Marcellus Elementary-Course Catalog

DK (Developmental Kindergarten) & Kindergarten

Core Classes(All courses cover the state academic standards.)
- Language Arts (Reading/Writing)
- Math
- Science
- Social Studies
- Interventions

Non-Core Classes
- **Music**-in this elective, students will explore foundational music concepts, including rhythm, melody, harmony, and musical expression through interactive lessons and hands-on activities.
- **Physical Education**-this elective is designed to engage students in a variety of physical activities that promote fitness, coordination, teamwork, and a lifelong love for movement. Through a fun and inclusive approach, students will participate in games, sports, and fitness exercises that cater to all skill levels, ensuring that every child feels confident and empowered.
- **Learning for Life**-this elective prepares students to enhance their self-confidence, motivation, and self-esteem. The program uses age-appropriate, grade-specific lesson plans to give youth skills and information that will help them make positive decisions for themselves, their families, and their futures.
- **Explorers/Enrichment**-these elective courses/curricula are designed to provide above and beyond extension opportunities for students to enhance skills and foster personal growth. Some examples of these opportunities are listed below:
  - *Novel or Short Story Study:* This elective invites elementary students to delve into the world of literature fostering a love for books. Each session will focus on a carefully selected book that encourages discussion, creativity, and critical thinking. Students will work on research projects, letter-writing, or multimedia projects.
  - *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.

- ○ *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
    - ○ *Test Prep/ Testing Skills:* This elective is designed to equip students with effective test preparation strategies that foster confidence and competence in standardized assessments.
- **Computers**-this elective is designed to introduce young students to the world of technology and digital literacy. Through engaging activities and hands-on projects, students will develop essential computer skills, learn about online safety, and explore various software applications. The class aims to foster creativity, critical thinking, and collaboration in a fun learning environment.
- **Health**-this elective focuses on helping young students understand the basics of physical, emotional, and mental well-being. The curriculum covers a variety of topics to promote healthy habits and prevent potential health issues.
- **Art**–this elective focuses on fostering creativity, fine motor skills, and an understanding of visual art concepts. It introduces students to a variety of materials and techniques while encouraging self-expression.

Virtual Courses

- **Keyboarding Enrichment:** Keyboarding offers both beginner and intermediate levels of typing. Each student will be assigned a level according to age. In order to receive credit for this class, the lessons of the regular program must be completed by the end of the semester, then the practice and activities continue into one of the eight follow up programs within our keyboarding platform, in addition to the 900+ activities and lessons for students to explore and improve.
- **World Language:** This class has a focus in studying one of several foreign language options available through the virtual tools applied in the class of either Rosetta Stone, Rosetta Stone Jr., or Duolingo. With the variety of platforms available for the study of world language, a platform could be easily fitted to the needs of the students. Rosetta Stone works through a strategy of immersion in teaching the foreign language, while Duolingo approaches the teaching strategy on more of a traditional circular strategy for teaching the language.
  Both platforms are available for either age group, with Rosetta Stone having a junior platform for the younger participants. Consistent participation and progress is expected for all participants even though a varied pace for each student may exist .
- **Health and Fitness:** Through the application of various virtual resources, such as Ed Puzzle and/or BrainPOP, students get to not only learn about several issues surrounding health and fitness, but also engage in an online format with virtual class peers in discussion and blogging of weekly topics, guided by the instructors of the course. The course will also include the completion of an exercise log of outside fitness activity.
- **Communication Skills Enrichment I:**This course tackles the many facets of communication and takes kids through an adventure, exploring the different areas of life skills, the arts and basic communication necessities in an interactive, graphical

approach. This section of the course is based in the virtual environment of ABC Mouse as well as offline opportunities for kids to extend their learning opportunities.

