

# **9<sup>th</sup> Grade Worksheet Course Descriptions**

## **Front Page**

### **Global Community Citizenship 0.5 cr. (Required 9<sup>th</sup> grade course meets graduation requirement)**

Global Community Citizenship is designed to explore the values and diversity of our local, national, and global communities. Through Project-Based Learning, students will identify and discuss issues, events, and essential questions relevant to the community which will allow them to understand their role in demonstrating civic virtues. Students will consider the cultural and technological influences that have shaped our modern society and consider how these impact the students' social options in the future. Students will begin with self-exploration to understand what events, traditions, and circumstances have shaped their views, behaviors, and goals followed by them exploring the cultures, religions, and traditions of people in our community. Strategies integral to this course include the ability to discuss and debate mature topics and themes respectfully, a level of comfort with a variety of non-print mediums, working collaboratively in groups and participating in multi-disciplinary project based learning. This course is a graduation requirement for all students.

## **Back Page**

### **YEAR-LONG INTEREST AREAS (1 credit for year-long course):**

#### **Fine Arts (FA) (each course meets part of the 1.0 credit fine arts requirement for graduation)**

**Foundations of Studio Art 0.5 cr.** This course provides the foundation for the visual arts high school program of study. Students will experience a variety of media and processes while exploring two- and three-dimensional art problems in drawing, painting, printmaking, sculpture, and mixed media. Critical and creative thinking skills will be integrated into all studio experiences.

**Photo & Digital Processes 1 0.5 cr.** Photography and Digital Processes 1 is the introductory class for the study of photographic processes. Use of the digital camera/device and/ or analog camera and the manipulation of student generated images on the computer will serve as a basis for exploring various media. The class is structured around creating photographic or digital imaging emphasizing visual arts principles. It will introduce the student to the principles of contemporary media as a verbal and visual means of communication in today's society. Students will be challenged to solve art problems by studying the work of master photographers and digital artists. A sketchbook/journal will serve as a resource for technical information, processes, idea generation, and written commentary. Prerequisite(s): Foundations of Studio Art

**Studio 1: 2D Art 0.5 cr.** This course is the introductory course to two-dimensional art processes: drawing, painting, printmaking, crafts, and mixed media. Students will be challenged to develop a personal style by creating expressive works of art based on a variety of artists, art movements, and techniques. A process portfolio and sketchbooks/journals will reflect personal aesthetic choices in the development of a body of work. Prerequisite(s): Foundations of Studio Art

**Studio 1: 3D Art 0.5 cr.** This course is the introductory course to three-dimensional art processes: ceramics, sculpture, crafts, and mixed media. Through experimentation, observation and teacher direction, the student will be challenged to develop a personal style by creating expressive works of art based on a variety of artists, art movements and techniques. A process portfolio and sketchbooks/journals will reflect personal aesthetic choices in the development of a body of work.

Prerequisite(s): Foundations of Studio Art

**Band 1 1.0 cr.** This course provides an opportunity for students who have reached the necessary degree of maturity in playing a wind or percussion instrument to perform in a group and as a soloist. Development of comprehensive musicianship will be emphasized through a wide repertoire of original band literature, transcriptions, and arrangements. The course title indicates the year enrolled. Students will be expected to advance to the next appropriate level of ability in Performance Competencies for Instrumental Music. After school activities and rehearsals are integral to the course, and grades may reflect such participation. The number of required non-school hour performances and practices during a school year varies by school.

**Chorus Mixed 1 1.0 cr.** This course will include individual concepts of vocal production as well as choral techniques appropriate for a large ensemble. A wide repertoire of choral music and experiences will be used for the development of comprehensive musicianship. The course designation indicates year enrolled. Students will be expected to advance to the next appropriate level of ability in Chorus and Vocal Instruction. After school activities and rehearsals are integral to the course, and grades may reflect such participation. The number of required non-school hour performances and practices during a school year varies by school.

**Instrumental Ensemble (IE) Percussion 1 1.0 cr.** This course emphasizes good tone production, balance, and interpretation of music within a small group. Comprehensive musicianship is emphasized through a study of varied instrumental repertoire. After school activities and rehearsals are integral to the course, and grades may reflect such participation. The number of required non-school hour performances and practices during a school year varies by school.

**Orchestra 1 1.0 cr.** This course provides an opportunity for students who have reached the necessary degree of maturity in playing an orchestral, string, wind, or percussion instrument to perform in a group. Development of comprehensive musicianship will be emphasized through a wide repertoire of original string and orchestra literature, transcriptions, and arrangements. The course title indicates the year enrolled. Students will be expected to advance to the next appropriate level of ability in Performance Competencies for Instrumental Music: Strings. After school activities and rehearsals are integral to the course, and grades may reflect such participation. The number of required non-school hour performances and practices during a school year varies by school.

