

A member of
Northwest Ohio
Virtual Academy
N.O.V.A.

Edgerton Virtual Academy

Academic Guide

2024-2025

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EDGERTON VIRTUAL ACADEMY

ABOUT EDGERTON VIRTUAL ACADEMY

Edgerton Virtual Academy is a member of the Northwest Ohio Virtual Academy (N.O.V.A.) consortium. The objective of the Edgerton Virtual Academy is to provide students in grades 9-12 with computer based online academic options beyond what the traditional classroom can offer, to ensure each individual student reaches his/her utmost potential, and to prepare students with the college and career readiness skills necessary for success in the 21st Century.

DELIVERY OPTIONS

- 1. Elective only courses.** The Edgerton Virtual Academy allows students the opportunity to supplement core course offerings with a variety of rigorous elective courses, delivered through NOVA computer based online learning. The online elective courses will be available to students in the Edgerton Virtual Academy Lab, located at Edgerton High School. The criteria for this option includes:
 - o Students must have a GPA of 2.0 or above to take elective courses.
 - o Freshman and sophomores may elect one NOVA course per semester. Juniors and seniors may elect two NOVA courses per semester. Students may request an additional NOVA course in place of a study hall. In the event the virtual lab is full, preference will be given to upper grades/class rank first.
 - o Students must have had a grade of 70% or higher in all previous NOVA courses to continue enrollment in any additional NOVA courses.
- 2. Edgerton Virtual Academy at home.** Students utilizing this option may complete their entire education from home using the computer based online NOVA program. The criteria for this option includes:
 - o Must complete an application and be approved by administration.
 - o Must maintain a 70% in all courses to continue at home learning.
 - o Students will be required to attend in the EHS Virtual Lab for each course that drops below a 70%.
 - o Students will be expected to log on daily, for a minimum of 27.5 hours each week, and will be held to the same attendance policy as outlined in the student handbook. Logging on and completing activities on NOVA counts as a student's attendance.
 - o Students who fail to comply with this policy will be referred to truancy and will be removed from the EVA program.
 - o Students will be required to check in with the Edgerton Virtual Academy Coordinator bi-weekly.
 - o Students, guardians, EVA Coordinator, counselor, intervention specialist, and principal will meet quarterly to discuss progress and monitor goal achievement.
 - o Students must be on track for course completion on weekly, quarterly, and semester levels. Students who fail to comply with this policy will be referred to truancy and will be removed from the EVA program.
 - o Seniors are required to be 80% completed with final semester coursework 30 days before graduation, or the student may be removed from the graduation ceremony.
- 3. Edgerton Virtual Academy at EHS.** Select students may have the option to complete their entire education through the computer based online NOVA program at the Edgerton High School Virtual Lab. The criteria for this option includes:
 - o Students must have an extenuating circumstance that prohibits them from accessing their education in a traditional classroom.
 - o Students must complete an application and be approved by the NOVA committee and administration.
 - o Students will be held to the same attendance policy as outlined in the student handbook. Students who fail to comply with this policy will be referred to truancy and will be removed from the NOVA program.

ACADEMIC POLICIES

- ❖ All grades received in NOVA courses will be calculated into a student's high school cumulative GPA.
- ❖ Students taking courses through the Edgerton Virtual Academy are held to the same academic standards as outlined in the Edgerton High School Curriculum Guide, including the attendance and add/drop policy.
- ❖ Students are responsible for selecting courses that meet graduation requirements, college preparatory requirements, and NCAA requirements if necessary.
- ❖ Administration has the right to deny students participation in the Edgerton Virtual Academy based on grades, attendance, and code of conduct.
- ❖ Students who participate in the Edgerton Virtual Academy are students of Edgerton High School, and may participate in all extracurricular activities as well as the graduation ceremony.

COURSE QUICK REFERENCE

Advertising and Sales Promotion
 Anthropology I: Uncovering Human Mysteries
 Anthropology II: More Human Mysteries Uncovered
 Archaeology: Detectives of the Past
 Art and Visual Culture¹
 Art Appreciation¹
 Art History¹
 Art in World Cultures
 Astronomy¹
 Biotechnology: Unlocking Nature's Secrets¹
 Careers in Criminal Justice¹
 Career Preparation¹
 Concepts of Engineering and Technology
 Cosmetology 1: Cutting Edge Styles
 Cosmetology 2: The Business of Skin and Nail Care
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 Creative Writing
 Criminology
 Culinary Arts 1: Finding Your Palate¹
 Culinary Arts 2: Baking, Pastry, and More!
 Cybersecurity 1: Defense Against Threats¹
 Early Childhood Education 1: Introduction
 Early Childhood Education 2: Developing Early Learners
 Environmental Science¹
 Exploring Cinema
 Fashion and Interior Design¹
 Forestry and Natural Resources
 Gothic Literature
 Great Minds in Science
 Greek and Roman Mythology
 Health Science 1
 Health Science 2
 Health Science Nursing
 Health Science Public Health
 The History of Gaming and Esports¹
 History of the Holocaust

