

CAREER TECHNICAL EDUCATION ■ ■ ■

BUSINESS

CRIMINAL & CIVIL LAW

4540
CR/CIVLAW
Semester
Grades 9-12

This is a very exciting class that will challenge your perspective of law and punishment as we explore controversial cases and issues. Criminal and Civil Law examines the types of crimes, legal rights, as well as the civil consequences faced after a crime.

Criminal and Civil Law class also examines torts, individual rights and liberties, contract law and juvenile law.

A field trip to criminal law will occur and there will be guest speakers such as lawyers, a police officer, among others.

Homework Expectation: None

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6

LAW 1

4541
LAW 1
Full Year
Grades 11-12

Law 1 is a UC recognized class that fulfills the “g” requirement (see counselor). Law 1 is an exciting legal course targeting students who may consider a career in the legal field. This exciting course takes the students through the criminal justice system, criminal law, Constitutional law, procedural law, adjudication process and an in depth look into landmark court cases. Students also examine the Bill of Rights and how they apply to law.

There are many expert guest speakers, four mock trials, debates and a field trip in this year’s course.

Homework Expectation: Most work is completed in class. Little to no homework.

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6

MULTIMEDIA DESIGN & APPLICATION

5853
MULMEDDES
Semester
Grades 9-12

Prerequisite: None

Students will be introduced to industry-standard multimedia tools, skills, and materials that they can manipulate as the primary means of communication and creative expression. In this hands-on course students will explore basic applications of various multimedia tools to create visual, aural, and written projects in both digital and print format. The subjects taught in this class include basic photo and video editing, audio recording, and Web applications. Students will also learn to properly format technical documents using word processing, spreadsheets, and digital presentation software. This course will provide students with knowledge of media literacy, including Web ethics, copyright and fair use, and internet safety concepts.

Homework Expectation: Minimal homework

District SLOs addressed in this course: 1, 2, 3, 4, 6, 7

VIDEO PRODUCTION

1033
VIDEO PROD
Fall
Semester
Grades 9-12

Prerequisite: None

This course provides students with opportunities to work on individual and small group video projects. Workshop methods will be employed to provide students with basic understandings of principles and practices of videography. Students in this course will be expected to develop project treatments, write and rewrite shooting scripts, develop storyboards, film and edit projects. An exhibition of student works will be held each semester.

Homework Expectation: Minimal homework

District SLOs addressed in this course: 1, 2, 4, 6, 7

ADVANCED VIDEO PRODUCTION

1034
VIDEO TWO
Spring Semester
Grades 9-12

Prerequisite: Video Production 1.

In this course students will investigate advanced techniques of video production: directorial style, script development, camera technique, editing, etc. Evaluation of the aesthetic principles of videography, investigation of selected historical topics, and “hands-on” training in video technique will form the basis of most class sessions. Each semester course will culminate in an exhibition of original student video projects. Students who are approved by the teacher may choose to take this course as independent study.

Homework Expectation: Minimal homework

District SLOs addressed in this course: 1, 2, 4, 6, 7

VIDEO PRODUCTION 3 INDEPENDENT STUDY PAUSD TV

1046
VIDEO PROD
3 IS

Full Year

Grades 9-12

Prerequisite: Complete Advanced Video Production or Advanced Broadcast Journalism, or teacher approval.

Students enrolled in this independent study course will plan, produce, and edit video projects for district-wide (PAUSD TV) communication efforts. This project based class will give students the opportunity to learn and work in a industry standard environment related to careers in broadcast journalism, TV/Film production and post production, media project management, public relations, corporate communications, and marketing. Students are required to attend all scheduled group meetings and editing sessions. This course is available to Gunn and Paly students.

Homework Expectation: Video productions will require additional time outside of scheduled class period.

