

World Music

Bristol Arts and Innovation **MAGNET SCHOOL**

BAIMS High School Course Descriptions

High School Elective Course Descriptions

2025-2026



Art Courses

Humanities/Fine Arts Elective credit

ALL Courses are Category 2 (Academic Level) and 0.5 credits.

Cartooning & Sequential Art

Students will create their own story through character design, world design, and story sequencing. This will allow for various projects such as comics, graphic novels, posters, book illustrations, etc. This will happen through various media sources, from pencil and paper to digital design.

Digital Art and Design

Digital Art & Design is a digital art class where you will learn the powerful software tools used to create digital art for print such as Adobe Photoshop and Illustrator. You will learn to edit and adjust photographs, create original photo manipulations, original illustrations, and commercial art.

Digital Photography *NEW*

Digital Photography is a course that focuses on understanding the basic operations and functions of a digital single-lens reflex camera and the manipulation of its settings to achieve a specific result. Students will learn about photographic elements of art and principles of design, composition, and lighting. They will explore the history of photography, learning about its scientific and technological developments, important innovators in the field, and relevance within diverse cultural contexts. Students will write and speak about aesthetic, technical, and expressive qualities in a photograph, learning to critique their own and others' work. Students learn image techniques and digital manipulation using Adobe Photoshop, teaching them how to archive, organize and optimize their photographs for print or web purposes. Students will learn how to manage and creatively alter digital images as well as critically analyze the use of visual media as a means of communication in our society today.

Fashion Design

Fashion Design is intended to introduce students to the basics of fashion design. This course is designed to provide students insight into the history of fashion and its place in the modern world and to help them understand terms and concepts related to fashion. Topics covered will include Theories & functions of clothing, a brief history of fashion, Consumer demands and fashion, Fashion change and consumer acceptance, raw materials for fashion, International

fashion centers and designers, product and design development, introduction to apparel production, and accessory designing.

Fashion Design II *NEW*

Fashion Design II is designed to continue the skills and principles introduced in Fashion Design, emphasizing design and construction.

Prerequisite: Fashion Design

Found Object Art

In this course, students will explore the concept that discarded or unwanted materials can be used within art. Students will explore various textures and sizes of recycled/found objects and, by utilizing those materials, create their artwork. They will be able to analyze how placing objects into an assemblage and changing their color alters a viewer's perception of those objects. This course will allow students to explore materials from their environment while connecting them to contemporary artists who use similar materials and processes.

Illustration

Students will have experience with drawing and painting. To create compositions, this will include pencil, ink, pastel, oil, and watercolor. All of the elements and principles of art will be applied to creating original work and form observation to include but not be limited to portraits, landscapes, and still lifes.

Interior Design

Students will design floor plans and interior spaces focusing on color theory, fabric, texture, and furniture styles. This will include project proposals, client needs, and final product presentations. This course will predominantly take place in the digital art lab.

Murals

Students will learn technical skills through accuracy in drawing from small-scale images to murals. Projects will be inspired by self-expression, building and beautifying our community, and engaging citizens. Murals will be designed on different mediums, such as buildings, walls, and large-scale openings. Materials used will include paint, stencils, and projector

Music Courses

Humanities/Fine Arts Elective credit

ALL Courses are Category 2 (Academic Level) and 0.5 Credits.

A Cappella

This is a semester-based course where students learn to sing in small groups. Students will learn vocal techniques in contemporary college A Cappella style (Glee, Pitch Perfect, or Pentatonix). This will include learning vocal percussion (beatboxing), microphone technique, arranging, and writing. This is a performance based class.

Course can be repeated

Digital Music

This course introduces students to digital music using computers, synthesizers, and digital audio workstations to create original music. Students will collaborate to create works across other subjects, such as art, theater, film, and dance.

