

# Freshmen Elective Options

## ART

**INTRODUCTION TO THE ART OF PRODUCT DESIGN: From Concept to the Consumer (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This course gives students a wide overview in the basics of the art of product design with a focus on integrating 3D modeling, production design, and marketing in creating new products. Students will be introduced to the product development process, including: understanding customer needs; brainstorming; sketching; concept development; design aesthetics; prototyping; and written, visual, and oral communication. The course uses hands-on activities and computer-aided software (including Autodesk and Adobe Creative Suite) to develop, create, and analyze product models. The curriculum emphasizes critical thinking, creativity, innovation, and real-world problem solving as students develop a command of product development, skills in modeling, and communicating their creative solutions.

**FINE ART 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This exploratory course in fine arts emphasizes experimentation in a variety of media while dealing with basic art concepts. Areas of study will include those from the fine arts such as painting and drawing. This course serves as a foundation for technical skills needed to draw or paint.

## BUSINESS

**INTRODUCTION TO BUSINESS (C)**

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

This course is designed to prepare students for the workplace and business world. It will give student insight into the various business courses available. Students will touch upon small business management, banking and financing, accounting, marketing, personal and consumer law, and computer applications. Students will be provided with a flexible background that will enable them to make required choices necessary for a career in the market place.

**MARKETING EDUCATION (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This course is designed to prepare the student for entry level in the distributive occupations by increasing the student's knowledge in the field of marketing. The following course content is explored: Basic marketing concepts, trends, direct selling advertising, promotion, customer service, as well as industrial and wholesale selling.

**\*Legend: Visual (V) / Performing Arts (P), Career Education(C) and Financial Literacy (F), College Prep (CP), Honors (H), Advanced Placement (AP)**

Included in this program are the introduction, operation, and management of the school store under the supervision of the teacher who acts as manager. Active participation in the Distributive Education Clubs of America (DECA) is strongly recommended.

## **KEYBOARDING**

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

This course is designed to provide an opportunity to learn to touch type on the computer keyboard using correct techniques as well as the development of speed and accuracy. Students will be introduced to the formatting of personal and business letters, tables, notes, memos, and reports.

## **INTRODUCTION TO SUCCESS**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Through this course students will not only learn from the fundamentals of business, but will gain insight into what it really means to be successful. Successful men and women of today will be explored and are the drive behind Introduction to Success. The understanding of the importance of having a background in business knowledge, no matter what field you enter, will be addressed. Students will examine courses of study and extracurricular activities offered through Lacey Township High School. Sean Covey's guide for highly effective teens will also be incorporated. For students who are interested in joining Lacey's Modern Business Academy (MBA) program, this course is the place to start.

# **ENGLISH**

**DIGITAL PUBLICATIONS *\*NEW\****

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Publications and editing is a 21st century, project-based course designed for students who are interested in exploring the real-world applications of the arts, focusing on design and how it pertains to a variety of contemporary technologies, such as digital photography, Adobe, and Windows MovieMaker. Students will acquire knowledge and explore the elements of design with practical considerations of the correct and current technologies to complete a successful design project. Class participants will be instructed in the process of how to complete numerous computer-based projects, beginning with the original concept/story board, to designing and completing the final project. Students will research and analyze the historical and cultural context of design, design technologies and how they have developed through time. Students will employ the conventions of art criticism to process, and judge design pieces using their knowledge of the elements of art and principles of design. Students will be asked to think critically to meet deadlines, track goals and utilize multimedia to market and disseminate information that aligns with and models an actual business.

## **SMASH! POW! BOOM! - THE GRAPHIC NOVEL**

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

What if your English teacher assigned you *The Flash*, *Naruto*, or *The Walking Dead*? Just imagine being encouraged to doodle in class! The dream is now a reality in The Graphic Novel class. Comic books, a unique American art form, introduced thousands of awesome characters and stories, and in the last twenty years they have jumped from their pages to the movies. These stories, collected as graphic novels, will excite, amaze and terrify you. Thrill to the exploits of your favorite superheroes, and try writing your very own comic scripts! This half-year elective will teach you everything you need to know to become a superhero yourself (not really). Smash! Pow! Boom!

## **THRILLING TALES OF MYSTERY AND SUSPENSE**

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

From Sherlock Holmes to Alex Cross, authors have been sending their detective heroes on thrilling adventures for centuries. Join us in Detective Fiction as we explore its roots, the nature of the detective hero, and how the genre has influenced modern popular culture.

