

## Virtual Partnership Course Catalog

**Keyboarding Enrichment:** Keyboarding offers both beginner and intermediate levels of typing. Each student will be assigned a level according to age. In order to receive credit for this class, the lessons of the regular program must be completed by the end of the semester, then the practice and activities continue into one of the eight follow up programs within our keyboarding platform, in addition to the 900+ activities and lessons for students to explore and improve.

K-12 / Elective / Platform: Typing Club

**World Language:** This class has a focus in studying one of several foreign language options available through the virtual tools applied in the class of either Rosetta Stone, Rosetta Stone Jr., or Duolingo. With the variety of platforms available for the study of world language, a platform could be easily fitted to the needs of the students. Rosetta Stone works through a strategy of immersion in teaching the foreign language, while Duolingo approaches the teaching strategy on more of a traditional circular strategy for teaching the language.

Both platforms are available for either age group, with Rosetta Stone having a junior platform for the younger participants. Consistent participation and progress is expected for all participants even though a varied pace for each student may exist .

K-12/ Elective/ Platform: Mondly, Rosetta Stone, Rosetta Stone Jr.

**Health and Fitness:** Through the application of various virtual resources, such as Ed Puzzle and/or BrainPOP, students get to not only learn about several issues surrounding health and fitness, but also engage in an online format with virtual class peers in discussion and blogging of weekly topics, guided by the instructors of the course. The course will also include the completion of an exercise log of outside fitness activity.

K-12 / Elective / Platforms: ED Puzzle

**Current Events:** This program features nonfiction articles with quizzes for grades 3rd - 12th. Reading levels can be adjusted within five different levels while keeping the same content. Progress is tracked and recorded. Three new news articles are added daily to their database of thousands. The study of these nonfiction, current event articles is implemented through the virtual tool of Newsela.

3-12 / Elective / Platform: Newsela

**Computer Coding I (3<sup>rd</sup> Grade and up)** – A computer programming course for beginners that teaches the coding in languages used within the professional arena, such as Python, JavaScript and Java, while in a kid-familiar Minecraft and/or Roblox environment that kids enjoy already. Various lessons, activities and program design all occur within age-appropriate environments with online teachers and mentors to coach along.

**Computer Coding II (7<sup>th</sup> Grade and up)** – An advanced version of coding for our Junior High and High School students. Students are challenged to learn and develop various computer modules through the application of different computer programming languages. The full curriculum is broken down into different courses, intended to be completed from year to year in sequence. Course choices through our virtual course provider, Simply Coding, include Java Script Game Design 1 and 2, Python Multiplayer Adventure, Intro to Java, Android Apps in Java

3-12 / Elective / Platform: CodaKid(Coding I), Simply Coding(Coding II)

**Communication Skills Enrichment:** This class focuses on the varying ways of improving our communication skills in a variety of elements. The application of various virtual tools, including ABC Mouse, and/or MIAcademy, allows for the students to enrich skills and learn new modes of communication throughout. The course is specific to younger students of ages 5 to 6 years old, or the Kindergarten year. This course focuses on the varying ways of improving our communication skills in a variety of elements. The application of various virtual tools allows for the students to enrich skills and learn new modes of communication. Students will focus on Life Skills and Artistic options of content and activities throughout the platforms of implementation.

K only / Elective / Platforms: ABC Mouse, MIAcademy

**Music Theory Enrichment:** This course is a highly effective, yet fun environment for students to develop music theory and practice through engaging activities. The website, Ed Puzzle - Music, contains hundreds of learning games, activities and videos of varying levels, all carefully planned to gain mastery of the elements of music theory, ear training and rhythmic skills in an exciting, challenging environment. In addition to the many activities available through the virtual resources, an online practice record log keeps track of outside music activities that kids participate in.

K-12 / Elective / Platform: ED Puzzle, Classics for Kids

**Essentials of Business:** A course based on a variety of different virtual resources, including Schoology and/or Courseware, which teaches and encourages students to explore the world of business and publications, at an age appropriate level. A variety of projects, case studies, and activities bring students through different principles of general business and production.