Instrumental Ensemble

Instrumental ensemble is similar to band in that students perform music of varied styles. This is a semester length course and can range in size from being a small band to a large concert band. Students will be required to participate in performance at the end of the semester. *Course can be repeated*

Jazz Band

This is a semester-based course where students will learn how to perform jazz music together in a small group. Students will learn Salsa, Latin, and Swing styles with a focus on improvisation. Students should have prior instrumental experience. *Course can be repeated*

Live Music Mixing **NEW**

This course introduces students to audio engineering. Topics include The theory of sound, proper signal levels and connections; How to use the correct microphone for a particular application; How to position microphones correctly; Audio recorders and mixing boards, both analog and digital; How to record a band in the recording studio; How a well-balanced mix is put together. *Prerequisite: Digital Music & Soundtrack Production*

Modern Band

Modern Band teaches students to perform music they know and love and to compose and improvise. Styles studied include rock, pop, reggae, hip-hop, rhythm & blues, electronic dance music, and other contemporary styles as they emerge. Modern Band

also utilizes (but is not limited to) the musical instruments common to these genres: guitar, bass, drums, piano, voice, and technology. Prior instrument experience is not necessary to take this course. *Course can be repeated*

Vocal Ensemble

In this course, students will learn how to sing in an ensemble that blends their voices with others. Students will learn through varied repertoire (song selection) techniques leading to successful group performances. *Course can be repeated*

Songwriting

In this class, students will create their songs using traditional and digital tools and instruments. They will explore the form of modern music, identifying intros, verses, chords, bridges, and outros. Student composers will use the formal elements to create thematically related lyrics and fit the form of the song. Functional music theory will give students the pitch and harmonic skills to define chords and progressions that fit their song. Finale, Garage Band, and Studio One are some digital tools that students will use to notate and orchestrate their compositions. These trials and experimentations will culminate in a final composition project they will share with their class.

Soundtrack Production

Students will study the aesthetic and technical practices of film music and sound. The focus will be on the interaction between the soundtrack and image track, the level of form, rhythm, style, and emotion, and the creative processes of film scoring. The study of selected film scores illustrating the development of film scoring art will be combined with original projects where students develop their soundtracks.

Prerequisite: Digital Music

Strings

In this class, students will learn about the Violin, Viola, Cello, and Bass and how to play them. The focus will be on posture and playing position and the unique independent functions of the right and left hand. Students will also learn the musical skills necessary to perform on these or any musical instrument. This is a performance class. No prior experience with string instruments is required. *Course can be repeated*

World Music *NEW*

This course is an introductory study of the world's musical cultures. Global musical styles will be examined from both socio-cultural and musicological perspectives. Students will be encouraged to explore music from their heritage

Creative Construction Courses

CTE/STEM Elective Credit

ALL Courses are Category 2 (Academic Level) and 0.5 Credits

Scenic Design & Construction I

This course teaches students the design elements and construction components necessary for theater set production. In this introductory course, students learn the basic elements of the design and construction process. Students work with Scenic Design and Construction II students to support and develop their skills.

Scenic Design & Construction II

This course offers students more advanced access to design principles and construction application of the sets for theatrical productions. Students in Scenic Design and Construction II are leaders in the course.

Prerequisite: Scenic Design & Construction I

Three Dimensional Modeling

This course introduces creating, editing, and analyzing 3D models. Students develop foundational skills to work with and navigate the digital 3D modeling workspace to create 3D objects. Students examine basic elements of the 3D development of modeling, texturing, lighting, animating, and rendering. Along with building foundational skills in 3D modeling, students work toward the advanced skills of creating 3D models with moveable parts.

CAD & Set Visualization *NEW*

This engineering and design course introduces the basic concepts and practices of producing drawings by computer-aided drafting using CAD software. The course covers setting up for electronic drawing, drawing accurately, controlling the graphic display, basic drawing techniques, graphic entities, and an introduction to editing. Student projects will be anchored in creating and generating products intended for stage productions.

Web Video

This course will cover the concepts, tools, and activities essential to web-based video production. Various software programs will be explored and incorporated into video segments. Students will become familiar with digital video-capturing modes, shooting techniques, and web-based editing.

Music Video Production

The skills acquired from web video production are increased to incorporate elements of music and staged productions. Students learn how sound can be manipulated and how visual effects can be adapted to meet the vision of the music video storyboard.

Prerequisite: Web Video

Theater Courses

Humanities/Fine Arts Elective credit

Most Courses are Category 2 (Academic Level) and 0.5 Credits.

