



Freshman Electives

ALL HIGH SCHOOL

VISUAL & PERFORMING ARTS

- Art Experience
- Band
- Beginning Guitar
- Chamber Choir
- Classic Rock
- Concert Choir
- Digital Audio I
- Musical Theatre
- Orchestra
- Piano
- Vocal Performance
- Wind Ensemble

FINANCIAL, ECONOMIC, BUSINESS, ENTREPRENEURIAL LITERACY

- Personal Financial Literacy*

21ST CENTURY LIFE & CAREERS (PRACTICAL ARTS)

*= HALF YEAR COURSE

- Accounting I
- Architecture I
- Engineering Design I
- Intro to Computer Science in Java & Video Game Design
- Intro to Television Production
- Principles of Business
- Sports & Entertainment Marketing *
- Web Design & Mobile App Development
- Yearbook Production

ACADEMIC ELECTIVES

- Journalism
- Naval Science
- Sports & Society*





Course Selection Worksheet and 4-year Course Planner

This worksheet is designed as a tool for you when planning your course selections for next school year and future school years.

The high school graduation requirements are listed on the chart below in the left column and the specific graduation requirements for electives are noted below the chart.

You can access the Program of Studies on our School Counseling Department website or utilize Genesis for detailed descriptions of all our course offerings.

Elective Graduation Requirements: 1 year Visual & Performing Arts
 1 year 21st Century Life & Careers (Practical Art)
 1/2 year Financial, Economic, Business & Entrepreneurial Literacy

Please refer to the *Graduation Requirement Elective Options* list for a list of electives that fulfill these requirements.

Graduation Requirements	Grade 9	Grade 10	Grade 11	Grade 12
4 years PE/Health	1. PE/Health 9	1. PE/Health 10	1. PE/Health 11	1. PE/Health 12
4 years English	2. English 9	2. English 10	2. English 11	2. English 12
3 years Math	3. Math	3. Math	3. Math	3. Math or Elective
3 years Science	4. Biology	4. Chemistry	4. Physics	4. Science or Elective
3 years Social Studies	5. Modern World History	5. U.S. History I	5. U.S. History II	5. Social Studies or Elective
1 year World Language	6. World Language	6. World Language or Elective	6. World Language or Elective	6. World Language or Elective
Electives	7. Elective	7. Elective	7. Elective	7. Elective
	<i>Backup</i>	<i>Backup</i>	<i>Backup</i>	<i>Backup</i>
	8. Elective	8. Elective	8. Elective	8. Elective
	<i>Backup</i>	<i>Backup</i>	<i>Backup</i>	<i>Backup</i>

Freshman Electives

Visual & Performing Arts

ART EXPERIENCE

Credits: 5

Grades: 9, 10, 11, 12

This introductory course offers an exploration of the basic skills and elements of art. Students will experience a variety of mediums and forms of art including Painting, Drawing, 3-Dimensional Mask Building, Book and Printmaking.

BAND

Credits: 5

Grades: 9, 10, 11, 12

The band performs for marching and concert activities throughout the school year. Instrumental music skills are developed through class instruction. A variety of music is performed. Participation in dress rehearsals and concerts is required along with marching band activities.

BEGINNING GUITAR

Credits: 5

Grades: 9, 10, 11, 12

This course is designed for students with minimal guitar experience. Skills in musical expression, musical literacy and creativity through guitar performance are developed. The student will gain a lifelong interest and participation in music by learning to read music, develop technical proficiency on the guitar and nurture the creative process.

CHAMBER CHOIR

Credits: 5

Prerequisite: Placement by audition

Grades: 9, 10, 11, 12

The Chamber Choir performs diverse styles of music at the Holiday and Spring Concerts. The Choir also performs for school and community activities throughout the school year. Vocal tone production, ear training, stylistic interpretation, part independence and music reading skills are developed. Students are required to demonstrate musical growth by completing a simulated All Shore Chorus Audition. Participation in dress rehearsals and concerts are required.

CLASSIC ROCK

Credits: 5

Grades: 9, 10, 11, 12

This course develops a broader understanding of classic rock music and its cultural impact. A study of the predominant performers and bands along with an introduction to the elements of a musical performance is explored. Additional topics include the influence of critics, economic concerns, new directions, social issues, and the development of music literacy.