The class will cover Detective Fiction starting with its beginnings with Edgar Allan Poe through its modern authors such as James Patterson and Sue Grafton, as well as popular television dramas like *CSI* and *Sherlock*. Students will read and analyze short stories, novels, and articles, culminating in a project that allows students to create their own thrilling mystery tales!

## **BIG SCREEN BOOKS *\*NEW\****

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

So many great movies once started as great books. From Academy Award winners to summer blockbusters, novels and other works of nonfiction have so often been the basis for what we see on the screen. This class will investigate those works of literature and the movies they help to create. Students will hypothesize what causes screenwriters or directors to make changes from the text onto the big screen. As the students experience the films and the texts they're based on, they will engage in a variety of activities including discussions, reviews, and projects, as well as technology-based learning (podcasting, making book and movie trailers, etc). The most entertaining movies and texts will be featured.

## **HORROR AND COMEDY *\*NEW\****

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

From the most gut-wrenching horror to the most side-splitting laughter, this class will cover it all. In this course students will read stories and view movies that highlight the comedy and horror genres. One day we will view horror movies from different genres to see the movies reflect the values and social conditions of the culture. The next day, we will examine comedy classics like Charlie Chaplin, The Three Stooges, and Monty Python. Students will even make their own stories to explore the best in each genre. What makes stories funny? What makes them terrifying? You'll have to check out this class to find out.

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## **FAMILY AND CONSUMER SCIENCE**

### **FASHION DESIGN 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Fashion Design 1 is an introduction for the students into the world of textiles and construction techniques. Each student will be expected to work on a variety of garments with a variety of fabrics and construction techniques. Textile concepts will be studied to make the student more aware of choices and uses of garments within a wardrobe. Fashion, line and design of a garment will be emphasized to insure proper selection of a pattern to individual body requirements. Each garment will act as a building block in an effort to take the student through the most commonly utilized fabrics, garments and styles of the times.

### **INTERIOR DESIGN (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This course is designed to increase students' awareness and appreciation of their home and its surroundings. It will stress the principles of home decorating and their correct use. Course work includes a study of the history of housing, architectural styles and home furnishings. Various "hands on" decorating projects will be incorporated. Students are responsible for costs related to projects selected. Careers in housing and interior design will be explored.

## **INDUSTRIAL TECHNOLOGY SCIENCE**

### **TELECOMMUNICATIONS 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 2.5 CREDITS**

This course is the first in a series of three, which introduces all aspects of creating a video/media program. Students will develop the skills needed to correctly and safely operate video cameras, editing equipment, VCR'S, audio boards, as well as lighting systems. The course incorporates a variety of marketable skills by acquiring keyboard techniques, internet research, Microsoft Programs along with other computer applications. To accomplish this task, the students will plan, tape, edit, storyboard, and transmit completed programs to the community via Channel 21. All students are required to complete a minimum of five hours of lab time, in addition to class time, each marking period.

### **GRAPHIC DESIGN 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

In this course the students are introduced to the printing and publishing industry. The areas of study will include learning various software programs such as: Microsoft Publisher, Adobe Illustrator and Photoshop. Projects in advertising design, computer designed logos, magazine cover design, business card design, offset printing and digital photography. Career opportunities will be explored.

**DIGITAL PHOTOGRAPHY 1 (V/P) (C)****GRADES 9-12****FULL YEAR, 5 CREDITS**

This course is designed to introduce students to the world of digital photography and the use of a digital camera. Students will be exposed to a history of photography and available career choices in the field. Areas of study will include such software programs as: Adobe Photoshop and Adobe Illustrator.

**WOODWORKING DESIGN & CONSTRUCTION 1 (V/P) (C)****GRADES 9-12****FULL YEAR, 5 CREDITS**

Woodworking Design and Construction 1 covers the use of hand tools, power tools, and machine tools. Projects will be constructed which require the use of all tools and machines. A working knowledge of joint construction, adhesives, and abrasive will be developed as projects are built. The course is coupled with related shop math and textbook requirements. Students will be expected to complete specific projects selected by the instructor. Emphasis will be placed on basic hand tools and machine utilization with the students becoming acquainted with safe operating practices of the drill press, band saw, router, lathe, power hand sanders, jigsaw, and surface plane. Safety will be stressed as a very important part of the class throughout the year in the Woodworking Design and Construction program.

