

Zebulon GT Magnet Middle School

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Magnet Elective Description Guide

2023-2024 School Year

Zebulon GT Magnet Middle School

Philosophy

The Gifted and Talented Magnet Program at Zebulon GT Magnet Middle School is based on the belief that all students possess gifts and talents, to be identified, valued, nurtured, and rewarded.

The philosophy of the gifted and talented magnet school determines the structure of the curriculum and instructional techniques. The curriculum model advocates “choice” for students and parents. It provides them with options and alternatives for learning and is designed to accommodate varying types of gifts, talents, strengths, needs, and interests.

The middle school years can be a very exciting time for students while they are developing their educational, social, emotional, and physical selves. It is a time for exploration, appreciation, and understanding of the lifelong process of learning, growing, and changing. The development of basic skills continues, but students are also allowed to make some decisions about pursuing studies that match individual interests. The core curriculum and the elective program offerings provide these opportunities.

Please take the time to examine the course descriptions in this booklet. Students and parents are urged to build a well-balanced schedule. Middle school is a good time to sample different subjects before going on to high school. All students are encouraged to select one course, which will provide good physical exercise. Study assistance and enrichment courses are also provided to extend work done in the core curriculum. Teacher input, test results, and previous grades will form the basis of this recommendation.

Students have the opportunity to select elective courses from the following areas: Language Arts, Mathematics, Science, Social Studies, Fine Arts, Instrumental Music (Band), Theatre, Chorus, and Dance, Health and Physical Education, Computer Studies, Career and Technical Education, and Foreign Language.

Key to Symbols

Q = Quarter (9 weeks), S = Semester, Y = Year

Note: Not all classes in this catalog are offered every year.



Cougars are on the PROWL for Success!

P	Proud of Achieving
R	Respectful of Self, Others, and Property
O	Organizing for Success
W	Working for a Safe Environment
L	Learning to Lead

Note: Not all classes in this catalog are offered every year. Please check your registration card for current choices.

General Studies

Beginning Chess, Intermediate, and Advanced Chess (Q)

The game of chess, its backgrounds and origins. Opportunities for learning, play, and competition. Students can progress through the course levels as they become more skilled in the game of chess.

Film Analysis I (Q)

Through the study of various genres and time frames of film, students will analyze the connections between personal preference, objective view, and critical reference. Students will have multiple opportunities to compare and contrast classroom and personal experience with experiences portrayed in selected films. Students will develop the ability to critically view a film, and relate connections that support that point of view. Objectives in this course are different than in the Video Literature course listed within Language Arts below.

Film Analysis II (Q)-Prerequisite-Film Analysis I

This is an in-depth study of film that will take you into every aspect above in much greater detail, allowing for more hands-on experience with film creation. This course will use the movie, "The Day the Earth Stood Still" as a basis for the dynamic range of skills developed.

Logical Minds (AIG Students Only- Required) (Q2, Q3)

Study analogies, tease your brain, stretch your mind, grasp a paradox, and reason to your heart's content! Individual projects are used to extend thinking skills. Circle logic, deductive and inductive reasoning, matrix logic, brain teasers, and syllogisms challenge you to "think differently"!

Video Production I, II, & III (Q)

Learn different aspects of how video is created and produced, and for what purposes. Critical view is emphasized. Historical aspects of video production, especially concerning change in technology and use will be studied. Writing, research, and storyboard techniques will be used throughout the progression of skill acquisition as you become more proficient in your learning. You will make cross-curricular links as you analyze connections to explain your personal view of something you create or that is peer created, and learn how to use an objective view to improve your work and the work of your team.

Yearbook (Q1,Q 2,Q 3)

In this course, students will learn the various responsibilities involved in producing the school yearbook, including layout procedures, picture cropping, writing, and editing. Students must have a recommendation from their current language arts teacher to be considered for this course. Students will practice writing news and sports stories, editorials, interview features, and other items appropriate for a school publication.

Competition / Specialty Electives

Brain Games (Q2, Q3, Q4)

Create quiz-bowl and Jeopardy questions based on challenging logic and word puzzles that relate to the language arts and/or Social Studies curriculum. Creating puzzles for other students to solve, and participating in computer-created quiz bowls are examples of the types of activities that take place in this elective.

Magnet Dance Company (Y)* Audition only

An audition is required for this course. In this course, students develop various performance techniques including stage presence, ensemble work, and understanding of the role of dance to choreographer. Opportunities are given for performance in teacher selected dance style (modern dance, ballet, jazz, and/or tap), and student choreography. Students experience the elements of production: costume design, publicity, lighting, and set design. Costume fee & dance camp fees are applied.

MathCounts (Q1, Q2)

This is a national program, which can be accessed here: <http://mathcounts.org/>
Materials developed by Professional Engineers Council are used to train and develop a team of students who may enter the regional competition. Activities include speed and power drills in math concepts and problems, as well as practice in competition settings. Students will apply analytical skills to solve complex problems.

Odyssey of the Mind (Q1, Q2, Q3)

Develop problem solving skills through logic activities, and get ready for the annual OM competition. OM is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Kids apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and world level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program.