- **Communication Skills Enrichment II:** A second course, that can be taken simultaneously with the one above, that extends the kids opportunities into exploring life skills and communications on the more content-robust platform of MIAcademy. Both online and offline opportunities available for kids to extend their learning to another level, beyond the classroom.
- **Music Theory Enrichment:** This course is a highly effective, yet fun environment for students to develop music theory and practice through engaging activities. The website, Ed Puzzle - Music, contains hundreds of learning games, activities and videos of varying levels, all carefully planned to gain mastery of the elements of music theory, ear training and rhythmic skills in an exciting, challenging environment. In addition to the many activities available through the virtual resources, an online practice record log keeps track of outside music activities that kids participate in. .
- **Visual Art I (K – 6th)** – Taking advantage of the EdPuzzle environment, this Visual Art I course is set for the K through 6th grade level and takes the students through the creation of a variety of crafts and projects that they create as they view different instructional videos and demonstrations.
- **Technology Lab Enrichment I** - This course provides students instruction designed to improve skills through a variety of virtual resources. The skills of the students are intended to be extended and enriched through a variety of different activities, games and projects geared toward the grade level. The course uses the game of chess, coupled with puzzles, lessons, videos and articles to teach students about strategy, tactics and perseverance.
- **Technology Lab Enrichment IIa** - Students taking this course will explore a number of topics ranging from organizational skills, cooperative activities, basic culinary arts, and food/diet culture.
- **Technology Lab Enrichment IIb** - Students will explore and experiment with several different methods of how things work and fit together. In the investigation side of things, past projects, inventions and other similar technology developments will be researched, inspiring new thinking for everyday objects.
- **Technology Lab Enrichment IIc** - Students taking this course will explore the world around us in the name of travel. A number of topics ranging from organizational skills, planning, culture, and highlights of traveling around the world, both geographic and artistic.
- **Technology Lab Enrichment IId** – Students will explore things and processes from a non-linear perspective. With exercises and observations of such items and processes, students will explore and develop "out of the box" thinking in approaching problems and solutions.
- **Technology Lab Enrichment IIe** – A look at life and how it has changed over the last two centuries, from cabin building to technology, this course allows students to see how things were in the 1800's and evaluate the change and development into our days now. What are the differences in ideology, construction and even concepts are all considered in the travel across time.
- **Technology Lab Enrichment IIIa:** This class explores under the sea through video-based program lessons from the Ed Puzzle environment, that include multiple

choice, true/false and open-ended questions built into the video for comprehension. We will explore many creatures like sharks, sea turtles, walruses, and whales plus ocean habitats like coral reefs. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

- **Technology Lab Enrichment IIIc:** This class explores the large world of land animals through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore the many different families of land animals that roam our earth, including the investigation of their natural habitats. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIId:** This class takes the prior knowledge of animals, nature and outdoor life and explores lessons and activities through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore different outdoor living and survival skills with a nature-based approach on content. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

1st Grade

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- Social Studies
- Interventions

Non-Core Classes
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- **Learning for Life**-this elective prepares students to enhance their self-confidence, motivation, and self-esteem. The program uses age-appropriate, grade-specific lesson plans to give youth skills and information that will help them make positive decisions for themselves, their families, and their futures.
- **Explorers/Enrichment**-these elective courses/curricula are designed to provide above and beyond extension opportunities for students to enhance skills and foster personal growth. Some examples of these opportunities are listed below:

- ○ *Novel or Short Story Study:* This elective invites elementary students to delve into the world of literature fostering a love for books. Each session will focus on a carefully selected book that encourages discussion, creativity, and critical thinking. Students will work on research projects, letter-writing, or multimedia projects.
    - ○ *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.
    - ○ *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
    - ○ *Test Prep/ Testing Skills:* This elective is designed to equip students with effective test preparation strategies that foster confidence and competence in standardized assessments.
- **Computers**-this elective is designed to introduce young students to the world of technology and digital literacy. Through engaging activities and hands-on projects, students will develop essential computer skills, learn about online safety, and explore various software applications. The class aims to foster creativity, critical thinking, and collaboration in a fun learning environment.
- **Health**-this elective focuses on helping young students understand the basics of physical, emotional, and mental well-being. The curriculum covers a variety of topics to promote healthy habits and prevent potential health issues.
- **Art**–this elective focuses on fostering creativity, fine motor skills, and an understanding of visual art concepts. It introduces students to a variety of materials and techniques while encouraging self-expression.

