

## **Course Selection 10th Grade**

Name (Print)\_\_\_\_\_

Courses you must take	Religion (choose one)	Math Options	Language Options	
English II	Catholic	Geometry	Latin II	Spanish II
US History I	Global			
Chemistry	Protestant	Algebra II	Latin III	Spanish III
		Other		Other
Electives - List in order of importance to you		*Fine Arts	* 2 Fine Art credits are required for graduation.	
You may double in FA and use the second as an elective.			Instrument	# Years Played
Options on next page.	Comments	Orchestra		
		Band		
		HS Choir		
		Studio Art II		
		HS Play .5 credits, fall class		
		<del></del>	redits: Choose One Semester or Both Semesters	
		Film I .5 credits		
	<del></del>			
Sports				
Fall	Winter	Spring	All-Year	Off Site PE
				Select options available and must be approved
Girl's Volleyball	Swimming	Track & Field		by the Athletic Director by completing an off-site
Cross Country	Basketball	Golf	Rock Climbing	PE credit form.
	Cheerleading	Tennis		Contact Austin Johnson, Athletic Director:
	Bowling			ajohnson@ascensionacademy.org

## **Semester Electives**

(classes will vary according to interest and scheduling)

**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. Students will learn design principles, printing techniques and 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.

**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.

**Film II** This course allows students to pursue filmmaking from a practical perspective. Students write, direct, and edit their own short films. Students will learn basic production and editing skills and work both individually and collaboratively.

The Four Horsemen: Plague, Death, and Other Bad Things in History This course is a survey of ideas about death and dying, plagues, disasters, wars, and other downers in history. Several texts will be used including Philip Aries' The Hour of Our Death, plus relative articles.

**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.

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.

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.

**Crime Scene** This course will include understanding of physical evidence, processing various types of crime scenes, assessing crime scenes, basic crime scene photography, crime scene sketching and mapping, and crime scene reporting, crime scene processing skills (fingerprinting lifting techniques, shooting scene documentation and reconstruction, bloodstain pattern analysis),

**Film I** This course will serve as an introduction to film appreciation and analysis. Students will view a selection of films and film clips to examine elements including editing, acting, writing, adaptation, inventions, special effects, design, music, current film trends, and directing. Film Studies will also include learning contextual elements like culture, genre, gender, economics, ethics, and history.

**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

**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.

**Lab-Based Forensic Science** is the study of the application of science (biology, chemistry and physics) to the law. It includes the investigation and analysis of fingerprinting, fiber and hair analysis, ballistics, DNA, blood and blood spatter, toxicology, glass fracture, imprints, dental records, and ballistics. Students are taught the proper collection, preservation, and laboratory analysis of various samples.

**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.

**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.

**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.

Video Production and Marketing Class (VPM) is an introductory course designed to provide students with an artistic and practical background in the field of video production and marketing. In addition, this course provides instruction and training in pre-production, production and post-production phases of project development. Students will create videos for Ascension use.

## **Yearlong Electives**

(classes will vary according to interest and scheduling)

**Coding Class** 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.

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 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 vearbook.

Gaming Concepts and Esports allows students to explore the careers involved with the Esports industry. This includes time management, marketing, team cooperation, and team play. Students will also work on communication skills, eye hand coordination skills and strategy planning. Students will also be able to participate in Esport league tournaments through the High School Esports League or TAPPS Esports competition.

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 three-part program emphasizing practice in public speaking, studies in history, and instruction and research in geopolitics with a focus on current issues.