**Physical Education (PE) (each course meets part of the 1.0 credit PE requirement for graduation)**

**Fitness for Life 0.5 cr. (required PE class)** Students beginning their high school Physical Education experience will be introduced to the components of fitness and shown the relationship of physical fitness to total well-being. Fitness components are embedded throughout all instruction along with activities which align to each of the Physical Education content standards. Students are challenged to

improve their own personal fitness levels through purposeful learning activities. Students will be afforded the opportunity to participate in a variety of activities which can be pursued during high school and throughout their lifetime.

**Foundations of Dance 0.5 cr. (PE or Fine Art elective)** Foundations of Dance focuses on beginning levels of dance technique for a variety of dance styles alignment, dance history, physiology, theory, dancer health, dance careers, choreography, production, performance, and aesthetic criticism.

**Foundations of Dance for Athletes 0.5 cr. (PE or Fine Art elective)** Foundations of Dance for Athletes focuses on enhancing and refining athletic performance through dance techniques, conditioning, and training in the art of dance. Students will build knowledge of the five components of skill related physical fitness (agility, coordination, balance, power, and speed), while also exploring the complimentary Elements of Dance (body, energy, space, and time) through creative expression and performance.

**Foundations of Strength & Conditioning 0.5 cr.** Students are engaged in an individualized program designed to incorporate physical fitness components and improve physical condition. Weight room procedures and safety precautions are stressed in this beginning level course. Students will focus on technique rather than the amount of weight lifted.

**Foundations of Team Sports 0.5 cr.** Students will learn rules, terms, historical background, and basic skills for a variety of sports. This course incorporates the sports education model, allowing the students to explore leadership, communication, and teamwork opportunities. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Volleyball 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of volleyball. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Baseball 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of baseball. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Lacrosse 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of lacrosse. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Basketball 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of basketball. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Soccer 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of soccer. The student will be able to understand team strategy in a competitive situation.

**Foundations of Team Sports Football 0.5 cr.** Students will learn rules, terms, historical background, and basic skills of football. The student will be able to understand team strategy in a competitive situation.

**Foundations of Walking Wellness 0.5 cr.** This course is an introduction to the lifetime wellness activity of walking. Students are provided with an understanding of the importance that nutrition and exercise have on the pursuit of healthy living. Various walking activities are embedded throughout the course which engage the learner and increase participation.

**Honors Dance Company 1–4 1.0 cr. (PE or Fine Art elective)** Dance Company classes are performance emphasis and goal-based with students involved in research, choreography, and every aspect of dance

production. Technical proficiency, academic knowledge, portfolio building, continued improvement and growth in dance, and public dance performances are expected. For students to receive honors credit, they must participate in the after-school co-curricular component of this course. Prerequisite(s): Audition

## **Social Studies Elective**

### **AP Human Geography 1.0 credit (this course is not recommended if you are taking AP US History)**

Students investigate the nature, perspective, and methods of geography, population, cultural patterns and processes, use maps and spatial data sets; define regions and evaluate the regionalization process; and characterize and analyze changing interconnections among places. This course will prepare students for the Advanced Placement exam in Human Geography and the opportunity to earn college credits. This course is recommended for students interested in exploring global studies in detail.

**CTE Career Institutes** [see link to AACPS website](#). See link to Career Institutes at Broadneck.

## **Culinary Arts**

**Culinary Arts 1 1.0 credit** This introductory course teaches students the fundamentals of food safety, sanitation, and basic culinary techniques. Students will gain foundational skills in food preparation, kitchen safety, and nutrition while exploring career paths in the culinary and hospitality industries

## **Early Childhood Education**

**Early Childhood Education 1 1.0 credit** This introductory course focuses on creating safe, healthy, age-appropriate environments for children from birth to age five. Students learn developmental stages, observation skills, positive guidance, and family engagement. It prepares students for the CDA credential with an emphasis on ethics and portfolio development.

## **Computer Science**

**Foundations of Computer Science 1.0 cr. (course meets the 1.0 credit TECH requirement for graduation)** This course introduces students to the broad field of computer science through engaging, accessible topics. Focusing on core computing concepts rather than specific software or programming languages, students will explore areas such as software and app development, data theory and analysis, cryptography, computer hardware, web development, and the global impact of computing. This course fulfills the Basic Technology graduation requirement.

