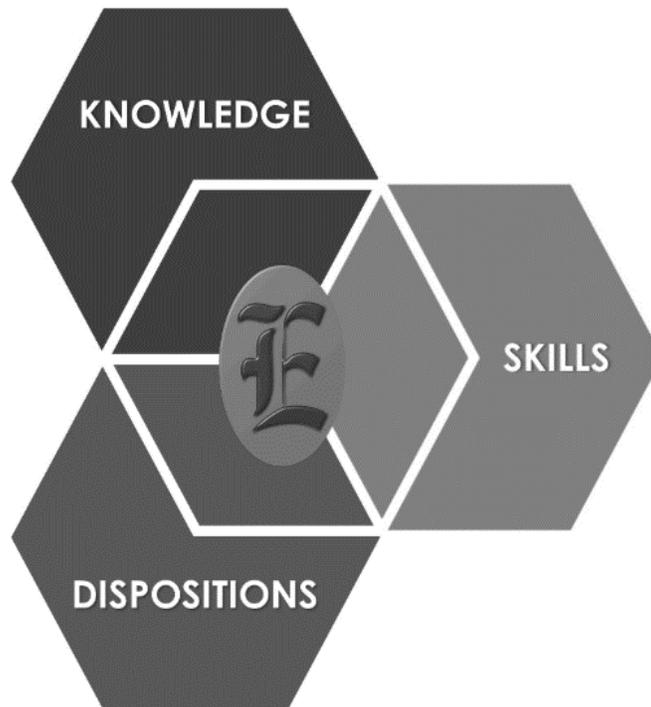# 2020 - 2021
Ephrata Middle School
RELATED ARTS
COURSE SELECTION GUIDE

7th Grade

Students in 7th grade have the opportunity to explore their passions within the related arts classes by taking a variety of courses in different content areas or picking an area to focus and taking multiple classes within that content area. Physical education and wellness, the only required course, is offered every other day for the entire school year. The rest of the related arts classes are semester long courses that students attend every other day. Descriptions of these classes can be found on the following pages. Students must select six additional courses to complete their schedule.

Art 71
Students focus on further developing art skills, vocabulary, creativity, and concepts of design. Two-dimensional lessons may include painting, college, drawing, and printmaking. Three-dimensional projects may include functional or sculptural ceramic experiences, weaving, and mixed media. Art history, art appreciation, envisioning, problem solving, reflection, and critical thinking are integrated into each unit.

Art 72
In Art 72, students will be given opportunities to further express themselves creatively through drawing, design, painting, 3D ceramic sculpture, weaving, and printmaking. They will be experimenting with a variety of media that will be introduced through "boot camps" and must be willing to stretch and explore to further art skills and concepts. Composition, technique, the elements of art, principles of design, and attention-to-detail are explored. Art history, art appreciation, envisioning, problem solving, reflection, and critical thinking are integrated into each unit.

Automation and Robotics (PLTW)
Design, Build and Program a Robot! Students use tools such as the engineering design process, engineering notebook, and VEX Robotics programming software to Invent and Innovate. Learn how creative thinking and problem solving can change your world! Automation and Robotics (AR) allows students to 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 such as traffic lights, toll booths, and robotic arms.

Computer Applications
This is a basic, introductory course in personal computers that will help students learn essential computer applications and Internet technology skills. Topics covered will include file management, digital etiquette, appropriate use, protecting your online reputation, plagiarism, and copyright. Students will learn how to use common productivity tools for personal and academic purposes. Students will receive hands on experience in MS Windows, MS Word and Excel 2016, and other web-based applications.

Computers: Introduction to Scratch
The goal of this course is to introduce students to Scratch, which is a block-based programming environment. Students will develop their problem solving and critical thinking skills. Students will create a variety of projects while learning about computer science principles. Some possible projects include: a conversation between character, an Alphabet game, a story project, and a tic-tac-toe game.

Computer Science: Innovators and Makers (PLTW)

Computer Science for Innovators and Makers teaches students that programming goes beyond the virtual world into the physical world. Students are challenged to creatively use sensors and actuators to develop systems that interact with their environment. Designing algorithms and using computational thinking practices, they code and upload programs to microcontrollers that perform a variety of authentic tasks. The course broadens students' understanding of computer science concepts through meaningful applications. Teams select and solve a personally relevant problem related to wearable technology, interactive art, or mechanical devices.

