## KENNESAW MOUNTAIN HIGH SCHOOL



## 2024-2025

Freshman
Elective Course Catalog

# Kennesaw Mountain High School <br> 1898 Kennesaw Due West Rd <br> Kennesaw, GA 30152 <br> 678.594.8190 

Kennesaw Mountain High School (cobbk12.org)

## SCHOOL COUNSELING DEPARTMENT

Counselor Magnet Angela LaRoy, Lead Counselor
Counselor A-C Brittney Phillips
Counselor D-Le. Colleen Garcia
Counselor Li-Se. Katherine Barrington
Counselor Sf-Z Senoria Cain
Registrar Heather Placie

## A few notes about this course guide:

- Academic classes have been recommended by your teachers after reviewing your grades, test scores and previous classroom performance. It is not the philosophy of the school to place students in classes which the school believes will be discouraging or overwhelming to students. While we do encourage students to challenge themselves with the most rigorous classes they can handle, please be careful if you decide to take a course different than what your teacher recommended.
- Kennesaw Mountain follows a block schedule. Students take four (4) classes fall semester and four (4) classes spring semester with classes meeting daily. Most classes meet for one (1) semester only; however, there are some courses that meet both semesters based on course design and implementation. Students can earn a minimum of four (4) credits each semester. Effort is made to balance core classes in student schedules by scheduling students to take English and math classes the same semester and science and social studies classes the same semester. Please note: courses are scheduled based on student registration. It is possible, to fully schedule a student, core classes may not follow this cohort structure.
- As you read the course catalog, please be attentive to the identified pre-requisites (required completed courses) for course enrollment. Based on past student performance, departments have carefully considered the skills and levels of readiness required to be successful in each course. Academic balance is strongly encouraged and recommended for students when selecting core and elective classes.
- Please ask questions! Your counselor is the best person to advise you as to what you need to take to meet your graduation requirements.
- Have a great 2024-2025 school year and, as always.......Go Mustangs!!


## Grades and Grading Scale

The Cobb County School District has set the following grade scale:
A: $90-100$
B: $80-89$
C: 74-79
D: 70-73
F: 69 and below

Classes meet for one (1) semester that consists of 18 weeks. Final course grades are awarded at the end of each semester.

The grade point average (GPA) is based on quality points awarded for each grade earned at the completion of the course.**
A: 4 quality points
B: 3 quality points
C: 2 quality points
D: 1 quality point
F: 0 quality points
**Honors courses receive an extra 0.5 quality point. Advanced Placement (AP) courses are awarded an extra 1.0 quality point. No extra quality points are awarded if a student fails the course.

Examples: A student earns an A (grade of 93) in Honors World Geography. The quality point awarded is 3.5 points. A student earns a B (grade of 88) in AP Human Geography. The quality point awarded is 4 points.

## Grade Promotion Requirements

To promote to the $10^{\text {th }}$ grade at the end of the school year, students must earn a minimum of 5 credits. Required credits include passing freshman English, math and science courses.

## Graduation Requirements

The Georgia State Board of Education has one common set of high school graduation requirements. Meeting all identified requirements will earn a high school diploma. To meet the credit requirement, students must complete (earn) a minimum of 23 credits as identified below. Students are encouraged to complete a Pathway in CTAE, Fine Arts or World Languages during high school.

| Subject | Required <br> Credits | Graduation Requirements |
| :--- | :---: | :--- |$|$| Must include 9 ${ }^{\text {th }}$ Literature/Comp and American Literature |
| :--- |
| English |
| Math |
| Science |

## Pathway Opportunities and Completion

Beginning with the Class of 2017, each student is encouraged to complete either an Advanced Academics, CTAE, Fine Arts, or World Languages pathway.

Advanced Academics: An Advanced Academic Pathway may be followed in any of the following content areas: English, math, science or social studies. Students complete an Advanced Academic Pathway when they have completed the required courses for graduation and one of the courses completed is either Advanced Placement (AP) or Dual Enrollment (DE). Additionally, students must earn credits in two (2) sequential courses in one world language.

CTAE: Students complete a series of three (3) or four (4) specific courses in a CTAE-approved pathway. Complete pathways are offered in the following areas: Architectural Drawing and Design, Carpentry, Business Accounting, Broadcast/Video Production, Graphic Design, Information Support and Services, Web and Digital Design, Computer Science, Engineering Drafting and Design, Culinary Arts, and Sports and Entertainment Marketing.

Fine Arts: Students complete three (3) courses in either Band, Chorus, Orchestra, Visual Arts, or Journalism/Yearbook.
World Language: The World Language Pathway is completed when students complete three (3) courses in the same world language.

