

## 2018-2019 Course Revisions and Descriptions

### Course Revisions:

*ELD 1B, 2B, 3B, 4B*  
Algebra Readiness

Approved: 10/25/18, 3/21/19  
Approved: 5/21/19

The Secondary Curriculum Council unanimously voted to approve the following courses for full content area credit in regards to our Adult Education Program. Previously, students were awarded elective credit for the “B” section of the ELD course sequence and elective credit for Algebra Readiness. With this approval, students will be awarded English and math credit for the above mentioned courses upon transfer to our Adult Education Program.

*Spanish 2P-2HP*

Approved: 11/15/19

After a comprehensive review of the material presented in Spanish 1P, the students will be offered constant opportunities to review, practice, and integrate material from earlier stages of language learning. The students will continue their development of their communicative functions, grammar, and vocabulary in culturally authentic situations with greater emphasis placed on reading and writing in addition or oral communication. Each unit revolves around the Five C’s of Foreign Language Learning: Communication, Cultures, Connections, Comparisons, and Communities.

The goal of Spanish 2-2HP is to continue helping students to develop proficiency in the four basic skills: listening, speaking, reading, and writing. It also aims to further increase the student’s knowledge and appreciation of the culture of the Spanish speaking world.

The curriculum for Spanish 2P-2HP was updated from a previously approved version.

### New Courses:

*Independent Study Physical Education*

Approved: 11/15/19

This course is designed to support “gifted athletes” in allowing them to earn Physical Education credit as they participate in an extracurricular sport or activity. In order to qualify for this program, a student athletic must be participating in a sport or activity at an Olympic, state, national, or professional level and meet all the requirements within the Independent Study Physical Education Contract. Interested students must meet with the Director of Secondary Education, Department Chair of Physical Education, school counselor, and their parent(s) prior to acceptance into the program. Upon completion of the program, a student must provide a portfolio which includes applicable evidence for meeting ISPE criteria such as: official competition records, results, or rankings; a calendar of competitive events; evidence of membership in an official league or athletic organization; copies of performance contracts; lists of competitive performances or competitions; lists of advanced level course enrollment, or any other evidence of advancing rank.

*TLHS Game Design and Production Management*

Approved: 3/21/19

Game Design and Project Management emphasizes the creation, from idea to publication, of an artistic and technical 3D video game using an interdisciplinary team-driven environment, and a focus on current industry practices. It is designed for learners who have already completed either an introductory and

concentration course in either programming, or digital art and animation, or narration design. This course covers topics in game design with an emphasis on software design, art design, and narration design using Unity, Maya, and Visual Studio. Students will produce game development documents, perform design reviews, make formal presentations, write game play analysis and evaluations, analyze viability and feasibility, create and assess prototypes, and finally create and publish a 3D video game. They will do this by studying professionally developed works, actively creating their own works, and interacting with industry professionals as guest speakers and with site visits.

The purpose of Game Design and Project Management is to give students the experience of being a practicing member of the 3D video game industry. Students will learn the fundamentals of each of the different branches within this industry so that they can best function as professionals when they enter the field. Through readings and interactions with members of the industry, students will learn the mindset of professional game designers and the process in which game design studios move games from ideas to publication.

For this course, learning objectives are based upon the CTE Information and Communication Technology: Games and Simulations. The curriculum is closely aligned with the following standards, and within each unit of study, students are given reference to standards models.

- Unity Professional Standards for Interactive Application and Video Game Creation\*
- Common Core State Standards
- STEM Career Clusters
- Next Generation Science Standards
- 21st Century Skills

Each student, besides being a member of the entire class/team, will also be a member of either the Creative Team or the Technical Team, as well as a member of one of the Game Design Teams. The creative team represents students whose prerequisite into this class was 2 years of college preparatory Visual Arts including at least 1 year from either Digital Art and Animation or Screenwriting. The technical team represents students whose prerequisite into the class was 2 years of college preparatory Computer Programming including AP Computer Science A.

*Electronic Music (Digital Music Production)*

Approved: 5/21/19

Digital Music Production course will be an introduction to the principles of creating and recording music electronically. This will include both original sound production on a computer as well as recording of typical instruments/vocals - focusing on how to properly mix them together to produce original music and art. We will explore the various professional roles in the music production industry and work on understanding basic music theory to produce music that contains a balance of rhythm, melody, and instrumentation. Learners will be expected to master the basics of working with Music Production software, including how to create drum beats, play virtual instruments, and record samples to mix in.

*Honors Drama 4*

Approved: 5/21/19

This honors level course is designed to deepen the work with students in all forms theater, including the structure, forms, and history of theater. The course includes work in text and script analysis, period-

specific acting, Shakespeare, improvisation, and theatrical production. Individual and group activities center around self-discipline, problem solving, group trust, personal trust in creative impulses, discovery of body and voice as the actor's tools, sensory and emotional awareness, rhythm and movement, and acting theory. Vocabulary introduced in Drama 1, 2, 3, is expanded upon in Honors Drama 4, increasing the content literacy of each student in theatrical and creative work. Honors Drama 4 students will take leadership roles in class and department productions.

*Physics and the Universe*

Preliminary Approval: 5/21/19

Physics of the Universe is a freshman level physics course that will be part of a 3 course model aligned with the Next Generation Science Standards (NGSS). This course blends the disciplinary core ideas (DCIs) of physics and earth science with scientific and engineering practices (SEPs) and crosscutting concepts (CCCs). The course itself revolves around one main idea, energy. Through this lens, students will develop an understanding of the core ideas related to the formation of the Universe, the Processes that Change Earth, Energy Formation and Its Use, and Communication Technology.

**Textbooks:**

*Economics: Principals in Action*

Approved: 5/21/19

Author: Arthur O'Sullivan, Ph.D  
Steven M. Sheffrin, Ph.D  
Publisher: Pearson  
Copyright: 2019

*Fundamentals of Game Design*

Approved: 5/21/19

Author: Ernest Adams  
Publisher: New Riders  
Copyright: 2013

*Just Enough Project Management*

Approved: 5/21/19

Author: Curtis R. Cook  
Publisher: McGraw Hill  
Copyright: 2004

*Introduction to Programming with Greenfoot*

Approved: 5/21/19

Author: Michael Kolling  
Publisher: Pearson  
Copyright: 2015