

ACT II Course Descriptions

Kenmore Middle School

STEAM Foundations (Semester 2 only)

STEAM foundations (for 6th and 7th grade only) is a semester course where the five disciplines (Science, Technology, Engineering, Art and Math) are integrated into projects with real-world applications. Students will learn to solve problems through competitive and collaborative activities. Math and Science skills will be taught and interwoven into these activities. Students will learn the engineering design loop and scientific method of inquiry as they are challenged to imagine, design, and build structures, transportation systems, power and energy systems and compete in technology competitions. The importance of aesthetics as well as the harmony of form and functions will be explored. Throughout the course, students will be issued a challenge, learn the STEAM content needed to complete the challenge, create a solution/design, test the design, and then make necessary adjustments to their design/solution. Students will establish a basic operational understanding of the following four areas: Guided Inquiry, Arts and design, Technology Productivity, and the Application of Engineering. These areas will be taught in the context of the five areas of STEAM (Science, Technology, Engineering, Art and Math) and problem-based instruction.

Theater Arts

The first semester class will participate in the annual school theater production. During the odd school-year a musical is performed and on an even year, a dramatic production is performed. Students enrolled in the second semester class work on one or two smaller scale productions. Preference is given to 8th and 7th grade students. *****6th grade students interested in theater can register for the Showtime elective course.***

Students will

- Experience standard theatre processes of audition, rehearsal practices, and technical production
- Analyze and evaluate dramatic texts as a basis for performance
- Incorporate physical, emotional, and social dimensions of characters
- Understand and practice the role and responsibilities of directors and actors
- Recognize and understand functions of management in theater productions
- Develop and apply artistic discipline in collaboration with others

Family and Consumer Science-Teen Living (Semester 2 only)

This course helps students develop and analyze their personal image, positive attitudes, and roles in society. Through activities in conflict resolution and stress management, students will explore becoming independent.

Students will

- Understand proper nutrition
- Maintain a clean work environment
- Practice responsible citizenship in the home, at school and in the community
- Follow directions and practice basic hand and machine sewing
- Produce a successful food product by understanding and properly using a recipe

Visual Arts (Semester 1 only)

Students will

- Create and manipulate contrasting textures in two and three dimensional shapes
- Render natural forms in proportion
- Use drawing as a tool to analyze and solve problems
- Understand how art styles of historical periods reflect different modes of perception
- Learn how drawing skills are used by the commercial sector in contemporary society
- Express personal interpretations and judgment of drawings
- Analyze and critique drawings using art terminology

Yearbook

In this course students produce the school yearbook. Through their work, students learn about publication writing and production.

Students will:

- Experience the various jobs of journalistic work such as proofreading, editing, layout of pictures and copy, writing headlines and captions, final production, and distribution.
- Learn and use journalistic style.
- Write a variety of articles suitable for publication.
- Proofread and edit articles.
- Learn photography and photo editing techniques

Media Journalism

In this course, students gather entries for the school Arts Focus Magazine, produce journalistic pieces for the Kenmore Cougar News, and create films across multiple genres.

Students will:

- Learn film making techniques including cameras, lighting and audio
- Learn the basics of broadcast journalism, podcasting, and digital media creation
- Learn how to use cameras, audio-visual equipment, lightning, and video editing software.
- Watch and critique films and use inspiration to incorporate into their own creations

Digital Input Technologies (Semester 2 only)

Students will

- Learn touch typing techniques and improve keyboarding speed and accuracy.
- Learn and practice all capabilities and features of word processing software, including desktop publishing capabilities.
- Improve skills in composing and editing and use word processing to create documents for academic classes.
- Practice formatting a variety of documents including business and personal letters, envelopes, charts, reports, term papers and memos
- Research a variety of careers and become aware of personal employability skills including resume preparation and interviewing skills
- Explore business ownership and business functions in the American economic system
- Complete projects on maintaining a personal budget, balancing a checking account, interpreting a paycheck, purchasing insurance and autos, choosing affordable housing, investing, and other consumer-related skills
- Discuss workplace applications for new and emerging technologies (on-screen writing, speech recognition and PDAs).

Technology Education-Inventions and Innovations (Semester 1 only)

Students make models of significant inventions that have advanced society. After studying these developments, they explore contemporary technological problems facing them, their community, or the world, and apply systematic procedures to invent new products or innovations as solutions.

Students will

- Review and be able to explain and use the problem-solving process
- Study the importance of history in the development of technology
- Demonstrate project planning procedures
- Identify and use tools, machines, and equipment located in the laboratory
- Demonstrate good safety practices while using the power and hand tools in the laboratory
- Assess alternative solutions to select the best ideas
- Construct and illustrate an invention idea to show how it works
- Cycle through two rotations in the modular lab
- Experience Computer Aided Design using AutoCAD software

Jazz Band (Semester 2 only)

This semester course is for students who play saxophone, trumpet, trombone, piano, percussion, string bass, or guitar at the intermediate or advanced level. Students who play an instrument that is typically found in concert band (saxophone, trumpet, trombone, percussion), must be enrolled in the year-long concert band class in order to participate in the Jazz Band. Other instruments maybe included on a case by case basis, see the band instructor. Reading sessions and auditions (if needed) will begin in November, with full ensemble beginning late January. The Jazz Band typically performs at the Washington-Lee Jazz Pyramid in March, the Jazz Dance Benefit in April, the Kenmore Spring Concert and annual music trip/contest in May.

Students will

- Learn the basics of jazz improvisations, to include the blues, pentatonic and bebop scales; chords, chord symbols, chord changes; and the concept of building solos from these musical elements.
- Hear and discuss jazz performances
- Perform in a big band and a small combo setting
- Learn to perform dynamics and expressive directions in music
- Experience music from a range of cultures
- Demonstrate learning through appropriate performances and presentations
- The ensemble will explore jazz ensemble literature while learning how to improvise.