**AP Computer Science Principles (course meets the 1.0 credit TECH requirement for graduation, completion of Algebra 1 recommended)** AP Computer Science Principles offers a multidisciplinary approach to teaching the underlying principles of computation. This course introduces students to a wide range of computational topics in 7 categories: Algorithms, Abstraction, Data & Information, Programming, Global Impact of Digital Technology, Creativity, & The Internet. AP Computer Science Principles will give students the opportunity to use current technologies to solve problems and create meaningful computational artifacts. Together, these aspects of the course make up a rigorous yet manageable curriculum that aims to broaden participation in computer science. This course is intended

to prepare students for the AP Computer Science Principles Exam. This course satisfies the Basic Technology graduation requirement if not used for Computer and Information Sciences Completer.

## **Engineering**

**Adv Intro to Engineering Design (Project Lead the Way 1.0 cr)** This course develops student's problem solving skills with emphasis on visualization and communication skills using AutoCAD Inventor 3-D solid modeling software. Topics of study include: Introduction to Design, Student Portfolio Development, Sketching & Visualization, Geometric Relationships, Modeling, Assembly Modeling, Properties of Materials, Model Documentation, Presentation, Production, and Marketing.

## **Marketing Services**

**Honors Marketing Services 1 1.0 cr** This course introduces students to core marketing concepts—audience, branding, and the content lifecycle— and develops hands on skills in content creation and brand design. Students plan simple content calendars; create and adapt assets with Adobe Express; and produce brand-consistent graphics with Adobe Photoshop.

## **Management and Entrepreneurship**

**Management and Entrepreneurship 1.0 cr.** Management and Entrepreneurship I introduces students to the essential skills and concepts needed to understand and manage a small business. Students explore foundational topics such as the entrepreneurial mindset, business ownership and structure, marketing strategies, and basic financial literacy. Students learn to organize, analyze, and present business data, supporting their preparation aligned industry certification(s). The course also emphasizes employability skills - including communication, teamwork, and ethical decision-making - while providing opportunities for real-world application through project-based learning and simulated business experience.

## **AVID**

**AVID 9 1.0 cr.** The AVID elective provides a strong, relevant writing and reading curriculum, study skills, assistance with organization and time management, college research, and tutoring. Students will develop their organizational skills using the AVID Binder, participate in rigorous tutorials aimed at improving inquiry and collaboration techniques, and improve their knowledge of subject matter in all academic classes using the focused note-taking process. AVID 9 serves as a transition from middle school to high school where students will continue their focus on acceptance into a four-year college or university of their choice. Students in AVID 9 are expected to prepare for a rigorous high school schedule that includes challenging honors and AP courses.

**NJROTC (Naval Junior Reserve Officers' Training Corps) (at Annapolis High School)** [see link to website](#). JROTC Magnets will remain partial-day programs with students engaging at the host site for periods 3 and 4 on an alternating day basis.

**Honors Navy Junior ROTC 1 1.0 cr.** Naval Science 1 is the first of the Naval Science program. The NJROTC program emphasizes each person's responsibility in democratic society. The program includes classroom instruction, physical fitness, and military drill, wearing the correct uniform, practicing military customs and courtesies, and basic leadership training. Students will be introduced to leadership theories on

ethics and values. Instructional topics also include naval ships and aircraft, citizenship, and U.S. government and other forms of government, wellness, and fitness, geography and survival skills. The program is designed to motivate students to use the skills learned in NJROTC to be successful in high school, in advanced education and in other education and training. Students must meet grooming and discipline standards.

**SEMESTER INTEREST (0.5 credit for ½ year course) courses could be scheduled either 1<sup>st</sup> OR 2<sup>nd</sup> semester**

**Fine Arts (FA) (each course meets part of the 1.0 credit fine arts requirement for graduation)**

**Foundations of Studio Art (see description above)**

**Guitar 1 or 2 0.5 cr.** This is a performance emphasis course with acoustic guitar as the primary medium. Comprehensive activities in reading, creating, and listening to music are included. Students will perform a variety of music literature and styles in ensemble and solo performance. The course title indicates year enrolled. Students will be expected to advance to the next appropriate level of ability in Guitar 2–4.

**Honors Music Theory 0.5 cr.** This course is designed to familiarize the student with the building blocks of music. Rhythm, melody, harmony, form, and analysis are the key components of this course. Students will use standard music notation to read, write, and understand the structure of music. Sight singing, eartraining, and creating through composing and arranging are important components of this course.

**Music Technology 0.5 cr.** This course will provide students with an introduction to basic music technology applications. Students will be introduced to the creative use of music technology and the fundamentals of music using synthesizers, computers, Musical Instrumental Digital Interface (MIDI) keyboards, sequencers, and appropriate software. The course will be taught within a hands-on framework and will allow students to create their own compositions. Students will also develop skills with sequencing, recording, and notating music.

