KENNESAW MOUNTAIN HIGH SCHOOL

2024-2025

Elective Course Catalog

Kennesaw Mountain High School

1898 Kennesaw Due West Rd

Kennesaw, GA 30152

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Kennesaw Mountain High School (cobbk12.org)

SCHOOL COUNSELING DEPARTMENT

Counselor Magnet…… Angela LaRoy, Lead Counselor

Counselor A-C……... Brittney Phillips

Counselor D-Le…….. Colleen Garcia

Counselor Li-Se…….. Katherine Barrington

Counselor Sf-Z ..... Senoria Cain

Registrar……... Heather Placie

A few notes about this course guide:

- Academic classes have been recommended by your teachers after reviewing your grades, test scores and previous classroom performance. It is not the philosophy of the school to place students in classes which the school believes will be discouraging or overwhelming to students. While we do encourage students to challenge themselves with the most rigorous classes they can handle, please be careful if you decide to take a course different than what your teacher recommended.

- As you read the course catalog, please be attentive to the identified **pre-requisites** (required completed courses) for course enrollment. Based on past student performance, departments have carefully considered the skills and levels of readiness required to be successful in each course. **Academic balance is strongly encouraged and recommended for students when selecting core and elective classes.**

- **Please ask questions!** Your counselor is the best person to advise you as to what you need to take to meet your graduation requirements.

- Have a great 2024-2025 school year and, as always.....*Go Mustangs!!*

Grades and Grading Scale

The Cobb County School District has set the following grade scale:

A: 90 – 100 B: 80 – 89 C: 74 – 79 D: 70 – 73 F: 69 and below

Classes meet for one (1) semester that consists of 18 weeks. **Final course grades are awarded at the end of each semester.**

The grade point average (**GPA**) is based on quality points awarded for each grade earned at the completion of the course.**

A: 4 quality points B: 3 quality points C: 2 quality points D: 1 quality point F: 0 quality points

**Honors courses receive an extra 0.5 quality point. Advanced Placement (AP) courses are awarded an extra 1.0 quality point. No extra quality points are awarded if a student fails the course.

Examples: A student earns an A (grade of 93) in Honors World Geography. The quality point awarded is 3.5 points.
A student earns a B (grade of 88) in AP Human Geography. The quality point awarded is 4 points.

Grade Promotion Requirements

To promote to the 10th grade at the end of the school year, students must earn a minimum of 5 credits. Required credits include passing freshman English, math and science courses. To promote to the 11th grade, a minimum of 10 credits, including two full credits in English, math and science. Promotion to 12th grade requires a minimum of 16 credits.

Graduation Requirements

The Georgia State Board of Education has one common set of high school graduation requirements. Meeting all identified requirements will earn a high school diploma. To meet the credit requirement, students must complete (earn) a minimum of 23 credits as identified below. Students are encouraged to complete a Pathway in CTAE, Fine Arts or World Languages during high school.

Subject	Required Credits	Graduation Requirements
English	4	Must include 9th Literature/Comp and American Literature
Math	4	Must include Algebra, Geometry and Advanced Algebra or their equivalencies
Science	4	Must include Biology, an Earth Science course, a Physical Science course and 1 additional science course
Social Studies	3	Must include World History, United States History, Government and Economics
Health and PE	1	.5 credit of Health and .5 credit of Personal Fitness
Required Electives	3	Courses from CTAE, Fine Arts and/or World Languages
Additional Electives	4	
Total	**23**	**Minimum required credits**

Pathway Opportunities and Completion

Beginning with the Class of 2017, each student is encouraged to complete either an Advanced Academics, CTAE, Fine Arts, or World Languages pathway.

***Advanced Academics*:** An Advanced Academic Pathway may be followed in any of the following content areas: English, math, science or social studies. Students complete an Advanced Academic Pathway when they have completed the required courses for graduation and one of the courses completed is either Advanced Placement (AP) or Dual Enrollment (DE). Additionally, students must earn credits in two (2) sequential courses in one world language.

***CTAE*:** Students complete a series of three (3) or four (4) specific courses in a CTAE-approved pathway. Complete pathways are offered in the following areas: Architectural Drawing and Design, Carpentry, Business Accounting, Broadcast/Video Production, Graphic Design, Information Support and Services, Web and Digital Design, Computer Science, Engineering Drafting and Design, Culinary Arts, and Sports and Entertainment Marketing.

***Fine Arts*:** Students complete three (3) courses in either Band, Chorus, Orchestra, Visual Arts, or Journalism/Yearbook.

***World Language*:** The World Language Pathway is completed when students complete three (3) courses in the same world language. Students must maintain a 3.0 average in Spanish I, II, III, and IV or French I, II and II or American Sign Language I, II, III.

Interested in Registering for a P.E. Class and/or You are an Athlete?

