

Exploratory	Grade	Burley	Henley	Jouett	Sutherland	Walton	Course Description
<i>Advancement Via Individual Determination (AVID)</i>	6	√	√	√	√	√	AVID is a nationally recognized program for students who have the capability to achieve in rigorous, college preparatory courses but may currently be underachieving. The AVID elective is a year long elective that provides students with academic support and motivational activities. Students must apply for AVID and meet national and local requirements for participation.
<i>Advancement Via Individual Determination (AVID)</i>	7	√	√	√	√	√	AVID is a nationally recognized program for students who have the capability to achieve in rigorous, college preparatory courses but may currently be underachieving. The AVID elective is a year long elective that provides students with academic support and motivational activities. Students must apply for AVID and meet national and local requirements for participation.
<i>Advancement Via Individual Determination (AVID)</i>	8	√		√	√	√	AVID is a nationally recognized program for students who have the capability to achieve in rigorous, college preparatory courses but may currently be underachieving. The AVID elective is a year long elective that provides students with academic support and motivational activities. Students must apply for AVID and meet national and local requirements for participation.
<i>AVID Survey</i>	6			√			AVID Survey is a course for students who are interested in learning more about the AVID elective before applying for admission to the elective class. Students will gain in-depth knowledge of WICOR strategies used in AVID, like tutorials, philosophical chairs, organizational skills, Socratic Seminars and much more. Students will learn about college through research, guest speakers, and a visit to a local campus. This course aims to prepare students to take on the challenge of advanced/honors courses in the following school year while also building interpersonal skills.
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<i>Art</i>	6	√	√	√	√	√	In our art exploratory program, sixth-grade students use the principles of design as the basis for a study of color and balance. They create realistic drawings from observation, produce fantasy-based art, paint complementary color studies, use one-point perspective, use computer graphics to create original art, and create and maintain a portfolio of their work. Sixth-graders also study art movements in post-Reconstruction America, relating the movements to changes in science and technology.
<i>Art</i>	7	√		√	√	√	In our art exploratory program, seventh-grade students use the principles of design as the basis for study of shape, form and color. They build clay pieces using the coil method; draw compositions from observation; create 3-D sculptures using geometric forms; draw from observation, emphasizing linear perspective; and create and maintain a portfolio of their work. Seventh-graders also study artistic styles and themes from historical times and places.
<i>Art</i>	8	√		√	√	√	Eighth-grade students use the principles of design as the basis for study of line, color and texture. They create clay sculptures using slab construction, draw human figures, use multiple perspectives, make prints, and create and maintain a portfolio of their work. Eighth-graders also examine the art and architecture of different times and cultures and learn to critique their own work and the work of others.
<i>Art--2D Studio</i>	7		√				Students will continue to develop their drawing and painting skills. Students will learn to reflect, envision, stretch and explore their visual ideas, while developing their craft. Group mural painting as well as individual canvas painting will be available options in this class.
<i>Art--2D Studio</i>	8		√				Students will continue to develop their drawing and painting skills. Students will learn to reflect, envision, stretch and explore their visual ideas, while developing their craft. Group mural painting as well as individual canvas painting will be available options in this class.
<i>Art--3D Studio</i>	7		√				Students will continue to develop additive and subtractive sculptural skills while working with a variety of media including clay, plaster, paper, aluminum, wire, natural elements, wood and found objects. There will be opportunities to work on group artwork as well as individual pieces.
<i>Art--3D Studio</i>	8		√				Students will continue to develop additive and subtractive sculptural skills while working with a variety of media including clay, plaster, paper, aluminum, wire, natural elements, wood and found objects. There will be opportunities to work on group artwork as well as individual pieces.

<i>Art--Advanced</i>	8		√				ADVANCED ART is a year-long course that will provide eighth grade students the opportunity to advance their skills and knowledge by producing two-dimensional and three-dimensional art using a variety of art materials. Students will be introduced to Art History, Art Appreciation, Aesthetics, Criticism, the Elements of Art and Principles of Design. Students will draw using pencil, marker, chalk, and oil pastel. Painting techniques will be explored using watercolor, tempera and acrylic paint. Students will build sculptures using a variety of media including clay, paper-mache, plaster, and wire. A sketchbook is required for the entire course.
<i>Art--Introduction</i>	7		√				INTRODUCTION TO ART is a year-long course that will provide seventh grade students the opportunity to advance their art skills and knowledge by making two-dimensional and three-dimensional art using a variety of art materials. Students will be introduced to Art History, Art Appreciation, Aesthetics, Criticism, the Elements of Art and Principles of Design. Students will draw using a variety of media including pencil, marker, chalk, oil pastel and ink. Paintings will be explored using watercolor, tempera and acrylic paint. Students will build sculptures using clay, wire, plaster and found objects. A sketchbook and pencil are required for the entire course
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<i>Art--Mixed Media</i>	7		√				Students will continue to develop their artistic skills while learning to combine media such as wood, metal, clay, plaster, wire, found objects, paint, text and paper. Large and small-scale projects will be explored, working in small groups and individually.
