Your child will choose 6 quarters of primary electives and $\mathbf{3}$ alternates from this list. Alternate electives must be different from your primary electives. Global Health \& PE is automatically scheduled for each student.

## Decisions regarding elective offerings are subject to change based on student interest $\&$ staff availability.

| COURSE | TEACHER RECOMMENDED ELECTIVES |
| :--- | :--- |
| Curriculum Assistance (CA) <br> Year Long course (4 Quarters) | Requires Individual Education Plan (IEP) provided by Special Education Services. <br> Teacher recommendation required. |
| Social Skills Essentials <br> Year Long course (4 Quarters) | Requires Individual Education Plan (IEP) provided by Special Education Services. <br> Teacher recommendation required. |
| Social Competencies <br> Year Long course (4 Quarters) | Requires Individual Education Plan (IEP) provided by Special Education Services. <br> Teacher Recommendation Required. |
| ESL I <br> Year Long course (4 Quarters) | Course is designed to move students along the continuum of academic English <br> language acquisition beginning at their current proficiency levels. Teacher <br> recommendation required. |
| ESL II <br> Year Long course (4 Quarters) | Course is designed for LEP students receiving Moderate level language services. <br> Teacher recommendation required. |


| COURSE | WORLD LANGUAGE ELECTIVES |
| :--- | :--- |
| Chinese Beginning Less Than 1 Year <br> Semester course (2 Quarters) | Course is an introduction to Mandarin language and culture with an emphasis on <br> written language. |
| French Beginning Less Than 1 Year <br> Semester course (2 Quarters) | Course is an introduction to French language and culture with an emphasis on written <br> language. |
| Spanish Beginning Less Than 1 Year <br> Semester course (2 Quarters) | Course is an introduction to Spanish language and culture with an emphasis on written <br> language. |


| COURSE | ARTS \& EDUCATION ELECTIVES |
| :--- | :--- |
| Beginning Band Brass (Trumpet, Tuba, <br> Baritone, French Horn, Trombone, and Percussion) <br> Year Long course (4 Quarters) | Course focuses on basics for performing, instrument-posture, playing position, breath <br> support, and quality tone production. Focus is on fundamental music theory. |
| Beginning Band Woodwinds (Flute, Clarinet, <br> and Saxophone) <br> Year Long course (4 Quarters) | Course focuses on basics for performing, instrument-posture, playing position, breath <br> support, and quality tone production. Focus is on fundamental music theory. |
| Introduction to Dance <br> Semester course (2 Quarters) | Come have fun with learning creative movement, improvisation, and choreography <br> through basic modern dance techniques. This class will provide a variety of dance <br> forms and genres for students to explore. |
| Magnet Global Chorus <br> Semester course (2 Quarters) | Connect, learn, sing, and explore the world through music. Students will have the <br> opportunity to experience a variety of instruments, musical genres, while learning <br> about our global community. |
| Music Exploratory <br> Quarter course (1 Quarters) | Students are introduced to different elements of music through project-based activities <br> and different levels of composition practice. Students will be introduced to musical <br> notation systems, interpret sound and symbols of music, and learn to evaluate and <br> analyze music through the study of individual elements. |
| Visual Art Exploratory <br> Quarter course (1 Quarter) | This course introduces students to the elements of art through a variety of media that <br> may include drawing, painting, printmaking, mixed media, and pottery. Application of <br> these elements to the students' own original artwork is the major emphasis while being <br> introduced to art history and critical analysis of master work as well as their own. |


| COURSE | CAREER \& TECHNICAL EDUCATION ELECTIVES (CTE) |
| :--- | :--- |
| Keyboarding and Basic Word Processing <br> Quarter course (1 Quarter) | This course is designed to teach students the touch method of typing at a rate of 30 <br> WPM or faster. Basic word processing and formatting skills are also a part of the <br> curriculum to support students in being able to communicate in our global society. |
| Exploring Social and Emotional Skills <br> Quarter course (1 Quarter) | Students will explore how to effectively apply the knowledge, attitudes, and skills <br> necessary to understand and manage emotions, feel, and show empathy, build positive <br> relationships, and make responsible decisions. |


