# Madison High School $9^{\text {th }}$ Grade Elective Courses (2024-2025 School Year) 

Rising 9th Graders need to choose 2 electives and 2 alternate electives when entering course requests into StudentVUE.
WORLD LANGUAGES (required for Advanced Studies diploma, optional for Standard diploma)

- FRENCH 1 (511000), FRENCH 2 (512000)
- LATIN 1 (531000), LATIN 2 (532000)
- SPANISH 1 (551000), SPANISH 2 (552000)
- SPANISH FOR HERITAGE SPEAKERS 1 (551100) This course offers fluent speakers of Spanish the opportunity to strengthen their basic skills in reading and writing Spanish. The students learn about the Hispanic contributions to the English language and American culture. The students also study the major historical figures and events of Spanish speaking countries.
- Chinese 1 (581026), Chinese 2 (582026) - offered at Marshall Academy*
- Arabic 1 (501026) - offered at Marshall Academy*
- Korean 1 (587026) - offered at Fairfax Academy*
- American Sign Language (599026) - offered at Fairfax Academy*
- Vietnamese 1 (598026) - offered at Falls Church Academy*
*Language courses taught at an FCPS Academy require a separate registration request with your middle school counselor. Spaces are limited and not guaranteed. Students requesting these language courses should select an alternate world language course if they wish to take a language in 9th grade.


## HEALTH \& PHYSICAL EDUCATION

- SPORTS MEDICINE (763000) Prerequisite: Successful completion or concurrent enrollment in biology. Students will study and apply concepts related to medical professions, anatomy and physiology of skeletal and muscular systems, kinesiology, types of injuries, injury prevention and nutrition. Students may not take this course in lieu of the grade 9 or grade 10 Health or Physical Education requirements.


## ENGLISH

- CREATIVE WRITING 1 (117100) This course provides students an opportunity for additional writing instruction beyond the standard English program. Experimentation with many forms of writing is encouraged, with an emphasis on poetry, prose fiction, plays, and other forms of descriptive writing. Students continue to expand and refine their ability to write through analyzing and evaluating their own writing and that of other students.
- BROADCAST JOURNALISM (122000) In this course, students learn and practice the language and processes of broadcast journalism and reporting. They develop an understanding of the role and responsibilities of broadcast journalists.
- JOURNALISM 1 (120000) In Journalism 1 students learn the history and language of journalism, develop communication skills in writing, design and edit for a variety of media, understand news and the process of publication, and become more critical readers and consumers of mass media.
- FILM STUDY (144600) This course involves the study of classic and award-winning films. Students critique both the artistic and technical merits of the films. They study the development of theme, plot, characterization, and setting in each production. They learn the vocabulary associated with film and use this vocabulary when discussing or writing about films. Students may create their own short films.


## MATH

- CS PROGRAMMING (6640CS) CS Programming is a one-year course in a text-based language (Python). Students write programs of increasing complexity to solve real-world problems of personal interest and professional relevance. Students explore a variety of connections to career fields and prepare for future studies in computer science. The standards build on the concepts of computer science developed in prior grade levels. Prior exposure to text-based coding is recommended, but no prerequisites are required. Through this course, students are able to join Future Business Leaders of America (FBLA), the co-curricular student organization. FBLA offers opportunities in leadership, community, and competitive events.
- AP COMPUTER SCIENCE PRINCIPLES (318507) The AP Computer Science Principles course is equivalent to a first-semester introductory college computing course. The course explores the big ideas of computing: creativity, abstraction, data and information, algorithms, programming, the Internet, and global impact.