Olympiad of Math & Science ("Science Olympiad") (Q2, Q3)

Designed to provide opportunities for students to apply science concepts and principles in innovative situations as well as to enhance problem solving skills through independent and group projects. Students will compete in regional, state, and national contests.

Language Arts

Classical Mythology (Q)

This elective includes comparisons between Greek and Roman myths. Investigate the influences of mythology on several major cultures, as well as modern life.

Creative Writing-Inspire the Muse! (Q)

Express yourself! Through this course, you'll discover and refine a variety of writing styles that will allow your thoughts to come alive! Polish your writing and make it more effective, lively, descriptive, and cohesive. This course is for the undiscovered writer in all of us!

Folk Tales and Myths (Q)-Explore folk tales and myths from Africa, Asia, and America. Critical

thinking, reading comprehension, cultural differences, and understandings of literary elements of myth forms are focused on in this elective.

Literary Magazine (S)-Be a part of developing an award-winning literary magazine through cooperative group processes. Review literary forms, think critically, and evaluate the use of various literary styles. This literary magazine is completely created, formatted, and published by students taking this course.

Mystery and Suspense (Q)- What makes a reader hang on the edge of their seat? You'll be a master and have the answer to that question after taking this elective! Learn about the elements of mystery in literature, and apply these sneaky skills as you create your own suspenseful stories

Science Fiction (Q)

Picture the future and expand your appreciation for Sci Fi literature. Sci Fi in popular culture will be explored, and imaginative use of technology will be encouraged. Create an original story through process writing.

Short Stories (Q)

Read, view, and create short stories in this elective. Compare and contrast the short stories. Apply critical thinking, writing, reading, and speaking skills for evaluation, while increasing vocabulary skills.

Story Telling (Q)

Come learn how to turn your own personal experiences into engaging stories! Master the art of storytelling by learning the history and oral traditions from cultures around the world, and learn how to put your own "spin" on a classic fairy tale. Create a website to showcase your work by making your stories, fables, legends, myths, and folk tales come alive.

Video Literature (Q)

Discover how film media has been used to depict different aspects of literature from the core subject areas of language arts, social studies, and science. Compare and contrast the "movie" and the "book" version of a story. See if you can identify the differences in technique in telling a story vs. "showing" a story-which do you prefer, and why? Which types of media lend themselves to tell a story best? Analyze the connections between how a story is presented in written vs. cinema format. Be ready to put your discussion and analysis skills to the test as you participate in this high-interest, engaging elective!

Public Speaking and Debate (Q)

Do you love to argue? Learn to do it constructively and persuasively! In this course, students will focus on organization of material, voice projection, and persuasion of an audience, as well as panel discussion. Learn to consider both sides of an issue. Writing, classifying, delivering, and critiquing speeches, as well as debating and panel discussions will be part of this elective. Argue your point-what could be more fun?

Poetry In Motion (Q)

Love poetry? Want to learn to love it? This elective is a student-centered approach to the art, beginning with a student created anthology "textbook", to be expanded with his or her own work. Student collaboration, artistic interpretation, non-competitive writing, and use of computer technology are incorporated.

Journalistic Reporting (Q)

Our world is filled with information-ever think about being someone who provides that information? If so, this exciting elective is for you! Explore the major types of news formats from brief historical beginnings through our ever-changing, fast-paced mass-media news culture. Learn how to analyze, evaluate and create dynamic journalistic pieces.

Mathematics

Fantasy Sports (Q)

Football, baseball, basketball, hockey, and our own “March Madness” love of the NCAA-How can the use of, understanding of, and FUN of numbers help you to enjoy these games to their fullest? Come and find out as you learn to manage your own “fantasy team”!

Financial Finesse (Q)

Learn what you need to know to get on a great financial path! The skills you learn in this elective will give you the “financial intelligence” you’ll need to know to set yourself up for a healthy financial future. Use what you learn to manage the money you have now-allowance, small jobs-and the money you’ll earn in the future. A fun, interactive way to learn about personal finance.

Fun with Numbers (Q)

Do you find math confusing or boring? Would you like to feel more comfortable with how numbers work together? Is it even possible for math to make sense and be SUPER useful to you? Come strengthen your math skills and have FUN with NUMBERS!

Geometric Construction (Q)

Students learn to construct geometric figures using a straight edge and compass. They study common geometric terms such as point, line, and plane. Special lines and angles are investigated for their unique characteristics. Studies are confined to closed figures such as circles, rectangles, and triangles. The concept of similar and congruent figures is introduced.

Graph It (Q)

Work with range, mean, median, and mode to construct picture, bar, line, and circle graphs, as well as histograms. Coordinate graphing is also constructed.

Math Art (Q)

Explore and enjoy math through art and puzzles. Work with tangrams, paper folding/ origami, thread geometrics, and patterning as you advance your skills in geometry and logical thinking.

Number Crunching in the Real World (Q)

This elective will help you develop your math skills through real-world, every day uses. You’ll gather information so that you can learn how to analyze the data to apply it to *real* applications, such as weather, house design, maps, politics, sports, and culture.

