

Note: Not all classes in this catalog are offered every year. Please check your registration card for current choices.

LANGUAGE ARTS

BAH, HUMBUG-MEET MR. DICKENS (Q) 1027CC– Learn about the fascinating life of Charles Dickens. Delve into the Victorian era, compare and contrast writers and styles of the time, and discover themes that bridge time and emotion. Activities may include re-writing passages using modern language, mini-plays, and original story creation.

CHANGE THE WORLD-FUTURE PROBLEM SOLVERS (Q) 1029CH– Do you see “problems” in the world around you that you’d like to “fix”, but don’t know how? Through this elective, you’ll learn how to identify a need or problem, brainstorm your own ideas, collaborate with others, and come up with a plan. Activities may include creating a “toy” based on a need to market to the community, and identifying other needs locally and globally. Strong communication skills are built while you learn how to get your message across.

CLASSICAL MYTHOLOGY (Q) 1027CO–This elective includes comparisons between Greek and Roman myths. Investigate the influences of mythology on several major cultures, as well as modern life.

COLLEGE PREPARATORY SUCCESS (Y) 952027–*By application and instructor recommendation.* This program is designed for students that have determination to succeed in school. It helps students succeed in future academic endeavors by teaching them strategies for successful organization, time management, and study skills.

CREATIVE WRITING-INSPIRE THE MUSE (Q)1025CE–Express yourself! Through this course, you’ll discover and refine a variety of writing styles that will allow your thoughts to come alive! Polish your writing and make it more effective, lively, descriptive, and cohesive. This course is for the undiscovered writer in all of us!

DEBATE (Q) 1018CB–*Previous Public Speaking elective strongly recommended, or interview with instructor*–Do you love to argue? Learn to do it constructively and persuasively! Learn to consider both sides of an issue. Writing, classifying, delivering, and critiquing speeches, as well as debating and panel discussions will be part of this elective. Argue your point-what could be more fun?

FILM ANALYSIS (Q) 9520CR/9520CL–Through the study of various genres and time frames of film, students will analyze the connections between personal preference, objective view, and critical reference. Students will have multiple opportunities to compare and contrast classroom and personal experience with experiences portrayed in selected films. Students will develop the ability to critically view a film, and relate connections that support that point of view.

FOLK TALES AND MYTHS (Q) 1027CN–Explore folk tales and myths from Africa, Asia, and America. Critical thinking, reading comprehension, cultural differences, and an understanding of literary elements of myth form are focused on in this elective.

GREAT BOOKS (Q) 1010CH-*Course most enjoyed by advanced readers.* Reading and discussion, comprehension, logical and critical thinking processes, and literary interpretation will be taught through reading novels and/or short stories through books by the Jr. Great Books Foundation.

ILLUSIONS (LITERARY MAGAZINE I/II) (S)1029CJ-Be a part of developing Martin's award winning literary magazine through cooperative group processes. Review literary forms, compare and contrast, think critically, and evaluate the use of various literary styles. This literary magazine is completely created, formatted, and published by students taking this course.

INTRODUCTION TO SIGN LANGUAGE (Q)1029CC-Introduction to sign language, manual alphabet, and sign vocabulary of 300-400 words, as well as the history of signing, understanding of the hearing impaired and a means of communicating with hearing impaired persons will be studied.

IT'S HILARIOUS (Q)1029CE- Develop your "funny bone" through this course! Knowledge of the elements, levels, and forms of humor throughout history are explored through analysis of creative productions. Appreciate the need and usefulness of humor, and develop your awareness of appropriate humor for different audiences.

LOGICAL MINDS (Q) 1027CH-Study analogies, tease your brain, stretch your mind, grasp a paradox, and reason to your heart's content! Individual projects are used to extend thinking skills. Circle logic, deductive and inductive reasoning, matrix logic, brain teasers, and syllogisms challenge you to "think differently"!

MEDIA ASSISTANTS (Q) 9515CA-*Prerequisite-Student must register in advance for this class and have two teacher recommendations to register.* Students will train to become media assistants. Preparation includes learning basic media center organization, such as learning the Dewey Decimal System, and demonstrating proficiency in use of media center's computerized system. Assisting other students is a key responsibility.

OFFICE ASSISTANTS (Q) 9515CA- Students will train to become front office assistants. Preparation includes learning the school layout, and procedures of how to deliver items to classrooms and teachers. Students are expected to be enthusiastic, respectful, and portray a positive attitude. Students may also help out in the Guidance office with various clerical needs. Assisting adults is a key responsibility.

ODYSSEY OF THE MIND I and II(Q) 1029CN/2001 CL1- Develop problem solving skills through logic activities, and get ready for the annual OM competition. "OM is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Kids apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and World level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program. **OM II-Prerequisite-OM I and/or instructor nomination. Some after school and weekend work will be required if the team qualifies for annual competition.**

ONCE UPON A TIME (Q) 1027CF-A study of popular nursery rhymes, fairy tales, fables, and children's books. Students will participate in creative writing in all of these genres and will ultimately create a children's book to publish their original works. Skills include creative writing, word processing, illustrating, and dramatic presentation.

POETRY IN MOTION (Q) 1027CA-Love poetry? Want to learn to love it? This elective is a student-centered approach to the art, beginning with a student created anthology “textbook”, to be expanded with his or her own work. Student collaboration, artistic interpretation, non-competitive writing, and use of computer technology are incorporated.

PUBLIC SPEAKING (Q) 1018CA-Write, deliver, classify and critique formal and informal speeches. Elective includes organization of material, voice projection, and persuasion of an audience, as well as panel discussion.

READING ACCELERATION AND SUPPORT (Q) 1028CD *Teacher nomination is required for this course.* Designed for students needing additional instruction and support in comprehension, vocabulary, and reading. Direct strategy instruction with extended opportunities for guided reading.

SCIENCE FICTION (Q) 1027CE-Picture the future and expand your appreciation for Sci Fi literature. Sci Fi in popular culture will be explored, and imaginative use of technology will be encouraged. Create an original story through process writing.

SHORT STORIES (Q) 1010CB-Read, view, and create short stories in this elective. Compare and contrast the short stories. Apply critical thinking, writing, reading, and speaking skills for evaluation, while increasing vocabulary skills.

SPORTS FEVER: Rev-up your sports reading! (Q) 1029CI -Crazy about sports? Increase your reading and vocabulary skills by reading about all varieties of sports. Magazines, newspapers, books, and other sports media will be used to help students write descriptions, action stories, sports facts and rules of the game.

STORYTELLING (Q) 1029CD-Learn how to “tell a tale” by experiencing folk tales, fables, legends, myths, epics, ballads, and modern short stories. Write your own- have an opportunity to tell your story to others-perhaps take a field trip to share your story with younger students!

SUCCESSSS! SUPER STUDENT STUDY SKILLS (Q)1029CG- For all levels of learners! Develop life-long success skills through this engaging elective. Improve your organization, build better study habits and test-taking strategies. Learn and practice effective ways to collect data, develop research projects, take notes, and review material. Learn how to manage your time, so your time doesn't manage you! This course is for students who want to practice the skills to become successful in all aspects of their lives.

VIDEO LITERATURE (Q) 9520CM- Under this course title, students will be exposed to how film media has been used to depict different aspects of literature from the core subject areas of language arts, social studies, and science. Comparison and contrast are emphasized between print and film media. Differences in technique to tell a story are investigated, for example, what is read vs. what is shown. Students will analyze the connections between how a story is presented in written vs. cinema format. Discussion and analysis help develop critical thinking skills while teaching through a high-interest medium.

VOCABULARY-S.A.T. PREPARATION (Q) 1028CA-For students that want to increase their vocabulary in preparation for near future testing of the Scholastic Achievement Test. Prefixes, suffixes, roots, analogies, and word derivations are stressed.

WONDROUS WORDS (Q) 1026CA-Expand your vocabulary through knowledge of word derivations. Word origins, and their relation to the modern English language, as well as other romance languages will be studied.