Hospitality & Tourism 1: Traveling the Globe
 Hospitality & Tourism 2A: Hotel & Restaurant Mgmt
 Hospitality & Tourism 2B: Hotel & Restaurant Mgmt
 Human Geography: Our Global Identity
 Introduction to Business
 Introduction to Engineering
 Introduction to Manufacturing
 Law
 Law and Order
 Life Skills
 Medical Terminology¹
 Military Careers: Introduction
 Music Appreciation¹
 Mythology and Folklore
 National Security
 Peer Counseling
 Personal Fitness
 Philosophy
 Principles of Public Service
 Real World Parenting
 Restaurant Management
 Social Media
 Social Problems I
 Social Problems II
 Sports Medicine
 Theatre
 Veterinary Science
 World and Cultural Mythology
 World Cultures¹
 World Geography¹
 World Religions
¹ ***Year-Long Course***

Advertising and Sales Promotion

- Grades: 9, 10, 11, 12
- Credits: 0.50

What comes to mind when you think of 'marketing'? Perhaps a familiar television jingle plays in your head? Or maybe you think of those irritating sales phone calls? There's no denying the sheer magnitude and power of the marketing industry. Every year companies spend approximately \$200 billion promoting their products and services—and that's just in the United States alone! You may be familiar with being on the receiving end marketing, but what's it like on the other side? In Advertising and Sales Promotions, you'll see how these marketing campaigns, ads, and commercials are brought to life and meet some of the creative folks who produce them. You'll learn about different marketing career opportunities and discover ways to be part of this exciting, fast-paced industry.

Anthropology I: Uncovering Human Mysteries

- Grades: 9, 10, 11, 12
- Credits: 0.50

"Anthropology demands the open-mindedness with which one must look and listen, record in astonishment and wonder that which one would not have been able to guess." (Margaret Mead). The aim of anthropology is to use a broad approach to gain an understanding of our past, present, future and address the problems humans face in biological, social and cultural life. This course will explore the evolution, similarity and diversity of humankind through time. It will look at how we have evolved from a biologically and culturally weak species to one that has the ability to cause catastrophic change. Exciting online video journeys to different areas of the world will also be presented in the course.

Anthropology II: More Human Mysteries Uncovered

- Grades: 9, 10, 11, 12
- Credits: 0.50

Anthropology has helped us better understand cultures around the world and through different time periods. This course continues the study of global cultures and the ways that humans have made sense of their world. We will examine some of the ways that cultures have understood and gave meaning to different stages of life and death. The course will also examine the creation of art within cultures and examine how cultures evolve and change over time. Finally, we will apply the concepts and insights learned from the study of anthropology to several cultures found in the world today.

Archeology: Detectives of the Past

- Grades: 9, 10, 11, 12
- Credits: 0.50

George Santayana once said, "Those who cannot remember the past are condemned to repeat it." The field of archeology helps us to better understand the events and societies of the past that have helped to shape our modern world. This course focuses on the techniques, methods, and theories that guide the study of the past. Students will learn how archaeological research is conducted and interpreted, as well as how artifacts are located and preserved. Finally, students will learn about the relationship of material items to culture and what we can learn about past societies from these items.

Art and Visual Culture¹

- Grades: 9, 10, 11, 12
- Credits 1.00

Art and Visual Culture, students analyze and interpret artwork created by others, examine the concepts of aesthetics and art criticism, and explore the practical application of art in a variety of careers. Art and Visual Culture highlights drawing as a form of communication and introduces students to the elements of art and principles of design through hands-on activities. Students sharpen their observation skills using a variety of art media and become adept at using basic techniques and processes to depict the world around them. Furthermore, students express their thoughts and feelings through art practice and experimentation. This course prepares students to pursue art as an area of study.

Art Appreciation¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

In Art Appreciation, students explore visual art from the ancient world to the present day. Students investigate various topics such as the mysteries surrounding Stonehenge, the lives of famous Renaissance artists, the way celebrities influenced the Pop Art movement, and the reasons why public memorials are created. This course highlights the important connections between visual art, culture, and human history and allows students to analyze and interpret artworks. Art history comes alive as students emulate basic techniques used by well-known artists.

Art History¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Welcome to Art History! In this course, the student will take up the question "What is art?" as he explores the artistic endeavors of early civilizations. Early in the course, the student will explore some of the basic elements and principles of art and its role in human history and the development of culture. He will also think about the ways that a work of art interacts with human sensory perception to produce a particular effect, as well as various other factors that affect the interpretation of a work of art. Once the student has obtained a basic foundation in art theory, he will begin to examine the history of art from its earliest

manifestations in prehistoric times up through the ancient Egyptian civilization.

Art in World Cultures

- Grades: 9, 10, 11, 12
- Credits: 0.50

Who do you think is the greatest artist of all time? Maybe Leonardo da Vinci? Michelangelo? Maybe a more modern artist like Claude Monet or Pablo Picasso? Or is it possible that the greatest artist of all time is actually someone whose name has been lost to history? In Art in World Cultures, you'll learn about some of the greatest artists in the world while creating your own art, both on paper and digitally. This course explores basic principles and elements of art and teaches you how to critique different art works art. And along the way, you will get to discover some traditional art forms from various regions of the world including the Americas, Africa, and Oceania.

