HIGH SCHOOL
ELECTIVE COURSES

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Computer Programming I	In this introductory course to program engineering and applications, students will learn to design, code, and test their own programs while applying mathematical concepts. Students use coding and problem-solving skills through programming language such as C++, Java, Python, and Java Script.
Computer Programming II	In this extension course to CP I, students will be introduced to more complex structures and their uses, including arrays and classes. Students will learn how to create more powerful programs.
Technology	Students practice keyboarding fluency and basic computer applications as well as how to access web-based resources. Students learn to use Google Docs, Slides, Word and Excel, Online Libraries, and virtual tours. Students also learn to safely access the internet for research, exploration and creation.
TSA	The Technology Student Association is a membership program that is aimed to prepare students for future success by promoting technological literacy, leadership, and problem-solving, resulting in personal growth and opportunity. Membership fees, travel fees, and materials fees may apply.
Digital Video	This course will involve students directly with the Pinnacle News and Film Productions. Students will gain experience in aspects of filmmaking, broadcasting, editing, visual effects, sound, lighting, and project management. Several short films will be created.
Graphic Design	This course will expose students to skills necessary for a career in graphic design or animation. Areas of study include composition, layout, typography, comic strip illustration, graphic novels, and basic animation. Assignments will integrate the technology of graphic design software and digital imagery in the Adobe Suite. Fees will apply.

Certify Me	This course will offer students the opportunity to gain an industry recognized professional certification. Credit for course completion requires one certification to be earned in any of the following: Adobe (Dreamweaver, Flash, Illustrator, InDesign, PhotoShop), AutoDesk (Inventor, Maya, AutoCad), Solidworks, Unity, or other game and app design programs. Students must be proficient with time management and task dedication. Fees will apply.
Art & Design	This course will focus on the use of elements and principles of design to defend choices made in the creation of work. Students will explore perspective, still life, texture, landscape, and abstraction. Fees will apply.
Photography	This course teaches the basics of photography to expose students to the use of compositional and artistic techniques to get the most out of digital cameras. Students will explore lighting, staging, and editing photos.
Yearbook	This class produces the school yearbook and incorporates layout and design and the contribution of creative ideas. Students will be expected to meet deadlines and work well in collaboration with the team. Students may apply for editor and software manager positions. Afterschool hours may be required as final deadlines approach in the Spring.
Woodshop I	This course offers the elements of designing, planning, constructing, and finishing projects using natural materials. Students learn to problem-solve, scale, and follow safety instructions to use hand and power tools/laser printers to manufacture several products.
Woodshop II	This is an extension course following the completion of WS I. Students should be able to work independently and complete projects with weekly monitoring.
Independent Study	

In Art	This course is designed for the student who has taken several art courses and wishes to continue to foster talent in a specific area or develop a portfolio to pursue a career in art. The student will be required to provide personal materials and work under the supervision of an Advisor.
Speech & Debate	Students will learn to think clearly and express themselves effectively before an audience, while preparing for college and their careers. Students will increase their fluency as a speaker, and develop their self-confidence. The course covers multiple aspects of public speaking and gives the student practical experience through participation. On topics such as poise, use of body and voice, public speaking, oral interpretation of literature, and beginning argumentation
Music Theory	This course is designed to develop the student's ability to recognize, understand, and describe the basic materials presented within the study of time, technique, description, compare/contrast, and critique of important musical contributions in history and today.
Guitar I	This course allows for students to learn to play a guitar with or without prior experience. Regular practice and performance opportunities will be made available.
Rock Band	Students will develop and extend fundamental skills with musical instruments. Emphasis is placed on the student's individual personal development with an instrument, as well as rehearsal and performance skills in a group.
Independent Study In Music	This one or two semester course is designed for students who wish to explore elements of musical composition to produce a finished original musical project. Students will compose, edit, engineer their own work while receiving feedback and supervision from an Advisor.

Spanish I	This course will provide the student with a general introduction to the Spanish language: sound system, pronunciation, functional vocabulary related to everyday life, cultural information and basic grammatical structures. Emphasis will be on the acquisition of four skills: listening, speaking, reading and limited writing.
Spanish II	This course builds upon knowledge gained in Spanish 1. Emphasis is on perfecting pronunciation, mastery of the basic grammatical structures, and increased communicative proficiency. Acquisition of functional vocabulary is expected. Students will be exposed to the past tenses, future, conditional and subjunctive mood.
Career Preparation	This course will expose students to a variety of career related fields and establish potential pathways via skills assessment and interest surveys. Student learning will be enhanced with career location trips, guest speakers, and explicit goal-setting. Units will focus on skill development in areas that will lend to increased independence and post-secondary planning.
Career Exploration	This course will enable students to further develop knowledge and skills to select career options, access community resources, and gain information to establish goals to prepare for a post-secondary career. Students will collaborate with faculty, parents, and vocational coaches to gain work experience, enhance assertiveness, and refine workplace etiquette.
Campus Jobs	This course will allow for students to gain hands-on work experience and enhance valuable goal-setting skills. Students will report directly to a supervisor on campus and follow interviewing processes for various positions and respond to continuous feedback.
Hospitality I	The HTMP provides students with broad-based learning on the tasks, knowledge, and skills required by anyone wishing to build a career within the hospitality and tourism industry. The skills are also transferable to any industry. Fundamental concepts focus on customer service, sales and marketing, safety and security.

Hospitality II	This course is the second required course for HTMP certification and continues with topics such as leadership and management, business operations, and customer relations.
Early Childhood	This course focuses on the most important years of human development in early childhood and is designed for students who may explore a career in teaching or pediatric fields. Students will learn how to create fun and educational environments for children; how to keep the environment safe for children; and how to encourage the health and well-being of infants, toddlers, and school-aged children by examining the ages and stages of child development.
Field Study	This course allows the student to complete a one semester internship, apprenticeship, or paid work experience that aligns with experience to aid in success as outlined in the student's post-secondary plan. Faculty approval, documentation, and personal transportation are required.
Capstone	Following two courses within a strand, students will be eligible for a Capstone. This is a semester long project within a subject of career interest. Students will have creative choice for the specific project with teacher approval. Capstone is appropriate for students who are able to manage time deadlines and work independently on a passion project. Teacher nomination required.