YEARBOOK PRODUCTION (Y) 9520CG -*Preregistration required.* Photography, layout, article writing, marketing, and design are all part of this dynamic elective that culminates in a finished product-the Martin GT Magnet Middle School yearbook. Participants in this course should possess high motivation and enthusiasm for the job, and be willing to work as part of a team.

SOCIAL STUDIES

A HISTORY of US-Themes and Dreams (Q) 4001CR1- This middle school elective focuses on the 20th century historical, political, economic, social, and cultural themes in the American nation. This elective is highly recommended for all students as an excellent preparation for high school social studies. Selections from the series, *A History of US*, will be used to energize and engage students in American History. Different points of focus may be included in different sections of this elective.

AFRICAN AMERICAN HISTORY/STUDIES (Q) 4001CO/4009 CA - This elective provides an innovative and in-depth perspective of the culture and lifestyles of African Americans. Studies include the slave trade and slavery, Reconstruction, the Civil Rights movement, current events, biographies, and personal narratives of African Americans. Literary genres, visual art, plays, and music may also be the basis of some studies. Different topics may be included in different sections of this elective.

AMERICAN WOMEN (Q) 4021CA-Accomplishments and struggles of women in America since 1607 are explored in dynamic ways in this elective. Comparison and contrast of “traditional” roles of yesterday and today, as well as major contributions to our society will be debated and discussed using acting, writing, introspection, and Socratic circles.

BRAIN GAMES (Q) 4008CB-Create quiz-bowl and Jeopardy questions based on challenging logic and word puzzles that relate to the language arts curriculum. Creating puzzles for other students to solve, and participating in computer-created quiz bowls are examples of the types of activities that take place in this elective.

CIVIL WAR (Q) 4007CA-Explore the causes and effects of this war, its repercussions on modern culture, and the social, cultural, and global concerns during this time period. Battles specific to North Carolina will be a focus. Interactive activities will help students personalize this important time in our state and national history.

FABRIC OF AMERICA (Q) 4001CY– Discover the origins of our earliest immigrants, and perhaps discover some personal links to America’s ancestry by taking this elective about immigration. Studies included learning about the passage through Ellis Island to the U.S.

FREE ENTERPRISE-21ST CENTURY!- (Q) 4010CE– Learn about how the laws of supply and demand directly affect you! How has market competition changed throughout the years? Compare how markets, and the consumer within the marketplace have changed. How has the way we “do business” changed, especially in the age of the Internet? This dynamic course will involve you in the technology that has changed the way we communicate within the marketplace.

GLOBAL CONFLICTS (Q) 4006CA-Learn about some of the major global conflicts in world history. This course includes studies on the causes and strategies of war, as well as detailed examinations of major historical conflicts, which could include: World Wars I&II, the Cold War, the Crusades, the Mongol Empire, and more.

GOLF-A HISTORY OF THE GAME (Q) 4010CP - In this course, you’ll explore the roots of what has become one of America’s favorite pastimes! Study the beginnings of the game in Scotland, discover advances in equipment and technology, and evaluate changes in golf course design. If you love this sport, or want to know more about it, this is the elective for you!

HERITAGE OF WAKE CO. (Q) 4001CP- “Wake” up to the “living treasures” of our diverse county in this engaging elective. Trace Wake County’s history through historic records, personal stories, places, and cultural comparisons. Discover the unique qualities of the place we call home!

HISTORY GOES TO THE MOVIES-VIDEO LITERATURE (Q) 9520CM1- Under this course title, students will be exposed to how film media has been used to depict different aspects of literature from the core subject areas of language arts, social studies, and science. Events chosen mostly from American history will be studied as to how they are interpreted through film. Reality of each production compared to the real history will be compared. Research, seminars, essays, art projects, and readings on historical events are examples of activities in this elective. Comparison and contrast are emphasized between print and film media. Differences in technique to tell a story are investigated, for example, what is read vs. what is shown. Students will analyze the connections between how a story is presented in written vs. cinema format. Discussion and analysis help develop critical thinking skills while teaching through a high-interest medium.

IN THE DAYS OF KNIGHTS(Q) 4010CB-Knights, kings, castles, and all Medieval things are the focus of this exciting nine week elective.

IT'S IN THE NEWS (Q) 4010CM-How aware are you? In-class competitions, information gathering, and scintillating conversation revolve around current events in this exciting elective. On-line news agencies, newspapers, magazines, and news stories are just some of the mediums that are used in the classroom to promote awareness and help build a 21st century learner.

KNIGHTS AND KINGS-THE HISTORY AND GAME OF CHESS I(Q) 2001CF/4010CB2-Learn about and play this game that challenges your brain to analyze and synthesize. Study/research the history and rules of chess, and gain insight into the nature of competition within this game. **LEVEL II (Q) 2001CO-Prerequisite-Teacher nomination, and/or demonstration of advanced skills, or Level I.** For advanced players.

MAKING THE LAW (Q) 4010CF-Accelerated study of how students come in contact with the U.S. Constitution and the legal system. Course is hands-on, activity-oriented, and real world based. Process of law making in N.C. and the U.S. is explored.

NC LIGHTHOUSES-SHINING A LIGHT ON THE OUTER BANKS (OBX)-(Q) 4010CT -We have numerous treasures here in North Carolina, including the “shining” gems we call our lighthouses. In this elective, learn about the lighthouses themselves, and the community, geography, myths and stories of the location in which you will find these great structures. Discover why our coast is the “Graveyard of the Atlantic”, and the history lost beneath the sea. Learn about lighthouse construction, as well as the historic move of the Hatteras light tower.

NEWSPAPER PRODUCTION (Q or S, determined by the elective schedule) 4140CAS-Students will acquire the skills needed to produce the school newspaper. Writing news and sports stories, editorials, interviews and other news related writing will be emphasized. Proofreading, layout, editing and artwork are also incorporated. This course may be offered as a quarter or semester-long elective, which will be determined by the elective schedule set at the school. Registration materials will indicate if it is being offered as a quarter-long or semester-long course.

NEWSPAPER PRODUCTION- ELECTRONIC “HOOF PRINT” (Q or S, determined by the elective schedule) 4041CA Produce an electronic version of our newspaper, the “Hoof Print”. Students will acquire the skills needed to produce this document as an on-line copy. These skills will include researching current on-line newspapers and other new media (blogging and podcasting), learning about the various editing and layout options, and how multimedia plays a part in creating a dynamic media source. Collaborative opportunities with the “hard copy” class will expand and cross-educate students to all processes related to the newspaper, when appropriate. Registration materials will indicate if it is being offered as a quarter-long or semester-long course.

NIFTY FIFTIES (Q) 4001CV-How is your life now directly related to the decade of the 50's? Learn the important events that took place during the 50's, and how they shaped history. A new teen culture emerged-how does it affect you now?

OLD WEST (Q) 4010CG-The reality of life in these times, such as: westward expansion, geographical factors, natural resources, social climate-are part of this elective. Daily lives of pioneers, miners, ranchers, Native Americans, African Americans, and women are also a part of this course.

PASSAGES TO OTHER CULTURES (Q) 4008CA-Want to communicate with students from around the world? If so, come learn with us! Stereotypes and misconceptions that lead to prejudice and intolerance will be explored. Guest speakers from different ethnic and cultural groups will be invited to share information and customs. Delight in the diversity in the world around you, and learn to appreciate the similarities in humanity.

PASSAGES TO OTHER CULTURES-ARABIC (Q) 4008CA-Learn about the Arabic culture, and how to speak basic Arabic! This elective will familiarize you with the different cultures of Arab-speaking cultures, and impart an appreciation for the language and diversity of the people.

PASSAGES TO OTHER CULTURES-ESL (Q) 4008CA-This elective is specially designed for our English as a Second Language learners. Through fun and engaging activities, students will learn about the culture of the United States, and acquire a more thorough understanding of America.