## CAREER \& TECHNICAL EDUCATION

- CS FOUNDATIONS (6642CS) Computer Science Foundations standards is a one-year introductory survey course that emphasizes the principles underlying computer science, including computing systems, networks and the internet, cybersecurity, data analysis, algorithms and programming, and impacts of computing. Students develop ideas and practices of computational thinking and problem solving to consider how computing impacts the world. Students use programmable computing tools to facilitate design, analysis, and implementation of computer programs. This course provides a transition from block-based programming to a text-based programming language and familiarizes the student with developing and executing computer programs. Through this course, students are able to join Future Business Leaders of America (FBLA), the co-curricular student organization. FBLA offers opportunities in leadership, community, and competitive events.
- CYBERSECURITY FUNDAMENTALS (630200) Cybersecurity affects every individual, organization, and nation. This course focuses on the evolving and all-pervasive technological environment with an emphasis on securing personal, organizational, and national information. Students will be introduced to the principles of cybersecurity, explore emerging technologies, examine threats and protective measures, and investigate the diverse high-skill, high-wage, and high-demand career opportunities in the field of cybersecurity.
- MARKETING EXPLORATION (811000) Explore the world of marketing to understand its importance in today's society. Students will develop skills related to interpersonal communication, self-presentation, economics, marketing, sales, employability, career discovery, promotion, and ethical decision-making—all essential skills in any career. Contextual instruction and student participation in co-curricular career and technical student organization (CTSO) activities will develop leadership, interpersonal, and career skills.
- STEM DESIGN* (843500) This course provides balance between basic applied engineering and skill building in Computer Aided Design (CAD). Students will be exposed to authentic problems which will assist in the development of personal skills in visualization, design, construction, digital development and problem-solving principles.


## EINE ARTS - MUSIC

- BAND* (923416) Prerequisite: Successful audition. Students in this course form the marching band for Madison. Emphasis is placed on the sequential development of advanced technical skills and on the study of related literature. Marching band techniques, rehearsals, and performances are required in this course. Students must meet both the school day and outside of the school day participation requirements to receive credit for the course.
- ORCHESTRA* (923915) Prerequisite: Attainment of beginning level skills and permission of instructor. Students continue developing as individual musicians and as members of a musical group. Emphasis is placed on the development of intermediate level technical and ensemble skills necessary for performance. Students must meet both the school day and outside of the school day participation requirements to receive credit for the course.
- TREBLE CHOIR* (928516) Students will participate in a chorus of mixed voices. Emphasis is placed upon correct vocal performance techniques and sight-singing through the study of appropriate choral literature. Students must meet both the school day and outside of the school day participation requirements to receive credit for the course.
- BASSO CHOIR* (926017) Students will participate in a chorus of men's voices. Emphasis is placed upon correct vocal performance techniques and sight-singing through the study of appropriate choral literature. Students must meet both the school day and outside of the school day participation requirements to receive credit for the course.
- INTRODUCTION TO MUSIC/MUSIC TECHNOLOGY/MUSIC SAMPLER* (921415): This course is for students interested in exploring music but without recent experience in a music setting. Students will have a chance to play instruments (guitar, ukulele, percussion, keyboards), work with music software in Music Technology units, create basic compositions, investigate music from a variety of cultures and time periods, and learn the basics of music notation and literacy.
- GUITAR 1* (924515) Students learn the fundamentals of guitar. Guitar instruction emphasizes basic technique, reading, progressions, and music theory. Instructional literature is selected from classical and contemporary repertoire. Guest artists and field trips to performances and/or seminars may also be part of the curriculum.


## FINE ARTS - THEATRE ARTS

- TECHNICAL THEATRE 1* (143511) Students will identify areas of special interest in Technical Theatre. Emphasis is placed on in-depth study, assumption of leadership roles, and application of self-assessment to improve skills and foster artistic growth. Participation in co-curricular activities and productions may be required to receive credit for this course.
- THEATRE ARTS 1* (141000) Theatre Arts 1 is a foundations course that introduces students to dramatic literature, theatre history, technical theatre, artistic leadership, and acting. This course provides opportunities for students to experience and participate in the creative processes of performance and production. This course emphasizes skill development and provides theatrical opportunities that enable students to determine personal areas of interest. Participation in co-curricular activities and performances may be required to receive credit for this course.