Problem Solving/Strategic Games (Q)

Strengthen your problem-solving and strategic skills through challenging games. Backgammon, Monopoly, Checkers, Connect Four, and Life, among others, are some of the games used to enhance logic, mental math, and creativity. Social skills such as working through a challenge in an appropriate way are stressed as students learn the politics of good sportsmanship.

What are my Chances? Probability and Statistics (Q)

Learn the concepts of probability and statistics the fun way-through games that depend on chance!

Stock Market (Q)

Study the process and considerations of investing in the stock market. Students choose a company, track its stock for gains and losses, and present their findings to the class. Vocabulary, such as Bull market, P/E ratio, ticker symbols, profit, day trader, mutual funds, etc., are learned. Current economic indicators and their effects are discussed. Students participate in the North Carolina SMS-Stock Market Simulation- an on-line, real-world, real-time interactive computer program.

Science

Animal Science: Pet Vet (Q)

Come journey into the science of our most loved pets. Students will explore the habitats, adaptations, relationships, and care of mammals, reptiles, amphibians, birds, aquatic life, and insects. Students will learn the classification system scientists use to study these fascinating creatures. They will conduct their own research using books, Internet, and live animals. Discover animal careers and the challenges and joys they bring. If you love animals, this is the place for you!

Genetics (Q)

Why are your friend's eyes brown, and yours green? Who do you know that has a detached earlobe, or can curl their tongue? This course helps explain our genetic differences.

"Lab-Busters"-Solving "myths" using the Scientific Process (Q)

Urban legends or truth? How can you find out if what you hear about something happening is truth, a colorful hoax, or a little of both? Use the scientific process to discover whatever "myth" you choose to "bust"!

Who Done It? - Forensics (Q)

Students will study and analyze evidence that relates to a crime. Forensic scientists observe, classify, compare, use numbers, measure, predict, interpret data, and draw conclusions. Students engage in active forensic pursuits to solve some interesting crimes.

Mousetrap Cars

Linear, rotational, reciprocating, and oscillating motion learned through creating mousetrap cars and other wheeled vehicles. Analyze and predict the motion of objects, devices, and systems, understand the forces that act on them. Design/build/test a mousetrap racer. In-class competitions are part of this elective.

Botany (Q)

Take this elective to learn about and study the amazing functions of plants! Experiment to learn the functions of each part of a plant, and learn the interrelated nature of each of these parts. Grow and study plants from the “ground-up”!

Bond: Hydrogen Bond: Chemistry (Q)

What is the purpose of learning chemistry? In this course you will embark on a journey learning how chemistry helps uncover many mysteries, diagnose problems and yes, even solve crimes! Meet Atom, the original building block of life and all things. Investigate Atom’s origin and many talents. From bonding to burning, Atom is responsible for initiating all reactions.

Pollution Solution (Q)

Learn about the importance of water, the structure of the hydrosphere, human effects on water quality, and emerging fields in the water industry. Nothing can live without water-take this elective and find out everything you can about this most basic and life sustaining element.

Thrill Ride – Physics (Q)

Ever wonder how those stomach-dropping rides in the theme parks are designed? In this elective, you’ll have hands-on experience exploring how they work, how they’re designed, and how force affects our fun!

Social Studies

African American History(Q)

This elective provides an innovative and in-depth perspective of the culture and lifestyles of African Americans. Studies include the slave trade and slavery, Reconstruction, the Civil Rights movement, current events, biographies, and personal narratives of African Americans. Literary genres, visual art, plays, and music may also be the basis of some studies.

Around the World in 45 Days (Q)

Create a travel agency so that you can craft travel experiences for your customers. Don’t be fooled-you and your team will need to become geographic and cultural experts in order to create successful trips for your customers, ensuring continued business. Are you up to the challenge?

It’s in the News (Q)

How aware are you? In-class competitions, information gathering, and scintillating conversation revolve around current events in this exciting elective. Online news agencies, newspapers, magazines, and news stories are just some of the mediums that are used in the classroom to promote awareness and help build a 21st century learner.

Social Justice (Q)

Do you want to be the change you see in the world? The Social Justice elective will equip you with the knowledge to be a change agent in our current society. Through this course, you will learn about current and historical social justice, warriors, develop an understanding of social justice, and collaborate with peers to create real solutions to local social justice issues within our community.

United States Military History (Q)

Examine wars in which the U.S. was involved. Battles, military schools, famous leaders, weaponry, medical techniques, technology, women and minorities are topics of research and discussion.

Create a Nation (Q)

Understand the 5 themes of geography and government structures by creating your own “ideal” of what a nation can be. Study nations and situations around the world to learn from others, while increasing your cultural knowledge. Human environment interaction impacts you every day-if you were given the chance, how could you make this better?

Youth and the Law (Q)

How does the law affect you? Through “peer simulations” of trials, video examples, and guest speakers, you’ll get a taste of all the different aspects of the legal system. Learn about civil and criminal law, the court system, youth rights and responsibilities and consequences of actions or decisions.

Free Enterprise (Q)

Learn about the business world, and create a business of your own as you learn the scope of the free enterprise system and its components.