PEER HELPERS (Y) 9520CT-*Prerequisite-application/acceptance the previous year.* In this class, students will participate in several projects, such as serving as teacher assistants, peer tutoring, leading discussion groups with sixth graders, and conducting Martin Open House tours. Students work one day a week with severely handicapped students under the direction of the lead teachers of that program, and with ESL students under the direction of the ESL lead teacher. Students must be in 8th grade, and are required to maintain a “C” average or higher, and must consistently display the personal characteristics of a good role model.

STUDENT COUNCIL (Y) 9520CD-*Preregistration through teacher nomination is required for this course.* Develop leadership skills and participate in the electoral process. Student Council plans and develops school-wide activities such as: Spirit Day, school dances, and community projects.

TAR HEEL GHOSTS (FOLKLORE) (Q) 4010CD -North Carolina is rich in folklore! Come learn about the spooky, historical, mythic, and legendary stories of our state, while developing reading, writing, and critical thinking skills.

TAR HEEL JR. HISTORIANS (Q) 4001CL-Learn about N.C. through independent study and become an historian by focusing on a chosen aspect of N.C.. Products from this course may include essays, videos, models, scrapbooks, or computer application. Products may be entered into competitions sponsored by organizations such as the N.C. Museum of History.

TAR HEEL JR. HISTORIANS/HISTORY BOWL (Q) 4001CLB-*For seventh and eighth grade students who have been nominated by a teacher*-Study N.C. history through researching people and events and analyzing legends and folklore. An opportunity to become part of the NC History Bowl is extended to eighth grade students who qualify. *This elective may require an after school commitment.*

THE OLD BALL GAME (Q) 4001CX– If you love the game, this elective is for you! Equality for women, race relations, and how other social changes of the time affected the game are a part of this course. The existence of Minor and Major League Baseball as a reflection of the social, political and economic changes in North Carolina and the US since 1865 will be included in studied themes. Learn to “play” the game, study stadium layouts and create a team and a stadium!

THE SIXTIES (Q) 4010CL– Immerse yourself in a time of great change for our country. This turbulent, transitional, exciting decade will be explored through drama, Paideia seminars, internet research, oral history interviews, and movement.

UNITED STATES MILITARY HISTORY (Q) 4010CK-Examine wars in which the U.S. was involved. Battles, military schools, famous leaders, weaponry, medical techniques, technology, women and minorities are topics of research and discussion.

WHERE ARE WE, GEOGRAPHY? (Q) 4030CB-Learn about your place within the five themes of geography in this interactive elective. Visual arts, music, and satellite imagery help you learn about your world. Become a “global thinker” in more ways than one! Students may also acquire geography skills and knowledge by playing geography games, solving geography puzzles, and competing in classroom Geography Bees.

YOUTH AND THE LAW (Q) 4010CH-How does the law affect you? Through “peer simulations” of trials, video examples, and guest speakers, you’ll get a taste all the different aspects of the legal system. Learn about civil and criminal law, the court system, youth rights and responsibilities and consequences of actions or decisions.

MATHEMATICS

ALGEBRA LAB (S-Y determined by the math department according to student needs) 2023CAL-*Students are pre-enrolled for this course.* Extends and reinforces algebra concepts necessary for mastery of Algebra I.

ALGEBRA MYSTERY MAZE (Algebraic Concepts) (Q) 2001CI -Build confidence to work on algebra problems quickly and accurately by designing mazes! Solve equations, apply math communication skills to describe problem solving strategies, and work cooperatively to measure, design, record, and navigate.

FINANCIAL FINESSE (Q) 2063CT- Learn what you need to know to get on a great financial path! The skills you learn in this elective will give you the “financial intelligence” you’ll need to know to set yourself up for a healthy financial future. Use what you learn to manage the money you have now-allowance, small jobs-and the money you’ll earn in the future. A fun, interactive way to learn about personal finance.

GEOMETRIC CONSTRUCTIONS (Q) 2063CI-Construct geometric figures using a straight edge and compass. Symmetry, motion, closed figure study, congruence, and model making are also part of this elective. Maze creation and hands-on math projects challenges you to think in three dimensions.

GEOMETRIC PRINCIPLES –Geometry Challenge (Q) 2030CA- Stretch your problem-solving skills by applying geometric concepts to solve two-dimensional geometry challenges on concepts such as rays, polygons, triangles, angles, rectangles and circles by making line constructions. Solve 3-D challenges, create your own challenges for others to experience, and develop your ability to look at a problem in more than one way!

GRAPH IT (Q) 2001CE-Work with range, mean, median, and mode to construct picture, bar, line, and circle graphs, as well as histograms. Coordinate graphing is also constructed.

MATH ACCELERATION AND SUPPORT (Q) 2063CR-Teacher nomination is required for this course. For students needing additional instruction and support in gaining grade level math skills. Manipulative and technology, as well as cooperative and individual activities will help the student gain knowledge and confidence.

MATH ART (Q) 2063CA-Explore and enjoy math through art and puzzles. Work with tangrams, paper folding/origami, and patterning as you advance your skills in geometry and logical thinking.

MATHCOUNTS (Q) 2063CD-Materials developed by Professional Engineers Council are used to train and develop a team of students who may enter the regional competition. Activities include speed and power drills in math concepts and problems, as well as practice in competition settings. Students will apply analytical skills to solve complex mathematical problems.

NUMBER THEORY-The Architects of Learning-(Q) 2001CN- Apply math skills in geometry, measurement, scale, and proportion to create a campus of 3-D pavilions designed to display a theme. Using real-world situations and Gardner’s theory of multiple intelligences you will recognize your strengths and “show what you know”! Work cooperatively, present your project, and assess your own and your team’s accomplishments. Topics may also include math development through history, bases other than ten, and magic squares.

ODYSSEY OF THE MIND I and II(Q) 1029CN/2001 CL1- Develop problem solving skills through logic activities, and get ready for the annual OM competition. “OM is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Kids apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and World level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program. **OM II-Prerequisite-OM I and/or instructor nomination. Some after school and weekend work will be required if the team qualifies for annual competition.**

PROBLEM SOLVING (Q) 2001CP-Not recommended for advanced math students. Students explore problem solving using the “four steps”, and apply this process to real-life problems, and are encouraged to debate when there are disagreements in a solution. Hands-on activities, games, puzzles, contests, and food experiences are part of this elective. **Homework involves bringing supplies that apply to group projects.**

PROBLEM SOLVING THROUGH STRATEGIC GAMES (Q) 2001CP1- Strengthening problem-solving and strategic skills through challenging strategic games. Backgammon, Monopoly, Checkers, Connect Four, and Life, among others, are some of the games used to enhance logic, mental math, and creativity. Social skills such as working through a challenge in an appropriate way are stressed as students learn the politics of good sportsmanship.

QUIZZICAL QUILTS (Q) 2063CU-This course is an introduction to the art of quilting using mathematical concepts. Students will learn basic quilting techniques and create small paper and/or fabric quilts. Topics will include: the history of quilting, quilt design, algebraic and geometric properties and relationships, and may include hand sewing.

STOCK MARKET (Q) 2001CA-Study the process and considerations of investing in the stock market. Students choose a company, track its stock for gains and losses, and present their findings to the class. Vocabulary, such as Bull market, P/E ratio, ticker symbols, profit, day trader, mutual funds, etc., are learned. Current economic indicators and their effects are discussed. Students participate in the North Carolina SMS-Stock Market Simulation- an on-line, real-world, real-time interactive computer program.

WHAT ARE MY CHANCES? -Probability through Fun! (Q) 2065CA-Learn the concepts of probability and statistics the fun way-through games that depend on chance!

SCIENCE

A BUG'S VIEW (Q) 3080CN-A hands-on elective that teaches entomology through lab-based and project-based lessons. Investigate the anatomy and morphology of insects. Use microscopes, study movements and habits of particular species. Complete a personal insect collection using still images or preserved, mounted specimens.

