



**American
International
School of Zagreb**

Electives 2020-21

Note: You cannot sign up for the same course twice.

Grade 6: Semester rotation

Grades 7/8: Select two courses from each group.

Grades 9/10: Semester Courses: Choose one course from each group. (Note: If you are considering taking DP Music, DP Economics, or DP Visual Arts in Gr. 11/12, you must select Visual Arts, Music or Personal Finance/Intro. to Economics).

	Grade 6	Grade 7&8	Grade 9 & 10
Group One	Woodworking	Music	Drama
	Music	Drama	Visual Arts
		Woodworking	S1 - Personal Finance/Economics
		Ceramics	S2 - Entrepreneurship/Business
			Woodworking
	Grade 6	Grade 7&8	Grade 9 & 10
Group Two	Visual Arts	Visual Arts	STEAM
	Drama	CAD	Music
		STEAM	CAD
		Outdoor Ed	Outdoor Ed

General Description	
Woodworking	<p>GRADE 6 This course is an introduction to the workshop where safety is paramount. The students will be using machines such as the disc sander, bench drill and various hand tools whilst manufacturing their own artifact using basic woodworking joints. Finishing techniques are used by sanding along the grain of the wood and sharp edges removed. The students also get to design on their artefact by designing, burning in their design using a pyrography machine and painting. A production/ design folio is also introduced, where the students document their manufacturing process, 3D sketch, design and evaluate their creation.</p> <p>GRADE 7 and 8 This course starts with safety and continues to build skills from grade 6. The trimester starts with a teacher centered project for the students to get used to the machines (disc sander, bandsaw, bench drill) and sketching process, then students are given their choice of wooden artifact to manufacture by their own design within design parameters. Depending on the student, usually the woodworking joints are quite basic (screws and nails). All is documented using a design folio.</p> <p>GRADE 9/10 This course builds on the previous year's start with safety then the students move onto a design project by sketching only. Manufacturing a piece of furniture (lamp table, camping stool) follows where students follow drawings in a folio and create traditional woodworking joints using measuring tools, hand tools and machinery. No nails or screws are used in the manufacturing process. Wooden joints being manufactured are a Mortise and Tenon, Bridle Joint, Dovetail Joint and Wooden Dowels. The students also have a design feature in both projects. All is documented in a design folio.</p>

<p>Visual Arts</p> <p>Gr. 6-10</p>	<p>GRADE 6</p> <p>In this semester course, students will build a foundation of skills, focusing on understanding the creative process and how to fully realise artistic intentions. Students will develop skills in a variety of media with an emphasis on three-dimensional art-making forms. Art history, art appreciation, and art criticism are integrated into the lessons as a framework of the curriculum. Students will maintain a visual journal to document their artistic journey from ideation and investigation, to experimentation and reflection. Artwork created in the course will be regularly exhibited.</p> <p>GRADES 7 and 8</p> <p>In this semester course, students continue to build upon skills learned in Grade 6 while developing increasingly sophisticated creative strategies, skills, and concepts of design. This year students will have the opportunity to explore the art of puppetry, to sculpt with recycled materials, and investigate the basics of animation. Art history, art appreciation, and art criticism are integrated into the lessons as a framework of the curriculum. Students will maintain a visual journal to document their artistic journey from ideation and investigation, to experimentation and reflection. Artwork created in the course will be regularly exhibited.</p> <p>GRADES 9 and 10</p> <p>This year-long course is designed to build skills in all areas of Visual Arts to prepare students for the IBDP Visual Arts course, while promoting creativity and life-long enjoyment of the Arts.</p> <p>The course focuses on the mastery of three basic areas of Visual Arts at the high school level: understanding and documenting the artistic process, developing skill in manipulating materials and techniques, and purposefully applying the Elements and Principles of Art and Design. Material offerings will include a variety of two- and three-dimensional art-making forms. Art history, art appreciation, and art criticism are integrated into the lessons as a framework of the curriculum. Students will maintain a visual journal to document their artistic journey from ideation and investigation, to experimentation and reflection. Artwork created in the course will be regularly exhibited.</p>

<p>Ceramics</p> <p>Gr. 7-8</p>	<p>GRADES 7 and 8</p> <p>In this semester course, students will develop skills in working with clay, gaining experience in building forms using coil, slab, and wheel techniques. Art history, art appreciation, and art criticism are integrated into the lessons as a framework of the curriculum. Students will maintain a visual journal to document their artistic journey from ideation and investigation, to experimentation and reflection. Artwork created in the course will be regularly exhibited.</p>
<p>Music</p> <p>Gr. 6-10</p>	<p>GRADE 6</p> <p>This course continues to build skills learned in music in elementary school and it consists of four components: 1. Reading and writing in the treble clef in C major, 2. Creating through arrangements and composition, 3. Ensemble singing and playing, 4. Group projects</p> <p>GRADE 7 and 8</p> <p>This course continues to build skills from grade 6 and consists of four main components: 1. Reading, writing, creating (treble and bass clef, C, G, and F major with the relative minors, rhythmic and melodic dictations and notating a composition), 2. Ensemble singing and playing, 3. Music history and culture (Basic musical elements and analysis from Baroque-modern and world music unit), 4. Individual or group projects (develop musical skills in a musical area of musical passion).</p> <p>GRADE 9 and 10</p> <p>This course is aimed to build skills in all areas of music, prepare students for the IBDP music course, promote creativity, life-long enjoyment of the performing arts and build confidence through performance and stage experience. In Semester 1, there are 5 components: 1. Listening and analysis (Renaissance-Romantic), 2. Creating and notating (composition and music technology), 3. Ensemble singing and playing (Festive celebration), 4. Ear training and theory (rhythmic and melodic dictations), 5. Personal projects (students develop skills in a musical area of their choice and may collaborate). In Semester two, music students will collaborate with drama students in order to put together a production as well as continue building musical skills through listening, analysis (20th</p>

