

2022-2023 8th Grade Course Descriptions

BAND 1 (Y): A yearlong music course that includes performance on instruments and concert experience. Band students must have their own instruments. Students should be available for evening performances. Beginner Band (Band I) is for students with no experience with any instrument.

ORCH (Y): The Orchestra class offers instruction on violin, viola, cello, and string bass instruments with a focus on the skills necessary for long-term success. Fundamentals stressed include proper posture and playing position, development of characteristic tone quality, and training in music literacy. Having an instrument is a requirement for the class, but the school does have rental instruments and is able to provide cello and string bass for school and home use. Please contact the school for more information.

CHORUS 1 (Y) : This is a yearlong choral music program. Included will be basics in reading music and performance. Students should be available for evening performances. This course is required before a student may take Chorus II in the 8th grade.

DIGITAL ARTS 1 (Q): In this course, you'll learn about the evolution of art, the basic principles of art and design, and the role of art in society. Additionally, you will actually create your own digital art and make it come alive.

POTTERY (Q): This class will introduce students to the pottery process of forming vessels with clay. Emphasis will be placed on the designs using the elements of art and principles of design.

MEDIA ARTS 1 (Q): The Media Arts program is based on the goals identified in the SC Design Proficiency standards. The class focus is creating media artworks and designs that communicate meaningful dialogue about current topics through media, design, community projects, with collaboration and presentations for each assignment.

BROADCAST JOURNALISM (S): Students will engage in activities from research, script writing, camera work, producing, sound editing and more in this class.

WORLD MUSIC 7 (Q) : This class will provide insight into different cultures, rhythms, instruments, sounds, and ways of making music. We will provide an introduction to Ukulele while learning to play chords and strum patterns.

PIANO (Q): The Piano 1 class is an introductory elective course that is designed for students that have little to no experience in playing the piano. It is important for the students to have access to an instrument at home. There are classroom instruments available for school use and students can request a keyboard to have at home during the course offering. Students in piano will learn the basics of the following: posture and positioning, history of the piano, how to read music staff note and rhythm durations in both the treble and bass clef, how to perform short music selections with one or both hands together, and how to perform music in the folk/pop/rock and other genres.

GUITAR 1 (Q): Students will learn the history of guitar, composers and music theory. The elements of music including counting basic rhythms identify notes by letter name, name of notes in treble clef, play melody and chords.

ART 2 (Q) : A quarter course in basic art techniques, introduction to drawing, painting and selected special projects. The focus will be to advance student art skills through advanced experiences in visual arts.

AUTOMATION & ROBOTICS (Q): Students trace the history, development, and influence of automation and robotics as they learn about mechanical systems, energy transfer, machine automation, and computer control systems. Students use the VEX Robotics® platform to design, build, and program real-world objects.

SCIENCE OF TECHNOLOGY 1 (Q) : Science impacts the technology of yesterday, today, and the future. Students apply the concepts of physics, chemistry, and nanotechnology to STEM activities and projects, including making ice cream, cleaning up an oil spill, and discovering the properties of nano-materials. Students need to take Introduction to Agriculture before taking this course.

VIDEO GAME DESIGN 2 (Q) : This course will provide students with a deeper understanding of the principles of coding syntax and theory. Students will use their art skills to create aesthetically appealing projects. Students need to take Video Game Design 1 before taking this course.

APP CREATORS (Q) : Students will create a mobile app. Students are challenged to be creative and innovative, as they design and develop mobile solutions to engaging, authentic problems. Students experience the positive impact of the application of computer science to society as well as other disciplines, particularly biomedical science.

FLIGHT & SPACE (Q) : Get ready to take off! Investigate, innovate, and use creative thinking and problem solving to learn how scientists and engineers make traveling around the world and beyond possible. Students will design, prototype, and test models to learn about the science of flight and what it takes to travel and live in space. Students will solve real-world aviation and space challenges and plan a mission to Mars.

CHRISTIAN LEARNING CENTER (Q): Students leave campus for one period and travel to Hoffmeyer Road Baptist Church where they study Biblical topics. This course is a nine elective and parent permission must be obtained.

FUNDAMENTALS OF COMPUTING PART II (S): This course is for high school CP credit. Fundamentals of Computing is designed to introduce students to the field of computer science through an exploration of engaging and accessible topics. Through creativity and innovation, students will use critical thinking and problem solving skills to implement projects relevant to students' lives. Students will gain a fundamental understanding of the history and operation of computers, programming, and web design.

SPANISH 1 (Y): Spanish 1 is for high school honors credit and will provide students with a general introduction to the Spanish language: sounds system, pronunciation, functional vocabulary related to everyday life, cultural information and basic grammatical structures.