

COURSE DESCRIPTIONS FOR 6TH, 7TH AND 8TH Grade Choice Sheets

- Art Studio - Beginning:** An intro to drawing, painting, ceramics, printmaking, screen printing, 2D/3D design, sculpture & found art. (YR)
- Art Studio - Intermediate:** Prerequisite Art Studio - Beginning or Teacher Approval; Intermediate drawing, painting, ceramics, printmaking, screen printing, 2D/3D design, sculpture & found art. (YR)
- Art I: (High School Credit)** Open to 8th graders with at least two years of art experience or teacher approval. High School drawing, painting, ceramics, printmaking, sculpture, artist research, art history. (YR)
- Art VADA I and VADA II:** Students may take these courses instead of traditional 6th and 7th art. VADA has two art teachers – one in the art studio and one in the digital lab. (YR)
- Creative Art Collective (CAC):** Must apply for instructor approval; 7th and 8th only with one year of art at Lamar or is currently enrolled in an art class. All products made will be donated to the school for promotion and display to support Lamar art program. (YR)
- Ballet:** Prerequisite Dance 1 or Teacher Approval; In depth study of classical and contemporary ballet for PE credit with some outside performance required. If Ballet is taken along with Dance 2 or Dance 3, then Ballet will count as a fine arts credit. (YR)
- Band:** Band is a full year of instruction in instrumental music. There will be some outside performances required. (YR)
- Choir:** Choir introduces basic vocal and music skills, using many kinds of music. The choral music program is open to boys and girls, students will be required to participate in some outside performances. (YR)
- Classical Guitar:** This course provides ensemble instruction for students interested in learning to play the classical guitar, including technique, music reading, and ensemble skills, as well as general music theory. Classical Guitar satisfies the prerequisite for Music Theory I offered in 8th grade for high school credit. (YR)
- Computer Science - Internet of Things & Advanced:** Internet of Things - students will learn how computational thinking can be applied in real life. Students will use Python, HTML, Java, and RobotC to develop their own virtual reality website, design apps, build games, and create a computing device. (Fall SM) Advanced - This is a rigorous course using Code.org's AP computer science course material. It combines the applied coding experience from Year 1 and Year 2 with AP coursework to prepare students for high school's AP computer science program. (Spring SM)
- Computer Science for App Creators & Innovators and Makers (AC/IM):** App Creators - students will develop mobile apps as solutions to authentic problems that they have analyzed. (Fall SM) Innovators and Makers - will center on physical computing projects that bring programming out of the virtual environment and into the physical world. Throughout the unit, students will design and develop programmed devices along with the code that brings them to life. (Spring SM) These two semester-long courses, when taken together, are a high school credit course.
- Computer Science - Intro to Computational Thinking:** Students will use Scratch, HTML, RobotC, and an intro to Python to create applications and interactive games while learning basic programming concepts. (SM)
- Creative Writing I & II:** provides experience in writing in several genres. Students engage in the writing process designed to produce compositions suitable for publishing. Students examine important examples of literature in relevant genres as models and as subjects for technical analysis. (Creative Writing I - YR; Creative Writing II - SM)
- Creative Writing - Advanced Writer's Workshop/Literary Magazine:** (prerequisite: Creative Writing I) Students create a portfolio of polished pieces. Students review submissions and create the literary magazine, Muse. (YR)
- Culinary Arts & Hospitality I and II:** These courses provide the fundamentals and principles of the art of cooking and the science of baking; as well as hospitality skills and techniques (SM each)
- Dance 1:** Dance for P.E. credit - Includes study in Elements of Dance, Ballet, World, and Jazz dance with performance opportunities. (YR)
- Dance 2:** Dance for P.E. credit - Includes study in Ballet, Jazz, Modern/Contemporary, Tap, and Composition with performance opportunities. (YR each)
- Dance 3 & Dance Company:** Dance for P.E. credit - Includes study in Ballet, Jazz, Modern/Contemporary, Tap, and Composition with some outside performances required. (YR each)
