2024-2025 ELECTIVE COURSE OPTIONS FOR 6TH GRADE STUDENTS

Carroll Leadership in Technology Magnet Middle School

Elective courses are not required subject areas like reading and math, but are optional courses that may be of interest to your child. Each middle school offers unique elective courses that your child can choose to take. The elective courses listed below are options for rising 6th grade students. Your child must select **8 main elective** choices and **2 alternate** choices for a total of **10**. Your elementary school will support your child in entering their selections in our system. You can find out more information on our school's website: http://www.wcpss.net/CarrollMS

It is important to note that the availability of elective courses is dependent upon each school's master schedule and choosing an elective does not guarantee its availability in your child's individual schedule.

Course	Course Description
World Language Electives	
Spanish (Beginning Less than 1 Year) *Quarter-long course*	In this course, students will learn the foundations of vocabulary and structures in order to communicate in simple, memorized, sentences related to basic necessary skills in Spanish. Classes are conducted primarily in Spanish with a strong focus on comprehensible input at a level appropriate for novice learners. Activities focus on students' abilities to perform in the interpersonal, interpretive, and presentational modes of communication.
Chinese (Beginning Less than 1 Year) *Quarter-long course*	In this course, students will learn the foundations of vocabulary and structures in order to communicate in simple, memorized, sentences related to basic necessary skills in Chinese. Classes are conducted primarily in Chinese with a strong focus on comprehensible input at a level appropriate for novice learners. Activities focus on students' abilities to perform in the interpersonal, interpretive, and presentational modes of communication.
Exploratory Language *Quarter-long course*	This course is intended as a link between the elementary language programs or as an initial introduction to the language. The exploratory course does not aim to build proficiency in communication skills but focuses on increasing the understanding of the language culture, building an appreciation for the value of learning another language, and increasing the motivation for future language study. The exploratory curriculum may emphasize the use of songs, games, and activities to practice the new language and to learn about the culture.

Arts Education Electives	
Visual Arts Exploratory *Quarter-long course*	This course introduces students to the elements of art through a variety of media that may include: drawing, painting, printmaking, mixed media, pottery, and weaving.
Introduction to Theatre *Quarter-long course*	This course is an overview of dramatic techniques. Students develop communication skills through study in dialogue, pantomime, improvisation, speech/diction, and role play.
Beginning Band *Year-long course*	Emphasis is on the acquisition of basic musical skills as students learn to play a brass, woodwind, or percussion instrument. Band classes prepare several concert compositions that are performed for an audience. Students should anticipate some after-school practices and evening performances.
Health and Physical Education	
Healthful Living and PE Grade 6 *Quarter-long course*	In sixth grade, students will learn a variety of communication techniques that will allow them to employ critical thinking skills to make positive health decisions. Students will appraise their own health and fitness status, understand sound nutrition principles and develop sensible exercise practices.
Career and Technical Education Electives	
Agricultural Education	**Course Description**
Exploring--------- *Quarter-long course*	
Exploring Animal & Plant Science *Quarter-long course*	Students gain an understanding of the fundamentals of the animal and plant science industry. Through hands-on activities, students understand the importance of animal/plant product uses, animal welfare and care practices, and basic plant physiology. Work-based learning opportunities and leadership development engage students in the development of their career development plan.
Technology, Engineering, and Design	**Course Description**
Invention and Innovation *Paired semester-long course*	This middle school course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs.

*Invention and Innovation I Invention and Innovation II ***Please register for the first course listed and your schedule will automatically pair the 2nd course.**	
Exploring Technology and Future Cities *Paired semester-long course* ***Exploring Technology I** Exploring Technology II ***Please register for the first course listed and your schedule will automatically pair the 2nd course.**	Students learn about the nature of technology and problem solving. Students are involved in activities and experiences where they learn about brainstorming, visualizing, modeling, constructing, testing, experimenting, and refining designs to build Future Cities. Future Cities is a hands-on cross-curricular educational program that brings STEM to life for students.
Minecraft for Education and Computer Science *Paired semester-long course* ***Coding in Minecraft - Introductory** Computer Science Discoveries I ***Please register for the first course listed and your schedule will automatically pair the 2nd course.**	Students will start this paired course with Computer Science Discoveries. It is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun. After gaining knowledge of coding fundamentals, students will use the Minecraft platform to learn the skill of designing and developing algorithms. Students will also learn how to predict the outcome of running a series of statements; apply and understand the concept of iteration and selection. Finally, students will understand how to debug and resolve problems in algorithms. Mathematics and computer science standards are reinforced.
Magnet Electives	
Magnet FUSE *Quarter-long course*	Magnet FUSE is a STEAM elective where students will be challenged to use science, technology, engineering, art, and math to create innovative products. Students will dive into 3-D printing, engineering, circuits, digital design, and coding. Using these new skills, the student voice will drive the learning as students decide which challenges they want to become experts.

*Courses are subjected to change