Astronomy¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

In Astronomy, students begin by discussing basic astronomical concepts and discoveries throughout history. They take an in-depth look at the first moments of the universe by studying the Big Bang. From there, they investigate the evolution of the universe, beginning with the first atoms and moving on to explore elements, stars, solar systems, and galaxies. Students gather information to determine if there is a possibility of life on other planets and in other solar systems. Students analyze the major space missions that have led to the modern study of cosmology, and they explore the possibilities of where this field may take scientists in the future.

Biotechnology: Unlocking Nature's Secrets¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

How is technology changing the way we live? Is it possible nature can provide all the answers to some of science's most pressing concerns? The fusion of biology and technology creates an amazing process and offers humanity a chance to significantly improve our existence through the enhancement of food and medicine. In Biotechnology: Unlocking Nature's Secrets, you'll learn how this field seeks to cure such deadly diseases as cancer and malaria, develop innovative medicine, and effectively feed the world through improved systems. Learn about the history of biotechnology and some of the challenges it faces today, such as resistant bacteria and genetically modified organisms in food. You will research new biotechnologies and understand firsthand how they are forever changing the world we live.

Careers in Criminal Justice¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Do you want to help prevent crime and maintain order in society? The criminal justice system may be a good career option. The criminal justice system offers a wide range of career opportunities, from law enforcement to forensic scientists to lawyers and judges. In this course, students will explore different areas of the criminal justice system, including the trial process, the juvenile justice system, and the correctional system. Careers in each area will be explored and students will learn more about the expectations and training required for various career options in the criminal justice field.

Career Preparation¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Career Preparation allows students to investigate steps to prepare for careers that match their interest, abilities, and aptitudes. Students will examine various career clusters and the jobs within them, analyze the future outlook of several career fields, understand how to apply personal etiquette to business situation, review character traits needed, and understand the importance of the team concept. They will also learn about job search techniques, health and safety related to careers, the importance of math skills as applied to the workplace, understanding structures within a company, and understand the rights and responsibilities of employers and employees. The students will develop an electronic portfolio that can be utilized out in the real world.

Concepts of Engineering and Technology

- Grades: 9, 10, 11, 12
- Credits: 0.50

What if you could do the impossible? Engineers understand a lot of things, but the word impossible definitely isn't one of them. Through Concepts of Engineering and Technology, you'll learn how the momentum of science is continually propelling engineers in new directions towards a future full of insight and opportunity. This course explores the different branches of engineering and how problem-solving, sketching, collaboration, and experimentation can change the very fiber of our human lives. This ever-increasing knowledge can also lead to serious ethical dilemmas and the need to discuss where the boundaries of science lie (or even if there should be boundaries). By examining astounding engineering feats and complex ongoing issues, you, too, will begin to question whether the word impossible really exists.

Cosmetology 1: Cutting-Edge Styles

- Grades: 9, 10, 11, 12
- Credits: 0.50

We all want to look our best, but did you know there is actually a science behind cutting your hair and painting your nails? In Cosmetology: Cutting-Edge Styles, you will learn all about this often entertaining field and how specialized equipment and technology are propelling our grooming into the next century. Just like all careers, cosmetology requires certain skills and characteristics, all of which are thoroughly explored in this course. You will learn about various beauty regimes related to hair, nails, skin, and spa treatments, and discover how to create your own business model quickly and efficiently while still looking fabulous, of course!

Cosmetology 2: The Business of Skin and Nail Care

- Grades: 9, 10, 11, 12
- Credits: 0.50

Helping people put their best face forward is a growing, vibrant industry which needs skilled and personable professionals well-versed in the latest trends and technological advances. In Cosmetology 2: The Business of Skin and Nail Care, experience what the day-to-day life of a cosmetologist is like. You will discover that cosmetology is much more than knowing and applying techniques. Additionally, you will explore skin care and facials, learn how to give manicures and pedicures and how to apply artificial nails, and gain an understanding of different hair removal techniques. Discover the next steps towards launching a rewarding and creative career in cosmetology.

Cosmetology 3: From Basics to Advancing Hair Skills¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Cosmetology is a specialized field with a high skill set. Students taking this course will be exposed to the complexities of cosmetology by learning to perform a hair, scalp, and skin analysis. Students will also learn about hair types, face shapes, and color theory. Finally, to effectively prepare students for a career in cosmetology, color techniques with an emphasis on salon and chemical safety is examined. Students will delve into the realm of hair styling and cutting techniques. Students will explore varieties wigs, extensions, and hairpieces, while also developing knowledge about shampooing and conditioning. Manual curling and the use of chemicals to curl and straighten hair are highlighted in this course as well as safety when working with chemicals. Students can expect to be well versed with a plethora of hair skills upon completion.

Creative Writing

- Grades: 9, 10, 11, 12
- Credits: 0.50

For many hundreds of years, literature has been one of the most important human art forms. It allows us to give voice to our emotions, create imaginary worlds, express ideas, and escape the confines of material reality. Through creative writing, we can come to understand ourselves and our world a little bit better. This course provides students with a solid grounding in the writing process, from finding inspiration to building a basic story to using complicated literary techniques and creating strange hybrid forms of poetic prose and prose poetry. By the end of this course, students will learn how to discover their creative thoughts and turn those ideas into fully realized pieces of creative writing.