- Engineering Flight and Space (FS) & Energy and Environment (EE):** (Half High School Credit) FS - Students explore the history of flight and space, discover the science behind aeronautics, and explore traveling and living in space. Students then use their knowledge to design, build and test and airfoil. EE – Students explore sustainable solutions to our energy needs and investigate the impact of energy on our lives and the world. They design and model alternative energy sources and evaluate options for reducing energy consumption. (YR)
- Engineering Design and Modeling (DM) & Automation and Robotics (AR):** (Half High School Credit) DM - Students discover the design process and develop an understanding of the influence of creativity and innovation in their lives. They use design software to create a virtual image of their designs and produce a portfolio of their innovative solutions. AR - Students use the VEX Robotics platform to design, build, and program real-world objects as they learn about mechanical systems, energy transfer, machine automation, and computer control systems. (YR)
- Engineering Magic of Electrons (ME) & Science of Technology (ST):** (Half High School Credit) ME- Through hands-on projects, students explore electricity, the behavior and parts of atoms and sensing devices. They learn basic circuitry design and the impact of electricity around them. ST - Students apply the concepts of physics, chemistry and nanotechnology to STEM activities and projects, including making ice cream, cleaning up and oil spill and discovering the properties of nano-materials. (YR)
- Exploring Astronomy:** project-based learning course that introduces the composition and structure of the universe. Content includes historical astronomy and astronomical instruments, the celestial sphere and the earth as a system in space, the solar system, the universe, galaxies, and stars. (SM)
- Exploring Aquatic Science:** Students will explore freshwater and marine ecosystems while analyzing current aquatic challenges and potential solutions. (SM)
- Exploring Forensic Science:** Students will learn how to systematically examine crime scenes, analyze evidence and solve real world problems by focusing on this history of forensic science, fingerprint and DNA evidence, blood spatter patterns, and human remains. (SM)
- Fashion Design:** This course provides opportunities for the learner to explore careers in fashion that span all aspects of the textile and apparel industries. (SM)
- Graphic Design I and II:** creative design process is used for two or three-dimensional projects. Art elements and principles of design are applied to student photographic works. (SM each)
- Health Education:** (High School Credit) comprehensive instruction in consumer health; diseases; environmental health and safety; growth and development; health and fitness for daily living; nutrition; use and abuse of tobacco, alcohol and drugs; and sexuality education for family living and first aid and safety. (SM)
- High School Technical Writing:** Students will complete an entrance essay for LASA and other high schools. Students will write all types of academic essays. Literary analysis of Challenger Deep. Reading will be the only homework assigned. All writing will be done in class. (SM) High School Essay Writing 2: (Prerequisite: High School Essay Writing 1 or teacher's approval) Students will write essays that are appropriate for Pre-AP ELA at the high-school level at LASA and McCallum. Reading Jane Eyre only homework assigned. All writing in class. (SM)
- Keyboarding:** (High School Credit) Learn keyboard by touch with the initial development of acceptable speed and accuracy levels; it introduces a minimal amount of formatting (SM)
- Media/Animation I:** Students create multimedia projects (animation, short movies, claymation) as well as computer and media literacy, history of animation, project management through flip-books and Photoshop animation (YR)
- Media/Animation II (Principles of Arts, A/V Technology, and Communication):** (prerequisite: Keyboarding, Graphic Design, Photography, Multimedia/Animation, OR Video Game Design; High School Credit) Principles of Arts and AV is the high school introduction course where students will be provided an opportunity to develop an understanding of the various and multifaceted career opportunities in Arts and AV. This course allows students to develop knowledge and skills related to information management and presentation in photography, animation, graphic design, video technology and desktop publishing.
- Musical Theatre:** (prerequisite 1 year Choir/Theatre or Teacher Approval) Explores the art form of the American musical. All students in the class will work either as cast, crew, or both for the musical production and showcase. (YR)
- Music Theory:** (High School Credit) This is a guitar course for 8th graders only. In order to receive Music Theory I for high-school credit, you must have completed a 6th or 7th-grade music genre (i.e. band, choir, orchestra, piano, or guitar). (YR)