District SLOs addressed in this course: 1, 2, 4, 6, 7

BROADCAST VIDEO 1 – INTRODUCTION TO BROADCASTING

1039
BRDCASTVID
Full Year
Grades 9-12

Prerequisite: None

Broadcast Video 1 operates as a project-based classroom where collaborative groups will be responsible for creating student produced school video features for the Gunn community. Workshop methods and “hands-on” training will be employed to provide students with a basic understanding of the principles of broadcast television production and video journalism. All student productions will be broadcast over television and the Web. Basic field video production will be applied to explore various types of programs such as student documentaries, sports and events. Speaking and interpersonal abilities are integral to this class for interviews and appearances on camera. This course will address the hands-on use of technology, primarily cameras, video editing software, podcasts, and Web streaming. Upon completing studio training, students will participate in the live morning announcements production during the second semester.

Homework Expectation: Video productions will require additional time outside of scheduled class period.

District SLOs addressed in this course: 1, 2, 4, 6, 7

ADVANCED BROADCAST VIDEO 2

1040
ADBSTVDPRO
Full Year
Grades 10-12

Prerequisite: Application only.

Recommended Prerequisites: Completion of Intro to Broadcasting, Video Production 1, or Theatre 1.

This course serves to broadcast campus news and selected features to the Gunn High School community. Positions on the TBN staff are awarded through an application process. Advanced broadcasting meets daily during the 0 period from 7:30am - 8:30am. Workshop methods and “hands-on” training will be employed to provide students with an understanding of the principles of broadcast television production and video journalism. Advanced broadcasting operates as a project-based classroom where collaborative groups will be responsible for creating student produced school video features. All student productions will be broadcast over television and the Web. Field video production will be applied to explore various types of programs such as student documentaries, sports and events. Speaking and interpersonal abilities are integral to this class for interviews and appearances on camera. This course will address the hands-on use of technology, primarily cameras, video editing software, podcasts, and Web streaming.

Homework Expectation: Video productions will require additional time outside of scheduled class period.

District SLOs addressed in this course: 1, 2, 4, 6, 7

ADVANCED JOURNALISM

1453
ADV JOURN
Full Year
Grades 10-12

UC/CSU
Subject "g"
Approved

By application only.

Through such activities as reading and analyzing professional models, interviewing, research and writing, revising and editing, students will demonstrate the mastery of journalistic writing and ethics needed for publication of their work in the school and professional press. Students will acquire the technical skills needed for desktop publishing. At least a B in Beginning Journalism (Journal 11, description is in the General Credit courses section) is a prerequisite for this course. The course may be repeated for district graduation credit, but currently has not received approval to substitute UC English elective credit. With approval of the instructor, this course may also satisfy the Career/Vocational Education requirement.

Homework Expectation: Students are expected to spend designated time outside of class working on production of the school newspaper.

STAGE TECHNOLOGY

1087
STAGE TECH
Full Year
Grades 9-12

1088
STG TECH II
Semester
Grades 9-12

Stage Technology and Design is designed to integrate theoretical and practical knowledge of stage technology and design. Students will study the design and construction of sets, lighting, sound, and costumes, and apply their skills by developing design concepts and mounting productions from a variety of theatrical genres. By assuming vital roles in play productions, students will work effectively in leadership and ensemble situations, and experience the relationship of technical theatre to the theatrical event as a whole. Students will learn to operate theatrical equipment and tools safely, and use these skills to provide technical services for many school stage activities. This course satisfies the Career Technical Education Program requirement and Visual and Performing Arts requirement, and may be repeated for four years.

ADVANCED STAGE TECHNOLOGY

4915
ADV STAGE TECH
Year
Grades 10-12

Prerequisite(s): Successful completion of one full year of Stage Technology and Design, and approval of the instructor.

Students will continue to practice their technical theater skills at an advanced level through working in leadership roles on Gunn Theatre Productions. They will manage and supervise a design or construction crew while drawing on their knowledge of theater history, design aesthetics, and creative processes. At the end of a production, students will be responsible for a production report, analyzing their process, successes and challenges. This course will also require students to archive their designs and experiences in a portfolio, which they will present at the end of the Spring Semester. This course satisfies the Career Technical Education Program requirement and Visual Performing Arts requirement, and may be repeated for three years.