Family & Consumer Sciences
The Family & Consumer Sciences (FCS) program at the middle school level will provide students with opportunities for hands-on-experiences to explore what it means to make healthy food choices and use basic sewing skills to create a keepsake and also maintain and repair clothing.
Students will first study kitchen safety and sanitation, food preparation, and making smart food choices. Students will learn to use their resources efficiently in planning and preparing quick, nutritious snacks and meals to develop healthy, life-long eating habits following the MYPLATE guidelines. Students will be amazed at the tasty snacks they create and sample in the FCS kitchens using nutritious ingredients that promote healthy choices.

In addition, students will learn basic sewing skills, terms, and how to properly operate a sewing machine. While working through the sewing unit, students will learn how to read and follow technical instructions, employ time management skills, problem solve, and exercise reading comprehension skills. By the end of the sewing unit, students will create a comfy fleece pillow, repurposing project which is turn something old into something new, and have the opportunity to complete a free choice project.

Guitar
Learn to play the guitar! In this fun and informative class, you will build basic guitar skills with fun step-by-step exercises, audio and video recording, and detailed illustrations. This self-guided course will allow you to progress at your own speed. You will learn how to play lead-guitar (melody/riff), rhythm guitar (chords), blues guitar and bar chords. No previous guitar experience required, however if you already play guitar options for differentiation will be available.

Introduction to Music through Theatre:
This class will introduce the students to the various arts that create a complete theatrical production: acting, sets, costumes, lights, sound, make-up, etc. Classroom requirements include participation on stage and behind stage during in-class productions. There are no auditions. Students, however, will be expected to become actively involved in all aspects of a production. Areas to be covered include but are not limited to, performing, theatre tech, stage managing, blocking, monologue-study, audition preparation, theatrical make up applications, lighting and sound design.

Media Production I
Do you create your own YouTube content? Are social media posts a part of your daily routine? Does the thought of a podcast pique your interest? Learn how to use these tools professionally, creatively, and responsibly while creating your own media. Practice these essential skills through authentic assignments to share out to your classmates and school community including commercials, feature stories, blogs, vlogs, interviews, and written assignments created with a variety of different programs including iMovie, Audacity, Movie Creator and open source outlets. Students will love the art of writing, editing, directing and producing content while entertaining your classmates with original digital content. Learn tips and tricks, dos and don'ts, and keys to making your content memorable.

Movies and Music 7
Have you ever wondered how the music to your favorite movie was composed? How could the composer create such a riveting soundtrack to a storybook turned into a movie? Would you like to talk to a movie music composer and ask them these questions, and more? If so, then you want to sign-up for this course! During the forty-five class periods in this course, students will study about various movie music composers and their compositional styles. Students will listen to various movie soundtracks and discuss or write about the techniques that are used by the composers to create the movie music. Movie music terminology will be discussed and used in various projects throughout the course. Students will learn compositional techniques on how to create movie music of their own.

Music Exploration
The *Exploring Music course* is designed to develop an appreciation for all types of music through listening, analyzing, evaluating, and composing skills. The curriculum encourages students to develop an understanding of the elements of music including rhythm, melody, harmony, tone color/timbre, texture, and form, while fully engaging students in hands-on activities. Students will showcase their knowledge and skills learned through original, creative projects, and performance on various instruments such as drums, piano, guitar, and ukulele. Various music technologies will be used in this course.

Music Technology/GarageBand & iMovie
This class will focus on recording, editing and composing music using Apple's MacBook, GarageBand and Finale NotePad. Students would learn how to compose original music using basic looping and dubbing features and create MIDI files for iTunes, ringtones, and iMovies. Projects will include, but not be limited to: podcasts, AM radio shows, original movies, soundtrack-creating, and commercials. Students will have the opportunity to create iMovies and other multi-media presentations. No previous music experience is required.

