English*

English I or English I Honors

Mathematics*

Algebra I or Algebra I Honors;
Geometry or Geometry Honors

Science*

Biology or Biology Honors

Physical Education

Physical Ed. (1 semester)

Theology

Theology I
(Jesus in Scripture)

World Language*

French I or French II, or
French I Honors or French II
Honors
Spanish I or Spanish II, or
Spanish I Honors or Spanish II
Honors
Italian I or Italian II, or
Italian I Honors or Italian II Honors
Latin I Honors

Social Studies*

World History or
World History Honors

Semester Electives (Choose One)

Art I, Computer Programming,
Intro to Acting, Intro to
Engineering and Design I,
Journalism, TV Studio 101

*Course and level placement
dependent upon IHA placement
tests and/or HSPT results.*

Elective Course Descriptions

Freshman students select one semester elective to be taken during the school year.

Art I - Art I is an integration of art history and studio skills. This foundation course emphasizes projects in a variety of media including paint, collage, and pencil techniques. Students are introduced to the elements of art and principles of design. Significant topics in art history, including the Italian Renaissance, Cubism, African art, and expressionist painters, are explored. The cross-curricular course design draws connections to the freshman Religious Studies and World History classes and meets a variety of students' levels and abilities. Students develop a strong art historical background that informs their work as they progress through the visual arts program. Students are introduced to the fundamentals of Adobe Photoshop and create a digital portfolio of their work.

Computer Programming - This course is designed to provide students with the knowledge of the fundamentals of computer programming. This course begins with Scratch, a programming language that makes it easy to create interactive stories, games, and art. Students learn about variables, conditional statements (if-else), and iterations (loops). Programming projects are designed and implemented in Scratch's drag-and-drop environment. After Scratch, the course moves on to Python, a popular programming language whose simple yet powerful structure and easy-to-use development environment allow impressive results to be achieved quickly. Python's "turtle graphics" module is also used, which allows two-dimensional designs to be created.

Introduction to Acting - The student-actor learns skills needed for improvisation, pantomime, and stage movement, in addition to gaining practice in the delivery of monologues and acting out a scene. Performances are required.

Introduction to Engineering and Design I – This course is a high school-level foundation course in the Project Lead the Way Engineering Program where students are introduced to a common approach to the solution of engineering problems. Utilizing the activity-project-problem-based (APB) teaching and learning pedagogy, students progress from completing structured activities to solving open-ended projects and problems that require them to develop planning, documentation, communication, and other professional skills.

Journalism - This course is a comprehensive look into the modern world of print journalism. Students learn to gather news; prioritize information; conduct interviews; structure news, feature, and editorial articles; and write reviews. Students determine the credibility of sources, gathering necessary background information from both primary (interviews) and secondary (researched) fields. Students learn to discern fact from opinion, and use both accurately and ethically. Students are introduced to Associated Press (AP) style and journalism jargon. The history of journalism and the ethics and responsibilities of journalists, as well as the impact of blogs and the '24-hour news cycle' are also examined.

TV Studio 101 – TV Studio 101 is an introduction-based course where students will gain hands-on experience in the TV studio. Students will learn how to use industry standard equipment to create broadcast quality videos. They will use the multi-camera television studio to create newscasts, live talk show productions, and public service announcements, among other programming. TV Studio 101 covers all types of programming and the different phases of production. Students will also learn the different roles in the TV studio rooms including the control room and the audio room. Students will also be responsible for each crew position in the TV studio.