Criminology

- Grades: 9, 10, 11, 12
- Credits: 0.50

In today's society, crime and deviant behavior are often one of the top concerns of society members. From the nightly news to personal experiences with victimization, crime seems to be all around us. In this course, we will explore the field of criminology or the study of crime. In doing so, we will look at possible explanations for crime from psychological, biological, and sociological standpoints, explore the various types of crime and their consequences for society, and investigate how crime and criminals are handled by the criminal justice system. Why do some individuals commit crimes but others don't? What aspects in our culture and society promote crime and deviance? Why do individuals receive different punishments for the same crime? What factors shape the criminal case process, from arrest to punishments?

Culinary Arts 1: Finding Your Palate¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Food is fundamental to life. Not only does it feed our bodies, but it's often the centerpiece for family gatherings and social functions with friends. In this course, you will learn all about food including food culture, food history, food safety, and current food trends. You'll also learn about the food service industry and try your hand at preparing some culinary delights. Through hands-on activities and in-depth study of the culinary arts field, this course will help you hone your cooking skills and give you the opportunity to explore careers in this exciting industry.

Culinary Arts 2: Baking, Pastry, and More!

- Grades: 9, 10, 11, 12
- Credits: 0.50

Whether you aspire to be a world-class chef or just want to learn the skills needed to create your own dishes, Culinary Arts 2 will help you build a strong foundation and grow your knowledge of this exciting industry. In this course, you will explore baking and desserts, learn how to prepare proteins, and study nutrition and safety in the kitchen. You will also enhance your understanding of sustainability in the food

industry, learn to prepare meals from a global perspective, and dissect the business of cooking, from managing a kitchen to successfully running a catering company. Discover the delights that await you on this delicious culinary adventure!

Cybersecurity¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Ever wonder what it's like to be a hacker? Or think about who is trying to steal your passwords while you're shopping online using the free Wi-Fi at your local coffee shop? Can someone be watching your personal, private information? Can anything be kept "secret" online? We depend more and more on the technologies we interact with every day. This creates the need for increased system and network security measures. And, it means we all need to know more about how to protect valuable and vulnerable information. This course introduces you to the tools, technologies, and methods needed to protect online information and addresses how these issues are impacting safety and rights on a global and personal level. Learn what exciting career possibilities await you in the new and high-demand field of cybersecurity.

Early Childhood Education 1: Introduction

- Grades: 9, 10, 11, 12
- Credits: 0.50

This course provides the historical, theoretical, and developmental foundations for educating young children, with emphasis on creating inclusive environments and curricula for diverse children and their families. Topics include historical influences, program types, guidance strategies, professionalism, current trends and issues, and advocacy. By the end of the course, the student will be able to

- Analyze the roles, responsibilities and requirements for those who work in early childhood settings
- Analyze the evolution of the field of ECE through its historical figures and developmental and learning theorists
- Analyze current issues that have implications for children, families, society, and early childhood professionals
- Describe and evaluate developmental accomplishments and learning environments of young children birth through age eight
- Analyze and apply practices that ensure the health, safety, and well-being of all children
- Evaluate the attributes of professional practice, advocacy, and social justice

Early Childhood Education 2: Developing Early Learners

- Grades: 9, 10, 11, 12
- Credits: 0.50

Discover the joys of providing exceptional childcare and helping to develop future generations. Learn the importance of play and use it to build engaging educational activities that build literacy and math skills through each stage of childhood and special need. Use this knowledge to develop your professional skills well suited to a career in childcare!

Environmental Science¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

This course presents relationships between organisms and how these relationships relate to the functioning of ecosystems. Students learn the key concepts and processes of nutrient cycling, biomes, pollution, energy resources, and habitat destruction. The course also covers ways to promote biodiversity and create a sustainable future.

Exploring Cinema

- Grades: 9, 10, 11, 12
- Credits: 0.50

Exploring Cinema introduces students to film-making and cinematic productions. In this course, students explore the technology used to create a film and begin to build an aesthetic appreciation of films. Students also explore media art and the ethics of media creation, giving them a wider perspective on the different ways material can be presented.

Fashion and Interior Design¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

In this course, students explore what it is like to work in the industry by exploring career possibilities and the background needed to pursue them. Students will learn the basics of color and design then test their skills through hands-on projects. In addition, they'll develop the essential communication skills that build success in any business.

Forestry and Natural Resources

- Grades: 9, 10, 11, 12
- Credits: 0.50

Whether you are a tree hugger or not, everyone loves the beauty and serenity of a healthy forest. Our precious woodland species not only supply us with aesthetic beauty but also play a valuable role in nature. Trees uphold a great deal of our wildlife's ecosystem while providing us humans with needed lumber, paper products, and even food. But these forests cannot protect themselves and depend greatly on humans for conservation. In Introduction to Forestry and Natural Resources, you will learn more about this meaningful relationship and how environmental policy, land use, water resources, and wildlife management all factor into current forestry issues. After better understanding these variables and how they affect the majesty of our

forests, you may just be hugging these gentle giants after all.