Homework: 4 hours a week on average.

HOME ECONOMICS

Experienced and beginning students have the opportunity to use their expertise and learning skills. Each course stands on its own merit and can be taken independently or in combination. The best student projects will be exhibited at various times throughout the semester.

FABULOUS FOODS

5611
FOODS 11
Fall Semester
Grades 9-12

If you have a special liking for good food, even if you have never done much more than boil water, this class is for you. If you have had lots of experience in the kitchen but want to stretch your skills, want to explore the why's and how's of delicious foods, this is your course, too. An art as well as a science, good cooking rests on basic principles and skills that have been refined over centuries. These principles and skills are demonstrated and practiced in class in clear, easy steps. Plunge in and have fun! Your family and friends will relish the results while you build your reputation as a terrific cook.

Homework Expectation: None

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6

COOKING AROUND THE WORLD

5612
FOODS 12
Spring Semester
Grades 9-12

Join a classroom tour of famous food of the regional United States, Asia, Europe, Africa and more. In addition to selecting, preparing, tasting and enjoying famous dishes typical to each region, you will learn about preparation methods, serving techniques and special equipment specific to the dishes made. If you love to cook and enjoy trying new and different foods, this eighteen-week travelogue of international culinary delights is for you!

Homework Expectation: None

District SLOs addressed in this course: 1, 2, 4, 5, 6

FIBER ARTS

5613
FIBERARTS
Semester
Grades 9-12

If you like dyeing, painting, and working with fabric, this is the class for you. In this course you will work with many different fibers and fiber applications. A few that will be covered are: quilting, embroidery, fabric painting, and machine appliqué. You will also learn to use the sewing machine to enhance your creativity. This course will allow you to create unique fabrics and craft items.

Homework Expectation: None

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6

INTERIOR DESIGN

5851
INTERIOR11
Semester
Grades 9-12

Do you care about your living environment? Do you want your room and your home to reflect you? In this course you will examine your likes and dislikes and to discover and develop your own personal sense of good taste. You will create your own floor plan, select and arrange furniture, fabrics, and accessories for your "dream home." You will learn architectural and furniture styles, line, design, form, color and texture and be able to combine them into the kind of living environment which best reflects you. You will also develop an ability to decorate on a budget and how to inexpensively change the appearance of a room.

Homework Expectation: None

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6

ENGINEERING

AUTOMOTIVE TECHNOLOGY 1

5043
AUTO 1
Full Year
Grades 9-12

This course assumes no previous knowledge about automobiles and their operational systems.

The course is designed for the owner/driver, and emphasizes the understanding of the operation of automotive components, consumer awareness, preventive maintenance practices, tune-up procedures, elementary trouble analysis, and minor repairs. Approximately 40 percent of the class time is devoted to discussions and demonstrations and 60 percent to related shop activities on shop units and personal automobiles. This is the type of course automobile owners wish they would have taken.

Homework Expectation: No homework is assigned for this class but special projects/events may require additional out of class time to complete them.

District SLOs addressed in this course: 1, 4, 6, 7

AUTOMOTIVE TECHNOLOGY 2

5050
AUTO 2
Full Year
Age 16 (ROP)
Grades 11-12

Prerequisite(s): Auto 1 or permission of the instructor.

Designed for the student who desires more information, experience and proficiency related to automotive operation and repair. Instrument troubleshooting of electrical systems, brake systems and brake service, and suspension systems are but a few of the topics explored in depth in the course. Certain operations and projects are required but adequate time is provided for personal projects and problems. Competent students who wish to be teacher aides or desire further grooming for employment can make special arrangements for a third year with the instructor's permission. They will be classified as teacher aides or special service.

Homework Expectation: No homework is assigned for this class but special projects/events may require additional out of class time to complete them.

District SLOs addressed in this course: 1, 4, 6, 7

INTRODUCTION TO ENGINEERING DESIGN - PLTW

8569
INT ENGR DES

Prerequisite: Concurrent enrollment in a college preparatory math AND science course.