<i>Art--Mixed Media</i>	8		√				Students will continue to develop their artistic skills while learning to combine media such as wood, metal, clay, plaster, wire, found objects, paint, text and paper. Large and small-scale projects will be explored, working in small groups and individually.
<i>Band</i>	6	√	√	√	√	√	Students have the opportunity to participate in band. Instrumental students study and perform a variety of music genres. Public performance opportunities expand as students work with increasingly complex music.
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<i>Broadcast Journalism</i>	8		√			√	Broadcast Journalism is a year long class. Students will be responsible for producing the video announcements, learning and integrating state-of-the-art equipment, and producing and distributing public service announcements.
<i>Careers/Academies</i>	7			√			Students will investigate a variety of career clusters, analyze their personal assets, select career fields or occupations for further study, and create a plan based on their academic and career interests. They will also explore Albemarle County's Math, Engineering, & Science, Health & Medical Sciences, and Environmental Studies Academies and the Charlottesville-Albemarle Technical Education Center
<i>Chorus</i>	6	√	√	√	√	√	Students have the opportunity to participate in chorus. Choral students study and perform a variety of music genres. Public performance opportunities expand as students work with increasingly complex music.
<i>Chorus</i>	7	√	√	√	√	√	Students have the opportunity to participate in chorus. Choral students study and perform a variety of music genres. Public performance opportunities expand as students work with increasingly complex music.
<i>Chorus</i>	8	√	√	√	√	√	Students have the opportunity to participate in chorus. Choral students study and perform a variety of music genres. Public performance opportunities expand as students work with increasingly complex music.
<i>Computer Solutions</i>	6	√				√	Students gain a basic knowledge of word processing, spreadsheet, database and graphics applications as they apply in a work setting. Specific skills in each area include composing, formatting and editing basic business documents; calculating, charting and manipulating numerical data; constructing databases and learning to query specific information; and using clip art, drawing tools, animations and transitions for graphics presentations.

<i>Creative Design</i>	6	√		√	√	√	Students will apply the design thinking process to solve real-world problems. They will examine and use the manufacturing process, teamwork, and communication to design and create engineering/technology projects.
<i>Creative Design</i>	7					√	Students will apply the design thinking process to examine and explore their learning around topics of personal interest to examine real-world problems. They will examine and use processes and mental models, teamwork and communication to design and create projects hinged on their personal development of life-long learner competencies as identified by Albemarle County Public Schools.
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<i>Creative Writing</i>	7		√			√	Students will be given the opportunity to write short fiction, poetry, one-act plays and other short works.
<i>Creative Writing</i>	8		√			√	Students will be given the opportunity to write short fiction, poetry, one-act plays and other short works.
<i>Debate</i>	7		√			√	Students learn to argue the right way! Do you like to be right most of the time? Do you like to speak in front of an audience? Be able to support your opinion through research and debate on various issues.
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<i>Design</i>	7		√				Design 7 and 8 use the latest Adobe graphics programs. Students will engage in the study of basic art design concepts, learn photo imaging, understand the use of color, use templates, draw from scratch, and develop a portfolio consisting of lessons and individual projects all generated on the computer. Students will also become familiar with the formats of computer imaging such as PDF, JPEG, TIFF, and what the different formats are used for. Real world skills can carry over to high school and give a foundation for possible career choices. Final projects will consist of a poster design contest that will be used to advertise subject areas within the school.
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<i>Digital Media Communications</i>	7	√	√	√		√	Students will utilize digital tools in the fields of programming and coding, game design, creative design, photography, animation and film and they will enhance their knowledge of media software and how to manipulate and design digital media.
<i>Digital Media Communications</i>	8		√			√	Students will utilize digital tools in the fields of programming and coding, game design, creative design, photography, animation and film and they will enhance their knowledge of media software and how to manipulate and design digital media.
<i>Drama</i>	6					√	Drama students develop a variety of improvisational and more formal acting skills. Students learn fundamentals of stage design and presence, performing selected dramatic works as a troupe. Emphasis is placed on gaining comfort in a variety of performance styles while building confidence in public communication skills
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<i>Engineering, Building, and Maintaining Physical Structures</i>	8		√				Exploring component systems and construction techniques of physical structures, including electrical, heating and cooling systems, and support, framing and finish systems, students develop understanding of the building and maintenance of physical structures. Through practical application of key concepts of mathematics and science, students develop skills essential to careers in engineering and construction.