ANIMAL SCIENCE-The Pet Vet (Q) 3032CC-Come journey into the science of our most loved pets. Explore the habitats, adaptations, relationships, and care of mammals, reptiles, amphibians, birds, aquatic life, and insects. Learn the classification system scientists use to study these fascinating creatures. Conduct your own research using books, internet, and live animals. Discover animal careers and the challenges and joys they bring. If you love animals, this is the place for you!

ASTRONOMY (Q) 3070CA-Three dynamic areas of space are covered in this elective: early astronomy, planetary motion, and methods of astronomy. View the motion of the stars, identify locations of major constellations, diagram celestial cycles, estimate the size of the universe relative to earth, observe the sun, stars, earth, and moon, and calculate using the properties of light.

CHANGE THE WORLD-FUTURE PROBLEM SOLVERS (Q) 3041CC – Do you see “problems” in the world around you that you’d like to “fix”, but don’t know how? Through this elective, you’ll learn how to identify a need or problem, brainstorm your own ideas, collaborate with others, and come up with a plan. Under the science umbrella, this course will have a strong focus on the science of creative solutions to past, current, and future problems, and will look at those people who thought “outside the box”.

ELECTRICITY AND MAGNETISM (Q) 3060CC-Investigate the principles of physics related to electricity and magnetism. Practical application of electricity and magnetism, as well as the possibilities of technology dependence on these concepts are part of this course.

ENVIRONMENTAL ECOLOGY-WILD WATER(Q) 3041CA1 WILD WORLD(Q) 3041CA2-Explore ecological concepts and environmental choices as they relate to the use and protection of air, land, food, and our waterways. Experiments and simulations are used to learn about the local environment.

FORENSICS I (Q) 3001CN/3001CO-Use experimentation and the scientific method to investigate the world around you using forensics technology. Apply laboratory techniques to support procedures, investigate “evidence”, analyze, and use these techniques to arrive at a conclusion. **CSI-FORENSICS II (Q)-Prerequisite-Forensics I and/or nomination by the instructor**-Study/investigate hypothetical crime scenes using knowledge gained in Forensics I.

FUN WITH GEOLOGY (Q) 3043CB-Were these rocks walked on by dinosaurs? Hands-on learning of rock and mineral classification and study of the geologic time scale can help you answer these questions. Develop your interest in science through this fun elective.

FUTURE CITIES (Q) 3090CQ -Do you ever wish you could create the perfect place to live? This exciting elective combines a stimulating engineering challenge with a "hands-on" component for you to present your vision of a city of the future! This elective uses SIMCITY software to help you design your future city! Be ready to learn engineering skills, and practice teamwork, communication, and problem solving in this challenging elective!

GALILEO, NEWTON, AND EINSTEIN(Q) 3080CF-Gravity, motion, light, and time. We understand these things due to the impact of these three famous men. Challenge yourself through thought provoking activities designed to make these concepts real to you.

GENETICS (Q) 3029CA-Why are your friend’s eyes brown, and yours green? Who do you know that has a detached earlobe, or can curl their tongue? This course helps explain our genetic differences.

HURRAY FOR HERPETOLOGY!-Reptiles and Amphibians of North Carolina and beyond. (Q) 3001CZ-The study of herpetology-reptiles and amphibians-is not just fascinating, but provides us with clues as to what’s happening in our environment. These amazing animals have developed interesting survival skills over the course of time. Come learn about the wild and wonderful world of herps!

“LAB-BUSTERS”-Solving “myths” using the Scientific Process (Q) 3080CH-Urban legends or truth? How can you find out if what you hear about something happening is truth, a colorful hoax, or a little of both? Use the scientific process to discover whatever “myth” you choose to “bust”!

MICRO MADNESS (Q) 3030CB- Things that are best seen with a microscope, and the microscopes themselves are the “focus” of this enlightening elective! Learn all about the tiny world around you, and the instruments that make it possible for us to peer into that world!

MOUSETRAP CARS/WILD WHEELS (Q) 3080CK-Linear, rotational, reciprocating, and oscillating motion learned through creating mousetrap cars and/or other wheeled vehicles. Analyze and predict the motion of objects, devices, and systems, understand the forces that act on them. Design/build/test a mousetrap racer. In-class competitions are part of this elective.

NATIVE AMERICAN CULTURES AND OUR NATURAL RESOURCES (Q) 4009CB-3040CA How would you have dressed before textile factories? What would you have eaten if there were no McDonald's? What would your house have looked like before the modern technology we have today? Come learn about the different practices of using the things Earth has provided you and how/why people celebrate the Earth. Earth itself is truly one of our most important resources. Hands-on activities make this course more real, fun, and meaningful.

OCEANOGRAPHY (Q) 3045CB-Examine the structure and function of marine life, organism interactions, and specific ecosystems such as coral reefs, estuaries, and lagoons. Investigate the history of ocean exploration, topographical features, water circulation, and marine life. Concepts will be reinforced through hands-on activities.

OH, BEHAVE! *Theories of Psychology, and why we act the way we do.* (Q) 3080CO- Ever wonder what makes you "tick"? Why do you do things the way you do? What pushes your "buttons"? Begin to explore your behavioral nuts and bolts in this revealing elective!

ROBO-LAB I (Q) 2501CC/2501CU-“You get to build really cool robots,” says a sixth grade student! Use Lego blocks, gears, motors, make machines, connect them all with wires to an interface box to a computer that speaks a dialect of Lego. Command your machine!

ROBO-LAB II (Q)-*Prerequisite-Robo Lab I*-Take your robot study further!

SCIENCE OLYMPIAD (Q) 3080CI-Explore scientific problem-solving through hands-on experiences. Analyze a problem, synthesize a solution, and evaluate results using real-world situations, such as egg-drops and slot cars.

SOLAR RACE CARS I (Q) 3001CM-Research, develop, and build solar race cars. Qualifying students will have the opportunity of entering a Solar Race Car competition. **SOLAR RACE CARS II (Q) 3001CM2-*Prerequisite-Solar Race Cars I and/or nomination by the instructor--***For students interested in entering the SMARTT (Students Making Advancements in Renewable Transportation Technology) Challenge competition. *After school and/or weekend participation required if the team goes to competition in May.*

SPACE ADVENTURES (Q) 3072CA-Study the history and mechanics of flight through this hands-on elective. Do you love rockets, airplanes, or kites? Swoop in to this elective and find out what it's all about!

THE GREY MATTER-*An Owner's Guide to the Brain* (Q) 3001CS 9010CP Do you know your pons from your pituitary? What's a medulla? How does your personal processor make you unique? Learn about your brain's function, and the theories of learning.

THE MOST AMAZING MACHINE-*An Owner's Guide to the Body (Anatomy)* (Q) 3001CI-We all won a model of the Most Amazing Machine-the human body. Do you know about your body's amazing systems-it's functions, interdependence, and diseases? How can you keep your model in great condition? Come learn about YOU in this interactive elective.

THRILL RIDE—*The Physics of Amusement Parks!* (Q) 3001CQ—Ever wonder how those stomach-dropping rides in the theme parks are designed? In this elective, you'll have hands-on experience exploring how they work, how they're designed, and how force affects our fun!

WONDROUS WINGS (*Ornithology*) (Q) 3001CP—Study the fascinating world of birds—their types, songs, and diversity. Compare and contrast features and adaptations. Hands-on activities, observations, and speakers will bring added dimension to this course. Learn how to identify birds by their song and their markings—and explore the diversity of bird life right here on our campus! **WONDROUS WINGS MIGRATION (Q)** This course will incorporate elements of the course above, but will have a major focus on migratory patterns. These patterns also include other winged creatures, such as butterflies. A comparison study of different groups of people may also be included when talking about needs of a species and why it may migrate. This awareness will bring in a global element to the study of bird migration patterns.

PHYSICAL EDUCATION

Students are expected to dress out for all P.E. Electives

ADAPTIVE P.E. (Q) 9015AA—*Designed for exceptional students who are unable to participate successfully in the regular program.* Instruction is highly individualized according to each student's special needs and abilities. Conditions which most often prevent a student from participating in the regular PE program may include: hearing, visual, emotional, mental, orthopedic, or cardiovascular impairment.

