

DIGITAL APPLICATIONS

This course is designed for secondary school students to develop real-life, outcome-driven approach skills for digital citizenship, basic computer operations, keyboarding, application software (word processing, spreadsheets, multimedia applications, databases), and career exploration. This course promotes skills that can be applied across the curriculum and offers preparation relevant to 21st century skills and postsecondary education.

COMPUTER INFORMATION SYSTEMS

Students apply problem-solving skills to real-life situations through word processing, spreadsheets, databases, multimedia presentations, and integrated software activities. Students work individually and in groups to explore computer concepts, operating systems, networks, telecommunications, and emerging technologies.

DESIGN, MULTIMEDIA AND WEB TECHNOLOGIES

Students develop proficiency in creating desktop publications, multimedia presentations/projects, and Web sites using industry standard application software. Students incorporate principles of layout and design in completing publications and projects. Students design portfolios that may include business cards, newsletters, mini-pages, Web pages, multimedia presentation/projects, calendars, and graphics.

PRINCIPLES OF BUSINESS & MARKETING

This dynamic course provides students with a foundational understanding of business and marketing concepts. Students will develop career skills and examine economics; social, environmental, and ethical responsibilities; and current trends in the field as they prepare to be responsible consumers and leaders in business and marketing roles.

HORTICULTURE SCIENCES

In this course, students develop the necessary knowledge, skills, habits, and attitudes for entry-level employment and advancement in areas such as floriculture, landscape design, greenhouse operation, nursery plant production, and turf management. They receive instruction in using soil and other plant-growing media and in identifying, propagating, and growing horticultural plants in the greenhouse and land laboratory. Instruction is provided in safety and leadership development.

NUTRITION AND WELLNESS

Students enrolled in Nutrition and Wellness focus on making choices that promote wellness and good health, analyzing relationships between psychological and social needs and food choice; choosing foods that promote wellness; obtaining and storing food for self and family; preparing and serving nutritious meals and snacks; selecting and using equipment for food preparation; and identifying strategies to promote optimal nutrition and wellness of society. Critical thinking, practical problem solving, and entrepreneurship opportunities within the area of nutrition and wellness are emphasized. Teachers highlight the basic skills of math, science, and communication when appropriate in the content.

PRODUCTION SYSTEMS

In this foundation course, students learn the basic language of technical design, while they design, sketch, and make technical drawings, illustrations, models or prototypes of real design problems. Students develop spatial ability as they apply mathematical concepts to visual representations. The course is especially recommended for future engineering and architecture students.

INTRODUCTION TO ENGINEERING DESIGN (PLTW) – This course is weighted and extra 1.0

Prerequisite: Must be completing college level sequence of math and science

In this foundation course in Project Lead the Way (PLTW), students use 3-D computer modeling software as they learn the engineering-design process and solve design problems for which they develop, analyze, and create project modes.

INTRODUCTION TO HEALTH AND MEDICAL SCIENCES

This course introduces the student to a variety of healthcare careers and develops basic skills required in all health and medical sciences. It is designed to help students learn basic healthcare terminology, anatomy and physiology for each body system, pathologies, diagnostic and clinical procedures, therapeutic interventions, and the fundamentals of traumatic and medical emergency care. Throughout the course, instruction emphasizes safety, cleanliness, asepsis, professionalism, accountability, and efficiency within the healthcare environment. Students also begin gaining job-seeking skills for entry into the health and medical sciences field.

AP COMPUTER SCIENCE PRINCIPLES

Prerequisite: Must have completed Algebra I

This course is designed to be equivalent to a first-semester introductory college computing course. In this course, students will develop computational thinking skills vital for success across all disciplines, such as using computational tools to analyze and study data and working with large data sets to analyze, visualize, and draw conclusions from the trends. The course engages students in the creative aspects of the field by allowing them to develop computational artifacts based on their interests. Students will also develop effective communication and collaboration skills by working individually and collaboratively to solve problems and will discuss and write about the impacts these solutions could have on their community, society, and world.

ART I – BASIC FOUNDATIONS

First-year art students are enrolled in this introductory course. Art foundations will include two-dimension and three-dimension art production as well as visual literacy experiences with a focus on the elements of art and an introduction to the principles of design. The curriculum for Pre-IBDP Art I will incorporate MYP global contexts, strategies, and assessment criteria.

COMPUTER ART

This course places emphasis on the production of artistic computer imagery, rather than commercial/web graphics. Students will use Photographic software to examine and alter images for computer graphic and fine art applications. The study of aesthetics and history of art will be included in the course. Students will combine natural art media, scanned images and digital photography with computer imagery. Students will be required to produce digital portfolios.

JOURNALISM I

To develop basic skills in journalism, students study and write news, feature, sports, editorial, and other forms of journalistic articles. They study interviewing, various types of research, legal rights and responsibilities, page design, photography, desktop publishing and advertising. They produce articles for publication in the mass media.

AN INTRODUCTION TO THEATRE

Students survey the theatre arts. They have opportunities to experience and appreciate dramatic literature and to participate in the creative processes of performance and production, with emphasis in skill development and theatrical opportunities that enable students to determine personal areas of interest.

FILM STUDIES

This yearlong course seeks to encourage an enjoyment and deeper understanding of different types of film (narrative cinema, documentary, and abstract film) through a critical understanding of how films work artistically, technically, and socially. Through film theory and film production, students will apply a range of critical approaches as well as receiving instruction in video and film production. **This course requires frequent writing assignments and essays.**

AN INTRODUCTION TO SPEECH COMMUNICATION

Students develop their speaking skills, as well as learn the dynamics of speech and the categories of speech (forensics) competition. Students participate in the creative processes of oral interpretation.