Piano I (Beginner/Intermediate Piano)/Basic Music Theory and Composition
Have you ever wanted to take piano lessons, but had no idea where to find a teacher? Well, now you will be able to study piano in school. Piano I class is designed to teach the concepts and fundamentals needed to perform on the piano. Students will study five finger positions, various scales, chord progressions, fingering techniques, and accompaniment patterns. The class will increase musical understanding, beyond just reading notes, by teaching students a broad vocabulary of piano techniques. Students will play melodies in several positions and have the opportunity to participate in piano ensemble playing. Students will develop good

practice habits, proper playing position, and increase muscular agility and flexibility of their hands and fingers. This course will include listening examples, historical and composer discussions, and performances of various genres of music. Students will also study basic music theory in coordination with their piano technique skills. This will include key signatures, meter signatures, note reading on the grand staff, rhythmic reading, major scale format and performance, major and minor chord structure, and part-writing fundamentals. This course will also provide students with the ability to use their creative minds through the production of various music compositions using Finale notational software.

Piano II (Intermediate/Advanced Piano)/ Music Theory and Composition
Piano II class will be offered to students who have a strong skill-set in music reading on the grand staff. Students will also need intermediate to advanced rhythmic reading skills. This course will continue to educate students with proper piano techniques and performance skills, such as: additional finger agility exercises; additional major scales plus the introduction of some minor scales; new repertoire; stylistic discussions and performance examples of various historical time periods; continued independent practice and performance, as well as, ensemble performance; and 12-bar blues improvisation at the piano.
Students will continue with their study of theoretical items that are included in their performance pieces. They will learn to analyze music based on the chord structure of the composition. This will include the addition of diminished and augmented triads. Students in this course will also learn to properly write a chord based on its figured bass symbols. They will study proper voice leading within part-writing. Students will spend time working with theory software to practice the above skills. Finale notational software will be used for various music composition projects. <u>Available to students that have taken and passed Piano I.</u>

Technology Education
Technology Education at the middle school level is an exploratory course, exposing students to various aspects of industry and technology. Students will be able to discover their interests and aptitudes, then make informed decisions about future educational and career choices as a result of the class. Students will employ creativity, problem solving, cooperation, math and science concepts, and technological tools to explore units in 3D Drafting and Design (CAD), 3D Printing using Autodesk 123D Design Inventor Software and the Makerbot Replicator, Architectural Drawing and Design, Lego Robotics, Desktop Publishing, as well as Wood Manufacturing. Students will experience a sense of pride and accomplishment with the new skills they will learn in this course and when they share their completed projects at home. The Middle School Technology Education

department recently purchased a Piranha CNC Milling Machine. Students in this course will be able to draw using 3D Software and then watch the milling machine carve from a block of wood their creation.

World Language Exploration*

Are you interesting in speaking a foreign language? Have you ever thought it would be cool to communicate with someone from a German or Spanish speaking country? Consider signing up for German and Spanish! We will get you singing the alphabet, counting, describing you and your family, talking about what you like and don't like, and learning about the places where German and Spanish speakers live. It should be a fun course, but students must be ready to take a risk and speak in a language that is new! Some homework will be required. This course is intended to expose students to both languages so they are better informed to make language choices in the future.

*Enrollment in the foreign language exploration course in 7th grade <u>DOES NOT</u> guarantee a spot in a world language class in 8th grade.

8ᵗʰ Grade

8ᵗʰ grade students have a larger selection of related arts classes including everything offered in 7ᵗʰ grade plus advanced computer and technology education classes, a physical education elective, and more in-depth content that builds on student learning from the previous year in other courses. Physical education is the only required course and it runs every other day for half the school year. Students will need to consult the course selection sheet to determine how many courses they must select.

Art 81

Students focus on further developing art skills, vocabulary, creativity, and concepts of design. Two-dimensional lessons may include painting, college, drawing, and printmaking. Three-dimensional projects may include functional or sculptural ceramic experiences, weaving, and mixed media. Art history, art appreciation, envisioning, problem solving, reflection, and critical thinking are integrated into each unit.

Art 82

In Art 82, students will be given opportunities to further express themselves creatively through drawing, design, painting, 3D ceramic sculpture, weaving, and printmaking. They will be experimenting with a variety of media that will be introduced through "boot camps" and must be willing to stretch and explore to further art skills and concepts. Composition, technique, the elements of art, principles of design, and attention-to-detail are explored. Art history, art appreciation, envisioning, problem solving, reflection, and critical thinking are integrated into each unit.