ARCHERY (Q) 9001CH—Learn to shoot the bow and arrow! This is a basic introduction to the history, terminology, safety, and care of archery equipment. Skill development, target shooting, and proper retrieving of arrows are emphasized.

BADMINTON (Q) 9001CG—Learn the fundamentals of badminton. Introduction to the history, terminology, safety, special equipment, rules, and scoring of badminton are introduced. Proper hitting techniques are emphasized. Lead-up games are utilized as well as singles and doubles tournament play.

BASKETBALL I & II (Q) 9001C7/9001CM—Basketball I covers the fundamentals of basketball, which includes the history, terminology, safety, equipment, scoring, and basic skills of the game. Drills, relays, and lead-up games, as well as team situations are part of the elective. Basketball II continues the skills taught in Basketball I.

BOWLING (Q) 9001CI—Learn the techniques of bowling and proper scoring through this elective.

FITNESS/AEROBICS (Q) 9001CF2—Improve overall fitness and muscle tone by moving to music. Understand your own physical condition and how to improve it by making up your own routine!

FITNESS FOOTBALL (Q) 9001CW-Use the elements and strategies of football to get fit and stay that way!

FLAG FOOTBALL (Q) 9001CW-Learn the basics of flag football. At this level, students are introduced to the history, terminology, safety, strategy, scoring, and basic skill of the game. Drills, relays, and lead-up games, as well as team situations are part of the elective.

FRISBEE GAMES (Q) 9001CBI-Learn the skill of individual and team games and proper Frisbee throwing techniques.

FLOOR/COURT HOCKEY (Q) 9001C01-Basic skills will include controlling, passing, and shooting in this beginning level floor hockey elective. Offensive and defensive positioning will be covered. Drills, relays, and lead-up games, as well as team situations are part of the elective.

GOLF (Q) 9001CX-Designed for the student unfamiliar with, or interested in the fundamentals of golf. The history, terminology, safety, equipment, scoring, and basic skills of the game are taught at this level.

HEALTHY HOOPS (Q) 9001C7H-A combination of health, fitness workouts, and basketball to help you get fit and stay that way! Students will alternate between teachers gaining benefits in the classroom and on the courts. Tobacco, drug, and alcohol effects and avoidance are covered in health, while muscles and proper exercise techniques are covered in fitness.

INDIVIDUAL RECREATIONAL GAMES (Q) 9001CB-A sports variety class that contains a variety of games such as ping pong, badminton, paddleball, and tennis. Terminology, safety, equipment rules, strategy and scoring are covered. Proper stroke techniques are emphasized and incorporated into singles and doubles play.

LACROSSE (Q) 9001CA-The fundamentals of lacrosse are taught in this entry level elective. At this level, students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of the game. Drills, relays, and lead-up games, as well as team situations are part of the elective.

NET GAMES (Q) 9001CJ-A variety of activities that involve passing an object over a net are incorporated in this elective. Examples might include: deck tennis, beach ball blast, team paddle ball, and newcomb.

PERSONAL FITNESS (Q) 9010CA-Designed for middle school students interested in an overall fitness program. Focus areas include: muscle strength and endurance, flexibility, aerobic endurance, body composition, and proper nutrition. Students will learn the benefits of maintaining a lifestyle based on wellness. Work out in the Fitness Lab!

RACQUET GAMES (Q) 9001CG1-Learn the fundamentals of badminton and ping pong. Introduction of the history, terminology, safety, special equipment, rules, and scoring of the sports are introduced. Proper hitting techniques are emphasized, and singles and doubles games are played.

RHYTHMICS AND ROPES (Q) 9001CL-Designed for students interested in improving fitness and muscle tone by “moving to the beat”. Some activities that may be included are: jumping rope, tinikling, and stepping. After an introduction to each, students will be expected to develop their own routines.

ROLLER SKATING (Q) 9001CU-*Students are expected to provide their own wrist, elbow, and knee pads. Helmets are strongly encouraged.* In this course, students are introduced to the history, terminology, safety, special equipment, and basic skills of roller-skating. Forward and backward movements, proper stopping, and increasing speed are taught. Skating games and short routines may be included.

SOCCER (Q) 9001CV- At this level, students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of the game. Skill development through the use of drills, relays, and lead-up games are part of this elective. Students will have opportunities for team situations.

SOFTBALL (Q) 9001C2- At this level, students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of the game. Skill development through the use of drills, relays, and lead-up games are part of this elective. Students will have opportunities for team situations.

SPORTS VARIETY (Q) 9001CN-Improve coordination, confidence, and knowledge in a variety of sports and activities. Drills and modified games develop skills. Examples of the array of popular team sports that may be included are: basketball, football, softball, soccer, and volleyball, as well as others.

TEAM RECREATIONAL GAMES (Q) 9001C0-Team games are a mix of mostly indoor games and/or activities that may include: speedball, 4-square volleyball, kickball, whiffleball, pilo polo, bound ball, Greek dodge ball, and handball.

TENNIS I AND II (Q) 9001CC/9001C6 **Tennis I** is designed for the beginning student, emphasizing proper stance, grip, serve, and hitting techniques. Accuracy is developed through drills and simple lead-up games. Singles games will be included. **Tennis II-Prerequisite-Tennis I and/or nomination by PE specialist.** For students serious about improving skills. Students will work on serving and hitting techniques, ball placement, and game strategy. Singles and doubles games will be included.

TRACK AND FIELD (Q) 9001CB2-Introduction to the sport. Students will be informed of the different events that make up a middle school track meet, and how to score a meet. Basic techniques of field and running events, as well as shot put and long jump will be covered. Running events will include the 60 yd. dash, 100 yd. dash, 220 yard run, 440 yard run, 880 yard run, and various relays.

VOLLEYBALL (Q) 9001CO - At this level, students are introduced to the history, terminology, safety, equipment, scoring, and basic skills of the game. Skill development through the use of drills, relays, and lead-up games are part of this elective. Students will have opportunities for team situations.

CAREER AND TECHNICAL EDUCATION

BUSINESS/COMPUTER TECHNOLOGY (S) 6400CA-Prerequisite-Keyboarding.

Designed to build upon and enhance the semester-length Keyboarding/Computer Literacy course. Hands-on instruction in basic computer hardware concepts, computer ethics, and software applications are provided. Touch keyboarding skills, database management, word processing, desktop publishing, spreadsheets, and telecommunications applications are emphasized. *This course prepares students for the state adopted NC Computer Skills test that is taken in the fall of 8th grade. Students must pass this test as a high school graduation requirement.*

CHILD CARE (Q) 7018CG-Explore how young children grow and develop. Special emphasis will be placed on learning activities, discipline techniques, and safety precautions appropriate for the infant, toddler and preschooler. Students will gain confidence and competence in caring for young children.

CREATIVE CUISINE (Q) 7018CF- Develop basic cooking skills while learning about nutrition. Students will prepare and serve a variety of foods while gaining confidence and competence in the kitchen.

EXPLORING BUSINESS TECHNOLOGIES (S) 6208CA-This course is designed to explore the nature of business in an international economy and to study related careers in fields such as entrepreneurship, information/technology systems, marketing, office systems technology, public relations and promotion. Emphasis is on using computer applications and problem solving and thinking skills. Communication and mathematics skills are reinforced as students explore business applications and careers. This course contributes to the development of a career development plan.

EXPLORING TECHNOLOGY (Q) 8108CH-This course explores major technological systems using hands-on activities. Students will gain a better understanding of technological systems, and how they affect society. In class, focus topics may include: communication, construction, biotechnology, agricultural technology, manufacturing, transportation, medical technology, electronics, materials, and robotics. Students may repeat this class.

INTERIOR DESIGN (Q) 7018CD-Students will design, build and decorate a bedroom model. The bedroom model project will utilize the basic elements and principles of design, with emphasis on color, wall and window treatments, flooring, accessories, and furniture arrangements.