During elective registration students will have the opportunity to select eight (8) courses for elective registration. **Students interested in registering for P.E. activity classes, including students who plan to play a high school sport, can request only two (2) P.E. classes as part of their total elective course selection. A student cannot be registered for two (2) P.E. classes in the same semester.**

Academic Electives

Course Name/ Description	Course Number	Credit	Prerequisite
Speech and Debate (Oral Written Communication) This course focuses on developing public speaking skills. The students will identify effective methods to arrange ideas and information in written form and then convert the written form into an effective oral delivery. The course focuses on critically thinking, organizing ideas, researching counter viewpoints, and communicating appropriately for different audiences and purposes. The students analyze professional speeches to enhance their knowledge of solid speech writing.	**23.0420011**	1.0	Earned credit in two (2) high school level English classes
US & World Affairs U. S. & World Affairs is an in-depth examination of contemporary local, state, national, and international issues. The main purpose of this course is to assess and analyze social, political, and economic issues involved in current events, and American involvement in international events since World War II.	**45.0910099**	1.0	11th and 12th Grades Only
Individual and the Law Individual and the Law concentrates on constitutional and criminal law including the constitutional amendments, student constitutional rights (rights retained in school and those forfeited), and various aspects of criminal law. The course also reflects the vast topic of civil law including family law, rights in the workplace, housing, torts, consumer rights, and more. Students take appropriate law-related field trips, conduct a mock trial, and have a number of guest speakers who are directly involved in law including judges, attorneys, mediators, and probation officer.	**45.0560099**	1.0	11th and 12th Grades Only
Sociology Sociology is a study of human society and social behavior. The purpose of the course is to provide students with a basic understanding of how humanity is shaped largely by the groups to which people belong and by the social interaction that take place within those groups. Societal problems in the United States will also be discussed.	**45.0310099**	1.0	11th and 12th Grades Only
Psychology Psychology gives a general overview of the principles and concepts of psychology, including learning theory, perception, intellectual, and social development, abnormal behavior, and interpersonal relationships. The purpose of this course is to provide students with a better understanding of the dynamics that shape our own behaviors as well as the behaviors of others.	**45.0150099**	1.0	11th and 12th Grades Only
AP Psychology AP Psychology is a college level survey course with study in Learning Theory, Abnormal Behavior, and Social Psychology. Extensive reading, writing and statistical analysis are required by students.	**45.0160095**	1.0	11th and 12th Grades Only Previous AP course credit strongly recommended

Scientific Research II (Magnet) Research II course will develop projects based on their interests. These projects may be related to topics that they are covering in any of their science courses or could expand on those ideas. It is expected that the students will receive some support from their teachers, but they will be working mostly independently. Projects at this level could be completed on a time frame of weeks to months. Presentations of the projects developed at this level will take place at regional or state science fair competitions for example.	**40.0922003**	1.0	10th & 11th Grade Magnet Students Only
Scientific Research III (Magnet) Research III course will develop projects based on their interests. Projects at this level would be original in nature and will investigate students' ideas to solve a particular problem. It is expected that the students will work with someone outside the school setting as they work towards the solution of their problem. This type of project may take the whole length of the course to be completed. Students completing these projects are expected to present their solutions to the appropriate interest groups or on settings like the Best Robotics competitions, Siemens, the High School Engineering Competition, etc.	**40.0923003**	1.0	10th & 11th Grade Magnet Students Only

CTAE

Course Name/ Description	Course Number	Credit	Prerequisite
Introduction to Business & Technology Introduction to Business & Technology is the foundational course for Advanced Accounting, Business Accounting, and Financial Services pathways. The course is designed for high school students as a gateway to the career pathways above and provides an overview of business and technology skills required for today's business environment. Knowledge of business principles, the impact of financial decisions, and technology proficiencies demanded by business combine to establish the elements of this course. Emphasis is placed on developing proficient fundamental computer skills required for all career pathways. Students will learn essentials for working in a business environment, managing a business, and owning a business.	**07.4413099**	1.0	N/A
Financial Literacy Step into this course specifically designed for high school students to understand the importance of the financial world, including planning and managing money wisely. Areas of study taught through application in personal finance include sources of income, budgeting, banking, consumer credit, credit laws and rights, personal bankruptcy, insurance, spending, taxes, investment strategies, savings accounts, mutual funds and the stock market, buying a vehicle, and living independently. Based on the hands-on skills and knowledge applied in this course, students will develop financial goals, and create realistic and measurable objectives to be MONEY SMART! Through project-based learning activities and tasks, students will apply mathematical concepts in realistic scenarios and will actively engage by applying the mathematics necessary to make informed decisions related to personal finance. Financial Literacy places great emphasis on problem solving, reasoning, representing, connecting, and communicating financial data.	**07.4260099**	1.0	Introduction to Business & Technology
Principles of Accounting I Principles of Accounting 1 is a skill-level course that is of value to all students pursuing a strong background in business, marketing, and management. Using financial information, students will learn how to make decisions about planning, organizing, and allocating resources using accounting procedures. Performing accounting activities for sole proprietorships and corporations following generally accepted accounting procedures are included in the course. Students analyze business transactions and financial statements, perform payroll, and evaluate the effects of transactions on the economic health of a business.	**07.4110099**	1.0	Financial Literacy

