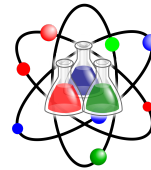




FHS 9th Grade Electives

*****All classes subject to availability pending enrollment and staffing*****



1. **Fine Arts Requirement:** All students are in need of ONE credit in Fine Arts for graduation. The Fine Arts Courses listed below are prerequisites to many future courses for our students. If your child has not already taken a Fine Arts Credit in grade 8 (Studio in Art), they are encouraged to choose one below:

ART

Studio Art

Drawing, painting, three dimensional design, and graphic design.

Media Arts

Delve deeper into the industry of technology in the arts by using digital art tools to paint, draw, design, and animate..

ENGLISH

Theatre 1: Foundations

Students will learn and participate in three strands of theatre: acting and directing, technical theatre and producing, and history.

MUSIC

Women's Choir/Mixed Chorus

An audition is required. Meets daily with weekly sectional rehearsals.

9th Grade Band

An audition is required. Meets daily with weekly sectional rehearsals.

String Orchestra

Requires an audition. Meets daily with weekly sectional rehearsals.

Music Theory 1

Scales, intervals, rhythms, and chords. *One credit*

TECHNOLOGY

Design & Drawing for Production: It's art...in the workshop! /Design & build hands-on projects in the workshop: laser-cut signs, scale models, support tower, wind turbine, 3D printing, and more.

Graphic Design & Production: Using Adobe Photoshop...Create logos, digital images, magazine covers, memo pads, buttons, personalized notebook covers, and more.

BUSINESS

Fashion Merchandising and Design

This course provides students with an overview of the fashion industry from research and design to the marketing of the finished product.

2. **Health Requirement:** All students are also required to take Health for H.S. graduation. Health is offered to our 9th graders for ½ credit, A/B day.

Additional Electives:

ART:

Digital Photo 1

Use Adobe Photoshop to enhance photos. Students must have use of a digital camera. *A/B day. One-half credit*

Film and Video 1

For students who wish to study broadcasting and video production. Learn Adobe Premiere, Soundbooth, After Effects and Flash. *One credit*

The following Art courses require the successful completion of Studio in Art or Media Arts:

Advertising and Graphics Design 1 Layout, illustration, typography in two and three dimensional projects. Uses Adobe Photoshop, Illustrator and other graphic programs. *One credit*

Digital Art and Illustration 1

Create digital illustrations using the computer. Use Adobe Illustrator and Photoshop. *One credit*

Drawing & Painting 1

Learn to draw using charcoal, pencil, colored pencil, pastel, watercolor, acrylic and oil paint. *One credit*

Fashion Design 1

Learn how to design and illustrate original garments, accessories, and textiles based on inspiration from historical references and cultural artifacts. *One credit*

Ceramics and Sculpture 1

Students will create 3-dimensional works of art using clay, plaster, stone, wood and foam. *One credit*

WORLD LANGUAGES

American Sign Language I

Spanish I

SCIENCE

Explorations in STEM careers

This course is designed to identify and investigate the various STEM career opportunities as well as provide an overview of the appropriate training required for these careers.

A/B day. One half credit

Intro to STEM Research

Quantify and explore math connections and applications needed for problem solving in AP Science courses and beyond.

Requires 85 or better on a Math/ Science Regents exam.

A/B day. One half credit.

Special Topics in Science

Each quarter students will investigate one or more current topics in science. This course will utilize a scientific inquiry approach, incorporate virtual field trips and explore career opportunities.

A/B day. One half credit.

SOCIAL STUDIES

Anthropology

Study the cultural, social, and physical development of humans.

A/B day. One half credit

Where in the World

In this course we look at why geography matters and how it affects our life and how location affects people's actions and behaviors. By using social media geo locations we can better understand connections. *A/B day. One half credit*

Academic Skills for Advanced Social Studies Coursework

Reading and writing with purpose in social studies can look different from other courses. Get support and clarity when navigating assignments and expectations to succeed!

A/B day. One half credit

FAMILY AND CONSUMER SCIENCE

Food Preparation and Techniques Students will become proficient in various cooking and knife skills. *Full year.*

One credit

Principles of Baking 1

Fall/Spring. One-half credit

Principles of Baking 11

Fall/Spring. One-half credit

Early Childhood Education. Study the development of children and how they learn. *This course is required for Child Lab I. One credit*

TECHNOLOGY

Small Engine Repair: Assemble a model 4-stroke engine, use hand tools to take apart, study, and service outdoor power engines.

Metal Fabrication: Design and build small-scale projects with sheet metal using hand and power tools and some welding.

Woods Materials: Develop basic woodworking skills using hand and machine tools.

Basic Electricity: Practice residential wiring and learn how electricity and circuits work.

Intro to Skilled Trades: Experience the work of a carpenter, automotive technician, electrician and metal worker. Will also include visitations, speakers and virtual field trips. *A/B day.*

One-half credit

Introduction to Programming- Python

A high school computer science course designed to introduce students to basic programming.

Prerequisite: none

AP Computer Science Principles

Fast paced course that challenges students to explore how computing and technology can

impact the world. ***Prerequisite: Final Grade of 80 or better in Algebra 1. Summer Assignment. One credit***

Bytes & Bugs: Computer Fluency for Tomorrow's Jobs

This course introduces students to how computer science is used in fields such as entertainment, medicine, engineering, and business. Covers topics such as internet, big data, digital privacy and security, programming, and it's impacts of computing. *One credit*



BUSINESS

Leadership

Prepares students for leadership roles in high school and in the future. Emphasis is placed on speaking and performance: discussions, debates, presentations, parliamentary procedure and public speaking.

A/B day. One-half credit

Career & Financial Management: Money management for success in your future life and career.

A/B day, One half credit

Entrepreneurship

Learn the important dimensions of operating a small business. *Fall only. One-half credit •*

Marketing

Marketing, merchandising, advertising, and management skills. *Spring only. One-half credit*

•Sports Marketing

Practices and principles of Sports Marketing.

Fall only. One-half credit.

Entertainment Marketing

Advertising in the entertainment industry; the business of theater, television, and music. *Spring Only. One-half credit*

Accounting

A course designed to teach students how to keep financial business records for a small business.

One credit

Multimedia, Games, and Simulations Use Gamemaker and JAVA to program computer games. *One credit*