KEYBOARDING/COMPUTER LITERACY (S) 6511CC-General keyboarding instruction will help students develop basic skills in touch typing. They will also learn proper use and care of equipment, the history and terminology of computers, as well as word processing skills and formatting for documents, including memos, letters, and reports.

SEWING I /SEWING XTRA (Q) 7018CJ/7018CB- *Students will be requested to provide their own sewing supplies (i.e. fabric, thread, etc.) for both Sewing I and Sewing XTRA.* **Sewing I-** Students will develop basic sewing skills while learning the proper use of the sewing machine and other equipment. A minimum of two sewing projects will be constructed by the students. *Sewing I was formerly referred to as "Ready, Set, Sew".* **Sewing Xtra- Prerequisite-Sewing I and/or nomination by the instructor.** This class allows students to continue developing their sewing skills by constructing a minimum of three sewing projects.

VISUAL ARTS

ART FUNDAMENTALS/TOTAL PICTURE (Q) 5410CM - This course allows students to explore the basic principles of the visual arts. Students will examine the works of artists and the value of the creative process. They will have the opportunity to work with a variety of different materials and processes. A great foundation for any art course! **Participants may repeat this course up to two times.**

ADVANCED DESIGN/VISUAL COMPOSITION (Q) 5410CE – *Prerequisite: Drawing I or by recommendation* This advanced level course emphasizes the principles and elements of design to achieve a strong composition. Advanced work will feature multiple approaches to creative problem solving. **Participants may repeat this course up to two times.**

CAROLINA CRAFTS (Q) 5030CK – The craftwork traditions of North Carolina are introduced in this course, providing the student with the opportunity to learn skills such as stitchery/ appliqué, jewelry, candling, basketry, weaving and pottery. A study of local craftspeople will be a part of this course.

COMMERCIAL ART (Q) – 5410CF3 – In this introductory course to the communication arts, students will work with design and marketing concepts to create print advertising, print layout, publication, and merchandising. Various mediums will be explored.

DRAWING I (Q) 5410CB - This introductory class provides students with a solid foundation in drawing. Working with a variety of materials such as pencil and charcoal, students learn to use value, gesture, and perspective, helping them to develop the ability “to see” as artists. The class works with subjects such as still life, nature, and landscape.

DRAWING II (Q) 5410CL – *Prerequisite: Drawing I or by recommendation* Students continue to develop skills learned in Drawing I. Emphasis is on composition, perspective, form and value, using techniques such as stippling, shading and cross-hatching. This course will help students refine their control of the medium. **Participants may repeat this course up to two times.**

FIBER ARTS (Q) 5410CH – Explore a wide variety of art processes that involve fibers, using batik, tie dyeing, papermaking, silk painting, collage, soft sculpture and weaving. Students will create functional and decorative projects that connect to our everyday world.

MASK MAKING (Q) 5410CF2 – Prerequisite: Total Picture or by recommendation

Students design and construct masks using a wide range of materials, including clay, plaster, paper and wire. Many types of ancient and contemporary masks are researched. Drawing skills are recommended but not required.

PAINTING I (Q) 5026CF – In this painting fundamentals course, students will study color theory, experiment with various brush techniques and use water-based paints. This course provides a solid foundation, allowing students to develop confidence in the medium.

PAINTING II (Q) 5032CC – Prerequisite Painting I, Drawing I or by recommendation

Students will take their painting ability to a more advanced level. Knowledge of color theory, color mixing, paint brush manipulation and good drawing skills are helpful in creating successful painting compositions. **Participants may repeat this course up to two times.**

POTTERY I (Q) 5410CI – This course is an introduction to the versatile organic material of clay. Students will build functional and decorative pots using traditional hand-building techniques, such as pinch, coil and slab. Pots will be glazed and fired in a kiln. A study of this local craft tradition will also be included.

POTTERY II (Q) 5410CI2 – Prerequisite: Pottery I or by recommendation

Further explore pottery and clay, using the potter's wheel and advanced hand building techniques. A detailed study of glazes will be included. **Participants may repeat this course up to two times.**

PRINTMAKING (Q) 5410CJ – Basic applications and techniques of printmaking and surface design are introduced, using cardboard, styrofoam, wood, linoleum, stencil and screen. Strong drawing skills are a plus. Projects may include monoprints, bookmaking, fabric pattern design and stationery.

SCULPTURE I (Q) 5410CD – Create three dimensional forms using a wide variety of media such as paper, wood, clay, wire, plaster, papier mâché, or fabric. Basic design principles and art history are incorporated throughout the course.

SCULPTURE II (Q) 5410CD1 – Prerequisite: Sculpture I or by recommendation

Further explore the third dimension by creating sculptural forms with more complex structures and themes. Participants may repeat this course up to two times.

DANCE

When necessary, ALL AUDITIONS FOR DANCE CLASSES MUST BE ARRANGED WITH THE INSTRUCTOR PRIOR TO THE FIRST DAY OF CLASS. IN MOST CASES, THIS MUST BE DONE DURING OR PRIOR TO THE SEMESTER REGISTRATION PROCESS.

CHOREOGRAPHY/IMPROVISATION (S) 5110CP-offered only during the fall semester.

Designed to introduce students to a basic working knowledge of the art of choreography and improvisation. Explore various compositional and improvisational techniques in this course. Classes are both student and teacher lead.

DANCE IV (S) 5110CI2-Prerequisite: Jazz I, II, III, Modern I, II, III, Choreography and audition or teacher recommendation. Offered only during the spring semester. Through a daily technique class students explore jazz and modern dance at an advanced level. This course provides an opportunity to build on skills introduced in Jazz I, II and III and Modern I, II and III. Improvisation and choreography are explored along with in depth technical work, performance opportunities are provided.

DANCE COMPANY (Y) 5110CL-Prerequisite-Audition and recommendation of the instructor. Students develop various performance techniques including stage presence, ensemble work, and understanding the role of dancer to choreographer. Opportunities given for performance in teacher selected dance style (modern, ballet, jazz, and or tap), and student choreography. Students experience elements of production-costume design, publicity, lighting, and set design.

JAZZ I (1ST AND 2ND Q) 5110CE JAZZ II (3RD AND 4TH Q) 5110CE/5110CD/5110CN

Jazz I (Q)-a daily technique class exploring the style of jazz dance. Students build strength, flexibility, and coordination, and are introduced to the historical value of jazz technique.

Jazz II (S)-Prerequisite –Jazz I, and/or audition with instructor-The student is provided the opportunity to build on skills introduced in Jazz I. Improvisation and choreography are explored, as well as in-depth technical work. Performance opportunities will be provided.

Jazz III (S)-Prerequisite-Jazz I, II, and/or audition recommendation of instructor. Advanced technique is developed. Choreographic opportunities and independent study are required. Performing opportunities will be provided.

MODERN I (1ST AND 2ND Q) MODERN II (3RD AND 4TH Q) 5110CR/5110CR1

Modern I (Q)-Students explore basic improvisation and composition as it relates to modern dance. Skills of the early pioneers of modern dance are also part of this elective.

Modern II (S)-Prerequisite-Modern Dance I and/or audition with instructor. This technique course offers a more intensive study of the skills introduced in Modern I. Performance opportunities will be provided.

Modern III (S) 5110CR2-Prerequisite-Modern II and/or audition. This technique course is a continuation of Modern II. Students gain greater movement facility, strength, flexibility, and body alignment. Serious exploration of the craft of improvisation and choreography is expected. Performance opportunities will be provided.

THEATRE ARTS

ACTING (Q) 5310CG-Students learn the fundamentals of acting and improvisation while gaining performance experience. Audition techniques, plot structure, short scenes, and the production of a one-act play are included. No after school rehearsals required. **Students may repeat this course up to two times.**

CREATE A CHARACTER (Q) 5310CJ- Creative dramatics help students to discover creative ways to explore characters on different levels. Writing monologues or short skits, and in-class participation in a short one-act play, are a part of this course.