CONCERT CHOIR

Credits: 5

Grades: 9, 10, 11, 12

Concert Choir is open to all students who are interested in singing with a group of vocalists. The principles of vocal tone production, diction, phrasing, note reading, and musical expression are taught. This is a performance course that presents diverse styles of music at the Holiday and Spring concerts annually. The Choir also performs for school and community activities throughout the school year. Participation in dress rehearsals and concerts are required.

DIGITAL AUDIO 1

Credits: 5

Grades: 9, 10, 11, 12

In this course, students will explore, experiment with, and create music using digital tools. Students will learn about music fundamentals as well as: how popular music is produced and consumed in today's world, music from various cultures and countries, and the role music plays in our everyday lives. Projects will include virtual DJ mixing, podcasting, online content creation, and other collaborative projects to showcase student creativity.

MUSICAL THEATRE 1

Credits: 5

Grades: 9, 10, 11, 12

This course introduces the student to the American Musical theatre repertoire with a concentration on acting fundamentals, vocal technique, monologues and scene study, audition techniques, stage production, ensemble and solo singing, movement for musical theater, and the history of musical theater. The students have the opportunity to experience musical and theatrical performance and develop an appreciation for musical theater. Scripts and vocal material are provided.

ORCHESTRA

Credits: 5

Grades: 9, 10, 11, 12

The orchestra is composed of students who perform violin, viola, cello, or bass. This ensemble performs orchestral literature. Participation in dress rehearsals and concerts are required.

PIANO

Credits: 5

Grades: 9, 10, 11, 12

This course provides group piano instruction for students at the beginning level. Students learn to read music and develop technical facility at the piano through preparation and performance of music. The course will cover piano technique, such as proper posture and hand positions, finger patterns and exercises, the reading of treble and bass clef, major and minor scale studies, and selected etudes. This full year course will also focus on the fundamentals of music notation and how they apply to keyboarding. Students will study and perform a variety of repertoire from classics, folk, rock, pop and jazz.

VOCAL PERFORMANCE 1

Credits: 5

Grades: 9, 10, 11, 12

Students in this course develop vocal performance presentation skills. Emphasis on character development, phrasing, breath control, belts; mixed belts and interpretation are studied. Pop and Broadway songs are studied and performed. Students will learn how to sing in harmony and in an ensemble. Students have the opportunity to make a recording of selected performances. Participation in dress rehearsals, cabaret performances, and vocal music concerts are required.

WIND ENSEMBLE

Credits: 5

Prerequisite: Placement by audition

Grades: 9, 10, 11, 12

This ensemble allows students to experience challenging band repertoire. Students are required to demonstrate musical growth by the submission of student-produced recordings of the All Shore audition requirements. Students perform a “simulated” audition of the All Shore band solo and technique requirements. The wind ensemble performs several concerts each school year. Participation in dress rehearsals and concerts is required along with marching band activities.

Financial, Economic, Business, Entrepreneurial Literacy

PERSONAL FINANCIAL LITERACY *

Credits: 2.5

Grades: 9, 10, 11, 12

This course fulfills financial, economic, business & entrepreneurial literacy NJ State graduation requirements.

In this course students learn how to manage their personal finances now and in the future. Areas to be covered will include work related forms and laws, taxes, budgeting, banking services, and investments.

*Students also have the option of completing this course through an online option.

21st Century Life & Careers

ACCOUNTING 1

Credits: 5

Grades: 9, 10, 11, 12

The study of accounting helps the student develop an overall picture of the financial process involved in running a business. The students learn to organize and summarize financial facts and information to make fiscally responsible decisions. The computer is used in conjunction with manual exercises. This course also provides an excellent starting point for students thinking of pursuing a career as an accountant, accounting clerk, bookkeeper, or entrepreneur.

ARCHITECTURE 1

Credits: 5

Grades: 9, 10, 11, 12

This course introduces students to drafting techniques used by architects, civil engineers and builders. Students produce board drawings, computer aided drawings using CAD software, and three-dimensional models of their designs. Emphasis is placed on residential structures focusing on efficient use of space and room planning. Students reinforce learned skills and concepts through design challenges.

ENGINEERING DESIGN 1

Credits: 5

Grades: 9, 10, 11, 12

This course exposes students to the various fields of engineering and what it means to be an engineer. Math and science principles and concepts will be applied in a practical format. Areas of study include but are not limited to structures and mechanisms, control systems and product design. Students will utilize mechanical drawing techniques, as well as Computer Aided Design (CAD) software in conjunction with rapid prototyping equipment, such as 3D printers and laser cutters. Students will work collaboratively on real world engineering design problems requiring the application of valuable skills such as: hands-on problem solving, creative thinking, working within a team, creating engineering reports and presentations.