K-12 / Elective / Platform: Schoology, Courseware(Edmentum), Khan Academy

**Virtual Art I (K – 6<sup>th</sup>)** – Taking advantage of the Ed Puzzle environment, this Virtual Art I course is set for the K through 6<sup>th</sup> grade level and takes the students through the creation of a variety of crafts and projects that they create as they view different instructional videos and demonstrations.

**Virtual Art II (7<sup>th</sup> – 12<sup>th</sup>)** – This course, developed more for the older students, focuses on drawing and drawing techniques through the creation of a *Marvel character* drawing journal. This journal, then, is posted to each student's electronic portfolio through scanning and digital imagery.

K-12 / Elective / Platform: ED Puzzle, Artsonia

**Technology Lab I** - This course provides students instruction designed to improve skills through a variety of virtual resources. The skills of the students are intended to be extended and enriched through a variety of different activities, games and projects geared toward the grade level. The course uses the game of chess, coupled with puzzles, lessons, videos and articles to teach students about strategy, tactics and perseverance.

**Technology Lab IIa** - Students taking this course will explore a number of topics ranging from organizational skills, cooperative activities, basic culinary arts, and food/diet culture.

**Technology Lab IIb** - Students will explore and experiment with several different methods of how things work and fit together. In the investigation side of things, past projects, inventions and other similar technology developments will be researched, inspiring new thinking for everyday objects.

**Technology Lab IIc** - Students taking this course will explore the world around us in the name of travel. A number of topics ranging from organizational skills, planning, culture, and highlights of traveling around the world, both geographic and artistic.

K-12 / Elective / Platform: Chess Kids, ED Puzzle

**Technology Lab Enrichment IIIa:** This class explores under the sea through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore many creatures like sharks, sea turtles, walruses, and whales plus ocean habitats like coral reefs. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6<sup>th</sup> grade audience.

**Technology Lab Enrichment IIIb:** This class explores under the sea through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. This course extends the study and investigation of the many creatures like sharks, sea turtles, walruses, and whales plus ocean habitats like coral reefs. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the 7<sup>th</sup> and 8<sup>th</sup> grade audience.

**Technology Lab Enrichment IIIc:** This class explores the large world of land animals through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore the many different families of land animals that roam our earth, including the investigation of their natural habitats. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6<sup>th</sup> grade audience.

**Technology Lab Enrichment III d:** This class takes the prior knowledge of animals, nature and outdoor life and explores lessons and activities through video-based program lessons from the Ed Puzzle environment, that include multiple choice, true/false and open-ended questions built into the video for comprehension. We will explore different outdoor living and survival skills with a nature-based approach on content. Activities and/or worksheets linked for extra learning and assessment follow up for each topic of study. This course is intended for the K through 6<sup>th</sup> grade audience.

K-8 / Elective / Platform: ED Puzzle

### **Khan Academy Personal Finance**

This virtual course includes instruction on saving, budgeting, interest and debt, investments and retirement, income and benefits, housing, car expenses, paying for college, and keeping your information safe.

9-12/ Elective/ Platform: Khan Academy

### **Khan Academy Finance and Capital Markets**

This virtual course covers topics such as interest and debt, inflation, taxes, accounting and financial statements, and current economics.

9-12/ Elective/ Platform: Khan Academy

### **Khan Academy SAT Review**

A virtual resource course that provides an in depth review of test taking skills with styles and questions often seen on the SAT or ACT.

9-12 / Elective / Platform: Khan Academy

### **Khan Academy Computer Programming**

This virtual course starts with the basics in programming and includes instruction in drawing, animation, games and webpage design.

7-12 / Elective / Platform: Khan Academy

### **Khan Academy Hour of Code**

This virtual course includes instruction on program drawings, webpage design and data manipulation.

6-12 / Elective / Platform: Khan Academy

### **Khan Academy Health and Medicine**

A virtual course that includes instruction on the systems in the body, including diseases, mental health and current events in health and medicine.

9-12 / Elective / Platform: Khan Academy