DRAMA PRODUCTION-MARTIN ENSEMBLE THEATRE-(Y) 5310CK-Prerequisite - application or invitation; in addition, the student must have taken a drama class with Mrs. Dove. An intensive hands-on theatre course for the student who is interested in the total production process as well as in acting. Public and community performances of the productions are included in this course. **Some after school and weekend rehearsals/performances are involved.**

EXPLORING TECHNICAL THEATRE (Q) 5310CHE - An introduction and overview of the technical side of theatre. Some of the topics included are stage lighting, scenery, and sound.

INTRODUCTION TO THEATRE (Q) 5310CA-An introduction and overview to the world of theatre! Students will tour theatre from its roots in ancient Greece to present-day on and off-stage techniques.

PLAYWRITING-FROM PAGE TO STAGE- (Q) 5310CF -Students will explore the process of writing a play and preparing it for the stage. Students will write an original play using Standard American Manuscript Formatting, present staged readings of the plays, and culminate with workshop productions of their work. Knowledge of keyboarding skills is needed. If you repeat this course, you will be writing plays at a higher skill level. ***Students may repeat this course once.***

PRODUCTION TECHNOLOGY (Q) 9520CG2 – This dynamic course combines many diverse elements of technical theatre and video production objectives and skills. Objectives taught will be determined by the projects set by the instructor and/or by the skill/interest level of the students enrolled in the elective. Students may be trained in behind-the-scenes work in theatre, such as stage lighting, sound, and scenic design. Researching, designing, and running productions, as well as sound design are other possibilities within this elective. Technology and cross-curricular links, such as writing, research, and storyboarding, are integrated throughout this course. Students may experience opportunities for basic video production skills, as well as opportunities to plan short and long-term projects, collect video of various subjects, look at their work and the work of others with a critical eye, and practice collaborative skills to create a finished product. Collaborative work with drama students, as well as other electives containing comparable objectives will be opportunities for students to determine video/element needs, and critical elements of editing to tell or change a story. In all cases, students will gain skills to analyze the connections between personal preference, objective view, and critical reference, and will develop the ability to critically view their own and their peer group’s work, by comparing it to exemplars. ***Some after school rehearsals may be part of this course.***

PUPPETRY (Q) 5310CFP – Students study a short history of puppetry around the world, with an emphasis on Asian-style puppets. Students will study puppet construction and manipulation, designing their projects after Indonesian rod and shadow, and Japanese Bunraku, puppets. Activities include a research paper, simple lighting techniques and sound effects, story-telling and plaster-and-paint puppet construction.

TECHNICAL THEATRE I & II (S) 5310CH/5310CH1-Tech I-No prerequisite Tech II-Prerequisite (Tech I) or by instructor permission. Students are trained in the behind-the-scenes work in theatre, including, but not limited to, stage lighting, sound, and scenic design. Students research and design productions, and the final project is the mounting and running of an actual production. Students have further opportunity to study stage lighting, scenic design, and sound in depth. Student technicians also have the opportunity to design and run two major dance concerts yearly. *Some after-school rehearsals are involved.*

TECHNICAL THEATRE INDEPENDENT STUDY III-MARTIN ENSEMBLE THEATRE (S)- Prerequisites-Tech Theatre I and II, and instructor recommendation. This course serves as the design and technical team of the Drama Production elective. Students in this course will provide technical support to the arts department, as well as Martin Middle school production needs. All aspects of technical theatre will be explored and investigated with more emphasis on student-led productions. *After school hours are vital, and required.*

VIDEO NEWS PRODUCTION (S) 9520CL- Pre-registration required. Students must have previous experience in Production Technology, or video production, in order to be nominated for pre-registration into this course. Students will produce and deliver the Martin Morning announcements which will be broadcast throughout the school. Students will focus on critical view, such as aural, visual, literary, time frame, and sequence for clarity and excellence. Video capture and editing, and cross-curricular links, such as writing, research, and storyboarding are emphasized to create clear and concise messages to the students and staff.. Students will hone video production skills, as well as presentation and public speaking skills through this course.

VIDEO PRODUCTION (Q) 9520CB -In this exciting course, students will be introduced to the dynamic world of video capture and editing. Critical view is emphasized: Aural, visual, literary, time frame, sequence, etc. Historical aspects of film are studied for links to current creations by the students. Technology, as well as cross-curricular links, such as writing, research, and storyboarding are integrated throughout this course. Students will have opportunities to plan short and long-term projects, collect video of various subjects, look at their work and the work of others with a critical eye, and practice collaborative skills to create a finished product. Students in this course will often work collaboratively with students enrolled in theatre classes, to determine lighting and sound needs, and the critical element of editing to tell or change a story. Students will analyze the connections between personal preference, objective view, and critical reference. Students will develop the ability to critically view their own and their peer group's work, by comparing it to exemplars. Students will gain basic video production skills through this introductory course, which will prepare them to further hone these skills through the Video News Production course.

INSTRUMENTAL MUSIC

All instrumental music, with the exception of the piano labs, beginning guitar, and percussion ensemble, are year long courses.

BAND COURSES:

BEGINNING BAND, INTERMEDIATE BAND 5255CA/5255CB-Beginning band is for the student who has never played a wind or percussion instrument before. Intermediate is for the student who has at least one year of experience, and usually follows the beginning band year. Some students have progressed from Beginning to Concert Band.

CONCERT BAND, JAZZ/ROCK BAND 5255CE/5255CG-*By audition*. Auditions are in the spring for the next school year. If a student enrolls during the year, the Band Director will listen to see the appropriate level of the student. Students must be in Concert Band to be in Jazz/Rock, meaning they will take 2 year-long electives if they choose this path.

STRING ORCHESTRA COURSES:

BEGINNING STRINGS 5240CB- Designed for students who have never played a stringed instrument before. **INTERMEDIATE STRINGS 5240CC**-*Prerequisite - beginning strings at an elementary level, or private lessons*. Extended ranges, shifting, intonation, and mastering scales, as well as discussion of style and interpretation are the focus points of this level. This class is open to sixth and seventh grade students. **ADVANCED STRINGS 5240CD**-This strings group is for intermediate and advanced students in seventh and eighth grade. This class learns more shifting positions, and more advanced techniques. It focuses on a more sophisticated level of music. **HONORS STRINGS**- *by audition only*- is an in-depth study for advanced students.

All strings classes and levels have opportunities for performance. Advanced and Honors strings may have performance opportunities with winds and percussion.

OTHER INSTRUMENTAL OPPORTUNITIES:

BEGINNING GUITAR (Q) 5023CA-Learn the fundamentals of guitar playing! Weekly in-class performance opportunities are provided. This is a nine-week course.

PERCUSSION ENSEMBLE-SOUNDS AND RHYTHMS OF THE WORLD-An in-depth study (Q) 5255CF-Learn the elements of percussion as you study different cultures from around the world. Drumming opportunities on drums from around the world will be provided.

PIANO LAB I (Q) 5210CC-Introduces the student with *little or no experience* to piano playing. Students are guided through skills of music reading, scales, chords, and performance of piano literature at appropriate levels. Finger dexterity and a variety of compositions are developed.

PIANO LAB II/III (Q) 5210CD/5210CE-*Prerequisite-recommendation of the instructor*. Continuation of PIANO LAB I. Student must have passed Piano Lab I, or have had at least a year of private instruction.

PIANO LAB IV (Q) 5210CF-*Prerequisite-recommendation of the instructor*-For the most advanced students.

VOCAL MUSIC

CHORAL ENSEMBLE (S) 5231CC-Introductory course for students singing for the first time at the middle school level. Singing skills, knowledge of music, and group activities are part of this course. Students may enroll for both 1st and 2nd semester sections.

HONORS CHORUS (Y) 5230CE-*By audition*. For Seventh and Eighth grade students who demonstrate a high level of mastery of choral music at the middle school level, and wish to continue at an accelerated rate. This group presents many performances in and out of the school system.

MEN'S ENSEMBLE (S) 5231CCM, WOMEN'S ENSEMBLE (S) 5231CD- These are two separate groups, which vary in size depending on enrollment. Development of greater singer independence within the ensemble is stressed.