Art: Sculpture and Weaving

In Sculpture and Weaving class, students will be exposed to the fundamentals of 3D sculpture and weaving. They will design projects using clay which will include hand building, surface texturing and glazing techniques. Art work assigned will consist of vessels, coil structures and masks. They will also create 3D cardboard, found objects and paper sculptures that will be displayed in school. Subject matter will depend on "spot light" artists and individual preferences and ideas. Textile arts will be introduced and students will learn weaving and fabric art techniques. They will take part in collaborative projects such as floor cloths, hanging art and individually designed pieces.

Computer Applications
This is a basic, introductory course in personal computers that will help students learn essential computer applications and Internet technology skills. Topics covered will include file management, digital etiquette, appropriate use, protecting your online reputation, plagiarism, and copyright. Students will learn how to use common productivity tools for personal and academic purposes. Students will receive hands on experience in MS Windows, MS Word and Excel 2016, and other web-based applications. <u>Unavailable to students that have taken and passed the course in 7th grade. Please consider Computer Applications 2.0.</u>

Computer Applications 2.0
This *course* is designed to continue to develop students' computer skills and will cover key concepts in:

- Creating text files and spreadsheets
- Managing images and data
- Using the Internet
- Working with Web design
- Desktop publishing
- Graphic design
- Presentations

Students will learn through hands-on projects using a variety of software applications.

Computers: Scratch 2.0
The goal of this course is to have students become more knowledgeable about Scratch, which is a block-based programming environment. Students will develop their problem solving and critical thinking skills. Students will create a variety of projects while learning about computer science principles. Some possible projects include: a pizza maker, a Platformer, a Maze, a piano, and a Magic-8 Ball.

Computer Science Language Exploration
The goal of this course is to introduce students to a selection of text-based languages. Students will be exposed to a variety of different languages including: JavaScript, Java, Python, CSS, and HTML. Students will learn how to create

websites, graphics, and games. Some possible projects include: an information website, a guessing game, a role-playing game, and a sunrise graphic.

Computer Science: App Creators (PLTW)
Have you ever wondered how mobile apps are created? Students learn and apply computational thinking and technical knowledge and skills to create mobile apps. Students also acquire and apply skills pertaining to the design process, problem solving, persistence, collaboration, and communication. Go beyond being an app consumer and become an app creator! App Creators introduces students to the field of computer science and the concepts of computational thinking, through the creation of mobile apps. Students are challenged to be creative and innovative, as they collaboratively 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.

Family & Consumer Sciences
The Family & Consumer Sciences (FCS) program at the middle school level will provide students opportunities to have hands-on-experiences with, child care, money management and food preparation. The curriculum will explore a more advanced approach to food safety, foods and nutrition-students will be preparing yummy nutritious meals to develop healthy, lifelong eating habits, Real Care Baby 3--an infant simulator (optional project), and child development/babysitting basics will be covered.

Guitar
Learn to play the guitar! In this fun and informative class, you will build basic guitar skills with fun step-by-step exercises, audio and video recording, and detailed illustrations. This self-guided course will allow you to progress at your own speed. You will learn how to play lead-guitar (melody/riff), rhythm guitar (chords), blues guitar and bar chords. No previous guitar experience required, however if you already play guitar options for differentiation will be available. Unavailable to students that have taken and passed the course in 7th grade.

Introduction to Music through Theatre:
This class will introduce the students to the various arts that create a complete theatrical production: acting, sets, costumes, lights, sound, make-up, etc. Classroom requirements include participation on stage and behind stage during in-class productions. There are no auditions. Students, however, will be expected to

become actively involved in all aspects of a production. Areas to be covered include but are not limited to, performing, theatre tech, stage managing, blocking, monologue-study, audition preparation, theatrical make up applications, lighting and sound design. <u>Unavailable to students that have taken and passed the course in 7th grade.</u>

Media Production 1
Do you create your own YouTube content? Are social media posts a part of your daily routine? Does the thought of a podcast pique your interest? Learn how to use these tools professionally, creatively, and responsibly while creating your own media. Practice these essential skills through authentic assignments to share out to your classmates and school community including commercials, feature stories, blogs, vlogs, interviews, and written assignments created with a variety of different programs including iMovie, Audacity, Movie Creator and open source outlets. Students will love the art of writing, editing, directing and producing content while entertaining your classmates with original digital content. Learn tips and tricks, dos and don'ts, and keys to making your content memorable.