Visual Arts

Magnet Drawing I (Q)

This course is for students to advance their knowledge in visual art. It is devoted to strengthening hand-eye coordination, the ability to draw things realistically using contours, shading, perspective, and other drawing techniques. The students will increase their knowledge of elements, principles, critical thinking skills, technology, and organizational skills through the use of a variety of drawing materials. Students will need a book for sketching and journal entries.

Magnet Drawing II (Q)

In Drawing II, students are provided with an opportunity to establish depth of content and further rigor. Advanced skill with drawing pencils, pen and ink, charcoal, oil pastel, conte crayon, and multi-media will be developed throughout the course and personal artistic expression is cultivated and encouraged. Class will continue application of elements of art Line, Shape, Value and Texture found in Drawing I as well as provide links to principles of design Unity, Balance, and Contrast.

Visual Art Exploratory (Q)

Art Exploration through Fibers is a generic name for Art Exploration class. We will explore various media and techniques, not just weaving. We will draw, do graphic design works, and paint. We will learn about art throughout historical periods.

Students will keep journals and sketchbooks weekly. This is the perfect beginning class for all. If the students discover they like a medium, they may select to take an elective in that area later such as Drawing.

Magnet Mask Making

This course is an introduction to the tradition of masks. Students will explore the superstition, power, and functions of masks in ancient and contemporary cultures. Students will design and construct masks using a variety of materials, including clay, papier mache, paper, and wire. Each project will broaden the students' concepts about masks and challenge them to create new identities.

Magnet Painting I (Q)

Painting is a course in color theory and composition. Students learn to become more confident in mixing color, creating mood, distance and values in color. Materials include tempera and watercolor paints, pastels and colored paper sources.

Magnet Painting II (Q)*

Students are provided with depth of content as they work with advanced color theory and technique in Painting II. Additional emphasis will be placed on independent problem solving and advancement of personal style. Course will integrate elements of art Color, Value, Line and Shape with principles of design Balance and Emphasis to structure compositions. Students can expect to utilize painting media that may include but is not limited to tempera, acrylic, oil, watercolor and India ink.

Magnet Printmaking (Q)

Printmaking I will be presented as a commercial form of Art through the creation of multiples. Students will learn how vital planning and the artistic process are in addition to the value of negative space while creating their printing plates. Element and Principle relationships will continue to be implemented into printmaking. Students will also be learning how to appropriately handle tools such as linoleum cutters, Xacto blades, the printing press, etc. in order to maintain a safe working environment.

Pottery/Sculpture (Q)

This course is for students interested in experimenting with materials while creating three-dimensional pieces of art. Students will create pottery using the pinch, coil, slab, and press mold techniques. The students will be introduced to throwing pottery on a potter's wheel. Sculpture will be produced using a variety of materials. Technology, critical thinking skills, and organizational skills will be increased. Students will develop an awareness of ceramic processes and procedures through modeling, glazing, firing, and presenting works of art in clay. Students will need a book for sketching and journal entries.

Advanced 2D Design* (S)

This course is designed for the advanced art student and requires teacher approval. To be considered for this course, students must have taken art classes with the art teacher before or have a portfolio of work to present to the teacher. Students in this course will follow the visual arts curriculum. Their work will be submitted to the Scholastic Art competition in January. This course will only be offered first semester.

Theatre

Magnet Improvisation (Q)

In this course, students will explore improvisation techniques to develop skills in spontaneous acting. Students will learn to create scenes and situations through theatre games. Students will also learn the rules of improvisation through classroom exercises and cooperative learning styles.

Magnet Introduction to Theatre (Q)

Learn the basics of all aspects of theatre production! In this course you will study acting, directing, design, and playwriting. Most activities are hands-on and participation every day is expected—from Greek Theatre to a behind the scenes look at The Lion King—you will collaborate and create multiple projects while learning to develop creative skills as a theatre artist.

Magnet Acting I & II (Q)

In this course, students will explore characters and situations through their creative resources using theatre games and extended improvisational situations and prepared scripts. They begin to understand the proper use of voice and diction. This course includes an overview of the historical development of the actor's art.

Magnet Tech Theatre I & II (Q)

Learn the basic concepts of technical theatre, including stagecraft, lighting and sound. See how the backstage work makes the onstage magic happen!

Magnet Puppetry (Q)

Learn the techniques of puppetry performance and construction! In this class, storytelling and art combine – you will learn about the history of puppetry, develop verbal expression and improvisational techniques, create puppet plays, and build your own puppets. Students will collaborate on a final puppetry play with original puppets.

Advanced Dramatics (S)*

Students will continue to develop their acting skills through more challenging theater projects. They will work collaboratively to incorporate to all the technical elements (lighting, sound, scenery, costumes) into creating a production. Students should anticipate some after-school practices and evening performances.

Readers Theater (Q)

Students will study the art of oral interpretation, through the outline of the Reader's Theater process. Students will gain experience of a genre of performance both similar, yet different from conventional dramatic theater. Interpreters will explore a variety of transmission and performance techniques using vocal and physical expression to suggest character and setting. They will also learn the basic foundations and assumptions of oral interpretation. Novels, short stories, poems, and other literary forms as their basic performance materials.