Virtual Courses
- **Keyboarding Enrichment:** Keyboarding offers both beginner and intermediate levels of typing. Each student will be assigned a level according to age. In order to receive credit for this class, the lessons of the regular program must be completed by the end of the semester, then the practice and activities continue into one of the eight follow up programs within our keyboarding platform, in addition to the 900+ activities and lessons for students to explore and improve.
- **World Language:** This class has a focus in studying one of several foreign language options available through the virtual tools applied in the class of either Rosetta Stone, Rosetta Stone Jr., or Duolingo. With the variety of platforms available for the study of world language, a platform could be easily fitted to the needs of the students. Rosetta Stone works through a strategy of immersion in teaching the foreign language, while Duolingo approaches the teaching strategy on more of a traditional circular strategy for teaching the language.
  Both platforms are available for either age group, with Rosetta Stone having a junior platform for the younger participants. Consistent participation and progress is expected for all participants even though a varied pace for each student may exist .
- **Health and Fitness:** Through the application of various virtual resources, such as Ed

Puzzle and/or BrainPOP, students get to not only learn about several issues surrounding health and fitness, but also engage in an online format with virtual class peers in discussion and blogging of weekly topics, guided by the instructors of the course. The course will also include the completion of an exercise log of outside fitness activity.

- **Music Theory Enrichment:** This course is a highly effective, yet fun environment for students to develop music theory and practice through engaging activities. The website, Ed Puzzle - Music, contains hundreds of learning games, activities and videos of varying levels, all carefully planned to gain mastery of the elements of music theory, ear training and rhythmic skills in an exciting, challenging environment. In addition to the many activities available through the virtual resources, an online practice record log keeps track of outside music activities that kids participate in.

- **Visual Art I (K – 6th)** – Taking advantage of the Ed Puzzle environment, this Visual Art I course is set for the K through 6th grade level and takes the students through the creation of a variety of crafts and projects that they create as they view different instructional videos and demonstrations.

- **Technology Lab Enrichment I** - This course provides students instruction designed to improve skills through a variety of virtual resources. The skills of the students are intended to be extended and enriched through a variety of different activities, games and projects geared toward the grade level. The course uses the game of chess, coupled with puzzles, lessons, videos and articles to teach students about strategy, tactics and perseverance.

- **Technology Lab Enrichment IIa** - Students taking this course will explore a number of topics ranging from organizational skills, cooperative activities, basic culinary arts, and food/diet culture.

- **Technology Lab Enrichment IIb** - Students will explore and experiment with several different methods of how things work and fit together. In the investigation side of things, past projects, inventions and other similar technology developments will be researched, inspiring new thinking for everyday objects.

- **Technology Lab Enrichment IIc** - Students taking this course will explore the world around us in the name of travel. A number of topics ranging from organizational skills, planning, culture, and highlights of traveling around the world, both geographic and artistic.

- **Technology Lab Enrichment IId** – Students will explore things and processes from a non-linear perspective. With exercises and observations of such items and processes, students will explore and develop "out of the box" thinking in approaching problems and solutions.

- **Technology Lab Enrichment IIe** – A look at life and how it has changed over the last two centuries, from cabin building to technology, this course allows students to see how things were in the 1800's and evaluate the change and development into our days now. What are the differences in ideology, construction and even concepts are all considered in the travel across time.

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assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

- **Technology Lab Enrichment IIIc:** This class explores the large world of land animals through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore the many different families of land animals that roam our earth, including the investigation of their natural habitats. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIId:** This class takes the prior knowledge of animals, nature and outdoor life and explores lessons and activities through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore different outdoor living and survival skills with a nature-based approach on content. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

2nd Grade

Core Classes (All courses cover the state academic standards.)
- Language Arts (Reading/Writing)
- Math
- Science
- Social Studies
- Interventions

Non-Core Classes
- **Music**-in this elective, students will explore foundational music concepts, including rhythm, melody, harmony, and musical expression through interactive lessons and hands-on activities.
- **Physical Education**-this elective is designed to engage students in a variety of physical activities that promote fitness, coordination, teamwork, and a lifelong love for movement. Through a fun and inclusive approach, students will participate in games, sports, and fitness exercises that cater to all skill levels, ensuring that every child feels confident and empowered.
- **Learning for Life**-this elective prepares students to enhance their self-confidence, motivation, and self-esteem. The program uses age-appropriate, grade-specific lesson plans to give youth skills and information that will help them make positive decisions for themselves, their families, and their futures.
- **Explorers/Enrichment**-these elective courses/curricula are designed to provide above and beyond extension opportunities for students to enhance skills and foster personal growth. Some examples of these opportunities are listed below:
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- ○ *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.
- ○ *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
- ○ *Test Prep/ Testing Skills:* This elective is designed to equip students with effective test preparation strategies that foster confidence and competence in standardized assessments.
- **Computers**-this elective is designed to introduce young students to the world of technology and digital literacy. Through engaging activities and hands-on projects, students will develop essential computer skills, learn about online safety, and explore various software applications. The class aims to foster creativity, critical thinking, and collaboration in a fun learning environment.
- **Health**-this elective focuses on helping young students understand the basics of physical, emotional, and mental well-being. The curriculum covers a variety of topics to promote healthy habits and prevent potential health issues.
- **Art**–this elective focuses on fostering creativity, fine motor skills, and an understanding of visual art concepts. It introduces students to a variety of materials and techniques while encouraging self-expression.