Marketing Principles Marketing Principles is the foundational course for the Marketing and Management, Fashion Merchandising and Buying, and Marketing Communications and Promotion Pathways. Marketing Principles addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students develop a basic understanding of Employability, Foundational and Business Administration skills, Economics, Entrepreneurship, Financial Analysis, Human Resources Management, Information Management, Marketing, Operations, Professional Development, Strategic Management, and Global Marketing strategies. Instructional projects with real businesses, work-based learning activities including School-Based Enterprises, and DECA application experiences should be incorporated in this course.	**08.4740099**	1.0	N/A
Introduction to Sports & Entertainment Marketing This course introduces the student to the major segments of the Sports and Entertainment Industry and the social and economic impact the industry has on the local, state, national, and global economies. The products and services offered to consumers and the impact of marketing on these products and services are examined. Units include: Business Fundamentals, Product Mix, Product Knowledge, Product/Service Management, Business Regulations, Interpersonal Skill, Selling, Marketing Information Management, Economics, Distribution, Pricing, Advertising, Publicity/Public Relations, Sales Promotion, Business Risks, and Organization.	**08.4780099**	1.0	Marketing Principles
Advanced Sports & Entertainment Marketing This course provides students opportunities to develop managerial and analytical skills and deepen their knowledge in sports/entertainment marketing. Topical units include: Marketing-Information Management, Selling, Publicity/Public Relations, Sales Promotion, Management of Promotion, Product Mix, Pricing, Positioning, and Marketing Planning.	**08.4850099**	1.0	Introduction to Sports & Entertainment Management
Introduction to Hardware Technology This course is the foundational course for Information Support & Services, Networking, and Cybersecurity pathways. This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal lives, society, and the business world. Exposure to foundational knowledge in hardware, IT support, networks, and cybersecurity are all taught in a computer lab with hands-on activities and project-focused tasks. Students will not only understand the concepts but apply their knowledge to situations and defend their actions/decisions/ choices through the knowledge and skills acquired In this course.	**11.4480096**	1.0	N/A

Information Tech (IT) Essentials Can you fix it? What is wrong with it? Students taking this course will develop a skill set to solve computer problems, perform preventive maintenance, and explain functions of purposes of computer elements. Existing in a world full of computer technology, students will gain practical experience in assembling a computer system, installing an operating system, troubleshooting computers and peripherals, and using system tools and diagnostic software.	**11.4140099**	1.0	Introduction to Hardware Technology
Information Tech (IT) Support How do you make the device work? Students will apply Information Technology Essentials skills to diagnose and correct computer problems. By building knowledge and skill, students will install, build, upgrade, repair, configure, troubleshoot, and perform preventative maintenance on computer hardware, operating systems, laptops and portable devices. Practical and hands-on experience of troubleshooting and maintenance will allow students to demonstrate mastery of skills.	**11.4200099**	1.0	Information Tech Essentials
Introduction to Software Technology This course is the foundational course for many Georgia IT pathways. It is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world.	**11.4460099**	1.0	N/A
Digital Design Using web design as the platform for product design and presentation, students will create and learn digital media applications using elements of text, graphics, animation, sound, video and digital imaging for various format. The digital media and interactive media projects developed and published showcase the student skills and ability. Emphasis will be placed on effective use of tools for interactive multimedia production including storyboarding, visual development, project management, digital citizenship, and web processes. Students will create and design web sites that incorporate digital media elements to enhance content of web site. This is the second course in the Web & Digital Design pathway.	**11.4510099**	1.0	Introduction to Software Technology
Web Design Can you think of any company that does not have a web presence? Taking this course will equip students will the ability to plan, design, and create a web site. Students will move past learning how to write code and progress to designing a professional looking web site using graphical authoring tools that contains multimedia elements. Working individually and in teams, students will learn to work with web page layout and graphical elements to create a professional looking web site. This the third course in the Web & Digital Design pathway.	**11.4520099**	1.0	Digital Design