FOREIGN/WORLD LANGUAGES

At Martin, we offer the middle school (ms) programs for: French I-III, Spanish I-III, German I-III, and Latin I&II

LEVEL I FRENCH, GERMAN, AND SPANISH-

Students will gain a basic knowledge of the target language through the acquisition of beginning listening, speaking, reading, and writing skills. Cultural topics will also be explored. Activities such as field trips, skits, films, and projects are used to enhance the learning experience.

LEVEL II FRENCH, GERMAN, AND SPANISH

Upon successful completion of Level I and/or recommendation of the teacher, students will advance to Level II for a more in-depth understanding of the target language. Expanded vocabulary (relevant to students' interests), and more sophisticated grammar concepts will lead to a deeper command and appreciation of the target language. On completion, rising 8th grade students may be eligible for middle school Level III; graduating 8th grade students may be able to enroll in high school Level II. (Two years of middle school foreign language are equivalent to one year high school foreign language.)

LEVEL III FRENCH, GERMAN, AND SPANISH

Upon successful completion of Level II and/or recommendation of the teacher, students progress to continue building on previously learned skills. Students at this level will be prepared to enter and excel at the high school Level II. In certain circumstances, students will be able to enroll in high school Level III.

LATIN I and II-Introduction to Latin and our Romance Roots- L1-1280CC/L2-1280CA-

Introduction to Latin begins its focus on the essential basics of English grammar. Students work with English sentences to gain an in-depth understanding of the parts of speech. From this foundation, students will be introduced to the Latin declensions. Students will become proficient with the first and second declensions, multiple verb tenses, and how to translate text from Latin to English, and English to Latin. In addition, students study the many historical links between those of the Ancient Roman Empire and their language and culture today. Students will gain an increased command of English by exploring the romance language roots of the English language.

In addition to the classroom experiences, students may have an opportunity for the following activities:

French students: Participation in the annual French Festival, participation in the French National Exam.

Advanced German students: German Day competition, Immersion weekend, Project C.A.F.E. (Calling All Future Educators), Elementary school fairy tale performances.

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Business and Computer Technology (BCT)	CTE	16	Honor's Chorus	Vocal Music	23
Carolina Crafts	Vis Art	17	Hurray for Herpetology-Reptiles and Amphibians	Science	11
Change the World-Future Problem Solvers	Lang. Arts	1, 10	Illusions	Lang. Arts	2
Child Care	CTE	16	In the Days of Knights	Soc. St.	5
Choral Ensemble	Vocal Music	23	Individual Recreational Games	P.E.	14
Choreography	Dance	18	Interior Design	CTE	16
Civil War	Soc. St.	5	Introduction to Sign Language	Lang. Arts	2
Classical Mythology	Lang. Arts	1	Introduction to Theatre	Theatre	20
College Preparatory Success	Lang. Arts	1	It's Hilarious	Lang. Arts	2
Commercial Art	Vis Art	17	It's in the News	Soc. St.	6
Create a Character	Theatre	19	Jazz Dance	Dance	19
Creative Cuisine	CTE	16	Keyboarding	CTE	16
Creative Writing-Inspire the Muse	Lang. Arts	1	Knights and Kings-History and Game of Chess	Soc. St.	6
Dance Company	Dance	19	Lab-Busters	Science	11
Dance IV	Dance	19	Lacrosse	P.E.	14
Debate	Lang. Arts	1	Latin	Foreign Languages	24
Drama Production	Theatre	20	Logical Minds	Lang. Arts	2
Drawing	Vis Art	17	Making the Law	Soc. St.	6
Electricity and Magnetism	Science	11	Mask making	Vis Art	18
Environmental Ecology	Science	11	Math Acceleration and Support	Math	9
Exploring Business Technologies	CTE	16	Math Art	Math	9
Exploring Technical Theatre	Theatre	20	Mathcounts	Math	9
Exploring Technology	CTE	16	Media Assistants	Lang. Arts	2
Fabric of America	Soc. St.	5	Men's Ensemble	Vocal Music	23
Fiber Arts	Vis Art	17	Micro Madness	Science	11
Film Analysis	Lang. Arts	1	Modern Dance	Dance	19
Financial Finesse	Math	8	Mousetrap Cars/Wild Wheels	Science	12
Fitness Football	P.E.	14	Native Americans and our Natural Resources	Science	12
Fitness/Aerobics	P.E.	13	NC Lighthouses-Shining a Light on the OBX	Soc. St.	6
Flag Football	P.E.	14	Net Games	P.E.	14
Floor/Court Hockey	P.E.	14	Newspaper Production	Soc. St.	6
Folk Tales and Myths	Lang. Arts	1	Newspaper Production-Electronic Hoof Print	Soc. St.	6
Forensics	Science	11	Nifty Fifties	Soc. St.	6

Number Theory-Youth and the Law

Title	Subject	Pg.	Title	Subject	Pg.
Number Theory	Math	9	Technical Theatre	Theatre	21
Oceanography	Science	12	Tennis	P.E.	15
Odyssey of the Mind	Lang. Arts	2	The Grey Matter	Science	12
Odyssey of the Mind	Math	9	The Most Amazing Machine-Anatomy	Science	12
Office Assistants	Lang. Arts	2	The Old Ball Game	Soc. St.	8
Oh, Behave!	Science	12	The Sixties	Soc. St.	8
Old West	Soc. St.	6	Thrill Ride	Science	13
Once Upon a Time	Lang. Arts	3	Track and Field	P.E.	15
Painting	Vis Art	18	United States Military History	Soc. St.	8
Passages to Other Cultures	Soc. St.	7	Video Literature	Lang. Arts	4
Passages to Other Cultures-Arabic	Soc. St.	7	Video News Production	Theatre	21
Passages to Other Cultures-ESL	Soc. St.	7	Video Production	Theatre	21
Peer Helpers	Soc. St.	7	Vocabulary S.A.T Preparation	Lang. Arts	4
Percussion Ensemble-Sounds and Rhythms of the World	Inst. Music	22	Volleyball	P.E.	16
Personal Fitness	P.E.	14	What are my Chances?	Math	10
Piano Labs	Inst. Music	22	Where are We, Geography?	Soc. St.	8
Playwriting-From page to stage	Theatre	20	Women's Ensemble	Vocal Music	23
Poetry In Motion	Lang. Arts	3	Wondrous Wings	Science	13
Pottery	Vis Art	18	Wondrous Words	Lang. Arts	4
Printmaking	Vis Art	18	Yearbook Production	Lang. Arts	4
Problem Solving	Math	9	Youth and the Law	Soc. St.	8
Problem Solving through Strategic Games	Math	10			
Production Technology	Theatre	20			
Public Speaking	Lang. Arts	3			
Puppetry	Theatre	20			
Quizzical Quilts	Math	10			
Racquet Games	P.E.	15			
Reading Acceleration and Support	Lang. Arts	3			
Rhythmics and Ropes	P.E.	15			
Robo Lab	Science	12			
Roller Skating	P.E.	15			
Science Fiction	Lang. Arts	3			
Science Olympiad	Science	12			
Sculpture	Vis Art	18			
Sewing	CTE	17			
Short Stories	Lang. Arts	3			
Soccer	P.E.	15			
Softball	P.E.	15			
Solar Race Cars	Science	12			
Space Adventures	Science	12			
Spanish	Foreign Languages	23			
Sports Fever	Lang. Arts	3			
Sports Variety	P.E.	15			
Stock Market	Math	10			
Storytelling	Lang. Arts	3			
Strings Courses	Inst. Music	22			
Student Council	Soc. St.	7			
Successs-Super Student Study Skills	Lang. Arts	3			
Tar Heel Ghosts and Folklore	Soc. St.	7			
Tar Heel Jr. Historians	Soc. St.	7			
Tar Heel Jr. Historians/History Bowl	Soc. St.	7			
Team Recreational Games	P.E.	15			