

7th Grade Elective Descriptions

2009-2010

Art AB : In the first quarter, two-dimensional forms will be introduced. The second quarter will deal with three-dimensional forms. In the first quarter, introduction to the elements and principles of design will be presented as they relate to two and three-dimensional forms and will prepare the student for exercises which will follow. Students will also demonstrate an ability to identify the components of quality art. Some of the various media will be pencil, charcoal, ink, felt pen, crayon, scratch board, watercolor and tempera paints, and printing. In the second quarter media will include paper mache, poster board, tagboard, cardboard sculpture, and pottery clay. Students will be expected to take notes. Quizzes/tests will be given on art appreciation facts, videos and discussions. Class will explore digital photography and video using cameras and computers. Software includes Adobe photoshop, Photoshop Elements, Illustrator, and In Design. Lessons include how to use the digital still and video cameras, how to take a portrait, how to enhance photos and create collage on the computer.

2D Art : This course is designed to develop essential art skills and to expand art experiences in the realm of two dimensional art forms. An introduction to the elements and principles of design as it relates to two dimensional art forms will prepare the student for the exercises which will follow. Some of the various media will be pencil, colored pencil, crayon, pastels, tempera paints, collage, tissue paper, acrylic paints, ink, printing, calligraphy. Instructional activities will provide experience with art materials, tools and equipment commonly used in art education programs. Students will learn to produce works of 2-dimensional art in several media, to develop knowledge of art processes and techniques, and to understand the proper care of tools and materials. Class will explore digital photography and video using cameras and computers. Software includes Adobe photoshop, Photoshop Elements, Illustrator, and In Design. Lessons include how to use the digital still and video cameras, how to take a portrait, how to enhance photos and create collage on the computer.

Applied Technology (Tech Ed): The purpose of this course is to allow students to explore the world of technology. The course is divided into manufacturing, communications, transportation and construction. The students will do projects in each of the areas which will require the use of general and specialized tools. Through these projects and activities, the student will see the similarities between various technological systems and become aware of how they combine to make our technological society. Activities include: hands on experiences with tools, equipment and materials related to the content planning, designing and constructing projects, and investigating content related occupations.

Computer Applications

Technology Applications I is a class designed to assist students in understanding, using, and integrating a variety of computer technology applications from Photoshop to Microsoft Office. The course will review keyboarding but the focus will be on Microsoft Office applications of Word, Excel, PowerPoint and Access. Course work will also include work with graphics, beginning HTML, scanners, Photoshop software and digital cameras and working with animation software in Flash and Firework.. Content will include report writing, letter writing, research, communication and presentation skills.

Conversational German: This intercultural education course is intended to expose students to the skills involved in learning a foreign language. Thematic units on greetings, restaurants, hotels, transportation, directions, emergency requests, clothing, sports/play interactions, games, music, weather, family and descriptions are taught. Upon completion of the course, students should be able to interact and hold a basic conversation in German with others – for example, introduce self, talk about family, ask and answer questions of interest, order food in a restaurant, obtain a hotel room for the family, understand bus and rail schedules, talk about birthdays, dates, weather, and shopping.

Family and Consumer Science (Home Economics)

This course addresses childhood growth and development, the changing role of the family, orientation to nutrition, laboratory safety, and food preparation. Students will also study safety in the home, interpersonal relationships, sewing skills, and clothing care. Cooking labs, sewing craft projects, and the "Flour Baby" project are some of the activities in this course. This is a fun and practical course that students can use in real life!

Health

This course is designed to help students conceptualize knowledge, attitudes, and skills related to health issues of adolescents and the precursors of adult health problems that have risk factors that may emerge during adolescence. Students will utilize health education concepts when applying health information literacy skills, enhancing intrapersonal and interpersonal communication skills, analyzing internal and external influences; and applying thinking, self-management, and advocacy skills to promote health and wellness and reduce health risks.

Outdoor Education

Experiential Education is an integral part of outdoor education. An adventure is an experience with an unknown outcome and an element of risk; be it real or imaginary. Carefully sequenced and thoughtfully processed games, challenges, and initiatives provide life-enhancing experiences. Opportunities in experiential education offer risk-taking moments within a safe environment, where the child is on the verge of success or failure and must make a positive decision. Increased self-esteem, physical fitness, appreciation for natural environment, diversity, development of trust, and opportunities to work together for a common goal are desired student outcomes.

Video Productions

Topics studied will include the history of communication with an emphasis on video broadcasting. Students will study and demonstrate broadcasting techniques in the areas of research, writing, producing, directing, filming, performing, editing, and video graphics. They will use these techniques to create programs such as news broadcasts and special interest videos for viewing through the school's closed circuit system.

Beginning Band

Students will be issued a school instrument if they do not have their personal instrument. Every effort will be made to have the students play the instrument of their choice; however, differences in lip structure will be a deciding factor in choice of instrument. Providing a balanced band with appropriate instrumentation will be the other criteria. Students will be expected to practice for 30 minutes, 6 days a week and will be given assignments from lesson books and band music supplied by the school. Percussionists will be expected to provide their own sticks with the exception of mallets for pitched instruments and for the bass drum. The purpose of this course is to introduce students to basic instrumental music techniques, melodic and rhythmic concepts and patterns, practice skills and habits, solos, ensembles, and full group rehearsals. Reeds for woodwinds, valve or slide oil for brass, and drum sticks for the percussionists (as mentioned) must be purchased by the students. Music is furnished by the school. Participation in all concerts is a requirement.

Intermediate Band

The purpose of this course is to acquaint students with intermediate to advanced instrumental skills. Students will develop the ability to read at sight all appropriate levels of band music. They will learn proper discrimination of pitch and tuning procedures. Rhythmic patterns will be taught, as well as, major scales and music fundamentals. This band, when possible, will form a concert band with the Advanced Band that will play concerts together outside of the school day. Participation in these concerts is a requirement of the course. Students will be expected to practice for 30 minutes, 6 days a week.

AVID

AVID is an elective course involving a language arts based curriculum with emphasis on the writing process and writing as a tool of learning. In addition to inquiry and collaboration, AVID also provides students with academic survival skills, i.e. time management, note-taking, textbook reading, library research, test taking skills, and study skills. The Cornell note-taking system is taught and students are expected to use this system in all classes. In the 7th grade program reading strategies are also applied to short stories that have been selected for their appeal to the grade level.

Staff Recommendation

CREATIVE THINKING (Gifted Ed)

This course is designed to develop higher level thinking processes such as analysis, synthesis, and evaluation, research skills, problem solving strategies concerning abstract and complex issues, self awareness, and to make connections across disciplines. The purpose of this course is to provide challenging, critical, and creative problem solving opportunities for students who demonstrate high academic and creative talents. This course includes a wide variety of interdisciplinary projects and activities with extended learner outcomes. The projects and activities will require critical thinking, problem solving, inquiry training, and divergent thinking. Many projects are open-ended to allow for a variety of approaches and solutions.

Staff Recommendation

READING IMPROVEMENT, Read 180

The year-long reading improvement course is designed to provide instruction for students in grades 7-12 who are in need of remedial assistance. The scope of such instruction is generally focused on decoding strategies, basic vocabulary development, comprehension at the literal level, simplified study techniques, reading for personal pleasure, and the application of these skills to daily life. Instructional activities are delivered in a classroom/laboratory setting and include individualized lessons/counseling, peer teaching, and small group instruction. Students will use materials appropriate to their levels of reading and interests. Trade books, magazines, audiovisual materials, computers, games, and textbooks may be used for instruction.

Staff Recommendation