## Interested in Registering for a P.E. Class and/or You are an Athlete?

During elective registration students will have the opportunity to select eight (8) courses for elective registration. Students interested in registering for P.E. activity classes, including students who plan to play a high school sport, can request only two (2) P.E. classes as part of their total elective course selection. A student cannot be registered for two (2) P.E. classes in the same semester.

## CTAE Electives

| Course Name/ Description | Course <br> Number | Cred it | Prerequisite |
| :---: | :---: | :---: | :---: |
| Intro to Business \& Technology <br> Introduction to Business \& Technology is the foundational course for Advanced Accounting, Business Accounting, and Financial Services pathways. The course is designed for high school students as a gateway to the career pathways above and provides an overview of business and technology skills required for today's business environment. Knowledge of business principles, the impact of financial decisions, and technology proficiencies demanded by business combine to establish the elements of this course. Emphasis is placed on developing proficient fundamental computer skills required for all career pathways. Students will learn essentials for working in a business environment, managing a business, and owning a business. | 07.4413099 | 1.0 | N/A |
| Financial Literacy <br> Step into this course specifically designed for high school students to understand the importance of the financial world, including planning and managing money wisely. Areas of study taught through application in personal finance include sources of income, budgeting, banking, consumer credit, credit laws and rights, personal bankruptcy, insurance, spending, taxes, investment strategies, savings accounts, mutual funds and the stock market, buying a vehicle, and living independently. Based on the hands-on skills and knowledge applied in this course, students will develop financial goals, and create realistic and measurable objectives to be MONEY SMART! Through project-based learning activities and tasks, students will apply mathematical concepts in realistic scenarios and will actively engage by applying the mathematics necessary to make informed decisions related to personal finance. Financial Literacy places great emphasis on problem solving, reasoning, representing, connecting, and communicating financial data. | 07.4260099 | 1.0 | Introduction to Business \& Technology |
| Marketing Principles <br> Marketing Principles is the foundational course for the Marketing and Management, Fashion Merchandising and Buying, and Marketing Communications and Promotion Pathways. Marketing Principles addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students develop a basic understanding of Employability, Foundational and Business Administration skills, Economics, Entrepreneurship, Financial Analysis, Human Resources Management, Information Management, Marketing, Operations, Professional Development, Strategic Management, and Global Marketing strategies. Instructional projects with real businesses, work-based learning activities including School-Based Enterprises, and DECA application experiences should be incorporated in this course. | 08.4740099 | 1.0 | N/A |


| Intro to Sports \& Entertainment Marketing | 08.4780099 | 1.0 | Marketing Principles |
| :---: | :---: | :---: | :---: |
| This course introduces the student to the major segments of the Sports and Entertainment Industry and the social and economic impact the industry has on the local, state, national, and global economies. The products and services offered to consumers and the impact of marketing on these products and services are examined. Units include: Business Fundamentals, Product Mix, Product Knowledge, Product/Service Management, Business Regulations, Interpersonal Skill, Selling, Marketing Information Management, Economics, Distribution, Pricing, Advertising, Publicity/Public Relations, Sales Promotion, Business Risks, and Organization. |  |  |  |
| Introduction to Hardware Technology <br> This course is the foundational course for Information Support \& Services, Networking, and Cybersecurity pathways. This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal lives, society, and the business world. <br> Exposure to foundational knowledge in hardware, IT support, networks, and cybersecurity are all taught in a computer lab with hands-on activities and project-focused tasks. Students will not only understand the concepts but apply their knowledge to situations and defend their actions/decisions/ choices through the knowledge and skills acquired In this course. | 11.4480096 | 1.0 | N/A |
| Information Tech Essentials <br> Can you fix it? What is wrong with it? Students taking this course will develop a skill set to solve computer problems, perform preventive maintenance, and explain functions of purposes of computer elements. Existing in a world full of computer technology, students will gain practical experience in assembling a computer system, installing an operating system, troubleshooting computers and peripherals, and using system tools and diagnostic software. | 11.4140099 | 1.0 | Introduction to Hardware Technology |
| Introduction to Software Technology <br> This course is the foundational course for many Georgia IT pathways. It is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. | 11.4460099 | 1.0 | N/A |
| Computer Science Principles <br> Computer Science (CS) Principles is an intellectually rich and engaging course that is focused on building a solid understanding and foundation in computer science. This course emphasizes the content, practices, thinking and skills central to the discipline of computer science. Through both its content and pedagogy, this course aims to appeal to a broad audience. The focus of this course will fall into these computational thinking practices: connecting computing, developing computational artifacts, abstracting, analyzing problems and artifacts, communicating, and collaborating. | 11.4710099 | 1.0 | $\begin{gathered} \text { Introduction to } \\ \text { Software Technology Y } \end{gathered}$ |