PLTW
Full Year
Grades 9-12

UC/CSU
Subject "g"
Approved

Introduction to Engineering Design (IED) is a great first course for students who are curious about design and/or engineering careers. The course is based on curriculum provided by Project Lead the Way (PLTW) and has been customized to address Gunn High School's Silicon Valley student population and equipment, including a state-of-the-art 3D printer. The major focus of IED is the design process, and each week students will complete activities that provide hands-on experience with brainstorming, technical sketching, CAD (computer-aided design) techniques, technical documentation, and technical communication through writing and presentations. The course introduces students to engineering standards, dimensional analysis, statistical analysis using Microsoft Excel, tolerances, and reverse engineering. During the course of the school year each student develops a personal engineering notebook that documents his or her skills and designs, culminating in a final project printed on the 3D printer. The course also develops teamwork and communication through group projects. Students in this course have the opportunity to compete in regional and statewide PLTW design competitions hosted by tech companies and local universities each year. In addition, students can earn an Autodesk Inventor professional certification by passing an online exam administered by Autodesk.

Although aimed primarily at freshmen and sophomores, IED is open to all grades and assumes no previous knowledge. The course fulfills the UC "g" Elective (Interdisciplinary) requirement OR the CTE graduation requirement.

Homework Expectation: ~2 hours per week

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6, 7

PRINCIPLES OF ENGINEERING - PLTW

5090
PRNC OF ENGR
PLTW
Full Year
Grades 10-12

UC/CSU
Subject "g"
Approved

Prerequisite: Introduction to Engineering Design, plus concurrent enrollment in a college preparatory math AND science course.

Principles of Engineering (POE) is a hands-on survey course of major engineering concepts, based on curriculum provided by Project Lead the Way (PLTW). The major units of POE present concepts in the areas of mechanisms, energy, statics, robotics, and projectile motion, which students then apply by building and testing their own designs. Projects include optimizing windmill power output, a solar-powered car, calculating efficiency of complex machines, electric circuit breadboarding, building and programming robots using VEX robotics components, and projectile motion. Students learn to apply engineering and scientific concepts to the solution of design problems, while also developing problem-solving and teamwork skills. During the course of the school year each student develops a personal engineering notebook that documents his or her skills and project designs. Students also develop presentation skills as they communicate their solutions to peers and members of the professional community. The open-ended objectives of many POE projects allows motivated students to explore areas of personal interest. Students in this course also have the opportunity to compete in VEX Robotics competitions.

POE fulfills the UC "g" Elective (Interdisciplinary) requirement OR the CTE graduation requirement.

Homework Expectation: ~2 hours per week

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6, 7

ENGINEERING TECHNOLOGY

8574
ENGN TECH
Full Year
Grades 11-12

UC/CSU
Subject "g"
Approved

This popular elective is open BY APPLICATION ONLY. Applications are available in the Guidance Office at the end of January in the previous year. Students who are accepted and enroll in Engineering Technology are automatically included on the Gunn Robotics Team (GRT).

Engineering Technology is an intense hands-on survey course designed to provide experience in mechanical fabrication and various engineering careers. The curriculum is designed to fit the needs of both four-year college bound students and those interested in a two-year career tech education. Conceptual instruction begins with the design cycle, which students experience in all stages through hands-on skill development from brainstorming to prototyping to manufacturing and testing. Robotics, programming, electronics, machining, computer graphics, and CAD (computer-aided design) technologies are introduced to all students using industry-standard equipment. Applications of scientific principles, mathematical concepts, and communication skills are accentuated in an activity-oriented approach. Group dynamics and communication techniques are emphasized through informal classroom competitions. GRT competes against other high school robotics teams in 2 – 4 FIRST Robotics competitions each year.

Homework Expectation: Yearlong participation in after-school and weekend activities is variable but time commitment increases considerably during January through April of the second semester.

Engineering Technology fulfills the UC "g" Elective (Interdisciplinary) requirement **OR** the CTE graduation requirement.