<i>Engineering, Design, Build</i>	8	√		√	√	√	Students will use the engineering design process to solve unique problems in the world around them. They will apply their knowledge of design to meaningful problems using microcontrollers and electronics, advanced manufacturing techniques such as 3D printing and CNC machining, and materials processing. Students will learn to document their experience and communicate their problem-solving process.
<i>Engineering, Technology</i>	7		√	√	√	√	Students will explore the engineering design process and real-world problem solving through the use of technologies including computer-aided design software, electronics, 3D-printing and CNC machining to discover their related applications.
<i>Entrepreneurship</i>	8		√			√	Making It Your Business: Students are provided opportunities to run small group or class businesses based on their own design for providing a service or product needed at their school. Concepts introduced include types of business ownerships, marketing strategies, financial strategies, planning and implementing production techniques, and staffing and performance evaluations. Students examine labor and community issues, as well as health, safety and environmental issues in the workplace.
<i>Leadership/Entrepreneurship/Innovation</i>	8			√		√	This is a one-year elective for 8th graders that offers one high school credit under the Career and Technical Education or CTE umbrella. Collaboratively taught by CTE teachers, the course offers students the opportunity to utilize or learn new skills that are considered highly marketable in today's economy. Students who are interested in owning their own business, marketing their ideas and creations, and those who want to polish their presentation and management skills are encouraged to sign up. As a high school course in a collaborative and STEAM-based setting, Entrepreneurship is demanding, but perfect for students in both technical and college-based tracks. Students will write a business plan, work as an employee in a school-based business, utilize design software to create a logo and brochure for marketing purposes, learn to use coding and other technical software/shop skills as a way to create a prototype, participate in 'thinking outside the box' competitions, meet Charlottesville-area entrepreneurs, and participate in community-based activities.
<i>GIS/GPS</i>	7		√				GIS/GPS is an elective that uses the latest in GIS software and Garmin GPS hand held units. This elective adds depth to other subjects such as social studies, earth science, world geography and technology. Students will investigate global patterns of human and physical features, explore issues of concern to millions of people, analyze data from diverse negatives, and develop skills essential for understanding a world characterized by vast quantities of raw information. The students will also mark trails behind J.T. Henley and possibly build some physical structures along the way. They will also navigate to geocaches using their GPS units. (Geocaching is an outdoor activity in which the participants use a Global Positioning System (GPS) receiver or other navigational techniques to hide and seek)
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<i>Guitar I</i>	7		√				Guitar I is open to seventh or eighth grade students who have had no previous guitar experience. Students will learn to read from traditional music notation at a beginning level. Acoustic guitars will be used (no electric guitars will be used in this class). Each student must make arrangements to buy or rent a guitar for the duration of the class and purchase a method book.
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<i>Jazz Ensemble</i>	8		√				Jazz Ensemble is for students recommended by the band director. The class plays jazz and popular music on an advanced level.
<i>Journalism/Newspaper</i>	7		√		√		Journalism/Newspaper is a class where students produce the student newspaper. Students must enjoy writing, interviewing people, and meeting deadlines. Interested students must be willing to work hard and take pride in their work as reporters of the news.
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<i>Mechatronics</i>	7		√				Students will learn how to modify and control the world around them through the use of design, programming and electronics. Students will learn programming and electronics through the use of microcontrollers. Students will use computer-aided design software and advanced manufacturing technologies (3D printing, die cutting, CNC machining, etc.) to create physical objects. The three systems of computer programming, electronics and design will be combined to create mechanical-electrical devices that are computer controlled.
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<i>Music</i>	6	√	√			√	Sixth-grade students have the opportunity to participate in strings, band, or a general music class. Students in the general music class study music theory and styles, in addition to developing a vocal performance repertoire.
<i>Personal Life Skills and Career Pathways</i>	7		√				Students develop advanced personal life skills related to home safety, nutritional health, and physically-active lifestyles that lead to independence. Students extend those skills through exploration of careers in human services, including hospitality and tourism, child care, teaching, and other human service career paths. Students investigate job and entrepreneurship opportunities that exist for teenagers in the Charlottesville/Albemarle area.
<i>Personal Life Skills and Career Pathways</i>	8		√	√			Students develop personal life skills related to smart consumerism, personal finance, and nutrition and wellness. Students explore related careers in health care and apparel design, construction and marketing.
<i>Personal Life Skills for the 21st Century</i>	6		√		√		Students learn strategies for successful time management, goal setting and problem-solving in the context of transitioning to middle school. Students examine their roles as contributing members of their school community and families. Students acquire basic personal life skills related to home safety, nutritional health, and physically-active lifestyles.
<i>Photography</i>	7		√		√		Explore the world through the eyes of the camera and learn how to take pictures using a digital camera and computer. This is a project-oriented class where students will take a lot of pictures inside the school, outdoors and on field trips to discover what it means to take a "good picture". Basic computer downloading, editing and presentation techniques will be included. Students do not need their own cameras.