**Piano & Keyboard 1 or 2 0.5 cr.** This is a performance emphasis course that includes additional comprehensive activities in reading, creating, and listening to music as well as developing an understanding of history, vocabulary, structure, and symbols. Students will play a wide repertoire of keyboard music literature alone and in ensembles. Opportunities for public solo or group performance will be available. The course title indicates year enrolled. Students will be expected to advance to the next appropriate level of ability in Piano and Keyboards 2–4.

**Theatre Arts 1 0.5 cr.** This course is a one or two semester elective introduction to theatre as a collaboration among actors, directors, producers, and technicians. It focuses on the process of theatrical production both on and backstage. Students develop body movement, voice, and character; direction; set, costume, and basic light and sound design; and other theatrical skills and knowledge. By applying creative dramatics, using multi-media, performing, and creating a design portfolio, students demonstrate and extend their theatrical skills. This course meets the fine arts graduation requirement.

**Fnd of Dance 0.5 cr (meets either ½ of PE or Fine art requirement) – see description above**

**Foundations of Dance for Athletes 0.5 cr. (meets either ½ of PE or Fine art requirement) – see description above**

**PHYS ED (PE) (meets ½ of the 1.0 credit PE requirement for graduation)**

**Fitness for Life 0.5 cr. (required PE class) - see description above**

**HEALTH (H) (Health A meets ½ of the 1.0 credit Health requirement for graduation)**

**Health A 0.5 cr.** This course is designed for students to learn and demonstrate health skills necessary to maintain or improve health and wellness. The health skills include analyzing influences on health behaviors, accessing valid information, interpersonal communication, decision making, goal setting, advocacy, and practicing health enhancing behaviors. Through these health skills, students acquire functional knowledge about the following core health concepts: substance abuse prevention, family life and human sexuality,\* safety and violence prevention, healthy eating, and disease prevention and control.

**CTE - TECHNOLOGY EDUCATION (TECH) (each course meets ½ of the 1.0 credit TECH requirement for graduation) - choose 1 for a semester or 2 for a year**

**Engineering Design 0.5 cr** Use a project-based approach to solve engineering challenges with emphasis on the Engineering Design Process, Universal Design, hydraulics, structures and forces, and lab safety.

**Practical Programming 0.5 cr** Build and test working models of real-world robotic challenges with 'drag and drop' programming software.

**Manufacturing and Construction Tech 0.5 cr** This course focuses on hands-on, problem-based activities to introduce manufacturing and construction concepts related to the Standards for Technological Literacy. During each Learning Unit, students are asked to use a four-phase learning cycle to develop plausible solutions to related Primary Challenges. Designing a Custom Family Home for a Client is one example of a Primary Challenge experienced in this course

**CAT-South - see link to website**

**Natural Resources and Conservation** [link to website](#)

**Environmental Literacy Exploration 1 0.5 cr.** Through the Environmental Literacy Explorations course, students survey environmental issues related to sustainability and the connectedness of environmental awareness to personal and career opportunities. Using project-based learning, students will investigate topics such as biodiversity, environmental economics, pollution/restoration, and advocacy. Available at Broadneck High School only.

**OTHER ELECTIVES (0.5 cr.)**

**Creative Writing 0.5 cr.** Creative Writing offers students the opportunity to develop and improve their technique and individual writing style in poetry, short story, drama, essays, and other forms of prose. Students study exemplary writing from various genres to obtain a fuller appreciation of the form and craft. Using reading and journal keeping as sources of ideas, students pursue individual interests and develop their creative writing skills.

**Introduction to Microsoft® Office 0.5 cr.** Students will explore the concepts of word processing, databases, spreadsheets, introductory presentations and the common features of all applications. The course provides students with the basic skills needed to format academic papers and presentations. The

information and skills that students learn in this introductory course prepares them for their future studies in Microsoft® Office Applications (doc/ppt) and Microsoft® Office Applications (xls/dbf).

**Honors Nutrition—A 0.5 cr.** Students will study the science of nutrition as it relates to individual food choices that maximize healthy behaviors, and public health. Topics include the six major nutrient components of food along with wellness, obesity, eating disorders, sports nutrition, and prevention of chronic diseases. Issues facing society will include food safety, technology, use of supplements and botanicals. Practical lessons will involve lab work. Students who successfully complete Honors Nutrition A & B and pass the final exam with at least a C may earn articulated credit in the Dietetics Program while enrolled at the University of Maryland Eastern Shore.

**Media Production 1 0.5 cr.** Media Production 1 surveys the field of television and introduces students to basic studio operations. Students participate in both the business and creative sides of television production: soliciting projects and funding, acting, directing, producing, and applying audio and video techniques.