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6, 7

PROGRAMMING FOR MOBILE DEVICES (*BLENDED LEARNING COURSE*)

2492
PROG MOB DEV BL
Semester
Grades 10-12

Prerequisite: 10th to 12th grade students who successfully complete Introduction to Object-Oriented Programming.

The Blended Course, Programming for Mobile Devices, introduces students to mobile application development. This semester long course will cover many topics not found in other computer science courses, such as: managing lifecycles, databases (including SQLite), background threading, and best practices for memory-efficient coding. This hands-on course will culminate in a final project in which students create and produce a unique application to be published on the Google Play marketplace.

Homework Expectation: At least 3 hours

WORK EXPERIENCE

WORK EXPERIENCE EDUCATION PROGRAM

8484
GEN WEEP II
Semester or
Full Year
Grades 11-12

Work Experience is a program that combines classroom instruction with part-time student employment. Juniors and seniors are eligible to enroll in this program. Attain your own job (some boundary limits) or the Work Experience teacher will help you find a job. Work Experience students are given the first opportunity to apply and interview for jobs but employment cannot be guaranteed. Excellent opportunity to learn interviewing skills for college and employment and the necessary soft skills required by employers.

Variable credit is based on the number of hours worked during the semester and on class attendance. Students may attend class at either Gunn or Paly. Classes are held on Tuesdays from 6:00-6:50 p.m. at Gunn and from 3:05-3:55 p.m. at Paly. Students do not have to have a job to take this class and still earn 1.5 credits.

All businesses must comply with labor laws and regulations concerning Workers' Compensation Insurance, Social Security, and Income Taxes. An employer-employee relationship must exist. Work Experience qualifies for the Career Technical Education credit. Sign up for WEEP period H.

For more information see Ms. Gyves, Work Experience Coordinator/Teacher at Gunn 354-8221 or Paly 329-3816.

EXPLORATORY EXPERIENCE

8421
EXPL EXP11
Semester
Grades 10-12

Exploratory Experience is an unpaid off-campus course that provides students with an opportunity to explore their specific career interests by direct observation and a hands-on experience. Professionals or individuals with established expertise serve as mentors in their specific fields for students in this program. Placement in this program is limited to experiences that are developed through the school district and excludes community organizations such as clubs, private lessons, and non-career focused service. Students are not enrolled until they have met with the coordinator and a suitable post is located. Exploratory Experience-class meets with the Work Experience class and students may attend class at either Gunn or Paly. Classes are held on Tuesdays from 6:00-6:50 p.m. at Gunn and from 3:05-3:55 p.m. at Paly.

Exploratory students register for both Work Experience and Exploratory Experience class. Exploratory Experience qualifies for Career Technical Education credit. Sign up for Exploratory Experience, period H.

For more information see Ms. Gyves, Work Experience Coordinator/Teacher at Gunn 354-8221 or Paly 329-3816.

COURSES OFFERED IN OTHER DEPARTMENTS THAT MAY BE TAKEN FOR CAREER TECH ED CREDIT

INTRODUCTION TO COMPUTER SCIENCE PRINCIPLES

8631
CS PRINCIPLES
Semester
Grades 9–12

Prerequisite(s): None

This course is designed for students who want to learn about the kinds of thinking done by computer scientists without taking a traditional programming class. Topics include: iteration, recursion, conditionals, variables, procedures and functions, list processing, algorithms, 2D animation, and computational media.

Homework Expectation: 1-2 hours per week

District SLOs addressed in this course: 1, 2, 5, 6, 7

INTRODUCTION TO FUNCTIONAL PROGRAMMING

8632
FUNCT PROG
Semester 1
Grades 9–12

UC/CSU
Subject “g”
Approved

Prerequisite(s): B or higher in one of: Geometry H, Alg 2/TrigA, Alg2/TrigH, or Algebra 2. Concurrent enrolment allowed for these courses, as long as the grade in the most recent math class is A- or higher.

FOR STUDENTS INTERESTED IN TAKING AP COMPUTER SCIENCE, IT IS STRONGLY RECOMMENDED TO ENROLL IN OBJECT-ORIENTED PROGRAMMING IN ADDITION TO THIS CLASS.