Acting for Camera and Voice

This course introduces students to the fundamental skills and theories of acting for the camera as they begin to learn and experience the craft of acting and what it entails. Further emphasis will be given to developing the voice skills to do voice-over work and tell a story with their voice. Students must perform both on camera and in recorded script work

Advanced Acting

The purpose of this course is to provide the student with the knowledge and skills necessary to develop a character through advanced acting methods. Through internal and external development, students will refine their process as a performer. Furthering the development of the actor's instrument, implementing advanced acting theory and practice, and employing styles in performance, students will explore contemporary and non-contemporary techniques in character analysis and creating roles.

Prerequisite: Intermediate Acting and/or BAIMS Teacher Recommendation

Directing NEW

This class provides students with the opportunity to explore the art of directing from a creative and leadership perspective, focusing on developing skills in collaboration, communication, and creative problem-solving. Through hands-on projects, students will learn how to guide and inspire others, working with actors, designers, and other creatives to bring a vision to life. Topics will include analyzing scripts, developing concepts, and understanding production elements such as lighting, sound, and set design. The course will emphasize the importance of creative collaboration, critical thinking, and leadership in the world of theater and beyond, equipping students with skills useful in any field where effective team management and vision development are essential.

Prerequisite: One Performance class (Acting, Dramatic, or Musical Theater) and Theater - Behind the Scenes

Dramatic Theater

Students will study contemporary and classic plays while learning performance skills and basic theater elements. The class will culminate in a play performance or scenes from various plays.

Course can be repeated

Foundations of Acting- Theater for Social Justice ECE NEW

This dynamic theater class focuses on developing acting skills while exploring the powerful role of theater in addressing social justice issues. Students will engage in exercises and performances that build core acting techniques, including character development, emotional expression, and physicality. At the same time, they will collaborate on creating an original production centered around themes of social justice, such as equality, human rights, environmental activism, and community empowerment. Through research, discussion, and creative exploration, students will gain a deeper understanding of the social issues that shape our world, while learning to use the stage as a platform for meaningful change. By the end of the course, students will have not only honed their acting abilities but also created a thought-provoking production that amplifies important messages and invites audiences to reflect on the power of theater in fostering social progress. Early College Experience Credit through Southern Connecticut State University. *Prerequisite: Advanced Acting or BAIMS Teacher Recommendation*

Improv Comedy

In this course, students will learn improv comedy principles and foundational skills, work together to play theater games and build improvised scenes, cultivate creativity and strengthen communication skills, and perform in a culminating improv show featuring short-form games and long-form scenes.

Intermediate Acting

Students will learn the fundamentals of acting through improvisation, scene work, monologues, and large group performances.

Musical Theater

Students will learn the basics of musical theater while creating and performing a showcase featuring production numbers from musicals focused on a common theme.

Course can be repeated

Physical Theater & Movement

Through movement, students will learn how their bodies can be used to express meaning, emotion, and character. Students will learn the fundamentals of stage combat and stock characters by studying commedia dell'arte.

Playwriting

This course introduces students to dramatic writing for the stage. Essential learning processes in the course include scene and dialogue craft exercises, developing strong characters and viable narrative structures, critical reading of plays, and responding constructively to other student work. Students may be required to perform from original scenes.

Theater - Behind the Scenes

Explore the “behind the scenes” elements of production in the following disciplines: art/design,

backstage crew, lighting/electrics, and sound, among other subcategories. Learn and apply knowledge and skills to design your work; be a stage manager, call a show; act as crew moving sets, props, etc. during shows; operate a spotlight, lighting console, and audio console; set up a PA system and cabling for audio set-ups; and participate in best safety practices, including handling electrics and using proper body mechanics. Academic study and hands-on application provide a practical approach to production. Students may be required to work on the semester performance course production.

Business and Communication

Career & Technology Education credit

ALL Courses are Category 2 (Academic Level) & 0.5 Credits.

Social Media Marketing

This course will help students understand how strategy and social media can be a powerful marketing tool for a business. Students will learn to build a social media marketing plan for a mock business that encompasses the following elements: knowledge of target audience, brand identity, and content strategy. Students will build an understanding of monitoring regular platform activities and use site analytics to monitor and adjust marketing strategy.

Sports and Entertainment Marketing

This course studies marketing principles and concepts in the sports and entertainment industry. In this second phase of the marketing program, instructional topics will include an orientation to the sports and entertainment industry, economics, event execution, career opportunities, decision-making, event marketing, advertising and promotion, and legal aspects/contracts. Students will use technology to complete class assignments, simulations, and projects.