

ANGELINE ACADEMY OF INNOVATION

8916 Angeline School Way • Land O' Lakes, FL • 34638 (813) 346-2500 • aai.pasco.k12.fl.us

JoAnne Glenn, Principal

Angeline Academy of Innovation – 2024-2025 7th Grade Elective Course Descriptions

Coding Fundamentals 1*

Introduction to Physical Computing that guides students to explore fundamental Computer Science concepts by programming various devices. Coding Fundamentals also teaches students to problem solve, research documentation, identify solutions, and more soft skills that prepare for the workforce in many ways. Coding Fundamentals 1 prepares students to take the Programming and Logic Essentials Digital Tool Certification.

Coding Fundamentals 2*

Students will apply concepts learned in Coding Fundamentals 1 into building-block coding platforms such as Scratch. This allows students to easily code games and applications. Problems arise and solutions are recommended by the program to create the best learning environment for students. Building-Block coding is a great way to prepare for writing code in pathways such as Cybersecurity and Robotics.

Computer Applications in Business 1*

This course assists students in making informed decisions regarding their future academic and occupational goals and to provide information regarding careers in the Business Management and Administration career cluster. Students also learn fundamental technology schools and how they are used in the business field.

Emerging Leaders*

This course teaches students fundamental leadership skills. Students lead in-school activities such as fundraising and assist various school committees.

Exploration of Health Science Professions*

This course assists students in making informed decisions regarding their future academic and occupational goals and to provide information regarding careers in the Health Science career cluster. Students are introduced to these careers and learn about health science. This course is an intro course to our high school program pathways.

Exploration of Robotics Technology*

This course assists students in making informed decisions regarding their future academic and occupational goals and to provide information regarding careers in the Information Technology and STEM career cluster. Students are introduced to these careers and learn about Robotics and Engineering. This course is an intro course to our high school program pathways. This course goes good together with Exploration of Engineering Technology





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Exploration of Engineering Technology*

This course assists students in making informed decisions regarding their future academic and occupational goals and to provide information regarding careers in the Information Technology and STEM career cluster. Students are introduced to these careers and learn about basic Engineering. This course is an intro course to our high school program pathways. This course goes good together with Exploration of Robotics Technology.

Introduction to Business*

This course assists students in making informed decisions regarding their future academic and occupational goals and to provide information regarding careers in the Health Science career cluster. Students are introduced to these careers and learn about business. This course is an intro course to our high school program pathways.

Physical Education*

The purpose of this course is to provide the foundation of knowledge, skills, and values necessary for the development of a physically active lifestyle. Students are exposed to various outdoor activities such as team sports, competitions, fun games, and more.

Computer Science Discoveries 1* (MS or HS)

Students are introduced to computer science with methods including problem solving, communication, and creative computing. This course focuses on visual programming, game creation and design, and 3D printing. This course supports students' thinking strategies in a computer environment.

Computer Science Discoveries 2* (MS or HS)

Students are introduced to computer science with methods including problem solving, communication, and creative computing. This course focuses on computing essentials, cybersecurity, artificial intelligence (AI), and physical computing. This is a continuation of Computer Science Discoveries 1.

2-D Studio Art 1[^]

Students explore media and techniques used to create a variety of 2-D artworks through developing skills in drawing, painting, printmaking, and collage. Students practice, sketch, and manipulate the structural elements of art. Investigation of artworks from Western and non-Western cultures provide a means for students to expand their understanding and appreciation of the role of art in global culture.

Band 1[^]

Students with any music background develop foundational music literacy, instrumental skills, and music appreciation through studying music and band literature. Instrument care and maintenance instructions are also taught. Students may be required to attend and/or perform at musical concerts and performances outside of school hours. This course may also require students to obtain a musical instrument.





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Band 2/3[^]

Students with some music background develop foundational music literacy, instrumental skills, and music appreciation through studying music and band literature. Instrument care and maintenance instructions are also taught. Students may be required to attend and/or perform at musical concerts and performances outside of school hours. This course may also require students to obtain a musical instrument. Rental recommendations will be provided. This course is a continuation of Band 1.

Guitar 1[^]

Students with any guitar background will develop basic guitar skills and knowledge, including strum chords, strumming patterns, melodies, music theory, guitar parts, ensemble skills, and more. Guitar is separate from the Band 1 course. Students may be required to attend and/or perform at musical concerts and performances outside of school hours.

Guitar 2/3[^]

Students' guitar background will develop advanced guitar skills and knowledge, including strum chords, strumming patterns, melodies, music theory, guitar parts, ensemble skills, and more. Guitar is separate from the standard Band courses. Students may be required to attend and/or perform at musical concerts and performances outside of school hours. This course is a continuation of Guitar 1.

Journalism[^]

Students develop fundamental skills in the production of journalism across print, multimedia, web, radio, and learn about the history, careers, ethics use, and management related to the production of media.

Theater 1[^]

Students develop dance techniques and movement vocabulary in one or more dance forms. Dancers demonstrate use of class and performance etiquette, problem-solving skills, and studio practices.

Spanish 1[^]

Spanish 1 introduces students to the Spanish language and its culture. Students develop communicational skills. This course covers 1 credit of the Foreign Language Requirement.

- * Semester Courses
- ^ Full Year Courses
- ' High School Courses