<u>Computer Science Principles</u> Computer Science (CS) Principles is an intellectually rich and engaging course that is focused on building a solid understanding and foundation in computer science. This course emphasizes the content, practices, thinking and skills central to the discipline of computer science. Through both its content and pedagogy, this course aims to appeal to a broad audience. The focus of this course will fall into these computational thinking practices: connecting computing, developing computational artifacts, abstracting, analyzing problems and artifacts, communicating, and collaborating. *This course meets fourth science requirement and the fourth mathematics set by the Board of Regents or the world language requirement by completing two computer science courses from the same pathway will satisfy two years of sequenced foreign language courses.*	**11.4710099**	1.0	Introduction to Software Technology
<u>AP Computer Science Principles</u> The course will introduce students to the creative aspects of programming, abstractions, algorithms, large data sets, the Internet, cybersecurity concerns, and computing impacts. AP Computer Science Principles will give students the opportunity to use technology to address real-world problems and build relevant solutions. Together, these aspects of the course make up a rigorous and rich curriculum that aims to broaden participation in computer science. ***This course has been approved to meet the 4th Science requirement for graduation.***	**11.0190099**	1.0	Introduction to Software Technology Earned credit in Algebra
<u>AP Computer Science A</u> AP Computer Science A is equivalent to a first- semester, college-level course in computer science. The course introduces students to computer science with fundamental topics that include problem solving, design strategies and methodologies, organization of data (data structures), approaches to processing data (algorithms), analysis of potential solutions, and the ethical and social implications of computing. The course emphasizes both object- oriented and imperative problem solving and design using Java language. These techniques represent proven approaches for developing solutions that can scale up from small, simple problems to large, complex problems. ***This course has been approved to meet the 4th Science requirement for graduation.***	**11.0160099**	1.0	AP Computer Science Principles
Programming, Games, Apps, and Society The course is designed for high school students to strategize, design, and develop games and mobile and desktop applications that can be produced in the real world. Students will learn about life-cycles of project development and use models to develop applications. Attention will be placed on how user interfaces affect the usability and effectiveness of a game or an application. Programming constructs will be employed which will allow students' applications to interact with "real world," stimuli. The course exposes students to privacy, legality, and security considerations with regards to the software industry. This is the third course in the Programming pathway.	**11.4720099**	1.0	Computer Science Principles and/or AP Computer Science Principles and/or AP Computer Science A

Introduction to Culinary Arts Introduction to Culinary Arts is the foundational course designed to introduce students to fundamental food preparation terms, concepts, and methods in Culinary Arts where laboratory practice will parallel class work. Fundamental techniques, skills, and terminology are covered and mastered with an emphasis on basic kitchen and dining room safety, sanitation, equipment maintenance and operation procedures.	**20.5310099**	1.0	N/A
Culinary Arts I As the second course in the Culinary Arts Career Pathway, Culinary Arts I is designed to create a complete foundation and understanding of Culinary Arts leading to postsecondary education or a food-service career. This fundamentals course begins to involve in-depth knowledge and hands-on skill mastery of culinary arts.	**20.5321099**	1.0	Introduction to Culinary Arts
Culinary Arts II As the third course in the Culinary Arts Pathway, Culinary Arts II is an advanced and rigorous in-depth course designed for the student who is continuing in the Culinary Arts Pathway and wishes to continue their education at the postsecondary level or enter the food-service industry as a proficient and well-rounded individual. Strong importance is given to refining hands-on production of the classic fundamentals in the commercial kitchen.	**20.5331099**	1.0	Introduction to Culinary Arts and Culinary Arts I
Occupational Safety and Fundamentals (IFOS) This course is designed as the foundational course in the Carpentry, Plumbing, Electrical, Masonry, Machining, Welding, Sheet Metal, Heating, Ventilation, Air Conditioning and Refrigeration, and HVACR Electrical pathways to prepare students for pursuit of any career in construction.	**46.5450099**	1.0	N/A
Introduction to Construction This course offers an opportunity for students to build on their knowledge and skills developed in Occupational Safety. It introduces them to four construction craft areas and is also the second course towards gaining a Level One Industry Certification in one of the craft areas. The goal of this course is to introduce students to the history and traditions of the carpentry, masonry, plumbing, and electrical craft trades. Students will explore how the various crafts have influenced and been influenced by history. The student will also learn and apply knowledge of the care and safe use of hand and power tools as related to each trade. In addition, students will be introduced to, and develop skills to differentiate between blueprints, as is related to each individual craft area.	**46.5460099**	1.0	IFOS

Carpentry I This course is the third of four courses that provides the student a solid foundation in carpentry skills and knowledge. It is the third course in gaining a Level One Industry Certification in Carpentry. This course provides an overview of the building materials used in the carpentry craft. It teaches techniques for reading and using blueprints and specifications especially as related to the carpentry craft. It provides specific knowledge and skills in site layout and floor and wall framing systems. It includes the basic industry terminology for a carpentry craftsperson.	**46.5500099**	1.0	IFOS and Introduction to Construction
Introduction to Drafting & Design Introduction to Drafting and Design is the foundational course for the Architectural Drafting and Design and Engineering Drafting and Design pathways. Emphasis is placed on safety, geometric construction, fundamentals of computer- aided drafting, and multi-view drawings. Students learn drafting techniques through the study of geometric construction at which time they are introduced to computer-aided drafting and design. The standards are aligned with the national standards of the American Design Drafting Association (ADDA).	**48.5410099**	1.0	N/A
Survey of Engineering Drawing Survey of Engineering Drawing is the second course in the Engineering Drafting and Design Career Pathway. The course is designed to build student skills and knowledge in the field of engineering graphics/technical drafting. The course focus includes employability skills, career opportunities, applied math, working drawings that include sectional, auxiliary, detail and pictorial views, and pattern developments. In addition, elements in applied mathematics are integrated throughout the course.	**48.5420099**	1.0	Introduction to Drafting & Design
3-D Modeling and Analysis Three-Dimensional (3D) Modeling and Analysis is a one-credit course that completes the pathway in Engineering Drafting and Design. Reverse engineering strategies are recommended for third level working drawings. Computer-aided design (CAD) is recommended for use extensively with each standard in the course. Focus is on employability strategies, career studies, applied math, fasteners, working drawings, and assembly drawings.	**48.5430099**	1.0	Introduction to Drafting & Design and Survey of Engineering Graphics
Architectural Drawing/Design I Architectural Drawing and Design I is the second course in the Architectural Drawing and Design pathway and introduces students to the basic terminology, concepts, and principles of architectural design. Emphasis is placed on house designs, floor plans, roof designs, elevations (interior and exterior), schedules, and foundations. The standards are aligned with the drafting and design standards in Georgia's technical colleges, thus helping students qualify for advanced placement to continue their education at the postsecondary level.	**48.5450099**	1.0	Introduction to Drafting & Design