Music

Chorus (Q)

Students apply correct singing technique and various elements of musical expression through developmentally appropriate and historic vocal literature. Students learn how to use traditional notation in order to learn music, and to respond correctly to conductors' gestures both in rehearsal and public performance. Students will study vocal music and its relationship to other cultures, eras and geographical locations.

Magnet Choral Ensemble (Q2, Q3, Q4)

For the intermediate or advanced choral student; most typically students will be mixed in this class, in that they will vary in gender, size, or vocal classification. Emphasis will be on performance of small ensemble literature, and the development of greater singer independence. Students will apply the principles, fundamentals, and techniques of a well-produced singing voice as is developmentally appropriate. Application of musical symbols, terms, notation, and concepts appropriate to the literature, as well as development and mastery demonstration of skill through singing two and three part harmony, as well as homophonic and polyphonic forms will be a part of this course.

Magnet Men's Chorus (Boys Only) (Q)

Students will learn music reading skills learned in beginning chorus classes and continue to expand their knowledge. They will demonstrate proficiency with dotted quarter rhythms, the scale steps of La, Ti, and Do in melodic sight reading in the key of C, identifying major and perfect intervals by sound and sight. For vocal technique, they will perform daily exercises to aid them in breath control, posture, intonation and vowel formation, consonant articulation, balance, blend, and musicality (dynamics, phrasing, and word stress). This course also includes notes about how to support the changing male voice and suggestions about specific repertoire that would be appropriate.

Magnet Treble Chorus (Girls Only) (Q)

Students will learn music reading skills learned in beginning chorus classes and continue to expand their knowledge. They will demonstrate proficiency with dotted quarter rhythms, the scale steps of La, Ti, and Do in melodic sight reading in the key of C, identifying major and perfect intervals by sound and sight. For vocal technique, they will perform daily exercises to aid them in breath control, posture, intonation and vowel formation, consonant articulation, balance, blend, and musicality (dynamics, phrasing, and word stress). They will also learn how to care for their voice, anatomy of the vocal mechanism, and health and wellness issues related to singing.

Magnet Exploring Music through Science and Technology (Q)

This course is designed to expand student cultural perspectives by providing a variety of experience including improvising, composing, arranging, analyzing, performing, and exploring music and related arts of a variety of styles using technology.

Beginning Band (Y)

Students learn to play a brass, woodwind, or percussion instrument. Emphasis is on the acquisition of basic musical skills and systematic progress rather than performance; however, band classes perform several concert compositions.

Intermediate Band (Y)

This class is designed for the sixth grade student who was in Band at the elementary school level. Technical drills, scale studies, rhythm, and sight-reading exercises are used to advance the students' skill, knowledge, and reading ability in music. A wide variety of band literature is studied to give them experience in various musical styles.

Advanced Band (Y)

This class will provide an in-depth study of varied and sophisticated music for intermediate and advanced students are the focus of these performing groups. Technical drills, scale studies, rhythm, and sight-reading exercises are used to advance the students' skill, knowledge, and reading ability in music. A wide variety of band literature is studied to give them experience in various musical styles.

Magnet Jazz Band (Q2, Q3, Q4)

Jazz Band is an auditioned ensemble providing students an opportunity to learn and perform music from four different styles (Swing, Rock, Ballad and Latin/Afro Cuban) in a "Big Band" setting. Students will also explore beginning concepts of jazz improvisation, knowledge of chords and jazz history.

Beginning Strings (Y)

This course offers string students the opportunity to learn to play a stringed instrument. Students who have participated in the Elementary Magnet Program, or who have little to no musical experience may enroll in this course as well. Students will master positioning of instrument, note reading skills, bow techniques, rhythmic notation, and play a variety of string literature throughout the school year.

Intermediate Strings (Y)

Students should have prior experience with strings before enrolling in this class. Requirements include basic rhythm and note reading skills, the ability to demonstrate basic bowing techniques, and the ability to sight read a musical selection.

Advanced Strings (Y) sophisticated music for advanced students. Students in this course constitute a major performing group.

Guitar, no experience required (Q)

(Acoustic) (This course can be differentiated to the level of the learner if there are some students for whom a second level of Guitar would be appropriate.) This beginning level course will introduce the student to all of the fundamentals of playing this challenging stringed instrument. In addition, students will learn basic sight reading, and will be encouraged to engage in activities such as composing their own pieces, creation of small group ensembles for improvisation and performance of current, created, and improvised pieces, and participating in classroom performances.

Magnet Piano I (Q)

Students will learn to read the musical staff in treble and bass clefs, and basic rhythmic notation. They will learn to match the letter names of the keys with the staff, and learn five finger patterns. For piano technique, they will practice daily exercises to aid them in hand and finger position and pianist's posture. They will also learn dynamic, tempo, and articulation terms and how to execute them at them at the piano keyboard.

Magnet Piano II (Q)

Students will continue building on the skills learned in Piano I. Students in Piano II will advance to playing some of the major and minor scales with correct fingering. They will also learn compound meters and play at least one piece in 6/8 time. Students will also research outstanding pianists from a variety of musical genres (classical, jazz, blues, country, pop, etc.).