Gothic Literature

- Grades: 9, 10, 11, 12
- Credits: 0.50

From vampires to ghosts, these frightening stories have influenced fiction writers since the 18th century. This course will focus on the major themes found in gothic literature and demonstrate how the core writing drivers produce, for the reader, a thrilling psychological environment. Terror versus horror, the influence of the supernatural, and descriptions of the difference between good and evil are just a few of the themes presented. By the time students have completed this course, they will have gained an understanding of and an appreciation for the complex nature of dark fiction.

Great Minds in Science

- Grades: 9, 10, 11, 12
- Credits: 0.50

Is there life on other planets? What extremes can the human body endure? Can we solve the problem of global warming? Today, scientists, explorers, and writers are working to answer all of these questions. Like Edison, Einstein, Curie, and Newton, the scientists of today are asking questions and working on problems that may revolutionize our lives and world. This course focuses on 10 of today's greatest scientific minds. Each unit takes an in-depth look at one of these individuals, and shows how their ideas may help to shape tomorrow's world.

Greek and Roman Mythology

- Grades: 9, 10, 11, 12
- Credits: 0.50

In Greek and Roman Mythology, students explore myths from Greece and Rome. They examine the history of mythology and some of the key gods and goddesses. Students learn to connect the cultures of ancient Greece and Rome with the culture of today. Throughout this course, students use technology and artistic practices to express their knowledge. In addition, they explore vocabulary, literary, and narrative elements, in addition to writing through the lens of mythology. Students work through the process of writing myths of their own through planning, drafting, revising, and publishing.

Health Science 1

- Grades: 9, 10, 11, 12
- Credits: 0.50
- Does not count as a PE or Health requirement

Will we ever find a cure for cancer? What treatments are best for conditions like diabetes and asthma? How are illnesses like meningitis, tuberculosis, and the measles identified and diagnosed? Health sciences provide the answers to questions such as these. In this course,

students will be introduced to the various disciplines within the health sciences, including toxicology, clinical medicine, and biotechnology. They will explore the importance of diagnostics and research in the identification and treatment of diseases. The course presents information and terminology for the health sciences and examines the contributions of different health science areas.

Health Science 2

- Grades: 9, 10, 11, 12
- Credits: 0.50
- Does not count as a PE or Health requirement

Challenging. Variable. Rewarding. These three words can be used to describe many careers in the health sciences. In this course, you will learn more about what it takes to be a successful health science professional, including how to communicate with patients. You'll explore the rights and responsibilities of both patients and health science professionals in patient care and learn more about how to promote wellness among patients and health care staffs. Finally, you'll learn more about safety in health science settings and the challenges and procedures of emergency care, infection control, and blood-borne pathogens.

Health Science: Nursing

- Grades: 9, 10, 11, 12
- Credits: 0.5
- Does not count as a PE or Health requirement

Nursing is an in-demand career, perfect for someone looking for a rewarding and challenging vocation in the healthcare sector. With a strong focus on patient care, a nurse must be skilled in communication, promoting wellness, and understanding safety in the workplace. In Health Science: Nursing, you will explore communication and ethics, anatomy and physiology, and the practice of nursing. Learn how to build relationships with individuals, families, and communities and how to develop wellness strategies for your patients. From emergency to rehabilitative care to advances and challenges in the healthcare industry, discover how you can launch a fulfilling career providing care to others.

Health Science: Public Health

- Grades: 9, 10, 11, 12
- Credits: 0.5
- Does not count as a PE or Health requirement

What is public health? Who is in control of our health systems and who decides which diseases get funding and which do not? What are the human and environmental reasons for health inequality? Health Science: Public Health answers all of these questions and more. You will study both infectious and non-communicable diseases as well as learn how we conquer these on a community and global level through various methods, including proper hygiene, sanitation, and nutrition. Explore the role current and future technologies play worldwide as well as consider the ethics

and governance of health on a global scale. Discover unique career opportunities, and fascinating real-life situations.

History of Gaming and Esports¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

In this course, students will learn about the technologies and design principles that have been the foundation of the development of video game technology over the last 50 years. Students will examine and discuss the impact of video games on culture and the economy. Students will learn about the current gaming and e-sports landscape, including strategies and techniques of top teams and individuals. This course will also discuss the risks and dangers of video games and understand how to set appropriate time and content parameters. Finally, the course will identify career paths and opportunities for those who are passionate about gaming.

History of the Holocaust

- Grades: 9, 10, 11, 12
- Credits: 0.50

Holocaust education requires a comprehensive study of not only times, dates, and places, but also the motivation and ideology that allowed these events. In this course, students will study the history of anti-Semitism; the rise of the Nazi party; and the Holocaust, from its beginnings through liberation and the aftermath of the tragedy. The study of the Holocaust is a multi-disciplinary one. Integrating world history, geography, American history, and civics. Through this in-depth, semester-long study of the Holocaust, high school students will gain an understanding of the ramifications of prejudice and indifference, the potential for government-supported terror, and they will get glimpses of kindness and humanity in the worst of times.