Architectural Drawing/Design II Architectural Drawing and Design II is the third course in the Architectural Drawing and Design pathway and builds on the skills developed in Architectural Drawing and Design I. Emphasis is placed on the design process, site plans, electrical plans, plumbing plans, sections and details, project presentations, and a course portfolio. Students who successfully complete this and other drafting courses should be prepared to take an End of Pathway Assessment.			Introduction to Drafting & Design And Architectural Draw/Design I
Introduction to Graphics & Design This course is designed as the foundational course for both the Graphics Production and Graphics Design pathways. The Graphics and Design course provides students with the processes involved in the technologies of printing, publishing, packaging, electronic imaging, and their allied industries. In addition, the Graphics and Design course offers a range of cognitive skills, aesthetics, and crafts that includes typography, visual arts, and page layout.	**48.5610099**	1.0	N/A
Graphic Design & Production As the second course in the Graphics Communication and Graphics Design Pathways, this course builds on knowledge and skills learned in the Introduction to Graphics and Design course and focuses on procedures commonly used in the graphic communication and design industries. Students will gain more experience in creative problem solving and the practical implementation of those solutions across multiple areas of graphic design and graphic communications.	**48.5620099**	1.0	Introduction to Graphics & Design
Advanced Graphic Design Students will continue to explore in an increasingly independent manner, the principles of design and layout procedures relating to the field of graphic design. Content will cover electronic systems and software programs used in graphic design, page composition, image conversion, and digital printing.	**48.5280099**	1.0	Introduction to Graphics & Design and Graphic Design & Production
Advanced Graphic Output Processes As the third course in the Graphics Communication Pathway, students will gain more advanced levels of experience to complete the output processes of various projects in an increasingly independent manner. Students also learn to manage the output and completion process as a whole including customer relations management, printing, finishing, and binding. Students will continue to accumulate work samples that will constitute their personal portfolio.	**48.5700099**	1.0	Advanced Graphic Design & Production
Audio & Video Tech & Film I This course will serve as the foundational course in the Audio & Video Technology & Film pathway. The course prepares students for employment or entry into a postsecondary education program in the audio and video technology career field. Topics covered may Topics covered may include, but are not limited to: terminology, safety, basic equipment, script writing, production teams, production and programming, lighting, recording and editing, studio production, and professional ethics.	**10.5181099**	1.0	N/A

Audio & Video Tech & Film II This one credit course is the second in a series to prepare for a career in Broadcast/Video production and/or to transfer to a postsecondary program for further study. Topics include: Planning, Writing, Directing and Editing a Production; Field Equipment Functions; Operational Set-Up and Maintenance; Advanced Editing Operations; Studio Productions; Performance; Audio/Video Control Systems; Production Graphics; Career Opportunities; and Professional Ethics.	**10.5191099**	1.0	Audio Video Tech Film I
Audio & Video Tech & Film III This one credit transition course is designed to facilitate student-led broadcasts/videos under the guidance of the instructor. Students work cooperatively and independently in all phases of broadcast/video production.	**10.5201099**	1.0	Audio Video Tech Film II
Broadcast/Video Applications BVP Applications designed to assist students in mastering skills necessary to gain entry level employment or to pursue a post-secondary degree or certificate. Topics include advanced camcorder techniques, audio production, scriptwriting, producing, directing, editing, employability skills, and development of a digital portfolio to include resume', references, and production samples. This course is laboratory based and allows the student to further develop skills and competencies learned in earlier courses. Emphasis is on performing at an independent level of proficiency and refine building a digital portfolio of his/her work for college entrance or industry placement. Topics of this laboratory-based course include specialization selection, production, career portfolio, communication skills, and professional ethics.	**10.5141099**	1.0	Audio Video Tech Film III
Broadcast/Video Production Lab This course is laboratory based and allows the student to further develop skills and competencies learned in earlier courses. Emphasis is on performing at an independent level of proficiency and refine building a digital portfolio of his/her work for college entrance or industry placement. Topics of this laboratory based course include specialization selection, production, career portfolio, communication skills, and professional ethics.	**10.5151099**	1.0	Broadcast Video Applications Teacher Recommendation
Broadcast Production/Research Production Research is an advanced course in broadcast producing and directing and is intended to provide great challenge and sense of accomplishment. The course is intended to prepare the student to thoroughly design and successfully execute a series of advanced broadcasting productions. This course stimulates the student to explore the potentials of the medium and to discover those materials, instruments, and techniques that are unique to the broadcasting medium.	**10.5161099**	1.0	Broadcast/Video Teacher Recommendation
Broadcast/Video Production Management This course is designed to allow students to experience the workplace through management opportunities. Throughout the management course, the student will gain interpersonal skills, demonstrate work ethics, and work with various broadcasting processes related to the field of broadcast/video production.	**10.5171099**	1.0	BVP Lab

