## Course Selection 9th Grade

Name (Print) $\qquad$


3D Design Students will learn to design on the computer in 3 dimensional layout. Using TinkerCAD to introduce concepts and advancing to Autodesk Fusion, students will experiment and learn the different ways of forming and shaping objects. With real world challenges students will create projects first on the computer and then print them on a 3D printer. Students will learn design principles and printing techniques and standards. They will also explore how 3D design and printing has impacted our society and manufacturing ability.
Creative Writing This course is designed to help students understand the writing process through analysis of professional and amature selections. The focus will be on the elements of fiction: plot, exposition, characterization, pacing, conflict, climax, and resolution.
Fitness Training (one or both semesters) In this class, students will work on improving their vertical jump, weight training, flexibility, diet intake and kinesthetic exercises. Students will leave this class with more muscle, healthy knowledge and a better understanding of maintaining a healthy lifestyle. Students will also work on their explosiveness by utilizing the Vertimax machine.

Graphic Design teaches the process of design and application of graphics using a computer. Students will learn how to design graphics for posters, digital and paper media. This would include fixed graphics in gif, JPG, PNG formats and animated graphics. Students may be asked to design graphics for the message boards in the school and outside.

Mythology This course will introduce students to the enduring patterns and motifs found in myths and legends from around the world and reflect on the collective experiences of humankind to make meaning and explain the world around us - creation of the earth and the universe, how some natural phenomena came to be, etc.

Vex Robotics is a course which allows students to build, program and operate metal framed robotics. The students will learn about engineering principles along with mechanical design and computer programming. The students will learn about the different types of sensors which can be used on the robot to allow for more control and precision.

Costume Makeup and Design Students will investigate the principles, elements and practicalities of costume design and their relation to design in the theater. Students will also examine the complexities of stage makeup. Utilizing a "hands on" approach, the course is specially designed to require the student to become familiar with basic makeup procedures, complex prosthetic makeup application, and basic sewing skills.

Drone Aviation allows students to explore the use and operations of drones. The course would teach the current regulations and laws which affect the use of drones. Students would learn the safe use of drones in flight and learn the skills needed to operate the drones in an obstacle course.

Geography covers a broad range of topics related to the study of human and physical geography, with an emphasis on developing students' critical thinking, analytical, and communication skills.

Music Appreciation In this course students learn about instrumental and vocal music from the Middle Ages through Modern times. Heavy emphasis is placed on listening to works by major composers, identifying musical style, forms, and genres. Students learn about the lives of these composers and how their creativity inspired others through their compositions and innovative ideas.

Tech Theater Through independent study and increased production responsibilities, students explore and apply a myriad of technical theater concepts and skills. Students will learn the basics of the theatrical production process, including: roles of the production process; basics of tool use and scene shop safety; introduction to scenic painting; basics of lighting, sound and costume/wardrobe; and fundamentals of working on stage crew.

Vex Robotics 2 A second semester of vex robotics to explore more complex designs and use of sensors and mechanics. This would allow students robots with more integration of sensors and automation. Students would have the opportunity to compete in a variety of competitions.

## (classes will vary according to interest and scheduling)

Coding Introduces students to the world of programming as a whole in a project-based learning system where students are able to do graphic design, building websites, computer software implementation, video game building, and software development giving them ultimate control over their own technology coding and programming experience.
Model UN and Debate equips students with the knowledge, skill, and confidence necessary to compete in speech and debate and MUN (Model United Nations). The course is based on a threepart program emphasizing practice in public speaking, studies in history, and instruction and research in geopolitics with a focus on current issues

Intro to Engineering This course is designed to develop skills that many people will only learn on the job. Students will learn the importance of wiring, soldering, blueprinting, and evaluating structural integrity. Students will learn to work together as a team as they design and build whatever the collective passion is in the class as a whole. This course is open ended and students can take multiple years as they grow in their understanding of engineering.
Yearbook (must have teacher approval) Students enrolled in Yearbook/Advanced Yearbook will refine and enhance their journalistic (written and photographic) skills and plan, organize, and prepare a project(s) in one or more forms of media, the final publication being that of the annual yearbook.