## EINEARTS - VISUAL ARTS

- STUDIO ART AND DESIGN 1* (912000) Explore a variety of exciting opportunities and materials to inform the artmaking process. Learn to think conceptually and realize potential as a creative and critical thinker in order to meet the challenges of 21st century living. Explore personal interests while developing skills in the areas of drawing, painting, printmaking, ceramics, sculpture, and digital media. Course content includes art production, art appreciation, and studies in visual culture.
- 3-D STUDIO ART 1* (919711) 3D Studio Art 1 provides opportunities to explore materials and processes used to develop unique, meaningful 3D artworks related to perceptions of place. Focus on 3D media in the fields of sculpture, ceramics, architecture and/or other three-dimensional art forms. Explore contemporary approaches and develop traditional skills and techniques for three-dimensional artmaking. Express meaningful ideas, explore 3D artists and art movements and develop an understanding of the role of 3D art in visual culture.
- DIGITAL ART \& DESIGN 1* (918011) Digital Art 1 provides opportunities to use technology to think creatively, solve visual problems, and create personally expressive, original artworks related to the theme of perceptions of place. Develop expertise in the use of computers, scanners, and digital cameras for artmaking. Use Adobe Photoshop, Adobe Illustrator, Adobe Animate, 3D and video software for motion graphics/animation, graphic design, and digital imaging. Make interdisciplinary connections through study of artists, designers, and events in cultural, historical, and contemporary frameworks. Learn to address ethical issues concerning computer generated imagery. No prior computer experience is required.
- PHOTOGRAPHY 1* (919311) Photography 1 provides opportunities to explore and practice standard black and white photographic processes through the use of cameras, films, light effects, and the application of basic darkroom techniques. Explore and practice digital photographic processes. Produce meaningful photographs that express ideas about experiences and observations related to the theme of perceptions of place. Study the history of photography and the work of well known photographers to inform artmaking. Develop a beginning portfolio.
- NEW CONTEMPORARY MEDIA ARTS* (915311) Contemporary Media Arts 1 provided opportunities to examine conceptual contemporary art practice including the pervasive role of technology converging with traditional and experimental art media. Explore and apply contemporary media and art forms such as installation, performance, and projection to solve design challenges and make real world connections to other disciplines and current events. Create contemporary media artworks such as videos, podcasts, games, and web content to experiment and explore personally meaningful conceptual and thematic artwork as it relates to a sense of self.

FINE ARTS - DANCE offered at Fairfax Academy, requires separate registration request with middle school counselor

- DANCE 1* (931126) Academy Dance 1 is a course where students will develop fundamental skills in dance through movement, placement, alignment, and technique, for selected dance forms which may include ballet, jazz, modern, tap, and social dances. Students will cultivate dance vocabulary, study dance history, and develop improvisational and performance skills.
- BROADWAY DANCE* (932126) Broadway Dance is a course where students will explore instruction and techniques of Broadway dance. Students will study movement in a variety of theatrical styles such as jazz and tap. Students will also increase their knowledge of Broadway's most high-profile choreographers and their famous works. S
- HIP HOP DANCE* (932326) Hip Hop Dance is a course where students will focus on the foundations and origins of Hip-Hop dance culture including street, commercial and freestyle forms. Students will be encouraged to step outside of the box by bringing their own individual style and personality to movements. Students will be challenged and encouraged to understand and apply historical and practical knowledge of Hip-Hop through class activities and performances.

GENERAL

- ECONOMICS AND PERSONAL FINANCE HN (612036) recommended for grades 10-12 The Honors EPF course incorporates project-based learning and curriculum extensions that will require students to analyze the costs and benefits of economic policies to society and to themselves. In addition to being able to define, identify, and understand financial and economic systems, students will analyze the differences between domestic and global policies and the evolution, and oftentimes unintended consequences, of those policies.
*This course requires a student materials fee as listed in FCPS Notice 5922.
For more information on Core Curriculum classes please refer to the online Madison High School 9th Grade Course
Catalog: $\lfloor$ https://insvs.fcps.edu/CourseCatOnline/frontPanel/431/nocourselist/1/0/0/1

