English Language Arts course culminating in a Regents or Department-approved alternative assessment; and • the culminating Regents Exam • or Department-Approved Alternative.
STEM Pathway	• an additional Science or Mathematics course culminating in a Regents or Department-approved alternative assessment; and • the culminating Regents Exam or Department-Approved Alternative.
World Languages Pathway	• a sequence of World Languages courses culminating in a Department-approved pathway assessment; and • the culminating Department-Approved Pathway Assessment in World Languages.

Approved Pathway Assessments

- World Languages
[World Languages | New York State Education Department](#)
- The Arts
[The Arts](#)
- Career Development and Occupational Studies (CDOS)
[Department-Approved Pathway Assessments in Career Development and Occupational Studies – CDOS Pathway](#)
- Department-Approved Alternatives
[NYSED Approved Regents Exam Alternatives](#)

Pathway Resources

Frequently Asked Questions

- [Multiple Pathways Frequently Asked Questions](#)

Related Resources

- [New York State General Education & Diploma Requirements](#)

If you have additional questions or need further clarification, please contact the Office of Standards and Instruction at emscgradreq@nysed.gov or 518.474.5922.

ARTS

The goal of the Fine Arts program is to develop artistically literate students by providing quality opportunities to create, perform, respond and connect to the arts. Through these opportunities, we provide students with the chance to develop a sense of self in relation, while developing their individual creativity through rigor and experiential learning.

Part 100 of the Regulations of the Commissioner of Education requires all students to complete one full credit of art, one full credit of music, or ½ credit of each (art/music) before graduating.

One credit can be earned by taking any full-year course in art or music or two half credit courses. For those focusing on art, Studio Art provides the foundation necessary for the higher level classes.

Course Title: ***Architectural Design***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full art credit

Description: Architectural Design is a half year introductory art course. Students will learn the fundamental aspects needed to learn the concepts of Architectural Design. Traditional hands on drawing methods and digital software will be utilized to make student projects. Students will analyze both still art works, which imply perspective, creating 3-D models and using computer programs to enhance their understanding of what Architectural Design is. There will be lectures on the great works of architecture and possible visits to different architectural designs within our community. Sketchbooks will be used to aid in analyzing artworks, keeping notes, and experimenting with media and new techniques.

Course Title: ***Cartooning and Animation***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full art credit

Description: This is a half year introductory art course. This class can be used in conjunction with other half year classes like Ceramics I, and Digital Art I class to get a full art credit. Students will learn the fundamental aspects needed to create a successful animation and cartoon. Character design, storyboarding and storytelling will be taught. Traditional hands on drawing methods and digital software will be utilized to make student projects. Students will analyze both still artworks, which implies movement, and animated segments from fine art and popular culture to enhance their projects. Political and satirical cartoons will also be employed to enhance students' understanding of cartooning. Sketchbooks will be used to aid in

analyzing artworks, keeping notes, and experimenting with media and new techniques.

Course Title: ***Ceramics I***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: Hand built pottery, techniques of coil; slab, pinch as well as throwing on the potters' wheel will be introduced. The firing process and glazing process of clay are also explored. Form, function and decoration are the emphasis of this course.

Course Title: ***Ceramics II***

Term: One Semester

Credit: 0.50

Prerequisite: Ceramics I

Description: Building methods developed in Ceramics I will be further explored and refined. More complex concepts in ceramics will be explored such as sculpting and production pieces.

Course Title: ***Digital Art I***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: This course will introduce the computer as an artist's tool. The elements and principles of design will be used to create two dimensional artworks. Programs such as Photoshop will be explored.

Course Title: ***Digital Art II***

Term: One Semester

Credit: 0.50

Prerequisite: Digital Art I

Description: Enhancing skills from Computer Graphics I, digital cameras, and advanced capabilities in the Photoshop program will be the emphasis of this course.

Course Title: ***Drawing & Painting I***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full art credit

Description: Concepts of gesture, contour line, shading and perspective will be explored using still life, figure drawing and imaginative subjects. Mediums used will include pencil, charcoal, markers, pastel, color pencil, oil pastel, and ink. Exploration of color, hue, and value using watercolor and acrylic will be included in this course.

Course Title: ***Drawing & Painting II***

Term: One Semester

Credit: 0.50

Prerequisite: Drawing and Painting I

Description: Advancement of techniques in creating the illusion of form, light, texture and space in drawings and painting. Students will work on canvas and a variety of art papers to create skillful solutions to design problems.

Course Title: ***Interior Design***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full art credit

Description: Students will learn the fundamental aspects needed to learn the concepts of Interior Design. Beginning levels of color theory and pattern developing will be discussed and applied to the students projects. Students will learn about perspective. Students will both draw out the rooms and 3D model the rooms. Computers will also be used to create interior spaces. Sketchbooks will be used to aid in analyzing artworks, keeping notes, and experimenting with media and new techniques.