| Digital Design | 11.4510099 | 1.0 | Introduction to |
| :---: | :---: | :---: | :---: |
| Using web design as the platform for product design and presentation, students will create and learn digital media applications using elements of text, graphics, animation, sound, video and digital imaging for various format. The digital media and interactive media projects developed and published showcase the student skills and ability. Emphasis will be placed on effective use of tools for interactive multimedia production including storyboarding, visual development, project management, digital citizenship, and web processes. Students will create and design web sites that incorporate digital media elements to enhance content of web site. |  |  | Software Technology |
| Intro to Culinary Arts <br> Introduction to Culinary Arts is the foundational course designed to introduce students to fundamental food preparation terms, concepts, and methods in Culinary Arts where laboratory practice will parallel class work. Fundamental techniques, skills, and terminology are covered and mastered with an emphasis on basic kitchen and dining room safety, sanitation, equipment maintenance and operation procedures. | 20.5310099 | 1.0 | N/A |
| Culinary Arts I <br> As the second course in the Culinary Arts Career Pathway, Culinary Arts I is designed to create a complete foundation and understanding of Culinary Arts leading to postsecondary education or a food-service career. This fundamentals course begins to involve in-depth knowledge and hands-on skill mastery of culinary arts. | 20.5321099 | 1.0 | Introduction to Culinary Arts |
| Occupational Safety and Fundamentals (IFOS) <br> This course is designed as the foundational course in the Carpentry, Plumbing, Electrical, Masonry, Machining, Welding, Sheet Metal, Heating, Ventilation, Air Conditioning and Refrigeration, and HVACR Electrical pathways to prepare students for pursuit of any career in construction. | 46.5450099 | 1.0 | N/A |
| Introduction to Construction <br> This course offers an opportunity for students to build on their knowledge and skills developed in Occupational Safety. It introduces them to four construction craft areas and is also the second course towards gaining a Level One Industry Certification in one of the craft areas. The goal of this course is to introduce students to the history and traditions of the carpentry, masonry, plumbing, and electrical craft trades. Students will explore how the various crafts have influenced and been influenced by history. The student will also learn and apply knowledge of the care and safe use of hand and power tools as related to each trade. In addition, students will be introduced to, and develop skills to differentiate between blueprints, as is related to each individual craft area. | 46.5460099 | 1.0 | IFOS |
| Introduction to Drafting \& Design <br> Introduction to Drafting and Design is the foundational course for the Architectural Drafting and Design pathway. Emphasis is placed on safety, geometric construction, fundamentals of computer- aided drafting, and multi-view drawings. Students learn drafting techniques through the study of geometric construction at which time they are introduced to computer-aided drafting and design. The standards are aligned with the national | 48.5410099 | 1.0 | N/A |


| standards of the American Design Drafting Association (ADDA) |  |  |  |
| :---: | :---: | :---: | :---: |
| Survey of Engineering Drawing <br> Survey of Engineering Drawing is the second course in the Engineering Drafting and Design Career Pathway. The course is designed to build student skills and knowledge in the field of engineering graphics/technical drafting. The course focus includes employability skills, career opportunities, applied math, working drawings that include sectional, auxiliary, detail and pictorial views, and pattern developments. In addition, elements in applied mathematics are integrated throughout the course. | 48.5420099 | 1.0 | Intro to Engineering \& Drawing |
| Architectural Drawing I <br> Architectural Drawing and Design I is the second course in the Architectural Drawing and Design pathway and introduces students to the basic terminology, concepts, and principles of architectural design. Emphasis is placed on house designs, floor plans, roof designs, elevations (interior and exterior), schedules, and foundations. | 48.5450099 | 1.0 | Introduction to Drafting \& Design |
| Introduction to Graphics \& Design <br> This course is designed as the foundational course for both the Graphics Production and Graphics Design pathways. The Graphics and Design course provides students with the processes involved in the technologies of printing, publishing, packaging, electronic imaging, and their allied industries. In addition, the Graphics and Design course offers a range of cognitive skills, aesthetics, and crafts that includes typography, visual arts, and page layout. | 48.5610099 | 1.0 | N/A |
| Graphic Design \& Production <br> As the second course in the Graphics Communication and Graphics Design Pathways, this course builds on knowledge and skills learned in the Introduction to Graphics and Design course and focuses on procedures commonly used in the graphic communication and design industries. <br> Students will gain more experience in creative problem solving and the practical implementation of those solutions across multiple areas of graphic design and graphic communications. | 48.5620099 | 1.0 | Introduction to Graphics \& Design |
| Audio \& Video Tech \& Film I <br> This course will serve as the foundational course in the Audio \& Video Technology \& Film pathway. The course prepares students for employment or entry into a postsecondary education program in the audio and video technology career field. Topics covered may Topics covered may include, but are not limited to: terminology, safety, basic equipment, script writing, production teams, production and programming, lighting, recording and editing, studio production, and professional ethics. | 10.5181099 | 1.0 | N/A |

