

HIGH SCHOOL ELECTIVES GUIDE

ART

- **The Art of Food**

God has given us wonderful foods that delight not just our palette, but our eyes as well! Come explore the fine art of sculpting with food. We will begin with the ancient Japanese tradition of fruit carving, including pumpkins! Bring your apron and let your creativity loose as we explore the art of cake decorating, 'cake boss' style! You will learn to design cookies, cupcakes and cakes using fondant, royal and buttercream icing. We will cover petit-fours in marzipan, melt chocolate and pour ganache. Yum!

** There will be an additional \$45 fee to cover supplies.

- **Studio Art I-Drawing I**

This foundational drawing class will have a concentration in cartooning! Learn the basics of drawing with an emphasis on character development, figure drawing, facial and body expressions, single cell comics, caricature drawing, etc. Learn to think creatively and build strong drawing skills.

- **Studio Art I-Paper-Making, Print-Making and Book Arts.**

Learn the traditional crafts of paper-making, print making and book arts. Learn the history of this art form and create your own handmade paper from natural materials and found objects. Hand-carve a wood block and explore the possibilities of printmaking. Use both paper and prints to create handmade books using traditional methods and techniques. Pen and ink, watercolor and acrylic will also be used.

- **Studio Art I-Painting I**

This foundational painting course introduces students to the basics of watercolor and acrylic painting. It will provide an in-depth overview of color theory, elements of art and principles of design, with an emphasis on encouraging and nourishing creativity.

- **Studio Art II-Drawing II**

This advanced course introduces students to classical and contemporary drawing, with emphasis on the understanding of its formal language and the fundamentals of artistic expression. Drawing from plaster casts, still-life,

landscape, and life models, students will create dynamic compositions and strengthen foundational skills to create strong portfolio pieces.

- **Studio Art II-Painting II**

This advanced course introduces students to classical and contemporary painting, with emphasis on the understanding of its formal language and the fundamentals of artistic expression. Painting from still-life, landscape, and life models. Color theory, linear perspective, compositional structure, figure/ground relationships, visual perception, spatial concepts, and critical thinking skills will all be emphasized extensively. We will study and research major painting styles and movements in historical context.

- **Studio Art II-Sculpture I**

This course will be a study in form, using paper, wood and clay to create three-dimensional, functional and non-functional works of art. Students will explore the medium of clay using hand-building techniques and the pottery wheel. A history of classical and contemporary sculpture will be studied and discussed.

- **Design/Visual Communications**

Students will visually explore concepts and develop an ability to communicate ideas through a variety of graphic media. Learn the basics of design in preparation of original art combining typography, page layout and integrated graphic elements. Working both in computer lab and art studio, students will be introduced to Photoshop and Adobe Illustrator and their applications for transforming drawing, design and graphics. Create and design magazine covers, pamphlets, posters and packages.

MUSIC

- **Musical Theater and Jazz**

Performance application (adapted to class size and skill level) with an overview of Musical Theater/Broadway and Jazz. Learn the roots of jazz and the development of American Musical Theater through the songs, composers and more. Class trip to live performance.

- **Christian Contemporary Music**

Performance application (adapted to class size skill level). Explore the development of Christian music with an emphasis on Christian contemporary

music looking at artists, composers and their music. Create original compositions.

- **Rock Music**

Explore the development of rock music starting in the 1950's and beyond. Learn how this multi-billion dollar industry has made an impact on our culture. Hands on experience with student performance.

- **Music for Film**

Explore music from movies and the composers who have made an impact on our culture through film and media. Hands on analysis of musical style, instrumentation and emotional quality.

- **Music and Technology**

Using a varied technology the student will compose, play and perform songs, sounds and original compositions. The student will develop musicianship through theory and analysis.

BUSINESS

- **Economics and The News (Freshmen, Sophomore)**

In this course we learn about economics and current events and how they apply to our lives. We use a book called Whatever Happened to Penny Candy to understand our economy and a DVD course called Generation Change (Dave Ramsey) to learn about money management. All of this is discussed in the context of our current economy and what is happening daily in the news. We also learn how to watch and read the news with a critical eye and discussions are an important part of the class.

- **Marketing, Advertising and How People Think (Freshmen, Sophomore)**

This course goes beyond how to sell things. We discuss small businesses, advertisements and popular culture. To understand these topics better we study and discuss how people think, act and respond individually and socially. This class is also about consumers and how we are the target of all of the marketing in the social media world of today.

- **Marketing (Dual Credit Option) (Junior, Senior)**

This is an introduction to basic principles and practices in marketing. The course provides an overview of the field of marketing in areas of consumer behavior, marketing management, channels of distribution and emphasizes the growth of the market concept. Students will be required to develop a marketing plan for a new original product or service. The objectives for the course include;

1. To understand marketing and the marketing process
2. To analyze consumer buyer behavior and consumer markets
3. To elevate the process of market segmentation, targeting and positioning
4. To understand the marketing mix elements which includes the product, pricing, placement and promotion.

- **Entrepreneurship (Junior, Senior)**

This course provides a framework for understanding the entrepreneurial process. Students will study the role and impact of entrepreneurship to include the characteristics and traits of entrepreneurs. Information on the requirements necessary to initiate a small business and elements comprising a business plan will be included. This course will discuss business start-up issues, business operations of a small business, assess and obtain the required resources, manage the growth of new ventures and the legal and government relationships specific to small businesses.

- **Finance (Junior, Senior)**

This course is a study of principles and practices followed in the financial organization and operation of a business organization including financing new and growing businesses, sources of capital, banking and credit accommodations and the handling of other financial matters. Additional topics include; value, valuation of financial instruments, capital budgeting, risk analysis, ratio analysis, financial planning, security analysis and control budgeting.