Course Title: ***Photography I***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full credit of art

Description: This course will introduce the camera as an artist's tool. Students will work with both current Digital SLR cameras and experiment with traditional darkroom printing to understand the full range of photographic possibilities.

Course Title: ***Photography II***

Term: One Semester

Credit: 0.50

Prerequisite: Photography I

Description: This course is designed to develop technical and artistic competence with a digital camera and editing software. Students will learn to create a series of photographs that work together as a cohesive body of work. Completed photographs will be presented in a variety of formats such as a student designed photo book.

Course Title: ***Studio Art***

Term: Full Year

Credit: 1.00

Prerequisite: None

Description: This is a full year foundation course with an emphasis on studio problem based learning activities that explore the electives of the Art Dept. Students will work on a variety of project based activities utilizing a variety of mediums, such as pencils, charcoal, pastels, watercolor, acrylic paints, pen and three-dimensional materials. Students will be required to demonstrate creativity, innovation and problem solving skills using critical thinking and higher order thinking. Students will develop an understanding of the history of art and art related careers. At the end of the course students will be able to identify the Elements of Art and Principles of Design.

Course Title: ***Textiles I/Fashion***

Term: One Semester

Credit: 0.50

Prerequisite: Studio Art or one full art credit

Description: This course is based on fashion. The students will be involved in learning how to draw the fashion figure. The beginning levels of sewing will be introduced. Possible fashion careers will be discussed.

Course Title: ***Textiles II/Fashion***

Term: One Semester

Credit: 0.50

Prerequisite: Textiles I

Description: This course will build on the concepts and principles explored in Textiles I. Pattern making will be explored. Advanced textiles techniques such as fabric dying will also be explored. Students will develop an understanding of the different careers available to them in fashion.

BUSINESS

The goal of the business courses is to prepare students for entry-level employment in business and for post-secondary studies in business. Students are also provided with opportunities to learn about business as it relates to their personal lives.

Course Title: ***Career and Financial Management***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: This course is designed to allow students to explore a variety of careers and occupations. Students will research the requirements and skills needed for specific occupations; learn about the job application process, job interview procedures, and workplace expectations. Everyone needs to know how to get and keep a job. Students will learn how to create employment documents like resumes, letters of application, job applications, and successfully interview for a job. Students will practice mock interviews to boost their confidence. This course will teach students how to answer the tough interview questions. Students will research job opportunities in their areas of interest. Students will research different careers in Naviance that match their Career Interests Profile. Students will learn about themselves through interesting inventories on Naviance that lead them to know their interests and aptitudes. Students will learn skills to help them secure a job and function as part of a team in the workplace.

COMMUNICATIONS

Communication courses empower students to become not just consumers of media, but creators. Students gain real-world skills such as project management, collaboration, leadership, and digital literacy. Students will build portfolios that can support college applications, internships, and entry-level careers.

Course Title: ***TV Production I/Broadcasting***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: This course is the introduction to skills involving communication through Television. Students will be introduced to the artistic and technical aspects of Television Production, such as camera and computer editing techniques. Camera techniques include panning, zooming, and tilting. Editing techniques include assembly editing, insert editing, and visual effects. Each skill is taught through hands-on experience in the studio, classroom, and is entirely project based. Assignments will include a beauty reel, basic photography and framing, interviewing, a 1 ½ min short, and a 2 ½ min short.

Course Title: ***TV Production II/Broadcasting***

Term: One Semester

Credit: 0.50

Prerequisite: TV Production I or Instructor Approval

Description: In this course, students will study the freelance arena, including: influencing, streaming, interviewing, podcasting, and short films. Students will be forming groups and participating in a variety of assignments, up to: 1 min short films, 3 min interviews, 5 min movies, industry-applicable positions, and script writing. Students, through the use of release forms, will also be allowed to take home equipment in order to get better products on film.

Course Title: ***Video Game and Design***

Term: One Semester

Credit: 0.50

Prerequisites: None

Description: Video game designers use extensive technology, such as editing and design software. Students will create programs or choose formats for websites, magazines, or movies, all of which call for an understanding of technology and software. Many jobs as video game designers require candidates to create programs or products both aesthetically appealing and functional. Consoles will be used throughout the course as well as applicable games, for the use of level creation, 3D building,

and strategy. Creativity is necessary in this process since individuals brainstorm innovative designs and make choices on product appearance.