$\left.\begin{array}{|l|c|c|c|}\hline \text { Audio \& Video Tech \& Film II } & \text { 10.5191099 } & 1.0 & \text { Audio Video Tech \& } \\ \text { This one credit course is the second in a series to prepare for a } \\ \text { career in Broadcast/Video production and/or to transfer to a } \\ \text { postsecondary program for further study. Topics include: } \\ \text { Planning, Writing, Directing and Editing a Production; Field } \\ \text { Equipment Functions; Operational Set-Up and Maintenance; } \\ \text { Advanced Editing Operations; Studio Productions; Performance; } \\ \text { Audio/Video Control Systems; Production Graphics; Career } \\ \text { Opportunities; and Professional Ethics. }\end{array}\right)$

Fine Arts

| Course Name/ Description | Course Number | Credi t | Prerequisite |
| :---: | :---: | :---: | :---: |
| Band <br> are band performance classes that focus on the fundamentals of tone, production, music reading and performance. <br> (Level to be determined by director) | 53.0361099 <br> YEAR LONG COURSE | 1.0 | N/A |
| Chorus <br> provides opportunities for male and female students to develop performance skills in chorus singing. (Level to be determined by director) | 54.0211099 <br> YEARLONG COURSE | 1.0 | N/A |
| Orchestra <br> provides opportunities for advanced-level performers to increase performance skills and precision on orchestral stringed instruments. (Level to be determined by director) | 53.0561099 <br> YEARLONG COURSE | 1.0 | N/A |
| AP Music Theory <br> This course is designed to teach the analytical aspects of music. Musical form and analysis, compositional techniques, harmony, part writing, sight-reading, and ear training concepts will be the focus of the curriculum discussed. This course will be offered to music students as well as those not currently enrolled in a music class but have a background in music. | 53.0230095 | 1.0 | N/A <br> This class is not offered each school year. The next time the course will be offered is the 2025-2026 school year. |
| Theatre Arts/Fundamentals of Theatre I <br> This course serves as prerequisite for other theatre/drama courses. Develops and applies performance skills through basic vocal, physical and emotional exercises; includes improvisation and scene study and related technical art forms. | 52.0210099 | 1.0 | N/A |
| Theatre Arts/Fundamentals of Theatre II This course enhances level one skills. | 52.0220099 | 1.0 | Theatre Fund 1 |
| Technical Theatre <br> Theatre Arts/Technical Theatre I introduces technical considerations of play production; covers properties, lighting and settings, program, box office, marketing, management, make-up and costumes. | 52.0410099 | 1.0 | N/A |
| Advanced Technical Theatre <br> Theatre Arts/Technical Theatre II enhances level-one skills and introduces aspects of drafting, creation of lighting, sound, properties, costumes and make-up design. Offers opportunities to apply skills in these areas. | 52.0420099 | 1.0 | Tech Theatre I |


| Visual Arts: Comprehensive <br> Visual Arts: Comprehensive introduces art history, <br> criticism, aesthetics \& studio production. It <br> emphasizes the ability to understand \& use the <br> elements of art \& principles of design through a <br> variety of media processes and visual resources. <br> *This is the prerequisite course for all other <br> studio art classes. | $\mathbf{5 0 . 0 2 1 1 0 9 9}$ | 1.0 | N/A |
| :--- | :---: | :---: | :---: |
| Ceramics I |  |  |  |
| Ceramics/Pottery I introduces the characteristics of <br> clay and design using various techniques of <br> construction and surface treatments. Studio processes <br> are emphasized and students are involved <br> in firing and presenting their clay work. | $\mathbf{5 0 . 0 4 1 1 0 9 9}$ | 1.0 | VA Comp Art |
| Drawing \& Painting I |  | VA Comp Art |  |
| Drawing \& Painting I introduces drawing and <br> painting techniques and a variety of drawing and <br> painting media. Emphasizes development of <br> drawing and painting skills and utilizes problem <br> solving skills to achieve desired results. | $\mathbf{5 0 . 0 3 1 3 0 9 9}$ | 1.0 |  |