NJROTC I-IV The purpose of this course is to help students understand the missions, goals, and opportunities available as members of the NJROTC program. This course will also introduce students to the basic principles of leadership, which combined with the many opportunities for practical experience in the NJROTC program will prepare them for leadership roles in school and upon graduation. Students will gain an understanding of our nation, our values, traditions, heritage, respect for our laws, as well as becoming involved, responsible citizens. Course level to be determined by instructor.	**Yearlong Course** **28.0230099**	1.0	NJROTC I – N/A Level II and higher courses – NJROTC I and the appropriate courses for the level of course

Fine Arts

Course Name/ Description	Course Number	Credit	Prerequisite
Band are band performance classes that focus on the fundamentals of tone, production, music reading and performance. **(Level to be determined by director)**	**53.0361099**	1.0	N/A **YEAR LONG COURSE**
Chorus provides opportunities for male and female students to develop performance skills in chorus singing. **(Level to be determined by director)**	**54.0211099**	1.0	N/A **YEAR LONG COURSE**
Orchestra provides opportunities for advanced-level performers to increase performance skills and precision on orchestral stringed instruments. **(Level to be determined by director)**	**53.0561099**	1.0	N/A **YEAR LONG COURSE**
AP Music Theory This course is designed to teach the analytical aspects of music. Musical form and analysis, compositional techniques, harmony, part writing, sight-reading, and ear training concepts will be the focus of the curriculum discussed. This course will be offered to music students as well as those not currently enrolled in a music class but have a background in music.	**53.0230095**	1.0	N/A AP Music Theory is not offered each year. It will be offered again the 2025-2026 school year.
Theatre Arts/Fundamentals of Theatre I This course serves as prerequisite for other theatre/drama courses. Develops and applies performance skills through basic vocal, physical and emotional exercises; includes improvisation and scene study and related technical art forms.	**52.0210099**	1.0	N/A
Theatre Arts/Fundamentals of Theatre II This course enhances level one skills.	**52.0220099**	1.0	Theatre Fund 1
Musical Theatre Theatre Arts/Musical Theatre I introduces the style and characteristic elements of modern musical theatre. Covers production staging, orchestration, voice and dance; offers an opportunity for team teaching through interdisciplinary collaboration with the chorus, band, art, technology, physical education and dance instructors. Offers opportunity for performance.	**52.0310099**	1.0	Theatre Fund I and Theatre Fund II
Advanced Drama Theatre Arts/Advanced Drama I introduces acting and theatre as disciplined art forms; covers methods to observe and understand human behavior and to use those observations to create a character. Includes basic techniques of stage movement and use of physical expression for communication. Enhances vocal technique and specific patterns for better verbal communication.	**52.0510099**	1.0	Theatre Fund I and Theatre Fund II

Technical Theatre Theatre Arts/Technical Theatre I introduces technical considerations of play production; covers properties, lighting and settings, program, box office, marketing, management, make-up and costumes.	**52.0410099**	1.0	N/A
Advanced Technical Theatre Theatre Arts/Technical Theatre II enhances level-one skills and introduces aspects of drafting, creation of lighting, sound, properties, costumes and make-up design. Offers opportunities to apply skills in these areas.	**52.0420099**	1.0	Tech Theatre I
Visual Arts: Comprehensive Visual Arts: Comprehensive introduces art history, criticism, aesthetics & studio production. It emphasizes the ability to understand & use the elements of art & principles of design through a variety of media processes and visual resources. ***This is the prerequisite course for all other studio art classes.***	**50.0211099**	1.0	N/A
Ceramics I Ceramics/Pottery I introduces the characteristics of clay and design using various techniques of construction and surface treatments. Studio processes are emphasized and students are involved in firing and presenting their clay work.	**50.0411099**	1.0	VA Comp Art
Ceramics II Ceramics/Pottery II enhances skills learned in the level 1 course and provides additional opportunities for various clay techniques in hand building and wheel throwing. Evaluation and aesthetic judgment of student work is emphasized and personal expression in clay is encouraged.	**50.0412099**	1.0	VA Comp Art Ceramics I
Drawing & Painting I Drawing & Painting I introduces drawing and painting techniques and a variety of drawing and painting media. Emphasizes development of drawing and painting skills and utilizes problem solving skills to achieve desired results.	**50.0313099**	1.0	VA Comp Art
Drawing & Painting II Drawing & Painting II introduces advanced drawing and painting techniques and focuses on individual expression. Problem solving skills are challenged to achieve mastery of techniques and materials. Exhibition and presentation opportunities are provided.	**50.0314099**	1.0	VA Comp Art Drawing & Painting I
Applied Design I Applied Design is a course which allows students to focus on issues dealing more with design and composition and less with development of media specific skills. Emphasis is placed on the ability to understand and use the elements of art and principles of design through a variety of media processes, both two dimensional and three dimensional. A specific	**50.0431099**	1.0	11th and 12th Grades only