ENGLISH

The English curriculum focuses directly on the Next Generation Learning Standards for English Language Arts in the following areas:

1. Reading Literary and Informational Text
2. Writing
3. Speaking and Listening
4. Language

Students must take English every year in high school. In grades 9-11, English is a full year course designed to help students meet the learning standards and prepare for the Comprehensive Regents Examination in English. Students are scheduled into either a regular or honors level class. The honors class in grade 11 is the Advanced Placement (AP) Course in Language and Composition. In grade 12, students take a full year of English, from the following selection of courses: English 12, Advanced Placement (AP) Literature and Composition, and Composition I & II, a partnership with Dutchess Community College.

Course Title: ***Drama***

Term: One Semester

Credit: 0.50

Prerequisite: English 8

Description: This course will foster public speaking, listening and communication skills. The curriculum is performance based, which means students will read and watch performances of works and then perform scenes and related variations of themes in class. No essays, no tests, very few quizzes. Instead, this participation-heavy class emphasizes skills around improvisation, movement onstage, acting in an ensemble production, and performing comedic and dramatic monologues.

Course Title: ***Theater Production***

Term: One Semester

Credit: 0.50

Prerequisite: English 8

Description: If all the world is a stage, someone has to build the set and light it! The behind-the-scenes people who produce the magic of a production sometimes steal the spotlight from the actors who perform it! This course will expose students to the multi-faceted world of theater and focus on those extremely important behind-the-scenes jobs. Students will study and engage in a variety of activities that are necessary for live productions: set design, lighting design and operation, costume design, makeup design, house management, advertising, writing, directing and stage management.

HEALTH

Health is a NYS mandated course. All students must take Health in high school.

Course Title: ***Health***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: Health is a course required of all high school graduates. The course includes topics of personal, social and mental health along with topics relating to the quality of life in general. Parenting education, nutrition, disease, drugs, alcohol, tobacco, mental health, consumer health and public health are among the topics included in the course of studies. Class participation and a final project are requirements for this course.

MATHEMATICS

A strong foundation in high school mathematics is increasingly essential for success in both college and careers. Over the past decade, graduation requirements in mathematics have been raised to reflect this growing importance. The New York State Board of Regents requires all students entering ninth grade in 2014 or later to earn three mathematics credits and pass one Regents examination to graduate. To support students of all ability levels in meeting these requirements, the Math Department has developed a variety of courses and course sequences. Although several courses share the same mathematical concepts and curriculum, they differ in instructional pace.

Course Title: ***Computer Science Essentials***

Term: Full Year

Credit: 1.00

Prerequisite: Algebra 1R or Algebra B

Description: Computer Science Essentials exposes students to a diverse set of computational thinking concepts, fundamentals, and tools, allowing them to gain understanding and build confidence. Students use visual, block based programming and seamlessly transition to text - based programming with languages such as Python to create apps and develop websites, and learn how to make computers work together to put their design into practice. They apply computational thinking practices, build their vocabulary, and collaborate just as computing professionals do to create products that address topics and problems important to them.

MUSIC/PERFORMING ARTS

The goal of the Performing Arts program is to develop artistically literate students by providing quality opportunities for students to create, perform, respond and connect to the arts. Through these opportunities, BHS provides students with the chance to develop a sense of self in relation to our global society, while developing their individual creativity through rigor and experiential learning.

Part 100 of the Regulations of the Commissioner of Education requires all students to complete one full credit of art, one full credit of music, or ½ credit of each (art/music) before graduating.

One credit can be earned by taking any full-year course in art or music or two half credit courses. Please note that the performing classes, Band and Chorus, require students to attend concerts and rehearsals that are held beyond the school day.

Course Title: ***Chorus***

Term: Full Year

Credit: 1.00

Prerequisite: None

Description: This course strives to develop a high level of vocal performance while enjoying singing and learning to participate in an organized group. Vocal skills such as proper diction, intonation and breathing are emphasized. Concert participation is mandatory. Students will be involved in school performances and concerts in the community. The chorus will perform in at least three (3) required concerts each year.

Course Title: ***Concert Band***

Term: Full Year

Credit: 1.00

Prerequisite: Minimal playing experience

Description: This course is for students interested in playing in a school band at the high school level. Students will audition for the high school band director to receive ensemble placement. Students will be pulled from their classes once a week on a rotating basis to attend lessons. The band will be involved in at least five (5) performances each year. All performances are mandatory.

Course Title: ***Guitar I***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: Guitar I is a one semester course covering the basics of the instrument and an application of essential music fundamentals. Students will learn the basics of playing the guitar at the beginning level through studying guitar tablature and chord diagrams. An acoustic guitar which is kept at BHS will be provided for this course. *Students must keep their fingernails cut short for the semester to take this class.

