

7th Grade Elective Course Descriptions 2026/2027

CHOIR I

This course is a study of beginning music concepts: music reading skills with emphasis on solfege, vocal technique, and performance skills. No previous experience is required. The purpose of this course is to encourage students to have fun while studying different types of music, including traditional, musical theater, jazz, and popular styles, as well as music in foreign languages.

ORCHESTRA I Prerequisite: Previous string experience

This course covers fundamental and intermediate orchestra skills including tuning, vibrato, scales and basic shifting. Repertoire for this class may include classical, fiddling, and pop music. Performance attendance is required.

BAND I Prerequisite: Previous band experience

Brass

Woodwinds

Percussion

This course is a study of basic fundamental technical development and large ensemble performance. The major topics covered in this class will be Band Method II and traditional and contemporary band music. Other features of this course are participation in school assembly programs and evening concerts. This is for students who have played their band instruments for more than one year.

THEATRE

Students taking this beginning course will study various genres of the Theatre. Students will gain and demonstrate skills through acting, stage movement, pantomime, improvisation, Theatre history, script writing, and characterization. Students will learn and use Theatre vocabulary in activities, in addition to reinforcing their literacy skills.

STEM

Students in this class will learn how to use the Engineering Design Process to create solutions to real world challenges in a problem-based setting. This is a STEM class that utilizes the Project Lead the Way curriculum. Units may include: Design and Modeling, Automation and Robotics, Computer Science for Innovators and Makers, App Creators, Science of Technology and Green Architecture.

UNIFIED ART - STUDENT MENTOR

This course will provide inclusive opportunities for all students, creating a collaborative learning community, in a daily art class. It will introduce students to the basic elements and principles of design. Students will learn drawing techniques emphasizing line, positive/negative space, perspective, value, texture, lettering, and portrait proportion by utilizing black and white media. Students will also explore studies in color using drawing and painting techniques.

UNIFIED PHYSICAL EDUCATION - STUDENT MENTOR

This course will provide inclusive opportunities for all students, creating a collaborative learning community, in a daily physical education class. This class matches PE across grade levels to benefit all students involved. Mentors will also be scheduled for 7th grade PE.

MINI Courses

Students will rotate through and experience the 4 courses listed below in random order. Each "mini" course is 9 weeks in length.

- **INTRO to ART 9 weeks**

This course is a study of various media and techniques used in art today. Two-dimensional art is taught with an emphasis on creativity and an understanding of processes. Students may enter their artwork in the school's spring exhibit.

- **CAREER EXPLORATION 9 weeks**

This course introduces students to career and education planning through the development of their Education and Career Action Plan (ECAP). Students will explore a variety of career pathways to discover how their personal interests, strengths, and values connect to future opportunities. Through hands-on activities, interest inventories, and goal-setting exercises, students will learn about high school course options, postsecondary possibilities, and the skills needed for success in the workplace. This engaging and exploratory course helps students begin charting their path toward a meaningful and rewarding future.

- **CODING and GAMING 9 weeks**

This beginner's course will introduce students to the world of Scratch coding, a visual programming language designed to make learning to code fun and easy to understand. Students will explore the essential building blocks of Scratch, learning how to create scripts, manipulate sprites, and design interactive projects on the stage. Daily / weekly projects will reinforce coding concepts, allowing students to apply their skills creatively. Students will also develop a strong understanding of Scratch terminology, preparing them for more advanced programming in the future. No prior coding experience is needed. This class will be open to all who would like to understand Coding.

- **INTRO to FAMILY AND CONSUMER SCIENCES (FACS) 9 weeks**

This course is an introduction to Family and Consumer Science. This class introduces kitchen safety, sanitation, understanding recipes, and basic cooking methods. Other areas of study may include childcare, career introductions, hand-sewing techniques and cooperative learning.

- **INTRO to STEM 9 weeks**

This introductory STEM course builds foundational skills in science, technology, engineering, and mathematics through hands-on, project-based learning. Students develop problem-solving, collaboration, and design thinking abilities while exploring how STEM connects to real-world applications and the Arizona Academic Standards.