- Novel Writing:** Students will brainstorm ideas, develop characters, and work with plot and conflict to outline a middle-grade novel. Students will write the first draft of their middle-grade novel. All work will be done in class. (7/8 only; YR)
- Orchestra:** Orchestra is a full year of instruction in instrumental music. There will be some outside performances required. (YR)
- Orchestra - Alternative Strings:** Performing group that plays a mixture of genres (must also be in Philharmonic or Symphony Orchestra). (YR)
- Orchestra - Chamber Music:** Students play in small ensembles and receive small group coaching. (must also be in Philharmonic or Symphony Orchestra). (YR)
- Photography I:** Students will learn all aspects of photography from using photographic equipment including the use of DSLR cameras, setting up a shot artistically to delivering products in a competitive market. It is taught in a computer lab using appropriate software such as Photoshop and Lightroom. Students will be expected to develop an understanding of photography in both industry and creative arts with a focus on creating quality photographs. (YR)
- Photography II – Advanced Digitally Created Photographs:** (prerequisite Photography I) Students will learn advanced features of Adobe Photoshop to enhance their digital photographs. (SM)
- Photography II – Advanced Camera and Equipment:** (prerequisite Photography I) Students will learn advanced DSLR camera skills including working with the histogram, hand-held meters, raw images, lighting techniques, studio photography and more. (SM)
- Piano:** This course provides ensemble instruction for students interested in learning to play the piano, including technique, music reading, and ensemble skills, as well as basic music theory. (YR)
- Poetry:** Students will read and write a wide variety of poetry, exploring various aspects of the poetic craft. Students will revise and polish poems for publication. (SM)
- Publications English Yearbook:** Students write and edit the school yearbook. Production may involve photography, layout and design, and extensive writing. Principles of desktop publishing may also be included. Strong writing skills preferred. (YR)
- Script Writing –** Students write one-act plays or screenplays for short films. (SM)
- Theatre Arts:** Students will learn movement/mime, theatre history, voice/diction, characterization, improvisation, playwriting, technical design, and creative ensemble. (YR)
- Technical Theatre I:** An introduction to the many facets of the technical “behind-the-scenes” side of Theatre Arts. Students will learn basic theatre and technical theatre terminology. Students will explore set design, costumes, makeup, lighting, prop-making, stage management, and sound design. (YR)
- Technical Theatre II:** Continues to refine those concepts and skills outlined in Technical Theatre I. The topics covered include research techniques and tools, play analysis for visual interpretation, graphics techniques of expression including sketching, drafting, rendering and model building. Students learn specialized vocabulary and explore set design, lighting design, and costume design. Students reflect on design elements found in school and outside productions with design analysis and critiques. (YR)
- Video Game Design I and II:** (prerequisite: Photography I, Intro to Computer Science, or Graphic Design) Students will analyze and assess current technologies while designing and creating a video game using text, pictures and digital video. Video Game Design I is a prerequisite for Video Game Design II. (SM each)

Lamar has 3 types of LOTE offerings: Dual Language Spanish; French, Japanese, and Spanish for non-native speakers; and IA courses in French, Japanese, and Spanish.

Spanish for Spanish Speakers (SSS) I, II, IV Dual Language (DL): Spanish DL is a high school course for students in the Dual Language program or for native Spanish speakers. It is immersion-based. The grade for this course will be included in the student's high school GPA. (YR)

French I and II: (High School Credit) The grades and credits for these courses will be included in the student's high school GPA. Each course is one credit. (YR each)

Japanese I and II: (High School Credit) The grades and credits for these courses will be included in the student's high school GPA. (YR each)

Spanish I and II: (High School Credit) The grades and credits for these courses will be included in the student's high school GPA. (YR each)

IA and IB Courses: (0.5 High School Credit) The grades and credits for these courses will be included in the student's high school GPA. Each course is half of one credit. (YR)