# Physical Education 

| Course Name/ Description | Course <br> Number | Credit | Prerequisite |
| :---: | :---: | :---: | :---: |
| Health <br> This course provides a direct and factual approach to health education that is practical, personal, and positive. Health topics include safety, drug education, nutrition, personal health, growth and development building self-esteem and relationship skills. By acquiring the knowledge, attitudes, and skills necessary to a healthful life, students learn to take responsibilities for their own health. This course is required for graduation. | 17.0110099 | 0.5 | N/A |
| Personal Fitness <br> Personal Fitness (BPE) is designed to help students understand why exercise and fitness are important in developing a healthy and active lifestyle. The course will emphasize successful strategies for maintaining good cardiovascular endurance, flexibility, muscular strength, muscular endurance and body composition. It will follow a conceptual approach dealing with the following topics: the nature of fitness, assessing individual fitness, developing and maintaining a life-long fitness program, and developing an appreciation for efficient movement by viewing it as both an art and a science. This course is required for graduation. | 36.0510098 | 0.5 | N/A |
| Sports Medicine <br> Introduces techniques to prevent, recognize, evaluate, manage, treat, and rehabilitate athletic injuries. | 36.0150099 | 1.0 | N/A |
| General PE <br> Focuses on any combination or variety of team sports, lifetime sports, track and field events, aquatics/water sports, outdoor education experiences, rhythmic/dance, recreational games, gymnastics, and self-defense. Provides basic methods to attain a healthy and active lifestyle. | 36.0110099 | 1.0 | N/A |


| Team Sports <br> Introductory Team Sports is designed to introduce students to three different team sports, with no one sport less than 4 weeks or longer than 8 weeks. Those from which the selection is made include the following: basketball, gym hockey, soccer, speedball, flag football, ultimate Frisbee, team handball, softball, and volleyball. Others may be substituted depending upon facilities and equipment. This course will offer students the opportunity to learn the history, rules and regulations, etiquette, strategy and judgment, and the basic motor skills of each selected activity. | 36.0210099 | 1.0 | N/A |
| :---: | :---: | :---: | :---: |
|  |  |  |  |
| Advanced Recreational Games <br> Advanced Recreational Games provides further development of skills and exploration into technical aspects of recreational games. | 36.0470099 | 1.0 | N/A |
| Weight Training <br> Weight Training Weight Training is designed to introduce students to a weight-training program that will promote over-all body fitness. The student will be exposed to different types of weight equipment and methods of training with weights. The student will also gain knowledge of the different types of exercises, correct techniques of executing the various exercises, proper breathing, and the safety factors involved in spotting. | 36.0540099 | 1.0 | N/A |
| Adv Weight Training (Athletes Only) <br> Advanced Weight Training increases strength and cardiovascular fitness through an individualized weight training program. Emphasizes selfmanagement and adherence strategies. | 36.0640099 | 1.0 | Athletes Only |
| Body Sculpting (Females Only) <br> Body Sculpting is designed to redefine the shape of the body through specific exercises in order to attain desired body image through weight training, conditioning exercises and proper nutrition. This course offers students the knowledge and skills necessary to reach their physical goal and improve their appearance and self-concept without relying on the illegal use of steroids and other body building supplements and without engaging in risky behaviors such as fad diets, pills, etc. | 36.0560099 | 1.0 | Females Only |
| Physical Conditioning <br> Physical Conditioning provides opportunities for students to participate in a variety of activities to enhance flexibility, muscular strength and endurance, cardiovascular endurance and body composition. Includes fitness concepts for the development of healthy lifetime habits and assessment of personal fitness levels. | 36.0520099 | 1.0 | N/A |

World Languages

\left.| Course Name/ Description | Course |
| :--- | :---: | :---: |
| Number |  |$\right)$ Prerequisite


| American Sign Language I | $\mathbf{6 4 . 0 3 1 0 0 1 1}$ | 1.0 | N/A |
| :--- | :---: | :---: | :---: |
| American Sign Language I is an introduction to the <br> language and culture of the Deaf Community. The <br> course will enable the student to attain a beginner's <br> level of proficiency in communication with the Deaf <br> and Hearing Impaired. | $\mathbf{6 4 . 0 3 2 0 0 1 1}$ | 1.0 | ASL I |
| American Sign Language II |  |  |  |
| American Sign Language II is designed to further <br> develop communication with the Deaf and Hearing <br> Impaired well as an appreciation of diversity in the <br> Deaf and Hard of Hearing community. |  |  |  |