Percussion Ensemble: Sounds of the World-an In-Depth Study of Percussion (Q)

Students will study and perform on a variety of globally-based percussion instruments, and demonstrate their understanding of different types of World Music, which can include, but are not exclusive to Latin and African countries, as well as the United States. Students in this course will learn global connections and gain understanding of music in relation to the arts, history, and culture of many diverse groups and countries.

Dance

Magnet Athletes in Dance (Q)

This course implements the application of basic dance fundamentals to athletics. This course is designed to increase flexibility, strength, coordination, and agility. The prevention of injury to joints, muscles, and connective tissue will be stressed.

Magnet Intro to Dance I-Ballet and Modern (Q)

This course serves as the entry point into the dance department for all 6th graders. Students explore basic technique, improvisation, and composition as it relates to Ballet and Modern Dance. A study of the contributions of early Ballet and Modern dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included.

Magnet Intro to Dance I-Jazz and Tap (Q)

This course serves as the entry point into the dance department for all 6th graders. Students explore basic technique, improvisation, and composition as it relates to Jazz and Tap Dance. A study of the contributions of early Jazz and Tap dance pioneers, the global nature of dance, and the relationship between dance and healthful living is included.

Magnet Contemporary/Hip Hop Dance (Q)

This hybrid jazz class teaches a non-traditional style of jazz to a generation that is experiencing its evolution. Students will study this new style of jazz by learning technique, performing and choreographing short contemporary pieces, and studying its dominance in the present-day dance world.

Magnet Best of Broadway (Q)

Learn the choreography standards of Broadway Musical Theatre! In this course you will study the choreographic techniques of such greats as Bob Fosse, Jerome Robbins, Gower Champion, Michael Bennett, Garth Fagan, Twyla Tharp, Susan Stroman, and others. You will learn and perform specific dances from a wide variety of shows – from A Chorus Line to Lion King. As you study the choreography you will develop your skills to pick up combinations and respond to the cues of directors which will enhance your audition skills.

Magnet Dance Ensemble

This course is designed to challenge the experienced dancer who is not yet ready for dance company. It is open to seventh and eighth graders, although occasionally it is offered to sixth graders as well. Students explore advanced coursework in Modern Dance, Contemporary, Hip Hop and Choreography

Magnet Zumbatomic (Q)

This high energy fitness-through-dance course will focus on the technical elements of dance styles incorporated into a Zumba fitness program. Students will learn the history and movements of Latin dance rhythms such as the Merengue, Salsa, and Cumbia, and will practice these movements daily.

Magnet Dance Company (Y)**

In this course, students develop various techniques including stage presence, ensemble work and an understanding of the relationship between dancer and choreographer. Opportunities are given for performance in director selected dance styles such as Modern Dance, Ballet, Jazz, Contemporary, and student choreography. These students are the highest-level dancers and are expected to develop skills in collaboration, leadership, and service to others through their dance opportunities in order to model 21st Century Learning Goals at the highest artistic level.

Health and Physical Education

Magnet Badminton (Q)

Badminton is designed for the beginning student, but will be adjusted for all skill levels, so whether you've never played badminton, or you're an expert in getting the "birdy" over the net, you'll learn about the history, terminology, equipment, rules, safety, strategy, and scoring of this game! Play lead-up games, and participate in singles and doubles tournament play. Emphasis is placed on proper serving and game strokes. Students must dress out as part of this course.

Magnet Basketball (Q)

Basketball I is designed for the beginning student who is interested in learning the fundamentals of basketball. Students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of basketball. Emphasis is placed on skill development through the use of drills, relays, and lead-up games. Students will have some opportunity to participate in team situations which will lead up to our own ZGTMMMS March Madness event. Students must dress out as part of this course.

Magnet Flag Football (Q)

This course is designed for the beginning student who is interested in learning the fundamentals of flag football. Emphasis is placed on skill development while also giving students the opportunity to participate in team situations. Students must dress out as part of this course.

Healthful Living (Q) Grade 7 Only

This course is designed for all 7th grade students. Healthful living education contributes to a healthful lifestyle and improves quality of life for all students. In Health we will cover the following units; Mental and Emotional Health, Personal and Consumer Health, Interpersonal Communication and Relationships, Nutrition and Weight Management, Substance Abuse Prevention. Following state and county guidelines, sexual abstinence until marriage is also taught as a part of this course.

Magnet Personal Fitness (Q)

This course is designed for students who are interested in an overall fitness program. Total body conditioning will be emphasized. Students will learn about major muscle groups and work to improve their current fitness levels. Students will be expected to develop muscular strength and endurance and well as develop their cardiovascular endurance. Students will be pre and post fitness tested using the Trifit and the President's Fitness Challenge. Students are expected to wear pedometers and heart rate monitors as a part of this class. Students will also be introduced Wii Fitness and HopSports as we use Physical Education Technology. Students must dress out as part of this course.

Magnet Soccer (Q)

This course is designed to introduce the student to the basic fundamentals of soccer. Students will become familiar with the terminology, scoring and basic skills of soccer. Emphasis is on skill development through the use of drills and lead up games. Students will also have an opportunity to participate in game situations. Students must dress out as part of this course.