| COURSE | CAREER \& TECHNICAL EDUCATION ELECTIVES (CTE) |
| :--- | :--- |
| Exploring Nutrition and Wellness <br> Quarter course (1 Quarter) | Students learn the basics for food service, food safety and sanitation, culinary, and <br> hospitality industries. Students also explore nutrition, food choices, kitchen basics, and <br> nutrition meal planning and preparation. |
| Engr: Invention and Innovation I <br> Quarter course (1 Quarter) | Course focuses on applying the design process in the invention or innovation of a new <br> product, process, or system through engaging activities and hands-on projects. |
| Engr: Exploring Technology I <br> Quarter course (1 Quarter) | Course explores and defines technology while applying the design process in the <br> invention or innovation of a new product, process, or system. |
| Engr: Exploring Technology II <br> Quarter course (1 Quarter) | Requirement: Student must sign up for Engr: Exploring Technology I oR Engr: Invention <br> and Innovation I in order to select this course. Develop an invention timeline that <br> includes the major innovations to the product. Design and build prototypes, solve <br> design problems, and write interactive stories using the design process. Discover and <br> use the upcycling process. Explore the knowledge and skills for careers in the Computer <br> Science, IT, and Technology pathways. |
| Coding in Minecraft-Introductory <br> Quarter Course (1 Quarter) | Design algorithms using the Minecraft platform. Investigate how to determine the <br> outcome of running a series of programming statements. Perform the process of <br> debugging and resolving problems in algorithms. Explore the knowledge and skills for <br> careers in the Computer Science, IT, and Technology pathways. |
| Medical Terms \& Body Systems in <br> Therapeutic Service Careers <br> Quarter Course (1 Quarter) | Explore medical terminology used in therapeutic service careers. Investigate structures <br> and functions of human body systems in therapeutic careers. Gain the knowledge and <br> skills for careers in the Health Science cluster. |
| Computer Science Discoveries I <br> Quarter Course (1 Quarter) | Solve a series of puzzles, challenges, and real-world scenarios using problem-solving <br> processes. Explore how computers take input, output, store, and process information <br> to help humans resolve problems. Design original content and share it on a webpage <br> using HTML and CSS. Explore the knowledge and skills for careers in the Computer <br> Science, IT, and Technology pathways. |


| COURSE | GLOBAL STUDIES ELECTIVES |
| :--- | :--- |
| Magnet Health and Physical Education <br> Global Sports and Fitness <br> Quarter course (1 Quarter) | (This does not replace the requirred semester long Global Health \& PE elective.) <br> Students will ractively participate in global sports (Olympic and non-Olympic). This <br> course includes the history, rules, and terminology with an emphasis in skill <br> development, game strategies, and leadership. |
| Magnet Global <br> Archit/Design/Infrastructure <br> Quarter course (1 Quarter) | Course focuses on investigation and designs of global architecture, ancient through <br> medieval, which complements 6th grade Social Studies. |
| Magnet People, Planet, and Prosperity |  |
| Quarter course (1 Quarter) | Students explore an introduction to the Sustainable Development Goals, a cornerstone <br> of the Global Studies curriculum at Oberlin. Through the lens of the three themes of <br> people, planet, and prosperity, learners' study global issues, challenges, and <br> innovations. The course culminates with the Sustainable Development Project, where <br> they choose a global issue and create a solution for it. |
| Magnet Trade \& Travel <br> Quarter course (1 Quarter) | In this course, students will learn about the world's major trade routes and economic <br> systems. We will journey along the Silk Road, take a cruise around the Indian Ocean, <br> invent, and explore the Atlantic system and much more. |
| Magnet Global Games <br> Quarter course (1 Quarter) | All people play! In this course, students will learn about the United Nations' Sustainable <br> Development Goals while we focus on games and sports from around the world. <br> Students will learn the rules and components of the games and will create games <br> themselves. The course ends with a global carnival! |
| Magnet Survey of Global Studies <br> Quarter course (1 Quarter) | Introducing themes of culture and geography and how they impact the development of <br> people across the world. This will also link to the Global Goals with a focus on <br> renewable energy and other topics such as government, population, and voting rights. |
| Exploratory Language (Cultural | Embark on a journey to explore the vibrant tapestry of cultures around the world. This <br> elective course is designed to foster curiosity, empathy, and a deeper understanding of <br> global diversity. Students will delve into the traditions, customs, languages, arts, <br> cuisines, and histories of different cultures. By examining various cultural practices, <br> beliefs, and perspectives, students will develop a greater appreciation for the richness <br> and complexity of human experiences across the globe. |
| Explorations) <br> Quarter course (1 Quarter) |  |

