



8th Grade Elective Course Descriptions 2024-2025

Health 810 (HS Health .5 Credit)

This course approaches health from three major areas: physical, mental and social. The course will discuss various issues including nutrition, disease, medical care, first aid/CPR, mental health, substance abuse and family living/reproduction. This course is required for all students, it is a GRADUATION REQUIREMENT.

Note: Students will earn their high school health credit. Students will not earn points towards their high school GPA.

Gaming, Animation, & Design

Welcome to Gaming, Animation, and Design, a dynamic elective course crafted to spark your imagination and enthusiasm for gaming, animation, and digital design. Throughout this journey, students will immerse themselves in the captivating worlds of game development, animation creation, and the thrilling arena of Esports competition.

Exploring the foundations of Computer Science, students will dive into JavaScript, unraveling the secrets of coding that bring animations and video games to life. Through interactive projects and collaborative activities, students will refine their skills in digital artistry and animation, unlocking their creative potential along the way.

Putting theory into practice, students will channel their newfound knowledge to craft their very own video games, from concept to completion. Alongside this creative endeavor, students will have the chance to engage in Esports competitions, fostering teamwork, sportsmanship, and strategic thinking in a dynamic and competitive environment.

Join us on this exhilarating journey, where the possibilities are endless and your creativity knows no bounds in Gaming, Animation, and Design!

Art 8: Express Yourself!

Art is everywhere! As a visual culture, we find it in our homes, schools, doctors' offices, museums, businesses...pretty much everywhere we go! It is on our walls, technology, magazines, even our clothing, school supplies, and packaging and advertising for every product we purchase! Through this semester-long course, students will develop an understanding and appreciation for all the ways the visual arts impact our lives. We will explore the many faceted worlds of visual art including art history, art criticism, personal aesthetics, careers, and the art-making process. Projects will explore a wide-range of art media and processes to create both two- and three-dimensional artworks as individuals and in collaborative settings. Students should be prepared for hands-on learning that requires critical thinking and problem-solving skills as these are skills highly valued in all careers!

Automation & Robotics

In this project-based course, students will learn how to build, code and move mechanical systems. Students will use the VEX Robotics® platform to design, build, and program real-world objects such as spinning signs, dragster race cars, and amusement park rides. Students will also build a clawbot, code a remote controller, and perform in the Clawbot Olympics driving their machines with remote controllers to compete against classmates in several challenges.

Metals & Woods Maker Space

The 8th Grade Maker Space course in Metals & Woodworking offers a dynamic journey through craftsmanship and innovation, tailored to ignite students' passion for hands-on creation while providing insight into potential career paths. Emphasizing both traditional craftsmanship and modern technology, this class will help students gain proficiency in operating various tools and equipment, laying a solid foundation for future exploration in these trades. Students will head to the new NRHS industrial shop to hone their technical skills but also cultivate essential skills such as critical thinking, problem-solving, and collaboration, empowering them to pursue their aspirations with confidence and clarity.