emphasis will be placed on media such as photography, ceramics and sculpture that are not available in the regular curriculum.			
AP Studio Art Drawing Advanced Placement Studio/Drawing conforms to College Board topics for the Advanced Placement Studio Art Drawing Portfolio Examination. Requires submission of original works and slides to be evaluated on quality, breadth and concentration of an idea or concept. Emphasizes experiences using different drawing media and approaches. This course provides students with college-level studio experiences and encourages self-expression.	**50.0811095**	1.0	Drawing & Painting II
AP 2D Design Advanced Placement Studio Art: 2-D Design conforms to College Board topics for the Advanced Placement Studio Art 2-D Design Portfolio Examination. Requires submission of original works and slides to be evaluated on quality, breadth and concentration of a concept or idea. Emphasizes experiences in 2-D Design art production which might include (but not limited to) photography, printmaking and computer-generated work. This course provides students with college-level studio experiences and encourages self-expression.	**50.0813095**	1.0	Drawing & Painting II
AP 3D Design Advanced Placement Studio/3-D Design conforms to College Board topics for the Advanced Placement Studio Art Drawing Portfolio Examination. Requires submission of original works and slides to be evaluated on quality, breadth and concentration of an idea or concept. Emphasizes experiences using different 3-D design, media and approaches. This course provides the students with college level studio experiences and encourages self-expression.	**50.0814095**	1.0	Ceramics II

Physical Education

Course Name/ Description	Course Number	Credit	Prerequisite
Health This course provides a direct and factual approach to health education that is practical, personal, and positive. Health topics include safety, drug education, nutrition, personal health, growth and development building self-esteem and relationship skills. By acquiring the knowledge, attitudes, and skills necessary to a healthful life, students learn to take responsibilities for their own health. ***This course is required for graduation.***	**17.0110099**	0.5	N/A
Personal Fitness Personal Fitness (BPE) is designed to help students understand why exercise and fitness are important in developing a healthy and active lifestyle. The course will emphasize successful strategies for maintaining good cardiovascular endurance, flexibility, muscular strength, muscular endurance and body composition. It will follow a conceptual approach dealing with the following topics: the nature of fitness, assessing individual fitness, developing and maintaining a life-long fitness program, and developing an appreciation for efficient movement by viewing it as both an art and a science. ***This course is required for graduation.***	**36.0510098**	0.5	N/A
Sports Medicine Introduces techniques to prevent, recognize, evaluate, manage, treat, and rehabilitate athletic injuries.	**36.0150099**	1.0	N/A
General PE Focuses on any combination or variety of team sports, lifetime sports, track and field events, aquatics/water sports, outdoor education experiences, rhythmic/dance, recreational games, gymnastics, and self-defense. Provides basic methods to attain a healthy and active lifestyle.	**36.0110099**	1.0	N/A

Team Sports Introductory Team Sports is designed to introduce students to three different team sports, with no one sport less than 4 weeks or longer than 8 weeks. Those from which the selection is made include the following: basketball, gym hockey, soccer, speedball, flag football, ultimate Frisbee, team handball, softball, and volleyball. Others may be substituted depending upon facilities and equipment. This course will offer students the opportunity to learn the history, rules and regulations, etiquette, strategy and judgment, and the basic motor skills of each selected activity.	**36.0210099**	1.0	N/A
Advanced Recreational Games Advanced Recreational Games provides further development of skills and exploration into technical aspects of recreational games.	**36.0470099**	1.0	N/A
Weight Training Weight Training Weight Training is designed to introduce students to a weight-training program that will promote over-all body fitness. The student will be exposed to different types of weight equipment and methods of training with weights. The student will also gain knowledge of the different types of exercises, correct techniques of executing the various exercises, proper breathing, and the safety factors involved in spotting.	**36.0540099**	1.0	N/A
Adv Weight Training (Athletes Only) Advanced Weight Training increases strength and cardiovascular fitness through an individualized weight training program. Emphasizes self-management and adherence strategies.	**36.0640099**	1.0	Athletes Only
Body Sculpting (Females Only) Body Sculpting is designed to redefine the shape of the body through specific exercises in order to attain desired body image through weight training, conditioning exercises and proper nutrition. This course offers students the knowledge and skills necessary to reach their physical goal and improve their appearance and self-concept without relying on the illegal use of steroids and other body building supplements and without engaging in risky behaviors such as fad diets, pills, etc.	**36.0560099**	1.0	Females Only
Physical Conditioning Physical Conditioning provides opportunities for students to participate in a variety of activities to enhance flexibility, muscular strength and endurance, cardiovascular endurance and body composition. Includes fitness concepts for the development of healthy lifetime habits and assessment of personal fitness levels.	**36.0520099**	1.0	N/A