**ENGINEERING AND DESIGN 1 (V/P) (C)****GRADES 9-12****FULL YEAR, 5 CREDITS**

Engineering and Design 1 focuses on the development of basic engineering skills such as sketching, reading drawings, working effectively in a group, communication skills, and 3D modeling. The Engineering section of the course will use computer programs such as Autodesk AutoCAD and Autodesk Inventor, which is widely used in engineering fields today. The architecture portion of the course will focus on creating residential structures, creating floor plans, and understanding basic construction concepts. Engineering and Design 1 is an elective course, and is especially valuable for students interested in fields of engineering, construction, industrial technology, architecture, and computer modeling.

**MATH****COMPUTER APPLICATIONS (V/P) (C)****GRADES 9-12****FULL YEAR, 5 CREDITS**

Through the presentation and exploration of many hands-on projects, students will learn the common uses and functions of the Mac computer. The course will begin by teaching students to operate the keyboard to develop acceptable speed and accuracy. The course will progress to Microsoft Office applications, where students will develop the necessary skills needed for school and work. In addition, students will explore i-life programs including but not limited to iTunes, iPhoto, iMovie, iWeb, and Garageband. This is an excellent course for developing computer and keyboarding skills necessary for college and the workplace.

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## **COMPUTER PROGRAMMING (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Through this course students extend their fundamental knowledge of computers. The students will learn what object-oriented language is and are introduced to Java programming structure. Programming style will be emphasized. Variable assignments, types, loops, functions, classes and objects, and arrays will be introduced to develop the solutions of basic problems.

## **PERFORMING ARTS**

### **CONCERT BAND 1 (V/P) (C)**

**GRADES 9-12**

***PREREQUISITE: SUCCESSFUL MEMBERSHIP IN MIDDLE SCHOOL BAND OR DEPARTMENTAL PERMISSION (AUDITION)***

**FULL YEAR, 5 CREDITS**

These courses are designed to develop the necessary skills needed for concert band. Emphasis will be placed on large ensemble playing incorporating the development of performance skills, fundamentals of music reading, familiarity of most commonly used scales, proper playing technique, basic ear training, and introduction to basic band repertoire. Participation in concerts throughout the year is expected.

### **CONCERT CHOIR 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

These courses in choral singing will emphasize and develop vocal technique, music notation, reading terminology, rhythms, sight and sound intervals, diction, sight-reading, and choral repertoire. Concert preparation and participation throughout the year are expected.

### **GUITAR (V/P)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This is an elective course for beginning guitarists with little or no experience on the instrument. Students will learn open chords, power chords, moveable chords, single note (melody) playing, accompaniment techniques, and a variety of playing techniques and styles, including both pick style and finger style approaches to the guitar. The course also includes music fundamentals, theory, songs, performances, listening, improvising, and learning to read standard music notation as well as tablature. In addition, students will be encouraged to attend performances, as well as perform or compete themselves.

### **MUSIC TECHNOLOGY (V/P) (C) *\*NEW\****

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

Music technology is the study and use of music software and recording equipment. Students interested in a career in music production or a degree in music at the college level should take this class. Students enrolled will learn how to work with various microphones/soundboards, digital loops/effects, editing and album production, copyright law, podcasts, and film music.

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## **ACTING 1 (V/P) (C)**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Students will learn the fundamentals of dramatic importance. Emphasis is given to the actor's tools of body, face, voice, and mind as well as crucial elements of theatrical storytelling. Using a combination of improvisational games and theatre exercises, students will become comfortable with public speaking and stage performance. Students will learn script analysis as a tool to enhance character development.

## **SOCIAL STUDIES**

### **SPORTS IN SOCIETY**

**GRADE 9-12**

**SEMESTER, 2.5 CREDITS**

This course is for those who are considering sports media, sports journalism, sports management, and sports law as career choices. Students will study history through the evolution of sports, including football, baseball, basketball, and hockey. Students will learn about labor negotiations and free agency, and will participate in contract negotiation simulations. Students will study the impact of professional stadiums on cities and states from the late 1800's to present. Standout sports figures like Michael Jordan and LeBron James will be analyzed for their impact on advertising and online sports fantasy leagues. The impact of the Civil Rights era on sports will be explored. This course is a must for those considering a future career in many facets of sports.