Virtual Courses

- **Keyboarding Enrichment:** Keyboarding offers both beginner and intermediate levels of typing. Each student will be assigned a level according to age. In order to receive credit for this class, the lessons of the regular program must be completed by the end of the semester, then the practice and activities continue into one of the eight follow up programs within our keyboarding platform, in addition to the 900+ activities and lessons for students to explore and improve.
- **World Language:** This class has a focus in studying one of several foreign language options available through the virtual tools applied in the class of either Rosetta Stone, Rosetta Stone Jr., or Duolingo. With the variety of platforms available for the study of world language, a platform could be easily fitted to the needs of the students. Rosetta Stone works through a strategy of immersion in teaching the foreign language, while Duolingo approaches the teaching strategy on more of a traditional circular strategy for teaching the language.
  Both platforms are available for either age group, with Rosetta Stone having a junior platform for the younger participants. Consistent participation and progress is expected for all participants even though a varied pace for each student may exist .
- **Health and Fitness:** Through the application of various virtual resources, such as Ed Puzzle and/or BrainPOP, students get to not only learn about several issues surrounding health and fitness, but also engage in an online format with virtual class peers in discussion and blogging of weekly topics, guided by the instructors of the course. The course will also include the completion of an exercise log of outside fitness

activity.

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- **Visual Art I (K – 6th)** – Taking advantage of the EdPuzzle environment, this Visual Art I course is set for the K through 6th grade level and takes the students through the creation of a variety of crafts and projects that they create as they view different instructional videos and demonstrations.
- **Technology Lab Enrichment I** - This course provides students instruction designed to improve skills through a variety of virtual resources. The skills of the students are intended to be extended and enriched through a variety of different activities, games and projects geared toward the grade level. The course uses the game of chess, coupled with puzzles, lessons, videos and articles to teach students about strategy, tactics and perseverance.
- **Technology Lab Enrichment IIa** - Students taking this course will explore a number of topics ranging from organizational skills, cooperative activities, basic culinary arts, and food/diet culture.
- **Technology Lab Enrichment IIb** - Students will explore and experiment with several different methods of how things work and fit together. In the investigation side of things, past projects, inventions and other similar technology developments will be researched, inspiring new thinking for everyday objects.
- **Technology Lab Enrichment IIc** - Students taking this course will explore the world around us in the name of travel. A number of topics ranging from organizational skills, planning, culture, and highlights of traveling around the world, both geographic and artistic.
- **Technology Lab Enrichment IId** – Students will explore things and processes from a non-linear perspective. With exercises and observations of such items and processes, students will explore and develop "out of the box" thinking in approaching problems and solutions.
- **Technology Lab Enrichment IIe** – A look at life and how it has changed over the last two centuries, from cabin building to technology, this course allows students to see how things were in the 1800's and evaluate the change and development into our days now. What are the differences in ideology, construction and even concepts are all considered in the travel across time.
- **Technology Lab Enrichment IIIa:** This class explores under the sea through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore many creatures like sharks, sea turtles, walruses, and whales plus ocean habitats like coral reefs. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIIc:** This class explores the large world of land animals through video-based program lessons from the Ed Puzzle environment, that include

multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore the many different families of land animals that roam our earth, including the investigation of their natural habitats. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIId:** This class takes the prior knowledge of animals, nature and outdoor life and explores lessons and activities through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore different outdoor living and survival skills with a nature-based approach on content. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

3rd Grade

Core Classes (All courses cover the state academic standards.)
- Language Arts (Reading/Writing)
- Math
- Science
- Social Studies
- Interventions