Movies and Music 8
Have you ever wondered why you feel so many emotions while you are watching a movie? Does it have anything to do with the music? Of course, it does! During the forty-five class periods of Movies and Music, students will delve into the history of films from silent movie days to present day. They will be challenged to decide what changes have occurred, musically, during the different decades. Students will also explore how movie soundtracks are put together and what compositional styles are used by different movie music composers. They will evaluate different composers' styles and compare these techniques. Students will examine and analyze the three core components of a film soundtrack: dialogue, music, and sound effects. They will also listen analytically and critically to film scores while viewing various movies. Movies and Music will encourage students to explore their creative side with various projects dealing with the creation of leitmotifs to accompany various video clips. Students will use Finale 25 music notation software for these compositional projects.

Music Exploration
The *Exploring Music course* is designed to develop an appreciation for all types of music through listening, analyzing, evaluating, and composing skills. The curriculum encourages students to develop an understanding of the elements of music including rhythm, melody, harmony, tone color/timbre, texture, and form,

while fully engaging students in hands-on activities. Students will showcase their knowledge and skills learned through original, creative projects, and performance on various instruments such as drums, piano, guitar, and ukulele. Various music technologies will be used in this course. <u>Unavailable to students that have taken and passed the course in 7th grade.</u>

Music Technology/GarageBand & iMovie
This class will focus on recording, editing and composing music using Apple's MacBook, GarageBand and Finale NotePad. Students would learn how to compose original music using basic looping and dubbing features and create MIDI files for iTunes, ringtones, and iMovies. Projects will include, but not be limited to: podcasts, AM radio shows, original movies, soundtrack-creating, and commercials. Students will have the opportunity to create iMovies and other multi-media presentations. No previous music experience is required. <u>Unavailable to students that have taken and passed the course in 7th grade. Please consider Advanced Music Technology.</u>

Advanced Music Technology
This class will push your technology skills in recording, editing and composing music using Apple's MacBook, GarageBand and Finale NotePad.
Students will compose original music using looping and dubbing features and create MIDI files for iTunes, ringtones, and iMovies. Projects will include, but not be limited to: podcasts, AM radio shows, original movies, soundtrack-creating, and commercials. <u>Available to students that have taken and passed Introduction to Music Technology.</u>

Piano I (Beginner/Intermediate Piano)/Basic Music Theory and Composition
Have you ever wanted to take piano lessons, but had no idea where to find a teacher? Well, now you will be able to study piano in school. Piano I class is designed to teach the concepts and fundamentals needed to perform on the piano. Students will study five finger positions, various scales, chord progressions, fingering techniques, and accompaniment patterns. The class will increase musical understanding, beyond just reading notes, by teaching students a broad vocabulary of piano techniques. Students will play melodies in several positions and have the opportunity to participate in piano ensemble playing. Students will develop good practice habits, proper playing position, and increase muscular agility and flexibility of their hands and fingers. This course will include listening examples, historical and composer discussions, and performances of various genres of music.

Students will also study basic music theory in coordination with their piano technique skills. This will include key signatures, meter signatures, note reading on the grand staff, rhythmic reading, major scale format and performance, major and minor chord structure, and part-writing fundamentals. This course will also provide students with the ability to use their creative minds through the production of various music compositions using Finale notational software. Unavailable to students that have taken and passed the course in 7th grade.

Piano II (Intermediate/Advanced Piano)/ Music Theory and Composition
Piano II class will be offered to students who have a strong skill-set in music reading on the grand staff. Students will also need intermediate to advanced rhythmic reading skills. This course will continue to educate students with proper piano techniques and performance skills, such as: additional finger agility exercises; additional major scales plus the introduction of some minor scales; new repertoire; stylistic discussions and performance examples of various historical time periods; continued independent practice and performance, as well as, ensemble performance; and 12-bar blues improvisation at the piano.
Students will continue with their study of theoretical items that are included in their performance pieces. They will learn to analyze music based on the chord structure of the composition. This will include the addition of diminished and augmented triads. Students in this course will also learn to properly write a chord based on its figured bass symbols. They will study proper voice leading within part-writing. Students will spend time working with theory software to practice the above skills. Finale notational software will be used for various music composition projects. Available to students that have taken and passed Piano I. Unavailable to students that have taken and passed the course in 7th grade.