COMPUTER SCIENCE

- **Computer Programming 1**

This introductory programming course uses the Python computer language. This course is designed for students interested in learning more about programming and provides students with a solid background in standard computer logic which will enhance problem-solving skills. Important concepts covered include assignment and logical operators, decision-making, looping, functions and arrays. This course is designed to be a rewarding and fun learning experience for students who have no prior programming experience.

- **Computer Programming 2**

This course is a continuation of Computer Programming 1. The students will learn more advanced programming concepts such as data structures, classes, recursion and other advanced topics using an object-oriented approach and will complete a final project of their own design using all previously learned skills.

- **App Design**

Mobile Computer Science Principles (Mobile CSP) is a course involving mobile app design for the android platform. Students learn computer science by building socially useful mobile apps. In addition to programming and computer science principles, the course is project-based and emphasizes writing, communication, collaboration, and creativity.

- **Advanced Programming**

Prerequisite: Permission of Instructor after completion of Programming 1 and 2.

This course is for advanced students interested in pursuing AP level work. These students will be preparing and competing at Programming Competitions throughout the year using JAVA and Python. Students will also be introduced to the Python Language.

- **SAT College Test Preparation Course:** Juniors Only. Strongly Recommended.

Course is designed to review all content of the SAT, teach strategies for improving performance and offer extensive sample testing to ensure student is completely prepared. The faculty teaching this course are experienced SAT Prep Instructors.

- **Drama, Instrument and Additional Fine Arts Courses** Available through the ACS partnership with Faith Center. Additional information available upon request.

- **Digital Photography –**

Students learn general photographic concepts. Composition, image-editing techniques, graphic design, artistic elements and software skills are taught. Students build a portfolio of work and explore ways to use their digital talent to the services of God.

**PARTIAL LIST OF ONLINE ELECTIVES:
ABLE TO ACCESS MULTIPLE SOURCES TO ACCOMMODATE
STUDENTS' INDIVIDUAL NEEDS**

Junior – Senior Courses Due to the level of difficulty of most online courses, Freshmen and Sophomore can only enroll with the approval of the Administration. Course availability and content subject to change. Students may request additional online courses upon review of Administration.

Technology:

- **Game Design** –1semester
This course introduces students to the basic skills necessary for game design. Elements such as story, levels, sound, user interfaces, design and development will be explored. The student will produce a functional prototype demonstrating their understanding of the game design process.
- **AP Computer Science A** – 2 semesters
Equivalent to the first semester of a college level computer science course. Prerequisites: Algebra I & II and teacher recommendation
- **AP Art History** – two semesters

AP English:

- **AP English Language and Composition** – 2 semesters
Provides students with college-level instruction in studying and writing analytic or persuasive essays on literary and nonliterary topics in language, rhetoric and expository writing. Prerequisites: Teacher recommendation, English I, II, with a B+ average.
- **AP English Literature** – 2 semesters
Students act as “food critics” of exquisite literary “cuisine”. Menu items include reading, analyzing, writing related to renowned authors. Prerequisites: Recommendation, English I, II, III with a B+ average.

Bible:

- **Apologetics I** – 2 semesters
Introduces the rationale for studying apologetics and provide a study of rational arguments. This course will define and identify worldviews and will prepare the student to present arguments for the existence of God and the validity of Scripture. This course won an ACSI award in 2006.
- **Apologetics II** – 2 semesters
This course devotes much time to understanding the present debate of origins scientifically and theologically. Reasons for the belief in the resurrection and common objections to it will be addressed. Student need not take Apologetics I before taking this course.

Foreign Languages: each class is two semesters

- Chinese I
- Chinese II –Prerequisite – Chinese I
- French I
- French II –Prerequisite – French I
- French III – Prerequisite – French II
- German I
- German II –Prerequisite – German I
- German III: Prerequisite German II
- Latin I
- Latin II –Prerequisite Latin I
- Latin III –Prerequisite Latin II

Science:

- **Marine Science** – 2 semesters
Students study the earth's bodies of water and geologic structures and how they affect the oceans. In addition, students investigate patterns of distribution aquatic life, relationships between living organisms, stewardship of the God's creation, and more.
- **Earth and Space Science** – 2 semesters
A study of the atmosphere, freshwater hydrology, ocean floor features, plate tectonics, geologic principles, the rock cycle, geologic time, and space. Note: Every student who successfully completes the course as written will receive honors credit.

Economics:

- **AP Microeconomics** – 1 semester
- **AP Macroeconomics** – 1 semester
Recommended for 11th – 12th grade students and successful completion of English I and Algebra I strongly recommended

Business:

- **Legal Implications for Business** – 1 semester
Prerequisites: This course is for 11th – 12th grade students only
- **Essentials of Management** – 1 semester
A study of the managing of organizations. For 11th – 12th grades only

Communications:

- **Communication Concepts** – 1 semester

Introduction to the concepts of effective oral and written communication. For 11th – 12th grades only

- **Essentials of Speech** – 1 semester
Principles of composition, outlining and delivery. Practice in preparing and presenting speeches to inform, persuade, demonstrate and actuate. For 11th – 12th grades only
- **Digital Photography** – 1 semester
Students learn general photographic concepts. Composition, image-editing techniques, graphic design, artistic elements and software skills are taught. Students build a portfolio of work and explore ways to use their digital talent to the services of God.
- **Cultural Anthropology** – 1 semester
This is a college course. For 11th – 12th grades only
- **Sociology** – 1 semester
This is a college course. For 11th – 12th grades only