Non-Core Classes
- **Music**-in this elective, students will explore foundational music concepts, including rhythm, melody, harmony, and musical expression through interactive lessons and hands-on activities.
- **Physical Education**-this elective is designed to engage students in a variety of physical activities that promote fitness, coordination, teamwork, and a lifelong love for movement. Through a fun and inclusive approach, students will participate in games, sports, and fitness exercises that cater to all skill levels, ensuring that every child feels confident and empowered.
- **Learning for Life**-this elective prepares students to enhance their self-confidence, motivation, and self-esteem. The program uses age-appropriate, grade-specific lesson plans to give youth skills and information that will help them make positive decisions for themselves, their families, and their futures.
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- ○ *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.
  - ○ *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
  - ○ *Test Prep/ Testing Skills:* This elective is designed to equip students with effective test preparation strategies that foster confidence and competence in standardized assessments.
- **Computers**-this elective is designed to introduce young students to the world of technology and digital literacy. Through engaging activities and hands-on projects, students will develop essential computer skills, learn about online safety, and explore various software applications. The class aims to foster creativity, critical thinking, and collaboration in a fun learning environment.
- **Health**-this elective focuses on helping young students understand the basics of physical, emotional, and mental well-being. The curriculum covers a variety of topics to promote healthy habits and prevent potential health issues.
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Virtual Courses

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- **Current Events:** This program features nonfiction articles with quizzes for grades 3rd - 12th. Reading levels can be adjusted within five different levels while keeping the same content. Progress is tracked and recorded. Three new news articles are added daily to their database of thousands. The study of these nonfiction, current event articles is implemented through the virtual tool of Newsela.
- **Computer Coding I (3rd Grade and up) –** A computer programming course for beginners that teaches the coding in languages used within the professional arena, such as Python, JavaScript and Java, while in a kid-familiar Minecraft and/or Roblox environment that kids enjoy already. Various lessons, activities and program design all occur within age-appropriate environments with online teachers and mentors to coach along.
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4th Grade

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  - *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.
  - *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
  - *Test Prep/ Testing Skills:* This elective is designed to equip students with effective test preparation strategies that foster confidence and competence in standardized assessments.
- **Computers**-this elective is designed to introduce young students to the world of technology and digital literacy. Through engaging activities and hands-on projects, students will develop essential computer skills, learn about online safety, and explore various software applications. The class aims to foster creativity, critical thinking, and collaboration in a fun learning environment.
- **Health**-this elective focuses on helping young students understand the basics of physical, emotional, and mental well-being. The curriculum covers a variety of topics to promote healthy habits and prevent potential health issues.
- **Art**–this elective focuses on fostering creativity, fine motor skills, and an understanding of visual art concepts. It introduces students to a variety of materials and techniques while encouraging self-expression.

Virtual Courses
- **Keyboarding Enrichment:** Keyboarding offers both beginner and intermediate levels of typing. Each student will be assigned a level according to age. In order to receive credit for this class, the lessons of the regular program must be completed by the end of the semester, then the practice and activities continue into one of the eight follow up programs within our keyboarding platform, in addition to the 900+ activities and lessons for students to explore and improve.
- **World Language:** This class has a focus in studying one of several foreign language options available through the virtual tools applied in the class of either Rosetta Stone, Rosetta Stone Jr., or Duolingo. With the variety of platforms available for the study of world language, a platform could be easily fitted to the needs of the students. Rosetta Stone works through a strategy of immersion in teaching the foreign language, while Duolingo approaches the teaching strategy on more of a traditional circular strategy for teaching the language.
  Both platforms are available for either age group, with Rosetta Stone having a junior

platform for the younger participants. Consistent participation and progress is expected for all participants even though a varied pace for each student may exist .