Physical Education: **Fitness for Life**
Fitness for Life will enable students to obtain the knowledge and skills necessary to develop and maintain a health-enhancing level of fitness and to increase physical competence, self-esteem and the motivation to pursue lifelong physical activity. Students will gain an understanding of the components of health-related fitness, training principles, and the benefits of being physically active. Students will participate in activities that will increase physical fitness levels and develop health practices that value physical activity and its contribution to lifelong fitness.

Technology Education 8
Technology Education at the middle school level is an exploratory course, exposing students to various aspects of industry and technology. Students will be

able to discover their interests and aptitudes, then make informed decisions about future educational and career choices as a result of the class. Students will employ creativity, problem solving, cooperation, math and science concepts, and technological tools to explore units in 3D Drafting and Design (CAD), 3D Printing using Autodesk 123D Design Inventor Software and the Makerbot Replicator, Architectural Drawing and Design, Structure and Material testing, as well as Wood Manufacturing. Due to the hands-on application of the course, students will learn that technological design is a creative process that anyone can do. Students will experience a sense of pride and accomplishment with the new skills they will learn in this course and when they share their completed projects at home.

Technology Ed: Industrial Design & Modeling (PLTW)
Ephrata Middle School is pleased to offer for the second year, the new Gateway curriculum by Project Lead the Way. This rigorous curriculum was developed by Industry and Educational leaders to provide students with a sampling of skills they need to compete for jobs in the 21st century.   Students will complete an exploration using Autodesk® 123D® Design, which is a computer aided design (CAD) software that allows users to create solid, three-dimensional models. This software allows students to begin creating 3D models with efficient toolbars and built-in geometric primitives that decreases the initial learning curve for CAD software. Students will have the ability to create realistic prototypes of their ideas using professional-quality, high-resolution models for demonstrations and presentation purposes. The Middle School Technology Education department also recently purchased a Piranha CNC Milling Machine. Students will be able to draw using 3D Software and then watch the milling machine carve from a block of wood their creation.

World Language

The first year of a world language is an option for students who have demonstrated an academic aptitude for the content and work load expected in this course. Students will receive a notification in the mail of their eligibility for a world language course.

The study of a world language provides an opportunity for students to view a culture other than their own through the language of that culture. The ability to communicate in a second language is increasingly important in the global village in which we live. There are many good reasons to learn both German and Spanish. German is important for students in STEM areas, engineering, music, and in

international business. Spanish is particularly useful in communicating locally with our growing Hispanic population and particularly in health-related industries.

Instruction utilizes partner and small group activities to provide maximum opportunities for language use. Students need to be prepared to speak and volunteer in class! Due to the sequential nature of learning a language, homework is frequently assigned. Success depends on good listening skills and daily practice. Strong language arts and study skills recommended.

Native speakers of Spanish who want to take a Spanish course should wait until the High School to take upper level courses or they can take German.

Both courses lead students into further study and opportunities in the high school. In high school, German students will have an opportunity to participate in a German exchange, living and attending school in Ephrata's sister-city of Eberbach, Germany. Students studying Spanish have an opportunity to travel to Costa Rica.

German I Course Topics

- Hallo – greetings/farewells and introducing yourself in German.
- Familie – Describing family members
- Freizeit – Talking about what you enjoy in your freetime
- Schule – School subjects/grades/similarities and differences between German and American schools.
- Landeskunde—weather and geography
- Wie schmeckt's? – Comparing foods and ordering in restaurants

Spanish I Course Topics

- Hola – Greetings and introducing yourself to others in Spanish
- Me gusta – Likes and dislikes, describing yourself
- Clases – School life, class schedules, telling time
- Actividades – Hobbies, how to invite friends and make plans
- Comida – Food and drinks, ordering food in restaurants
- Familia – Family, describing others
- Ropa - Clothing, colors, shopping