Magnet Sports Variety (Q)

This course is designed for the student who is interested in improving coordination, confidence, and knowledge in a variety of sports and activities with a very minimal amount of competition. Skills are emphasized through drills and modified versions of various sports. Each nine weeks of sports variety will accent the sports of that season. Students must dress out as part of this course.

Magnet Track and Field (Q)

This course is designed for the beginner but may be modified for all skill levels. Students will learn proper running techniques for long distance vs short distant sprints. Breathing techniques will be taught for all types of events. Proper throwing techniques for shot put and appropriate body positions and techniques for long jump will be presented to all students.

Magnet Volleyball (Q)

In this course students will begin to understand the intricacies of the game of volleyball and will be able to develop their skills so that they are comfortable in any level of class competition. The areas of history/game development, basic skills, terminology, rules, strategy, scoring, and safety will be explored.

Magnet World Games (Q)

Participate in a wide variety of games from different countries! Learn games that students from different world regions play competitively and recreationally. The historical and cultural background of the games, and the people who play them, will be an informative and interactive part of this engaging course!

Business and Career Education

CTE: Intro to Office Productivity (Q)

This middle school course is composed of instructional modules designed to provide hands-on instruction using software common in the workplace. The software applications include word processing, presentation, spreadsheet, database, and desktop.

CTE: Keyboarding & Basic Word Processing Grade 6 (Q)

So you can text and Tweet without looking, but how are you with typing emails and research papers? This course is composed of instructional modules designed to allow students to learn the touch method of keyboarding, basic digital literacy and computer knowledge, and basic word processing and document formatting skills. This course is highly recommended for any student who has never completed a keyboarding class.

Exploring Personal Characteristics and Careers (Q)

This middle school course provides an orientation to the world of work. Emphasis is placed on self-awareness, understanding the world of work, and the career planning process.

Exploring Business & Entrepreneurship (Q)

This course is designed to explore the nature of business in an international economy and to study related careers in fields such as entrepreneurship, information/technology systems, marketing, office systems technology, public relations and promotion. The emphasis is on using computer applications, problem solving, and thinking skills. Communication and mathematics skills are reinforced as students explore business applications and careers.

Exploring Business Activities (Q)

A continuation of Exploring Business & Entrepreneurship

Exploring Careers & Employment (Q)

What do you want to do when you enter the working world? This class will help you begin to find out through career exploration. Students will consider their interests and skills and how they match up with a variety of careers. They will also develop an understanding of the skills needed to be a successful employee. Guest speakers from a variety of careers will be included as part of the class.

Family and Consumer Science**Exploring Child Care (Q)**

This course has two major units. The first unit will explore how young children grow and develop. This exploration will lead to earning the Red Cross Babysitter's Certification. The second unit of the course will give students the opportunity to learn basic cooking skills. Students will also investigate safe food practices and preparation techniques.

Exploring Apparel & Interior Design (Q)

Students will develop basic sewing skills as they learn hand stitches and the basics of sewing machine operation and safety. They will also complete a unit on interior design.

Exploring Nutrition & Wellness (Q)

Take the art of cooking to the next level as you enhance your culinary skills in this fun and exciting course. Students will learn how to plan and prepare healthy nutritious meals for themselves and others. They will even learn proper table etiquette. Student will also complete a unit of study in child development.

Understanding Personal Finance and Hospitality (Q)

This course is composed of instructional modules designed to explore basic Family and Consumer Sciences foundations and skill sets. The modules that are covered in this course are: personal finance and resource management, food service and hospitality, apparel, and interior design.

Health Science Education

Medical Terms in Therapeutic Service Careers (Q)

This course provides the ability for students to learn about terms that are used within careers in the Therapeutic Service pathway that are focused primarily on changing the health status of the patient over time. Health professionals in this pathway work directly with patients; they may provide care, treatment, counseling and health education information.

Exploring Healthcare Therapeutic Service Careers (Q)

This course is a continuation of Medical Terms in Therapeutic Services Careers as students learn about careers that work directly with patients; they may provide care, treatment, counseling and health education information. (i.e. physician, nurse, dentist, nutritionist, veterinarian, etc.)

Medical Terms Diagnostics Service Careers (Q)

This course provides the ability for students to learn about terms that are used within careers in the Diagnostic Services pathway. Healthcare professionals in this pathway use tests and evaluations that aid in the detection, diagnosis and treatment of diseases, injuries or other physical conditions.

Exploring Healthcare Diagnostic Careers (Q)

This course is a continuation of Medical Terms Diagnostics Service Careers as students learn about careers that aid in the detection, diagnosis and treatment of diseases, injuries or other physical conditions (i.e. Cardiovascular Technologist, Dental Laboratory Technician, EKG Technician, Medical Laboratory Technician, etc.)

Exploring Healthcare: Medical Terms & Body Systems in Biotech Service Careers (Q)

Students will explore key concepts and foundational knowledge for in demand, allied health professions to enhance interest in the Health Science Education pathway. Students will gain an understanding of medical terminology, body systems (Nervous & Sensory systems) and careers related to Biotechnology Careers.