World Languages

Course Name/ Description	Course Number	Credit	Prerequisite
French I French I is an introduction to the language and culture of France and other French-speaking countries. The course will enable the student to attain a beginner's level of proficiency in listening, speaking, reading, and writing, with an emphasis on oral proficiency.	**60.0110011**	1.0	N/A
French II French II is designed to further develop listening, speaking, reading and writing with an emphasis on oral proficiency. The student will acquire a basic command of key vocabulary and grammatical structures necessary for limited personal communication as well as an appreciation of diversity in the French-speaking world.	**60.0120011**	1.0	French I
French III French III Honors is designed to further develop the student's communication skills and cultural appreciation of the French-speaking world. The student will be able to participate in a variety of oral and written activities.	**60.0130003**	1.0	French I and French II
French IV French IV Honors is designed to increase oral and written fluency and to provide intensive study of the culture, geography and history of the French-speaking world.	**60.0140003**	1.0	French I, French II and French III
Spanish I Spanish I is an introduction to the language and culture of Spain and other Spanish-speaking countries. The course will enable the student to attain a beginner's level of proficiency in listening, speaking, reading, and writing, with an emphasis on oral proficiency.	**60.0710011**	1.0	N/A
Spanish II Spanish II is designed to further develop listening, speaking, reading and writing with an emphasis on oral proficiency. The student will acquire a basic command of key vocabulary and grammatical structures necessary for limited personal communication as well as an appreciation of diversity in the Spanish-speaking world.	**60.0720011**	1.0	Spanish I
Spanish III Spanish III Honors is designed to further develop the student's communication skills and cultural appreciation of the Spanish-speaking world. The student will be able to participate in a variety of oral and written activities.	**60.0730003**	1.0	Spanish I and Spanish II

Spanish IV Spanish IV Honors is designed to increase oral and written fluency and to provide intensive study of the culture, geography and history of the Spanish-speaking world.	**60.0740003**	1.0	Spanish I, Spanish II and Spanish III
AP Spanish Language and Culture AP Spanish Language is designed to prepare the student to take the AP language test by in-depth study of grammar and intensive practice of listening, speaking, reading, and writing.	**60.0770095**	1.0	Spanish IV
Spanish Native Speakers Spanish for Native Spanish Speakers I is designed for Spanish Heritage speakers who speak Spanish at home. It will focus on advanced skills in reading, writing, listening, and speaking. Essay development and novel reading are integral to this course.	**60.0790099**	1.0	Native Speaker
American Sign Language I American Sign Language I is an introduction to the language and culture of the Deaf Community. The course will enable the student to attain a beginner's level of proficiency in communication with the Deaf and Hearing Impaired.	**64.0310011**	1.0	N/A
American Sign Language II American Sign Language II is designed to further develop communication with the Deaf and Hearing Impaired well as an appreciation of diversity in the Deaf and Hard of Hearing community.	**64.0320011**	1.0	ASL I
American Sign Language III American Sign Language III is designed to further develop communication with the Deaf and Hearing Impaired well as an appreciation of diversity in the Deaf and Hard of Hearing community.	**64.0330003**	1.0	ASL I and ASL II

Miscellaneous

Course Name/ Description	Course Number	Credit	Prerequisite
Yearbook Journalism/Annual I-IV A, B & Y are courses that explore journalistic writing through the analysis of yearbooks. It concentrates on the purpose, influence and structure, and language use. It also covers news gathering, ethics, copy writing, editing, and revising. The course includes layout, circulation, and production as minor aspects.	**23.0320011**	1.0	Application Required
Marketing & Entrepreneurship Marketing and Entrepreneurship is the second course in the Marketing and Management Career Pathway. Marketing and Entrepreneurship begins an in-depth and detailed study of marketing while also focusing on management with specific emphasis on small business ownership. This course builds on the theories learned in Marketing Principles by providing practical application scenarios which test these theories. In addition, Marketing and Entrepreneurship focuses on the role of the supervisor and examines the qualities needed to be successful.	**08.4410099**	1.0	Application Required
Minimum Day Senior must be on track to meet graduation requirements. ***Students cannot take Mentorship and Minimum Day in the same semester. Students cannot register for Minimum Morning or Minimum Day and Work Based Learning (WBL) in the same semester.*** ***Students with employment are encouraged to register for Work Based Learning (WBL) to earn high school credit through their work.***		**No Credit**	12th grade only Application Required
Mentorship enables students to serve as an administrative aide during one period of the daily schedule. ***Students cannot take Minimum Day and Mentorship in the same semester. Students cannot register for Mentorship and Work Based Learning (WBL) in the same semester.***	**35.0640058**	1.0	11th and 12th grade only Pathway completed 3.0+ GPA
Work Based Learning (WBL) is an educational strategy that provides students with real-life work experiences where they can apply academic and technical skills and develop their employability and earn course credit. Employment is required. ***Students cannot take Work Based Learning and Minimum Day in the same semester. WBL students cannot register for Mentorship or Minimum Morning and/or Minimum Day in the same semester.***		1.0	Application Required