Course Title: ***Guitar II***

Term: One Semester

Credit: 0.50

Prerequisite: Guitar I

Description: Guitar II is a one semester course continuing on the basics of the instrument and an application of essential music fundamentals. Students will build on what they learned in Guitar I. An acoustic guitar which is kept at BHS will be provided for this course. *Students must keep their fingernails cut short for the semester to take this class.*

Course Title: ***Music Production***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: Students will discover and explore introductory concepts used in audio recording, arranging, remixing, creating MIDI tracks and mixing. No prior musical experience is needed, however, having training on an instrument or voice is helpful. Students will create music on the computer using music editing software and keyboards. Students interested in the current methods of music creation and production should consider taking this course.

Course Title: ***Music Production II***

Term: One Semester

Credit: 0.50

Prerequisite: Music Production

Description: Students will build on the introductory concepts learned in Music Production I for audio recording, arranging, remixing, creating MIDI tracks and mixing. Students will create music on the computer using music editing software and keyboards.

Course Title: ***Music Theory***

Term: Full Year

Credit: 1.00

Prerequisite: Vocal or instrumental via Concert Band, Concert Choir, or outside musical experience is mandatory. This course is designed for those students who wish to take AP Music Theory and/or wish to expand their musical foundation.

Description: A course introducing the motivated music student to the study of melody, harmony, texture, rhythm, form, musical analysis, elementary composition and to some extent, musical history and style. Critical musicianship skills are developed in the process such as notation, dictation, listening skills and sight-singing.

Course Title: ***Wind Ensemble***

Term: Full Year

Credit: 1.00

Prerequisite: High level playing experience (audition based)

Description: This course is for students interested in playing in a school band at an advanced high school level. Students will audition for the high school band director to receive ensemble placement; those performing at a high enough level will be placed in the ensemble based on ensemble need. Students will be pulled from their classes once a week on a rotating basis to attend lessons. The band will be involved in at least five (5) performances each year. All performances are mandatory.

SCIENCE

All students are required to earn three credits in science and to pass one Regents science examination to graduate. At least one credit must be in a living science and one in a physical science. The Science Department has designed various courses to help students of all abilities to fulfill the graduation requirements. Our courses range from skills-based foundations courses for struggling students to a research course in which students can do independent research.

Course Title: ***Field Biology***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: A general interest in learning about nature and NYS ecology and willingness to go outdoors during class time is a must. Activities will include tree identification, invasive species remediation, aquatic ecosystem studies with field trips to the Hudson River, litter removal, local ecosystem studies, and citizen science projects including bird counts and collecting climate data.

Course Title: ***Forensic Science***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: The application of scientific knowledge to legal questions, and encompasses various scientific disciplines. **Topics covered:** observational skills, crime-scene investigation and evidence collection, fingerprints, DNA fingerprinting, blood and blood spatter, ballistics, drug identification and toxicology, handwriting analysis, and death. Each lab activity will show you more clearly the techniques used at crime scenes and for analyzing evidence, so that you can see for yourself science in action.

Course Title: ***Hands on Chemistry***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: This course will explore different phenomena in the realm of chemistry with a focus on hands-on activities and experimentation. Topics explored will include examining the difference between compounds and mixtures, matter and energy, and types of chemical reactions. Through experimentation the connection between theory and application will be realized.

Course Title: ***Laboratory Skills***

Term: One Semester

Credit: 0.50

Prerequisite: None

Level: An introduction to basic laboratory techniques

Description: Basic lab course that explores general science areas for the new science learner. Units such as measurement, basic principles of chemistry, and how to use a microscope are covered.

Course Title: ***Marine Biology***

Term: One Semester

Credit: 0.50

Level: Intermediate

Prerequisite: Successful completion of Life Science. Preference to juniors and seniors.

Description: The course of study will include principles of marine science, marine life, and marine activities. Dissections are optional

Course Title: ***Methods of Research***

Term: Full Year

Credit: 1.00

Prerequisite: None

Description: Have you ever thought of a really great question that a search engine can't answer to your liking? Then you're probably ready for Science Research. This course offers the opportunity to solve problems using a systematic thought process. Students will learn and apply the core skills of scientific inquiry and apply those skills by completing a research project. Students conduct primary research on a topic, formulate testable predictions and continue by designing a method to carry out their own experiments. Basic statistical analysis will allow students to draw valid conclusions while communicating their findings to a broader audience through presentations and in writing. Students are required to submit a completed written research paper. This course is available for students in grades 9 and 10.

Course Title: ***Topics in Earth Science: Paleontology***

Term: One Semester

Credit: 0.50

Prerequisite: None

Description: Students will learn about the fascinating creatures, both large and small, that roamed the earth before humans. Covers the diversity of life in the past, how organisms adapted to their environment, the remains of organisms that have been replaced by rock or preserved by impressions in rock, and the methods scientists use to analyze fossils. Project based learning focus.