<i>Photography</i>	8		√		√		Students will be introduced to the basics of photography. They will study composition—how to compose a good photograph. The digital camera, photo enhancing software, and other media and software will be explored. Students do not need their own cameras.
<i>Programming/Coding</i>	6			√		√	Students will learn how computers work and will practice computational thinking as they code computer programs to display graphics, design interactive stories, create games, and animate objects. Topics will include sequential logic, conditionals, loops, and variables.
<i>Programming/Media/Gaming</i>	8			√		√	Students will use a variety of platforms to code computer programs and/or create multimedia projects that impact and interest them. Students will learn to evaluate their work and others' as part of the self-improvement process.
<i>Sculpture</i>	7			√			In Sculpture class, students will work with projects which use three dimensional forms. Students will build forms using paper mache, wire, clay, plaster, cardboard, and wood. Some of the projects that will be constructed will be Giant 3D Letters, Silly Screamers (Mini-monsters), Clay Mini Buildings and/or Plaster Masks. Sketchbooks and drawings will be used for planning sculptures. This class is unique- it does not repeat projects done with 7th grade art.
<i>Skills for the 21st Century</i>	6	√		√			The course will focus on the competencies and skills students need to succeed in a predominantly digital world. Students will work through multiple units devoted to digital citizenship, information science, creative communication, along with an exploration into local and global social justice issues. Technology skills and tasks are woven into each unit as well as "soft skills" such as collaboration and controlling attention. Students who complete this course will have a toolbox of digital skills, an understanding of the rights and responsibilities of a digital citizen, ethical and accurate research skills, and typing fluency.

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<i>Strings</i>	6	√	√	√	√	√	Students have the opportunity to participate in strings. Instrumental students study and perform a variety of music genres. Public performance opportunities expand as students work with increasingly complex music.
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<i>Video and Television Production</i>	7		√			√	Video and Television Production is a class for seventh grade students. As the present production crew moves up to eighth grade, there is a need to bring on a new crew to replace them. An 18-week exploratory for seventh graders that will introduce you to the world of video and television production.
<i>World Languages: French & Spanish</i>	6			√		√	This exploratory course provides students with an introduction to French or Spanish language. The course uses listening, speaking, reading, writing and culture to introduce students to the French or Spanish speaking world. Grammar is taught through cultural application.
<i>World Languages: French & Spanish</i>	7	√	√	√	√	√	Seventh-grade students may begin the study of French or Spanish through a one-semester exploratory course that may lead to high school credit upon successful completion of two additional semesters in eighth grade. Coursework includes a strong emphasis on speaking, listening, reading, writing, and cultural awareness. Basic vocabulary and essential grammar are taught.
<i>World Languages: French & Spanish</i>	8	√	√	√	√	√	Eighth-grade students have an opportunity to take French I or Spanish I. Coursework includes a strong emphasis on speaking, listening, reading and writing, and cultural awareness. Basic vocabulary and essential grammar are taught. Students who successfully complete this first-year high school program may elect to earn high school credit for the course and take French II or Spanish II in ninth grade. Students follow the high school exam exemption policy for these courses.
<i>World Languages: German</i>	8					Not Continuing	Eighth-grade students have an opportunity to take German I. Coursework includes a strong emphasis on speaking, listening, reading and writing, and cultural awareness. Basic vocabulary and essential grammar are taught. Students who successfully complete this first-year high school program may elect to earn high school credit for the course and take German II in ninth grade. Students follow the high school exam exemption policy for these courses.
<i>World Peace Games Lite</i>	6		√				World Peace game is a miniature game of the semester long game. This quarter long class prepares students with the skills required to be successful in the much larger more complicated World Peace Games. As their teams venture further into this interactive social setting laced with highly charged philosophical issues, the skills needed to identify ambiguity and bias in the information they receive will be enhanced and cultivated. Beliefs and values will evolve or completely unravel as they begin to experience the positive impact and windows of opportunity that emerge through effective collaboration and refined communication.
<i>World Peace Games</i>	7		√				The World Peace Game is a hands-on political simulation that gives players the opportunity to explore the connectedness of the global community through the lens of the economic, social, and environmental crises and the imminent threat of war. The goal of the game is to extricate each country from dangerous circumstances and achieve global prosperity with the least amount of military intervention. As "nation teams," students will gain greater understanding of the critical impact of information and how it is used. World Peace Game players will learn to live and work comfortably at the frontiers of the unknown. This is a semester long class.

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<i>Yearbook</i>	7		√		√		Students will be involved in activities such as selling ads, collecting money, photography, proofreading, drawing layouts, art work, and putting the layout and words on the computer. Only students who have applied and have been selected may take this class. During interim periods, students will work on various school-related activities, such as publications and art works.
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