	Century), creating and performing.
Computer Assisted Design (CAD) Gr. 7-10	This semester course introduces the students to 3D computer drawing. Students are able to draw components of various shapes and extrude the shapes into 3D. These components are able to be manipulated in any direction and components can even come together just like 2 Lego bricks. After students learn the basic commands for the software they can draw and design. The software is even compatible with the 3D printer.
Drama Gr. 6-10	<p>Grade 6</p> <p>The 6th grade Drama Program is an introduction to the acting and theatrical process with an emphasis on collaboration and presenting to a live audience. Students learn to utilize basic actor’s tools through the exploration of creating a character, using their body and voice in interesting ways, and demonstrating effective stage movement. They learn to develop their own material through the use of improvisation as well as scripted material.</p> <p>Grade 7/8</p> <p>In grade 7 and 8 Students will be involved in Theatre Sports, Object Theatre, playbuilding and short scripted drama works. The design of the year 7 and 8 program is based on the concept of transformational acting. It challenges students to think imaginatively about how they can create new worlds, characters and mood without relying on overly complex settings, props or costumes. The students will work with short scripts and will learn how to bring those scripts to life by transforming themselves and their space into the characters and worlds of the play. They will perform in a “Theatre Sports” competition which is designed to teach students the necessary skills and knowledge to be involved in this popular theatre practice. The students will focus on developing improvisation skills which help develop creative problem solving and spontaneity. In addition, the students will use Object Theatre as a means to explore storytelling.</p> <p>Grades 9/10</p> <p>This is a year elective course which is aimed to build and extend skills in theater. The students will be involved in the development</p>

	<p>and performance of a full-scale drama production. Opportunities are available for students to see theatre productions in the local community, direct, perform or work on a production team and provide the opportunity for these students to have the real-world experience of producing a play.</p>
<p>STEAM (Science, Technology, Engineering, Arts and Math)</p> <p>Gr. 7-10</p>	<p>GRADE 7 and 8</p> <p>This course builds skills in 3-D Modeling using Sweet Home 3-D to design, and render 3-D video tours and physical scale models of houses, apartments or other structures. Students will also explore VR Virtual Reality in CoSpaces.io and work as design teams to design a model to a specific scenario and render an interactive VR tour of their scenario. From these two projects students will then use their skills to build and design their own projects and define the skill sets they want to acquire. The project needs to define the reason and skills they want to hone and demonstrate in their self directed project, projects can be in photography, stop motion animation, mechanical devices or other projects of their choosing. Students will evaluate each project individually and in groups using the “Critical Friends Protocol” for self reflection and skills assessment along with the instructor.</p> <p>GRADE 9/10</p> <p>This course builds skills in 3-D Modeling using Sweet Home 3-D to design, and render 3-D video tours and physical scale models of houses, apartments or other structures. Students will also explore VR Virtual Reality in CoSpaces.io and work as design teams to design a model to a specific scenario and render an interactive VR tour of their scenario. From these two projects students will then use their skills to build and design their own projects and define the skill sets they want to acquire. The project needs to define the reason and skills they want to hone and demonstrate in their self directed project, projects can be in photography, stop motion animation, mechanical devices or other projects of their choosing. Students will evaluate each project individually and in groups using the “Critical Friends Protocol” for self reflection and skills assessment along with the instructor.</p>

<p>Outdoor Education</p> <p>Grades 7-10</p>	<p>Outdoor Education is an active course that will enable students to thrive in the outdoors and community.! A course goal is to prepare our students for a lifetime of safe, fun, and sustainable outdoor adventures. Students will be challenged mentally, physically, socially and emotionally. The students will utilize the great outdoors as a classroom and incorporate many skills to learn how to live an active and healthy lifestyle. Students will build skills such as leadership, excursion, trip planning, wilderness navigation, survival, outdoor cooking and utilizing those skills both in the classroom and the outdoors. The class will include an element of “wheels” and will offer students the opportunity to ride and roll throughout the parks and city, maintain their bike/rollerblades/scooters, gain cycling skills, develop their strength and endurance, set goals, and grow their knowledge of nutrition and physiology. Every semester ends with a culminating challenge that all students take part in together.</p>
<p>Personal Finance and Introduction to Economics</p>	<p>Grades 9 & 10</p> <p>This first semester elective course offers to students the basics of financial literacy. It is an inquiry based course that gives students the opportunities to understand how individual choices influence occupational goals and future earning potential. Students will understand basic economic terms such as producers and consumers, supply and demand, scarcity, opportunity cost, interest rates, etc. They will learn how to design personal and a household budgets, understand sources of income and types of taxes, difference between different types of banking accounts, understand and evaluate insurance, compare conditions of loans, learn basics of debt and credit management. Students develop conceptual understanding in a global context. They also work on communication, critical and creative thinking, collaboration, and innovation skills.</p> <p>Entrepreneurship and Introduction to Business (Semester two)</p> <p>This course introduces students to the world of business. Students will understand basic principles of economic systems, business and organization types, labor market, types of remuneration and the importance of human capital. They will understand roles of accounting, marketing, human resources, production, and the importance of ethics and social responsibility. They will compare ways in which businesses work in different national and</p>

	<p>international contexts. Course will also focus on the ways in which entrepreneurs recognize opportunities, generate ideas, and organize resources to plan successful ventures.. Through hands-on experiences, class discussions, personal and group projects, students will have opportunities to develop the values, traits, and skills most often associated with successful entrepreneurs.</p>
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