

Elective Course Description

Course Name	Exploratory Elective 1
Course Number	TBD
Length of Course	One Semester
Grade Level	9-12
Credit Type	0.5 Elective Per Semester
Grading Scale	A-F
Course Prerequisite	None
Course Summary	In this course students will explore various Technological, Artistic, Physical, and LifeSkill based electives.
Primary Materials	Computers, Kayaks, Lifejackets, Canning Jars, Pressure Cooker, Pots, Serving Spoons, Ovens/Individual Burners, Cameras, Flint/Steel, Needles, Thread, Fabric, Buttons

<p>Standards</p>	<p><i>Digital Literacy Standards:</i> 6-12.DC.1 Students manage their digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable. 6-12.CT.2 Students find or organize data and use technology to analyze and represent it to solve problems and make decisions. 6-12.CC.1 Students select appropriate platforms and tools to create, share and communicate their work effectively. 6-12.CC.2 Students create original works or responsibly repurpose other digital resources into new creative works. 6-12.CC.3 Students communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc.</p> <p><i>Government and Citizenship Standards:</i> E) A student should have the knowledge and skills necessary to participate effectively as an informed and responsible citizen.</p> <p><i>Media Arts Standards:</i> MA:CR3b-HSP b. Improve, refine media artworks by intentionally emphasizing particular expressive elements to reflect understanding of purpose, audience, or place.</p> <p><i>High School Physical Activity Standards:</i> A.5. Demonstrate competent skills while participating in adventure/outdoor activities (e.g., Alaskan cultural physical activities, hunting, fishing, skiing, biking, hiking, wilderness survival, camping).</p> <p><i>Language Arts Standards:</i> Speaking and Listening Standards 5. Make strategic use of digital media (e.g., textual, graphical, audio, visual, and interactive elements) in presentations to enhance understanding of findings, reasoning, and evidence and to add interest.</p> <p><i>Cultural Standards:</i> C.1 Culturally-knowledgeable students are able to actively participate in various cultural environments. Students who meet this cultural standard are able to: perform subsistence activities in ways that are appropriate to local cultural traditions;</p>
<p>Assessment</p>	<p>End of Unit Test/Project after each unit.</p>

Activities

<p>SEMESTER 1</p>	
<p>Week 1</p>	<p>Technology Unit 1: (Day 1- Internet Safety, Day 2-Email Etiquette, Day 3-Google Drive, Day 4- Create a Poster on Google Slides)</p>

Week 2	Technology Unit 1: (Day 5- Google Sheets, Day 6- Google Docs - with Charts, Day 7-8 Unit Project: Follow the specific guidelines to create a document...)
Week 3	Kayaking Unit: (Day 1- Bookwork, Day 2- Bookwork/Exam, Day 3- Water Training, Day 4- Water Training)
Week 4	Kayaking Unit: (Day 5- Water Training, Day 6- Water Training, Day 7- Water Training, Day 8: Unit Exam)
Week 5	Culinary Unit 1: (Day 1- Basics of Food Preservation (Pickling, Drying, Smoking, Canning, Freezing, Day 2- Pickling Project: Pickling Bull Kelp, Day 3- Canning Project: Jam/Jelly, Day 4-Freezing Project)
Week 6	Culinary Unit 1: (Day 5-Drying Project, Day 6- Day 8-Written Unit Test over Basics of Food Preservation
Week 7	Outdoor Survival Unit 1: (Day 1- Basic Knowledge of surviving, Day 2- Basic First Aid, Day 3- Tying Knots, Day 4- Intro to Building a fire)
Week 8	Outdoor Survival Unit 1: (Day 5- Intro to clean drinking water, Day 6- Intro to Building a Shelter, Day 7/Day 8: Unit Project: Build a Shelter and start a fire in groups)
Week 9	Adulting Unit: (Day 1-2: Managing Money/Credit Cards, Day 3-4: Basic Vehicle Maintenance
Week 10	Adulting Unit: (Day 5-6: Sewing by Hand/Buttons, Day 7: Life Hacks, Day 8: Test over Adulting Unit
Week 11	Simple Machines Unit: (Day 1-4: Components of Machines:Fulcrum, Pulley, Lever/Mechanical Arm, Wheel and Axle, Wedge, Screw, Simple & Complex, etc..)
Week 12	Simple Machines Unit: (5-8: Unit Project: Create a "machine" that uses all the components of Simple Machines)
Week 13	Psychology Unit: (Day 1-2: Cognitive Stages of Development, Day 3-4: Conditioning)
Week 14	Psychology Unit: (Day 5-6: Human Behavior , Day 7-8: Psychology of Color with Unit Project)

Week 15	Photography Unit: (Day 1- Aperture, F-Stop,; Day 2- Shutter Speed, ISO; Day 3-COMposition, Metering; Day 4-Camera Mode)
Week 16	Photography Unit: (Day 1- Focusing, Flash; Day 2- Camera Setting; Day 3&4: Unit Project)

Archery Unit to be added when possible to meet requirements for Archery Program. Either First or Second Semester.