Hospitality & Tourism 1: Traveling the Globe

- Grades: 9, 10, 11, 12
- Credits: 0.50

With greater disposable income and more opportunities for business travel, people are traversing the globe in growing numbers. As a result, hospitality and tourism is one of the fastest growing industries in the world. This course will introduce students to the hospitality and tourism industry, including hotel and restaurant management, cruise ships, spas, resorts, theme parks, and other areas. Student will learn about key hospitality issues, the development and management of tourist locations, event planning, marketing, and environmental issues related to leisure and travel. The course also examines some current and future trends in the field.

Hospitality and Tourism 2A: Hotel and Restaurant Management

- Grades: 9, 10, 11, 12
- Credits: 0.50

If you love working with people, a future in hospitality may be for you. In Part A of Hospitality and Tourism 2: Hotel and Restaurant Management, you will learn about what makes the hotel and restaurant industries unique. Learn about large and small restaurants, boutique and resort hotels, and their day-to-day operations. Evaluate the environment for these businesses by examining their customers and their competition. As well, you will discover trends and technological advances that makes each industry exciting and innovative. In Part A, you can explore a variety of interesting job options from Front Desk and Concierge services to Maître'd and food service.

Hospitality and Tourism 2B: Hotel and Restaurant Management

- Grades: 9, 10, 11, 12
- Credits: 0.50

Building upon the prior prerequisite course, students will embark on their journey to becoming managers in the hotel and restaurant industry by gaining knowledge and developing a variety of skills. Students will learn of different management styles, laws, and regulations that govern hotels and restaurants as well as how to develop job descriptions and business plans. In addition, students will learn how to create menus, advertise vacancies, perform interviews, and understand financials of the hotel or restaurant.

Human Geography: Our Global Identity

- Grades: 9, 10, 11, 12
- Credits: 0.50

How do language, religion, and landscape affect the physical environment? How do geography, weather, and location affect customs and lifestyle? Students will explore the diverse ways in which people affect the world around them and how they are affected by their surroundings. Students will discover how ideas spread and cultures form, and learn how beliefs and architecture are part of a larger culture complex. In addition to introducing students to the field of Human Geography, this course will teach students how to analyze humans and their environments.

Introduction to Business

- Grades: 9, 10, 11, 12
- Credits: 0.50

In this course, the student will explore business in global society, learning terminology, concepts, systems, strategies, and current issues. Topics include the business environment, ethics, entrepreneurship and global business, management, marketing, production, information systems, and financial elements.

Introduction to Engineering

- Grades: 9, 10, 11, 12
- Credits: 0.50

Introduction to Engineering provides students with an overview of the field of engineering and the primary processes and procedures used by engineers. Students explore engineering careers and their impacts on society, and they learn how mathematics and science are used in the field of engineering. They examine different engineering disciplines, the engineering design process, and various engineering styles and methods used in the field. Students take part in hands-on learning as they work through a real-life design problem and solve it through the steps of the engineering design process. The course concludes with a student-created presentation to demonstrate their solution to the design problem. Introduction to Engineering is an excellent addition to a STEM-centered curriculum. Students must have completed Algebra I as a prerequisite and must possess basic spreadsheet, word processing, and presentation software knowledge.

Introduction to Manufacturing

- Grades: 9, 10, 11, 12
- Credits: 0.50

Think about the last time you visited your favorite store. Have you ever wondered how the products you buy make it to the store shelves? Whether it's video games, clothing, or sports equipment, the goods we purchase must go through a manufacturing process before they can be marketed and sold. In this course, you'll learn about the types of manufacturing systems and processes used to create the products we buy every day. You'll also be introduced to the various career opportunities in the manufacturing industry including those for engineers, technicians, and supervisors. As a culminating project, you'll plan your own manufacturing process for a new product or invention! If you thought manufacturing was little more than mundane assembly lines, this course will show you just how exciting and fruitful the industry can be.

Law

- Grades: 9, 10, 11, 12
- Credits: 0.50

In the Law course, students examine citizen obligations to law enforcement, the court system, and the rules and regulations that all Americans are expected to uphold. They explore the terminology and the regulations that structure and control society. Students study different types of crime and the law enforcement powers that are put in place to regulate and diminish overall crime. Students who are interested in a law career will benefit from learning the law and justice terminology presented in this course.

Law and Order

- Grades: 9, 10, 11, 12
- Credits: 0.50

Every society has laws that its citizens must follow. From traffic laws to regulations on how the government operates, laws help provide society with order and structure. Our lives are guided and regulated by our society's legal

expectations. Consumer laws help protect us from faulty goods; criminal laws help to protect society from individuals who harm others; and family law handles the arrangements and issues that arise on areas like divorce and child custody. This course focuses on the creation and application of laws in various areas of society. By understanding the workings of our court system, as well as how laws are actually carried out, we become more informed and responsible citizens in our communities and of our nation.

Life Skills

- Grades: 9, 10, 11, 12
- Credits: 0.50

Life Skills provides students with important information that will help them to lead independent and successful lives as adults. In this course, students focus on topics including personal finance, nutrition, and personal development. The useful skills students gain in this course will help them to become responsible and proactive young adults.

Medical Terminology¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Medical Terminology is a course for students with an interest in the medical field. This course provides students with knowledge of Latin and Greek roots, prefixes, and suffixes in addition to combining forms and eponymous terms related to the many systems of the human body. Students are also able to learn more about the many professions, specialists, and treatment plans associated with different areas of the body. This course introduces new ways of looking at the body through the lens of medical terms and their origins.

