2022 -2023

Course Directory

“Cultivating the Art of Engineering Excellence”

Scotlandville Pre-Engineering Magnet Academy

Scotlandville Pre-Engineering Magnet Academy is a highly specialized learning community that focuses on enhancing student growth in the areas of Science, Technology, Engineering, the Arts and Mathematics. Our students learn in an environment that propels their creativity and talents through the various arts and electives offered. We place strong emphasis on project based, hands-on, collaborative activities through our Agriculture, Arts, Career, Consumer Sciences, Engineering, Foreign Language, and Media and Technology courses. Our selection of courses allows students to matriculate through a multitude of progressive and challenging activities that promote growth throughout all subject areas while enhancing their problem solving and higher order thinking skills. Our learners are exposed to a wide variety of advanced technological activities, educational field trips, multimedia workshops, and curriculums that will allow them to earn high school credits during their middle school academic experience.

This directory serves as a guide to the wide array of courses being offered at Scotlandville Pre-Engineering Magnet Academy for the 2022-2023 school year. All students will take English, Mathematics, Science, Social Studies and Physical Education. The elective courses and their descriptions are listed in the directory. Parents, please carefully review all the courses offered, their requirements and any prerequisites they may have, with your student.

High School Credit Courses - Middle school students who meet criteria may take the following high school credit courses: Algebra I, Geometry, Spanish I, Keyboarding, Keyboarding App, Art I, Multimedia Production, Int Stem Pwy LSU, Game Design, and Music and Technology. **PLEASE NOTE:** These courses will count for credit toward graduation, but in most cases, will not count in determining class rank and GPA calculations. These high school courses require extensive study and are academically demanding. Because of the rigorous nature of these courses, it is imperative that students meet the entry criteria and maintain eligibility to remain in the course for the duration of the school year.

Please contact the school at 225-775-0776 if you have any questions regarding courses and course requirements.

NOTE: Once students have selected their courses, NO changes will be made unless determined academically necessary by the school counselor after June 3, 2022.

**Schedule changes may not be made after the first 10 days of the school year.

**Schedule changes will not be made to change a teacher.

Further Note: The Information in this course directory is subject to change if deemed necessary by administration or East Baton Rouge Parish School System’s governing officials.

Career and Consumer Science

Agriscience – Two Semesters
Students will develop an understanding of the importance of agriculture to the economy, learn key scientific terms, and develop an awareness of the relationships between agriculture and science.

Graphic Design I – One Semester
Students will be taught to recognize quality graphic designs, how to design eye-catching ads, publications, and other branding/promotional items. They will engage in curriculum designed to enhance their skills in making print, monogram, embroidery and various designs that can be placed on articles of clothing, caps, mugs, bag, etc.

Graphic Design II – One Semester
Prerequisite: Graphic Design I
Students will engage in hands-on curriculum designed to build upon the skills learned in Graphic Design I. They will work more independently and collaboratively to design, create and produce marketable products.

Foreign Language

Spanish MS – Two Semesters
Students will learn to read, write and speak useful expressions and everyday conversations. The geography, history, and culture of Hispanic people will be studied to achieve a greater understanding of the language.

Spanish I – Two Semesters – High School Credit
Open to 8th graders only
This course focuses on instruction in the basics of grammar and vocabulary with emphasis on listening and reading comprehension and speaking.

Technology

Coding – One Semester
Students are introduced to the basics of computer programming. They utilize coding and the essentials of computer science to develop their skills in communication and problem solving. Students build their on websites, apps, and games using the coding skills they acquire in the course.

Game and App Design – Two Semesters
Students will engage in project-based learning. They will design, code and build games using foundational programming and computing concepts.

Engineering Design – Two Semesters
Students will apply the design process to creatively solve problems. They will learn and utilize methods of communicating design ideas through sketches, solid models, and mathematical models. They will work in teams to identify design requirements, research the topic, and engage stakeholders.

Int Stem Pwy LSU – Two Semesters
Students will be made aware of various careers and occupational pathways related to STEM. Project-based activities will be used to increase interest in the four core areas of STEM.

