

Curriculum Planning Document – Electives

Content Area/Grade Level: Electives 9-12

Course Description:

Course titles available for electives credits; two credits required for graduation:

General Studies	Health & PE	Humanities	Life Skills
Creative Writing I	Health Science	Anthropology I	Critical Thinking and Study Skills
Introduction to Culinary Arts	Adaptive Personal Fitness IEP or 504 Plan	Anthropology II	Life Management Skills
Public Speaking I	Fitness Lifestyle Design	Archeology	Peer Counseling
Fashion & Interior Design	Health Opportunities through Physical Education (HOPE)	Art History and Criticism I (Honors)	Personal & Family Finance
Gothic Literature	Personal Fitness	Art I	Reading for College Success
Great Minds in Science		Psychology	Real World Parenting
History of the Holocaust		Human Geography	Thinking and Learning Strategies
		Music Appreciation	
		Mythology & Folklore	
		Philosophy	
		World Religions	

Career Technical Education		
Accounting 1	Forensic Science II	Introduction to Sociology
Administrative Duties and Office Management	Health, Safety & Nutrition	Medical Terminology
Anatomy & Physiology and Human Diseases	Hospitality & Tourism	Personal Psychology I
Astronomy: Exploring the Universe	Introductory Astronomy	Personal Psychology II
Business Communication	Introduction to Business	Principles of Marketing
Business Information Systems	Introduction to Criminal Justice	Psychology
Business Law	Intro to Early Childhood Education	Research Methods
Computer Programming 1	Introduction to Finance	Social Problems I
Criminal Investigation	Introduction to Homeland Security	Social Problems II
Criminology: Inside the Criminal Mind	Introduction to Law	Sociology I
Digital Photography I	Introduction to Medical Assisting	Sociology II
Digital Photography II	Introduction to Psychology	Sports & Entertainment Marketing
Forensic Science I	Introduction to Social Media	Veterinary Science

Sample of course descriptions from titles above:

Archeology: Detectives of the Past

This is a one-semester equivalent course, earning a student 0.5 credits. 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

this 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.

Computer Programming 1

This is a two semester course which enables students to learn two modern programming languages, Python and Java. This course teaches programming using real-world, practical examples. Students will learn Python by controlling the motion and sensory capabilities of a robot. Prerequisites: Geometry.

Veterinary Science

This is a year-long, 1-credit course that introduces students to field of veterinary science, fostering an existing interest or providing a foundation for students interested in pursuing veterinary science after high school. 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 the animals around us, but humans as well. Through veterinary medicine and science, the prevention and treatment of diseases and health issues is studied and applied.

Law & Order: Introduction to Legal Studies

Introduction to Legal Studies is intended for one semester, providing students with a survey of the law and important public norms. 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 in 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.

Educational Delivery Methodologies	Evidence of Mastery	Comments
FA Online Menu		
<ul style="list-style-type: none"> • Short videos (TED talks or teacher lecture) • Audio content (e.g. podcasts, verbal readings of relevant passages, or spoken explanation of content) 	<ul style="list-style-type: none"> • Formative and summative assessments (with multiple choice, short answer, and discussion questions) • Scrapbooks, flipbooks, or 	<p><i>The “menu” approach allows instructors to choose from a subset of educational delivery methodologies and ways to show evidence of mastery that are</i></p>

<ul style="list-style-type: none"> • Direct live instruction (web-based audio/video conference or face-to-face discussion with CC, e.g. Skype) • Films • Live group discussion (Skype or group chat, webinar style) • Email conferences with CC • Facilitated discussion board interaction (asynchronous) • Guided modeling with CC • Guided reading assignments using real and web-based textbook selections and exercises with CC • Independent graded practices through email with CC • Use of journals and blogs • Virtual and local field trips (e.g. for Veterinary Science, to a community equine veterinarian) • Labs • Online interactive tools for practice (vocabulary, technical skills, 	<p>portfolios (e.g. virtual slideshow and critical analysis with presentation of Digital Photography work)</p> <ul style="list-style-type: none"> • Student-generated reflective journals, blogs, or notes • Simulation creation • Creative writing projects • Group work (e.g. research and presentation, as video or website with written submissions) • Live, direct communication with CC (telephone, web-conferencing, or face-to-face) • Peer collaboration (CC observes) • Essays and research papers • Website creation • Experiments – virtual and in-home • Projects and defenses (e.g. for Computer Programming I, student develops code for a game and demonstrates it) 	<p><i>most effective for the achievement of the overall course objectives.</i></p>
--	---	--