Military Careers: Introduction

- Grades: 9, 10, 11, 12
- Credits: 0.50

Most of us have seen a war movie; maybe it had a hotshot aviator or a renegade private or a daring Special Forces operative. But outside of these sensationalized portrayals, do you really understand how the military works or what it can do for you? The military offers far more career diversity than most people imagine, and Introduction to Military Careers will provide the information you need to gain a broader understanding of how to find the right fit. You will learn about the five military branches – Air Force, Army, Coast Guard, Marines Corps, and Navy – and examine which jobs you might like to pursue. From aviation, to medicine, to law enforcement, the military can be an outstanding place to achieve your dreams in a supportive and well-structured environment.

Music Appreciation¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

Music is part of everyday lives and reflects the spirit of our human condition. To know and understand music, we distinguish and identify cultures on local and global levels. This course will provide students with an aesthetic and historical perspective of music, covering a variety of styles and developments from the middle Ages through the Twentieth First Century. Students will acquire basic knowledge and listening skills, making future music experiences more informed and satisfying.

Mythology and Folklore

- Grades: 9, 10, 11, 12
- Credits: 0.50

Mighty heroes. Angry gods and goddesses. Cunning animals. Mythology and folklore have been used since the first people gathered around the fire as a way to make sense of humankind and our world. This course focuses on the many myths and legends woven into cultures around the world. Starting with an overview of mythology and the many kinds of folklore, the student will journey with ancient heroes as they slay dragons and outwit the gods, follow fearless warrior women into battle and watch as clever animals outwit those stronger than themselves. They will explore the universality and social significance of myths and folklore, and see how they are still used to shape society today.

National Security

- Grades: 9, 10, 11, 12
- Credits: 0.50

Do you know what it takes to keep an entire nation safe? It not only requires knowledge of how to handle disasters, but it also demands a cool head and tremendous leadership abilities. In National Security, you will have the opportunity to learn about the critical elements of the job, such as evaluating satellite information, analyzing training procedures, assessing military engagement, preparing intelligence reports, coordinating information with other security agencies, and applying appropriate actions to various threats. Put yourself in the position of the country's decisive leaders and develop your own knowledge base and skill set necessary to meet the requirements of our nation's most demanding career.

Peer Counseling

- Grades: 9, 10, 11, 12
- Credits: 0.50

Helping people achieve their goals is one of the most rewarding of human experiences. Peer counselors help individuals reach their goals by offering them support, encouragement, and resource information. This course explains the role of a peer counselor, teaches the observation, listening, and empathic communication skills

that counselors need, and provides basic training in conflict resolution, and group leadership. Not only will this course prepare you for working as a peer counselor, but the skills taught will enhance your ability to communicate effectively in your personal and work relationships.

Personal Fitness

- Grades: 9, 10, 11, 12
- Credits: 0.50
- Does not count as PE or Health requirement

The lessons in Personal Fitness help students gain an understanding of the proper ways to exercise and diet, as well as learn how to assess their own fitness level. The course also teaches strategies to attain the highest possible fitness level.

Philosophy

- Grades: 9, 10, 11, 12
- Credits: 0.50

This course will take you on an exciting adventure that covers more than 2500 years. Along the way, you'll run into some very strange characters. For example, you'll read about a man who hung out on street corners, barefoot and dirty, pestering everyone he met with questions. You'll read about another man who climbed inside a stove to think about whether he existed. Despite their odd behavior, these and other philosophers of the Western world are among the most brilliant and influential thinkers of all time. As you read about them, you'll see where many of the most fundamental ideas of Western civilization came from. You'll also get a chance to ask yourself some of the same questions these great thinkers pondered. At the end, you'll have a better understanding of yourself and the world around you, from atoms to outer space and everything in between.

Principles of Public Service

- Grades: 9, 10, 11, 12
- Credits: 0.50

Are you familiar with the term "public service"? When we think about public service, our thoughts often turn to professionals such as police officers, EMTs, and firefighters. While these are well-known public servants, many others work to keep our communities safe, healthy, and productive. In this course, you'll learn about many different areas of public service including education, civil engineering, and social services. You'll also look at the requirements for public service in general as well as the specific skills needed to be successful in each area of public service. Who knows? You may even discover the career you were meant to pursue!

Real World Parenting

- Grades: 9, 10, 11, 12
- Credits: 0.50

The process of parenting is more than just having a child and making sure they eat, sleep and get to school on time.

Learn what to prepare for, what to expect, and what vital steps a parent can take to create the best environment and life for their child. Parenting roles and responsibilities; nurturing and protective environments for children; positive parenting strategies and effective communication in parent/child relationships are some of the topics covered in this course.

Restaurant Management

- Grades: 9, 10, 11, 12
- Credits: 0.50

Have you ever dreamed of running your own eatery? Maybe you've thought of collaborating with a famous chef to create an unforgettable dining experience? What goes on behind the restaurant dining room is a very different world than what goes on out front and really determines the success or failure of an establishment. Restaurant Management will show you exactly what's needed to run a successful restaurant, including ordering supplies, hiring quality workers, maintaining inventory, and managing a large staff. Understanding such concepts as food safety, hygiene, customer relations, marketing, and using a point-of-sale system are crucial to being an effective restaurateur. Whether you are hoping to operate a casual sit-down eatery, oversee a fine dining establishment, or buy a food franchise, this course is the perfect first step.

