7th grade Elective Course Descriptions

1. <u>Computer Tech 7:</u> This course introduces the student to basic Google tools and focuses on collaboration, communication, and productivity through the completion of real world, student-centered activities and projects.

2. <u>Entrepreneurship7 (Choose Exploratory 7):</u> This course is designed to provide students with the knowledge and skills needed to develop an effective business plan for small business ownership. An important part of the course will be the incorporation of ethics, logistics, research, strategies for creating a simple budget and marketing plans. Students will also demonstrate skills through the creation of designs and heat pressing and/or permanent pressing of those designs onto items, such as, t-shirts, water bottles, mugs, bags, etc.

3. <u>GTT 7: Design Modeling:</u> Students learn to solve problems like an engineer, using an engineer notebook and 3 D Software. Students will have an opportunity to have their designs 3 D printed. Students do not take this if they had it in the 6th grade.

4. <u>GTT 7: Automation and Robotics:</u> Students will learn how to design, build and program a robot to solve problems and compete in a game. Students do not take this if they had it in the 6th grade UNLESS they are in the CLUB.

5. <u>ART 7:</u> A hands-on, multimedia course that reviews the Elements and Principles of Design and incorporates them with problem solving and Art History. Students will develop observation and technical skills in drawing, painting, sculpture, and various other art mediums. (Some students from 6th grade classes will be recommended for advanced 7th grade art- this is not something you get to choose).

6. <u>PLTW App Creators 7</u> introduces students to the field of computer science and the concepts of computational thinking, through the creation of mobile apps. Students are challenged to be creative and innovative, as they collaboratively design and develop mobile solutions to engaging, authentic problems. Students experience the positive impact of the application of computer science to society as well as to other disciplines, particularly biomedical science. The unit provides students opportunities for self-expression. Teams identify a personal or community problem of interest to them that can be solved with a mobile app solution. The problem can address issues such as health and wellness, the environment, school culture, emergency preparedness, education, community service—the options are endless!

7. <u>Chorus 7:</u> Students will build on the music fundamentals they learned in 6th grade chorus, learning about scales, intervals, and key signatures. They will begin applying their sight-singing skills as they learn new music and continue to apply their vocal technique and concert etiquette skills learned in 6th grade chorus. They will demonstrate their learning in various performances and adjudicated festivals. Some after-school performances are required.

8. <u>Piano Keyboarding 7</u>: This class is an opportunity for students to learn the fundamentals of piano keyboarding. Students will learn the skill of reading music and will work on eye-hand coordination. Simple musical compositions will be practiced and performed.

9. <u>Music and Theatre 7</u>: Students will learn the history of theatre and musical theatre and about various career paths in the theatre industry. They will also learn the basics of acting and storytelling and apply these skills by participating in pantomimes, short scenes, and improvised scenes. They will then audition for,

produce, rehearse, and perform a one-act play as their final project. The one-act play and three after school rehearsals are required.

10. Spanish 7: ¡Bienvenidos a la clase de español! Spanish 7 is an exploratory Spanish course. We will explore basic Spanish vocabulary, culture, and customs. We will learn how to describe ourselves and learn food vocabulary.

11. Spanish 7/8: Spanish 7/8 is a continuation from the 6th grade exploratory class. We review the vocabulary learned in Spanish 6th beginner, then we work on more cultural research projects and begin learning Spanish verbs in the present tense.

12. Band 7: One year of experience is required. Students will work towards the following Performances: Winter and Spring Concerts, CPA (Concert Performance Assessment), and Carowinds Festival of Music

13. Strings 7: One year of experience is required. Students will work towards the following Performances: Winter and Spring Concerts, CPA (Concert Performance Assessment), and Carowinds Festival of Music.

14. Video Gaming 7: Students will be designing and coding their own video games, exploring the past-present-future of games, playing video games and evaluating each other's games and working collaboratively in teams.

15. Virtual Cyber Citizenship: This course will include lessons on digital citizenship, information literacy and media literacy to equip students to become ethical, knowledgeable and empowered digital citizens so that they may use tech wisely and confidently. It will provide students with strategies to protect themselves from online dangers and focus on the behaviors associated with constructive digital media use in order to create a positive personal and professional presence on the internet. Topics will include, but not be limited to, cyberbullying, understanding mobile apps, privacy, communicating safely, instant messaging and email, social networking, and establishing a positive digital footprint. This class is 1 unit of HS credit.

16. Virtual Fundamentals or Computing: Students will gain a fundamental understanding of the history and operation of computers, programming, and web design. Students will also be introduced to computing careers and will examine societal and ethical issues of computing. This class is 1unit of HS credit.

17. Virtual Creative Writing:. This elective course, designed for students interested in written and multimedia expression, includes a study of the various forms of poetry, fiction, nonfiction, and multimedia technology. Students will create portfolios of their own creative writing and experiment with various forms of expression. The course may culminate in the publication of a school-wide literary magazine. This course does not take the place of any required English course. This class is 1 unit of HS credit.

18. Virtual Sports/EntertainMktg; This program is for students who wish to pursue careers in the various areas of the sports industry. This includes careers in box office, group sales, marketing, operations, development and sports programming. It is 1 unit of HS credit.

19. <u>Virtual Discovering Computer Science:</u> Students will discover introductory computer science topics with an emphasis on computational thinking and problem solving. Students will be empowered to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun. Students will create their own websites, apps, and games. This is for 1 unit of HS credit.

20. <u>Virtual Advanced Personal Finance</u>: This is a course that is now required for graduation. It introduces students to the fundamentals of personal finance, which include budgeting, credit and lending processes, maintaining accounts, evaluating investments, managing financial risk, computing taxes, and analyzing the basic elements of finance. Students will learn the tolls and knowledge to make sound financial decisions for life as well as extend their knowledge by researching and analyzing factors that impact personal income and long-term potential. It is 1 unit of HS credit.

21. <u>Reading Assistance:</u> Students are recommended for this course based on Benchmark and SC Ready test scores. Reading assistance is designed to help readers through individualized reading instruction.

22. <u>Literacy Lab 180/Intensive Literacy Lab 44:</u> This is a teacher recommended course in which students work on improving their reading skills by engaging in a a variety of activities in a small group and by working in Scholastic on line intervention program Read 180 or System 44. Read 180 centers on reading comprehension while System 44   focuses on decoding skills and comprehension.

23. <u>ESOL:</u> This course is designed for the student who has a primary language other than English, and is not proficient in listening, speaking, reading, writing, or comprehension in the English-speaking classroom. Instruction will be provided in the areas of listening, speaking, reading, writing, and comprehension to assist students in classrooms where English is the language of instruction. Students will receive skills to aid in the transition to all academic areas, as well as help in the preparation for middle school formal tests. Limited English proficiency should be determined by an approved language assessment instrument. ACCESS Literacy scores of 3.4 or below.

24. <u>PE-</u> Health/PE is required for all students each year they are in middle school. The purpose of this course is to provide students with a foundation of knowledge, skills, and values necessary for the development of a physically active lifestyle. While in this class, students will be exposed to a variety of activities to promote a physically active lifestyle. This includes, but is not limited to: fitness activities, team sports, and other games/activities that are designed to get students active and exercising. Fitness concepts and movement patterns are integrated into all activities as these are critical to   the development of a healthy and physically active lifestyle after leaving middle school.