- **Health and Fitness:** Through the application of various virtual resources, such as Ed Puzzle and/or BrainPOP, students get to not only learn about several issues surrounding health and fitness, but also engage in an online format with virtual class peers in discussion and blogging of weekly topics, guided by the instructors of the course. The course will also include the completion of an exercise log of outside fitness activity.
- **Current Events:** This program features nonfiction articles with quizzes for grades 3rd - 12th. Reading levels can be adjusted within five different levels while keeping the same content. Progress is tracked and recorded. Three new news articles are added daily to their database of thousands. The study of these nonfiction, current event articles is implemented through the virtual tool of Newsela.
- **Computer Coding I (3rd Grade and up) –** A computer programming course for beginners that teaches the coding in languages used within the professional arena, such as Python, JavaScript and Java, while in a kid-familiar Minecraft and/or Roblox environment that kids enjoy already. Various lessons, activities and program design all occur within age-appropriate environments with online teachers and mentors to coach along.
- **Music Theory Enrichment:** This course is a highly effective, yet fun environment for students to develop music theory and practice through engaging activities. The website, Ed Puzzle - Music, contains hundreds of learning games, activities and videos of varying levels, all carefully planned to gain mastery of the elements of music theory, ear training and rhythmic skills in an exciting, challenging environment. In addition to the many activities available through the virtual resources, an online practice record log keeps track of outside music activities that kids participate in.
- **Visual Art I (K – 6th)** – Taking advantage of the Ed Puzzle environment, this Visual Art I course is set for the K through 6th grade level and takes the students through the creation of a variety of crafts and projects that they create as they view different instructional videos and demonstrations.
- **Technology Lab Enrichment I** - This course provides students instruction designed to improve skills through a variety of virtual resources. The skills of the students are intended to be extended and enriched through a variety of different activities, games and projects geared toward the grade level. The course uses the game of chess, coupled with puzzles, lessons, videos and articles to teach students about strategy, tactics and perseverance.
- **Technology Lab Enrichment IIa** - Students taking this course will explore a number of topics ranging from organizational skills, cooperative activities, basic culinary arts, and food/diet culture.
- **Technology Lab Enrichment IIb** - Students will explore and experiment with several different methods of how things work and fit together. In the investigation side of things, past projects, inventions and other similar technology developments will be researched, inspiring new thinking for everyday objects.
- **Technology Lab Enrichment IIc** - Students taking this course will explore the world around us in the name of travel. A number of topics ranging from organizational skills, planning, culture, and highlights of traveling around the world, both geographic and artistic.

- **Technology Lab Enrichment IId** – Students will explore things and processes from a non-linear perspective. With exercises and observations of such items and processes, students will explore and develop "out of the box" thinking in approaching problems and solutions.
- **Technology Lab Enrichment IIe** – A look at life and how it has changed over the last two centuries, from cabin building to technology, this course allows students to see how things were in the 1800's and evaluate the change and development into our days now. What are the differences in ideology, construction and even concepts are all considered in the travel across time.
- **Technology Lab Enrichment IIIa:** This class explores under the sea through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore many creatures like sharks, sea turtles, walruses, and whales plus ocean habitats like coral reefs. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIIc:** This class explores the large world of land animals through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore the many different families of land animals that roam our earth, including the investigation of their natural habitats. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.
- **Technology Lab Enrichment IIId:** This class takes the prior knowledge of animals, nature and outdoor life and explores lessons and activities through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore different outdoor living and survival skills with a nature-based approach on content. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6th grade audience.

5th Grade

Core Classes (All courses cover the state academic standards.)
- Language Arts (Reading/Writing)
- Math
- Science
- Social Studies
- Interventions

Non-Core Classes
- **Music**-in this elective, students will explore foundational music concepts, including rhythm, melody, harmony, and musical expression through interactive lessons and hands-on activities.
- **Physical Education**-this elective is designed to engage students in a variety of physical activities that promote fitness, coordination, teamwork, and a lifelong love for movement.

Through a fun and inclusive approach, students will participate in games, sports, and fitness exercises that cater to all skill levels, ensuring that every child feels confident and empowered.

- **Learning for Life**-this elective prepares students to enhance their self-confidence, motivation, and self-esteem. The program uses age-appropriate, grade-specific lesson plans to give youth skills and information that will help them make positive decisions for themselves, their families, and their futures.
- **Explorers/Enrichment**-these elective courses/curricula are designed to provide above and beyond extension opportunities for students to enhance skills and foster personal growth. Some examples of these opportunities are listed below:
    - *Novel or Short Story Study:* This elective invites elementary students to delve into the world of literature fostering a love for books. Each session will focus on a carefully selected book that encourages discussion, creativity, and critical thinking. Students will work on research projects, letter-writing, or multimedia projects.
    - *Creative Writing*: This elective invites elementary students to use their writing skills to write poems, short stories, plays, news stories, comic strips, children's books, and autobiographies and other types of writing that express creativity.
    - *Project/Performance Based Learning*: With a focus on critical thinking, collaboration, and creativity, this elective invites students to explore real-world problems and challenges through hands-on projects.
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