Keyboarding – One Semester – High School Credit
Students will be introduced to basic keyboarding skills. They will type the entire keyboard using basic typing techniques and apply proper knowledge techniques to input data, and produce personal and business documents.

Keyboard Applications – One Semester – High School Credit
Students will be introduced to basic computer concepts both hardware and software, word processing, and spreadsheet applications. Computer skills will be taught that could lead to the student's ability to obtain certification in basic information technology.

Multimedia Productions – Two Semesters – High School Credit
Students will work collaboratively to produce broadcasts. They will learn how to create and edit video productions and use professional grade audio and video equipment.

Quest for Success – Two Semesters
This career exploration class will prepare students for career and life success beginning with self-awareness, leadership and obtaining skills in communication, collaboration, and technology through project-based learning activities and industry-aligned performance tasks. Students will identify personal and career goals.

Robotics Engineering I – Two Semesters
Students will be introduced to foundational robotics engineering programming applications. They will learn computer science concepts and apply theories from the software, electrical and mechanical engineering fields.

Robotics Engineering II – Two Semesters
Prerequisite: Robotics Engineering I
Students will be introduced to building and programming robots. The course will focus on structure, design and programming.

Visual and Performing Arts

Intro to Art (6-8) – Two Semesters –
Students will explore the creative process, which includes brainstorming, problem solving, analyzing and evaluating art. Design problems are solved through studio project-based learning in a variety of media and techniques, emphasizing the student's own personal ideas and artistic style.

Intermediate Art – Two Semesters
Students will use critical thinking and visual problem solving through a variety of media and techniques. Portfolio projects will be displayed on classroom webpages through the use of digital cameras, scanners and a variety of Web tools.

Art I – Two Semesters, High School Credit
Prerequisite: Intro to Art (6-8), Exam, and Portfolio Review
The basic elements and principles of design, aesthetic awareness, critical analysis, and art history through critical thinking and problem solving in studio production will be covered. The foundations of drawing, painting, sculpture, graphics and printmaking will be taught.

Ceramics I MS – Two Semesters
Students will use the three basic methods of hand building – pinch, slab and coil techniques. Basic vocabulary, and the methods of surface treatment, firing and other related aspects will be taught.

Ceramics II MS – Two Semesters
Prerequisite: Ceramics I
Students will approach more complex challenges both in techniques and in communicating ideas. Hand building methods are continued and wheel throwing is introduced.

Movement & Dance I – Two Semesters – A fee is required
Students learn movement fundamentals through the elements of dance. Similar or contrasting ideas to develop choreography using a variety of different stimuli will be explored.

Movement & Dance II – Two Semesters – A fee is required
Prerequisite; Movement & Dance I
Students will build upon the skills acquired in Movement & Dance I. Technical proficiencies in ballet, jazz, contemporary, cultural and hip hop will increase. Students learn to explain and discuss the choices made during genre-specific dance terminology, and expand movement vocabulary of floor and air-patterned designs.

Rhythmic Movement – Two Semesters – A fee is required
Prerequisite: Movement & Dance I and II
Students explore more advanced dance forms and apply dance elements, principles of design and dance benchmarks. They will develop collaboration, critical thinking, and social skills while establishing communication through performance.

Beginning Band – Two Semesters – A fee is required
Students will study band from the traditional instrument families of Brass, Woodwind and Percussion, including proper body posture and oral placement for quality sound and production, the reading of music, and proper breath control. Some practice/performance time may be required beyond the traditional school day.

Advanced Band – Two Semesters – A fee is required
Prerequisite: Beginning Band
Students will continue their study of band from the traditional instrument families of Brass, Woodwind and Percussion, including proper body posture and oral placement for good sound quality production, the reading of more advanced music, and proper breath control. Some practice/performance time may be required beyond the traditional school day.

Music & Technology – Two Semesters – High School Credit
Students will explore the technology resources used to create, evaluate, arrange, and perform music. Real-world applications of music technology will be discussed. Topics covered include: sound systems and recording, film scoring, radio commercials and jingles.

Music Appreciation MS – Two Semesters
Students will study music throughout time, various cultures, societies of the world and various genres. They will listen to, analyze, and learn more about music in a hands-on interactive classroom setting.