INTRODUCTION TO COMPUTER SCIENCE IN JAVASCRIPT & VIDEO GAME DESIGN

Credits: 5

Grades: 9, 10, 11, 12

This introduction to computer science and video game design curriculum teaches the foundations of computer science and basic programming, with an emphasis on helping students develop the logical thinking and problem-solving skills required to code video games. The Intro to Computer Science and Video Game Design course is designed for complete beginners with no previous background in computer science, but does provide opportunities to learn advanced topics. The course is highly visual, dynamic, and interactive, making it engaging for new coders. Topics covered include JavaScript basics, control structures, graphics, animations, and more.

INTRO TO TELEVISION PRODUCTION

Credits: 5

Grades: 9, 10, 11, 12

This is an entry-level course in the history, theory and techniques of TV Production. Technical and communication skills are emphasized for successful broadcast performance related to the television industry. Television production is a hands-on course providing students the opportunity to work both in groups and individually.

PRINCIPLES OF BUSINESS

Credits: 5

Grades: 9, 10, 11, 12

Students that take Principles of Business will leave the class with an understanding of the many different aspects of business. Topics covered in this course include basic economic concepts, business ethics/social responsibility, entrepreneurship and business ownership, role of the government in business, culture and diversity, stock market basics, and human relations and professionalism. After taking this class, students may wish to enroll in other business specific classes based off of the learned topics

SPORTS AND ENTERTAINMENT MARKETING*

Credits: 2.5

Grades: 9, 10, 11, 12

This course is designed for students interested in sports, entertainment and event marketing. The topics that are covered include: sports marketing profiles, categories of sports, sports products, product and price decisions, branding and licensing, sports promotion, entertainment products and marketing, entertainment promotion and careers. Activities include creative group projects, case studies, guest speakers and class trips.

WEB DESIGN AND MOBILE APP DEVELOPMENT

Credits: 5

Grades: 9, 10, 11, 12

In Web Design and Mobile App Development, students will unleash their creativity while learning to build responsive websites and fun mobile applications using HTML, CSS, JavaScript, and the React Native framework. Perfect for beginners, this course combines coding with imaginative projects that inspire problem-solving and innovation. Students will dive into exciting topics like designing eye-catching user interfaces, managing app states, and crafting organized layouts. They'll create a vibrant portfolio website to showcase their unique projects and develop mobile apps through interactive coding exercises. This dynamic and engaging course promises a fun learning experience while laying a strong foundation for future developers.

YEARBOOK PRODUCTION

Credits: 5

Grades: 9, 10, 11, 12

This course introduces students to page makeup and layout, graphic arts, photojournalism, and the function of computer technology in the production of a yearbook. Students work collaboratively towards the completion of the school yearbook and will serve as a junior editor, working with a senior editor on assigned tasks. Students are required to devote time outside of the school day to photograph events.

Academic Electives

JOURNALISM

Credits: 5

Grades: 9, 10, 11, 12

In Journalism, students are introduced to the concept of news and how to cover it. The goal of this course is to introduce students to basic reporting experiences including, but not limited to, interviewing, researching, and writing news, features, opinions and editorials, sports, and even try their hand at photojournalism. Students will be assigned stories that run the spectrum of the journalistic form with variable deadlines. They will also generate and develop their own story ideas with the ultimate goal of getting them approved and published. Additionally, students will be introduced to page makeup, layout, headline writing, advanced interviewing, and layout terminology. This is a workshop course whose main function is to produce student-reported news. This course reinforces technical knowledge and basic journalism skills. Students will hold such positions as editor-in-chief, managing editor, etc.

NAVAL SCIENCE 1

Credits: 5

Grades: 9, 10, 11, 12

This course fulfills the graduation requirement for career education/practical arts.

Students are introduced to the JROTC/NNDC program in this course. Units of study include: Introduction to Leadership and Citizenship, Physical Fitness and Personal Hygiene, First Aid, Substance Abuse Prevention, the Navy's Role in American Democracy, Sea Power, Naval Ships, Navy Organization, Chain of Command, Maritime Geography, Naval History through 1815 and Basic Seamanship.

SPORTS AND SOCIETY*

Credits: 2.5

Grades: 9, 10, 11, 12

Students debate and discuss the impact of professional sports on American society in this course. Evaluate the “big business” of professional sports contrasted with the “joy of the game” and what it means to be an athlete in today’s society.