Social Media:

- Grades: 9, 10, 11, 12
- Credits: 0.50

Have a Facebook account? What about Twitter? Whether you've already dipped your toes in the waters of social media or are still standing on the shore wondering what to make of it all, learning how to interact on various social media platforms is crucial in order to survive and thrive in this age of digital communication. In this course, you'll learn the ins and outs of social media platforms such as Facebook, Twitter, Pinterest, Google+, and more. You'll also discover other types of social media you may not have been aware of and how to use them for your benefit—personally, academically, and eventually professionally as well. If you thought social media platforms were just a place to keep track of friends and share personal photos, this course will show you how to use these resources in much more powerful ways.

Social Problems I

- Grades: 9, 10, 11, 12
- Credits: 0.50

Students will learn more about the challenges facing societies and the relationships between societies, governments, and individuals in these areas. Each unit will focus on a particular area of social concern, often with a global view, and examine possible solutions at both a structural and individual level.

Social Problems II

- Grades: 9, 10, 11, 12
- Credits: 0.50

This course continues to examine social issues affecting individuals and societies around the globe. Students learn about the overall structure of the social problem as well as how it impacts their lives. Each unit focuses on a particular social problem, including racial discrimination, drug abuse, the loss of community, and urban sprawl, and discusses possible solutions at both individual and structural levels. For each issue, students examine connections in the global arena involving societies, governments and the individual.

Sports Medicine

- Grades: 9, 10, 11, 12
- Credits: 0.50

Sports Medicine provides students with basic knowledge of the history of sports medicine, the anatomy of the body, and the common injuries that occur in sports. In addition, the course discusses techniques used in sports medicine to train and strengthen the body, treatments for injury and disease, and proper nutrition for athletes. Students must possess basic word processing and presentation software knowledge as a prerequisite. Completion of one full year of high school Biology is required in order to evaluate the numerous biological concepts present in this course.

Theatre

- Grades: 9, 10, 11, 12
- Credits: 0.50

Theatre I invites students to explore the history of theatre and the basic elements of stage production. The course highlights the technology used to create early and modern stage productions and the basic fundamentals of acting. Theatre I provides students with a look at production elements such as stage lighting, sound, costume, and makeup. Students learn to apply voice and gesture skills in pantomimed and improvised scenarios, and they receive an overview of the responsibilities of the producer, director, and technical crew of a theatre production. Students develop insight to the motivations of a playwright in the development of a story, and they explore the careers and works of famous playwrights. Theatre I provides a balanced educational experience for all students so that they can gain the inquiry and critical skills involved in clarifying theatrical perceptions and knowledge.

Veterinary Science

- Grades: 9, 10, 11, 12
- Credits: 0.50

As animals play an increasingly important role in our lives, scientists have sought to learn more about their health and well-being. Taking a look at the pets that live in our homes, on our farms, and in zoos and wildlife sanctuaries, this course will examine some of the common diseases and treatments for domestic animals. Toxins, parasites, and

infectious diseases impact not only animals around us, but at time, we humans as well! Through veterinary medicine and science, the prevention and treatment of diseases and health issues is studied and applied.

World and Cultural Mythology

- Grades: 9, 10, 11, 12
- Credits: 0.50

World and Cultural Mythology is the perfect course for students looking for an interactive way to learn about mythology and myths from around the world. The course focuses on different dynamics of myths and analyzes aspects of myths found in different cultures. The course looks at the type of writing styles used in different myths, including common terminology, sentence structure, and writing techniques. Finally, students evaluate mythical places and sacred locations, including the characters commonly found in myths, such as gods, goddesses, monsters, heroes, and deities.

World Cultures¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

World Cultures explains global geography, history, and culture to students. In this course, students study the major political powers of each era and discover how the world's earliest civilizations developed through the Age of Exploration to the Industrial Revolution. In the second half of the course, students examine a world at war, navigating the Great War, nationalist movements in Russia and Asia, World War II, the Cold War, Third World independence, and struggles for democracy. The course closes with discussions of current global issues such as terrorism, technology, economy, pollution, and renewable energy.

World Geography¹

- Grades: 9, 10, 11, 12
- Credits: 1.00

This course addresses key concepts of physical and human geography and presents information about the United States, Canada, Latin America, Western Europe, Central Europe, Northern Eurasia, Central and Southwest Asia, Africa, South Asia, East Asia, the Pacific World, and Antarctica.

World Religions

- Grades: 9, 10, 11, 12
- Credits: 0.50

Throughout the ages, religions from around the world have shaped the political, social, and cultural aspects of societies. This course focuses on the major religions that have played a role in human history, including Buddhism, Christianity, Confucianism, Hinduism, Islam, Judaism, Shintoism, and Taoism. Students will trace the major developments in these religions and explore their relationships with social institutions and culture. The course will also discuss some of the similarities and differences among the major religions and examine the connections and influences they have.

¹ Revised 8-7-2024

