

26-27 Middle School Electives

Creative Writing <ul style="list-style-type: none"> Learn various techniques and tools for fiction writing through the study of mentor texts, real-world models, peer review, and critique. Apply analysis of mentor texts to find inspiration for authentic creative pieces. 	Communication 101 <ul style="list-style-type: none"> Equip learners with relevant communication and digital literacy skills. Develop confidence in the communication of ideas through different mediums. Apply these skills to authentic speaking and presenting opportunities. 	Digital Media <ul style="list-style-type: none"> Develop basic technology skills and apply these to a variety of tools and platforms. Explore the wide variety of technology-based tools to create multimedia presentations. Create authentic digital pieces both independently and collaboratively.
Content Creators <ul style="list-style-type: none"> Explore the wide variety of technology-based tools to create multimedia presentations. Develop interviewing, research, and reporting skills. Create, edit, and share authentic and modern digital content for school announcements. 	Family Consumer Science <ul style="list-style-type: none"> Develop and practice essential durable skills, such as cooking, in preparation for adult independence. Apply learning to build positive relationships, manage finances, sustain nutrition for lifelong health, and explore possible educational and employment opportunities. 	Global Leaders <ul style="list-style-type: none"> Explore the skills and mindsets of leaders from around the world Consider what makes a leader effective Develop an understanding of how leaders impact change.
History of Rock & Roll <ul style="list-style-type: none"> Explore, discover, and discuss the relationship between society and music from 1950 to the 2000s. Investigate historical events that helped to shape the music of the time and how artists attempted to influence history through their music. 	Design & Robotics <ul style="list-style-type: none"> Introduce the engineering and design process through hands-on learning using current technologies. Build, manipulate, and program mechanical structures through a focus on automation and robotics. Explore opportunities in engineering beyond high school. 	Computer Science and Electronics <ul style="list-style-type: none"> Learn fundamental programming concepts through block-based coding. Explore electricity, the behavior and parts of atoms, and sensing devices. Real-world problem solving through iterative design and prototyping.
Career Explorations <ul style="list-style-type: none"> Connects Classroom learning to real-world careers through hands-on activities and business partnership. Helps students explore interests, personal strengths, and career pathways with future coursework and training in mind. Provides insight into education, wages, and job outlooks to prepare students for high school, college, or direct employment. 	2D Art <ul style="list-style-type: none"> Develop and use basic drawing and painting techniques as well as various media to create a variety of two-dimensional works of art. Receive feedback and critique, reflect upon, and revise works of art. 	3D Art <ul style="list-style-type: none"> Experience with and explore a variety of media to create authentic and personalized three-dimensional works of art. Receive feedback and critique, reflect upon, and revise works of art.
Advanced 2D Art <ul style="list-style-type: none"> Extend learning from 2D Art and develop more advanced techniques in drawing and painting using more diverse media. <i>This course is a high school credited course.</i> 	Advanced 3D Art <ul style="list-style-type: none"> Extend learning from 3D Art and develop more advanced techniques in work with clay, sculptural elements, paper mache, glass, and paper building. <i>This course is a high school credited course.</i> 	Music Alive <ul style="list-style-type: none"> Listen to and analyze music of different genres Play and compose music on drums, guitar, and piano Develop music literacy and knowledge of music history, theory and composition
Fitness <ul style="list-style-type: none"> Fitness levels are assessed to measure growth and personal goal accomplishments Participate in varied fitness opportunities including: <ul style="list-style-type: none"> Weight Training Crossfit workouts Fitness band strength training Team Games 	Advanced Physical Education <ul style="list-style-type: none"> Demonstrate mastery of skills included in the physical education curriculum Write in a weekly reflection journal Participate in a school or community team or fitness program Present about community resources that support wellness. <i>This course is a high school credited course.</i> 	Full Year Offerings: Band Orchestra Choir French 1 Spanish 1 Chinese 1

26-27 Middle School Courses at The Innovation Campus

<p>Project Art and Ecology / Adv Project Art and Ecology (Hub)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • 2D and 3D art • Focus on environmental issues with emphasis on the theme of reducing, reusing, and recycling material to create art <p style="color: red; font-size: 2em; font-weight: bold; text-align: center;">Discontinued</p>	<p>BE2TA- Business, Entrepreneurship, Engineering, Technology and Art (Hub)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • Introduce business foundations, entrepreneurship, engineering, art applications and Design Thinking • Use technologies such as a laser engraver, 3D printer, vinyl cutter, and CNC router to produce a variety of projects 	<p>Next Gen Change Makers (Hub)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • Explore potential risks/rewards from tech like AI & machine learning • Emphasis on digital wellness, ethics, data analytics & user experience to create positive change in the world • Use design thinking and other concepts- such as Minecraft- to create solutions to global challenges
<p>Project Vibe (ILC)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • For students who love to be creative • Learn the foundations of music/television/video production • Create video and music products using iPads and other industry equipment 	<p>Project EDU *8th Grade* (ILC)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • For students interested in exploring the teaching profession • Hands-on learning opportunities within classrooms in HCSD • Will spend time in elementary schools assisting teachers/students 	<p>Math 7/Acc Math 7 & Innovation Studio (Hub)</p> <ul style="list-style-type: none"> • 2 periods/all year • Math 7 or Accelerated Math 7 content applied to STEM-related activities • Uses hand and power tools to create projects • Coding concepts • 3D printing
<p>Project Health Professionals *8th Grade* (ILC)</p> <ul style="list-style-type: none"> • 2 periods/1 semester • Expose students to many opportunities available in the healthcare industry • Hands on learning including first aid, vital signs, and CPR 	<p>Core Infusion 7/Honors Core Infusion 7 (Hub)</p> <ul style="list-style-type: none"> • 2 periods/all year • ELA/Hon. ELA/Sci/Hon. Sci • Project based/hands on learning • Solve real-world problems using science & ELA content through Collaboration, Creativity, and Critical Thinking 	<p>Core Infusion 8/Honors Core Infusion 8 (Hub)</p> <ul style="list-style-type: none"> • 2 periods/all year • ELA/HonELA/ Science/Hon. Science • Project based/hands on learning • Solve real-world problems using science and ELA content through Collaboration, Creativity, and Critical Thinking
<p>Intro to Construction Technology (HUB)</p> <ul style="list-style-type: none"> • Master the basics of carpentry • Get a taste of other essential trades • Potential to earn Industry Recognized Credentials 		