Exploring Safety and Tools in the Trades (Q)

Students will explore key terminology used with common tools and safety associated with working in the various trades. Knowledge gained in this course will help to reinforce basic safety, identify basic tools, and spark interest in the various trades and in the aligned CTSO, SkillsUSA.

Exploring Carpentry Careers (Q)* Prerequisite – Exploring Safety and Tools in the Trades

This new middle school course is being piloted and is an introduction to trade careers. Students will explore carpentry safety, tools, terms and careers. Students will get real world experience with a wide variety of guest speakers with hands-on learning.

Exploring Electrical Trades(Q)* Prerequisite – Exploring Safety and Tools in the Trades

Students will explore key terminology, careers, and safety associated with working in the construction industry, more specifically in the electrical trades field. Knowledge gained in this course will help to spark interest in the Architecture and Construction pathway.

Exploring Automotive Service Terms (Q)* Prerequisite – Exploring Safety and Tools in the Trades

Students will gain an understanding of the automotive industry by exploring the various automotive systems and careers in the automotive industry.

Exploring Masonry Terms (Q)* Prerequisite – Exploring Safety and Tools in the Trades

Students will explore key terminology, careers, and safety associated with working in the construction industry, more specifically in the masonry field. Knowledge gained in this course will help to spark interest in the Architecture and Construction pathway.

Technology

Computer Science Discoveries I & II(Q)

Computer Science Discoveries (CS Discoveries) is an introductory computer science course that empowers students to create authentic artifacts and engage with computer science as a medium for creativity, communication, problem solving, and fun. Computer Science Discoveries takes a wide lens on computer science by covering topics such as programming, physical computing, HTML/CSS, and data.

Exploring Technology I & II (Q)

This course will allow students to discover and use technology, engineering, and design journals and the Engineering Design Process. Students will construct and test prototypes to various design challenges, experiment with different types of energy sources and explore the knowledge and skills for careers in technology, engineering, and design pathways.

Exploring Engineering and Design (Q)

This middle school course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs. Emphasis is placed on brainstorming, visualizing, modeling, testing, and refining designs. Students develop skills in researching information, communicating design information, and reporting results.

Nanotechnology Engineering Mindset I: (Q)

Students will learn how the elements of the environment (water quality, lithosphere, soil quality, hydrosphere, etc.) affect the good health of humans. Students will then use technology to design a product that will help monitor human health.

Robotics (Q)

Students are introduced to programming and engineering using the Lego Mindstorms NXT system. Students will design, build and program their robots to complete a variety of missions using NXT-G.

Invention & Innovation I & II (Q)

This middle school course focuses on applying the design process in the invention or innovation of a new product, process, or system. Through engaging activities and hands-on projects, students focus on understanding how criteria, constraints, and processes affect designs. Emphasis is placed on brainstorming, visualizing, modeling, testing, and refining designs. Students develop skills in researching information, communicating design information, and reporting results. Activities are structured to integrate physical and social sciences, mathematics, English language arts, and art.

Minecraft Coding (Introductory, Intermediate, & Advanced) (Q)

Learn to develop a set of rules for using an online collaborative platform, develop an understanding of coding language and create a program for a given task using sequential steps. Learn to modify an existing program to solve errors and predict if a program will fail.

Foreign Language

EXPLORATORY LANGUAGE – Chinese

This course is an introduction to Chinese language and culture. This course is intended as a link between the elementary programs or as an initial introduction to the language.

EXPLORATORY LANGUAGE – Spanish

This course is an introduction to Spanish language and culture. This course is intended as a link between the elementary programs or as an initial introduction to the language.

Spanish Heritage/Immersion Beginning

Class addresses the issue of heritage language students who have home backgrounds in a language other than English or come from other immersion experiences, formal or informal. Students receive instruction that allows them to maintain strengths in their heritage language, while developing new ones, particularly in academic vocabulary and literacy skills or the areas of reading and writing.

Spanish Beginning less than 1 year (Level 1)

This course begins the study of the Spanish language and culture and is the first part in the Spanish curriculum series for high school credit. Major topics include greetings, conversation questions, telling time, classroom objects, asking for help, the parts of the body, infinitive verbs, expressing likes and dislikes, definite and indefinite articles, adjectives, subject pronouns, the present tense of verbs, and the plurals of nouns and articles. Students who successfully complete this course should continue the Spanish curriculum series for high school credit by taking Intermediate Spanish.

Spanish Beginning 1 year (Level 2)

This course builds on the basics of Spanish as taught in the Beginning Spanish course or in the elementary program. A more formal introduction of grammar is included, as well as continued emphasis on listening, speaking, reading, writing, and culture.

SPANISH I (MS FOR HS Credit) (S) (Level 3)

This course continues the study of the Spanish language and culture, refining grammatical and vocabulary topics. Major topics include the rooms in a house, making comparisons, the superlative, stem changing verbs, affirmative commands, the present progressive tense, clothing, demonstrative adjectives, and the preterit of verbs. Students who complete this course successfully and who pass the exit exam (worth 20% of the overall grade) may take Spanish II at the high school level.