This course introduces the student to the functional programming paradigm. It includes concepts such as functions, conditionals, data abstraction, recursion, lambda, higher-order functions, and list processing. Students taking this course must also enroll in Object Oriented Programming during semester 2.

Homework Expectation: Approximately 2 hours per week

District SLOs addressed in this course: 1, 2, 5, 6, 7

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING

8633
OBJORIENT PROG
Semester 2
Grades 9–12

UC/CSU
Subject “g”
Approved

Prerequisite(s): Programming Concepts or Permission from Teacher.

FOR STUDENTS INTERESTED IN TAKING AP COMPUTER SCIENCE, IT IS STRONGLY RECOMMENDED TO ENROLL IN FUNCTIONAL PROGRAMMING IN ADDITION TO THIS CLASS.

This course introduces the student to the object-oriented programming paradigm. The student will learn about primitive and abstract data types, conditionals, loops, arrays, lists, interfaces, and fundamentals of object-oriented programming, including inheritance, delegation, and polymorphism. The culminating project is Conway’s Game of Life in which almost all of these big ideas are needed. Students taking this course must also enroll in Functional Programming during semester 1.

Homework Expectation: Approximately 2 hours per week

District SLOs addressed in this course: 1, 2, 5, 6, 7

AP COMPUTER SCIENCE BLENDED LEARNING COURSE

2491
AP COMPSCI
BL

UC/CSU
Subject “g”
Approved

Prerequisite(s):

- This class is open BY APPLICATION ONLY.
- A grade of “B” or better in both Programming Concepts and Intro to Java or completing the AP Computer Science Summer homework.

This Blended Learning course is designed to prepare students for the Advanced Placement Exam. The course includes top down design, iteration, procedures, functions, user-defined types, classes, arrays, files, sets, linked data structures, stacks, queues, pointers binary trees, searching and sorting algorithms. The students should be able to analyze code, in terms of functionality, efficiency, readability, reusability, modularity, and meaning. For those opting to do the summer homework, it can be found at <http://paleyontology.com/entrance.html>
As a Blended Learning course, the BL AP Computer Science class meets 3 times a week.

Homework Expectation: 4 hours per week

District SLOs addressed in this course: 1, 2, 5, 6, 7

GRAPHIC DESIGN, COMPUTER ARTS

6262
GRAPH DES
Full Year
Grades 10–12

Prerequisite(s): Art Spectrum, two semesters or equivalent

This course can be used to fulfill the Visual and Performing Arts requirement for the UC and CSU systems. This course can be repeated for credit for three years. Students in the second and third year of the course will focus on more complex problems in package, product, and advertising design, and advanced work will be done on the computer.

UC/CSU
Subject "g"
Approved

This is a beginning level survey course, exploring basic skills, concepts, and history in the visual arts. It is also the foundation course for all other art classes. The curriculum includes both two- and three-dimensional visual arts experiences, with emphasis on the development of technical, imaginative, and critical thinking skills. Lessons in basic drawing, color theory, painting, design, perspective, lettering, ceramics, and sculpture are taught. Additional lessons in architecture or printmaking may be included if time permits. Historical and cultural referencing is integrated into each unit of study. Oral and written reports are required.

Homework Expectation: 2 hours per week on average

District SLOs addressed in this course: 1, 4, 6

YEARBOOK

6167
GRPD/YRBK
Full Year
Grades 10-12

Prerequisite(s): By application only. Positions on the graphic production/yearbook staff are awarded through an application-interview process, which occurs between January and February and is announced in the school bulletin. Priority will go to students with prior photography, computer, graphic design, or past yearbook experience. Instructor and editor approval is required in all cases.

The graphic production/staff produces the school yearbook; thus, staff members must have the necessary skills. Instruction in computer graphic, layout, design, and copy preparation will be provided during the first quarter. Those applying for a photography position must have successfully completed a beginning photography course and will be required to learn studio lighting for portraiture. All students are required to spend time in addition to class hours working on the book, and each student must sell a certain amount of yearbook advertising, to be determined by budgetary needs. Editorships are awarded to the most qualified students who have served on the yearbook staff.