### **SPORTS IN SOCIETY: Media Marketing *\*NEW\****

**GRADES 9-12**

***PREREQUISITE: SPORTS IN SOCIETY I, TELECOMMUNICATIONS I, OR DEPARTMENTAL APPROVAL***

**SEMESTER, 2.5 CREDITS**

Sports in Society II will be a course where students will be immersed in real-world scenarios involving sports media, television production and marketing projects. Students will learn many important career skills that can translate into success in many jobs. They will take sports and media production to a new level at our own high school, producing in-depth sports reporting online and great shows on television. They will use their marketing skills to produce sports yearbook style promotions for teams and the athletic department, as well as youth sports in town.

### **MILITARY SCIENCE (C)**

**GRADES 9-12**

**SEMESTER, 2.5 CREDITS**

Are you interested in learning about the military, warfare, weaponry and the history surrounding wartime? This course is designed for the in-depth study of the history and tactics of military warfare, from ancient civilizations to modern day air forces, from tomahawks to Tomahawk Cruise Missiles. Students will discover that for every offensive weapon war ever made, a defensive weapon was made to counter it. As cannons made castles obsolete, engineers responded with low, thick-walled forts. Basic and advanced military style tactics will be explored. Perhaps 16<sup>th</sup> century armies had things right with their starting times, pageantry,

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drums, flags and strict formations. For each battle and war in history, fighting men learned what worked and what was needed. Others carved out new tools and defensive weapons. Such examples will include the English Long Bow, which was one of the most devastating weapons of its time and enabled the English to win many wars. Students will apply this knowledge in a variety of presentations: from war room map tables to computer models and video game analysis. We will study movies about war, including those about ancient wars as well as modern. We will explore how close to the truth these movies come.

## **WORLD GEOGRAPHY**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

This course is designed to explore regions of the world with similar culture and history. The units include information pertaining to the geography, history, economy, politics, and social aspects of each cultural region. Students examine the relationships among people, places, and environments that result in patterns on the Earth's surface. Students use the tools and methods of geography to study the principal regions in the world – the Americas; Europe and Eurasia; North Africa and the Middle East; Sub-Saharan Africa; East, and Southeast Asia. Students describe the influence of geography on the events of the past and present and analyze how location affects economic activities in different economic systems throughout the world. Students compare how components of culture shape the characteristics of regions and analyze the impact of technology and human modifications on the physical environment. Students will use their problem-solving and decision-making skills to ask and answer geographic questions.

## **HISTORY OF THE AUTOMOBILE**

**GRADES 9-12**

**FULL YEAR, 2.5 CREDITS**

Whether you are a true "Gear Head", a casual car enthusiast, or someone who wants to study history from a different perspective, this is the class for you! History of the Automobile is an analytical class, which will study the development and the significance of cars and trucks throughout history. From the first mechanically propelled vehicles through the decades of their development, students will analyze designs/designers, technological advances, and also the creation of cultural trends. They will be able to relate these advances to historical events and the automobile's place in the world today. An examination of the different industries that have been influenced or created as a result of the car will be highlighted. Projects will include designing vehicles and projecting advancements for vehicles of the future.

## **WORLD LANGUAGES**

**FRENCH 1, SPANISH 1, GERMAN 1**

**GRADES 9-12**

**FULL YEAR, 5 CREDITS**

Primary emphasis in these introductory courses is placed on listening/understanding and speaking in order to develop correct pronunciation and build sufficient vocabulary to converse with comprehension. Topical vocabulary units enable the student to achieve early success in communicating and understanding simple requests or statements about daily living. Instruction in the basic structure of the language enables the student to read short passages and progress from writing simple sentences to composing friendly letters and diary entries. The student is

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introduced to customs, daily activities, holidays, foods and geography of the country being studied.

**FRENCH 2, SPANISH 2, GERMAN 2**  
**GRADES 9-12**

***PREREQUISITE: FRENCH 1, SPANISH 1, GERMAN 1***

**FULL YEAR, 5 CREDITS**

Through extensive oral work, this second-level course reinforces and develops further the audio-lingual skills learned the preceding year; there is greater concentration on reading longer passages and writing more complex sentences. Vocabulary, especially idiom development, is expanded, and the study of grammar is intensified. While cultural exposure to history, art and music is extended, career options to a speaker of a world language are also explored.