Homework Expectation: See course description.

District SLOs addressed in this course: 1, 6, 7

ADVANCED PHOTOGRAPHY

6158
ADV PHOTO
Full Year
Grades 10-12

UC/CSU
Subject "g"
Approved

Prerequisite(s): Beginning Photography, or instructor approval.

This course can be used to fulfill the Visual and Performing Arts entrance requirement for the UC and CSU systems.

This course builds on the skills taught in the PHOTO I class. Assigned work throughout the course will emphasize the technical as well as emotional, expressive and non-verbal communicative nature of the photographic medium. Students will master advanced skills in the use of small, medium, and large format cameras, portable and studio lighting techniques, and expand their knowledge of darkroom processes to include contrast control, black and white filters, dodging and burning printing techniques, and advanced film exposure and exposure methods.

This course satisfies either the Fine Arts or Career Technical Education Programs requirement and may be repeated for credit upon recommendation of the instructor.

Students who successfully complete this course will be able to demonstrate mastery of the advanced skills described above and expand understanding of current and historical directions in photography through completed works, assigned written reviews of exhibits and class critiques.

Senior Project: Students who are taking this course for a second year have the option to use the work produced as the focus of a senior project. Prior approval from the instructor is required.

Homework Expectation: 2 hours per week on average

District SLOs addressed in this course: 1, 6, 7

BIOTECHNOLOGY

3955
BIO TECH
Full Year
Grades 11-12

Prerequisite(s): Successful completion of Biology and Chemistry or permission of instructor. Strongly recommended: concurrent enrollment in Physics, Astronomy, AP Biology, or AP Chem.

This course satisfies University of California entrance "d" requirements for biological science and satisfies the high school graduation requirement for Career Technical Education (CTE).

This course will introduce students to the theoretical aspects of Biotechnology (Cell Biology, Microbiology, Molecular Biology, Immunology) and societal issues arising from this new technology. Hands on laboratory activities will reinforce theoretical information and teach lab safety, data analysis, the scientific method, and related computer skills. This course will include topical speakers from biotechnology industry and research and

field trips to visit nearby biotech industry sites and labs. *(See cross listing in Science Electives.)*

Homework Expectation: 3 hours per week (extra 1 hour per week during project time)

District SLOs addressed in this course: 1, 2, 3, 4, 5, 6, 7

ADVANCED DRAWING & PAINTING

6344

ADV DR/PT

Full Year

Grades 11-12

UC/CSU

Subject "f"

Approved

Course Preparation: Successful completion of one full year of Drawing/Painting and consent of instructor.

This course can be used to fulfill the Visual and Performing Arts requirement for the UC and CSU systems AND also satisfies the Career Technical Education Programs requirement. This course can be repeated for two years with credit.

Designed sequentially as the second course in the Drawing and Painting Program, Advanced I is an expansion of the drawing and painting experience. This course develops the artist's expression to communicate visually and find personal meaning in student work. While building technical and expressive skills in advanced media such as Intaglio printmaking, oil painting and mixed media, the creation of concept-driven work will be achievable. Through advanced understanding and use of design elements and principles, the beginning of a high quality body of work will be developed in preparation for college and personal portfolios.

Students will support one another's artistic process through peer assessment, build articulation of conceptual meaning by using advanced art vocabulary in critiques, and create a positive studio environment. This course is for mature artists who have a strong foundation in the use of multiple media, are serious about making art and have responsible studio behavior.

Assignments will gradually be less structured, allowing for personal motivation towards artistic independence. Sketchbooks become an essential part of documenting growth, and semester museum visits and reports offer important exposure to new art and artists. Seniors have the option to curate and exhibit their body of work in the Library Gallery through a sign-up process.

Homework Expectation: 2 hours per week on average

District SLOs addressed in this course: 1, 4, 6