

## **Innovative Courses**

School districts may offer state-approved innovative courses to enable students to master knowledge, skills, and competencies not included in the essential knowledge and skills of the required curriculum (Texas Administrative Code [TAC] Section 74.27). The State Board of Education (SBOE) may approve discipline-based courses in the foundation or enrichment curriculum and courses that do not fall within any of these subject areas when the applying school district or organization demonstrates that the proposed course is academically rigorous and addresses documented student needs.

School districts and open-enrollment charters that wish to offer an approved innovative high school course are encouraged to reference the Innovative Course Implementation section of this webpage.

Stakeholders who are interested in submitting an application for a new innovative high school course are encouraged to reference the Innovative Course Application and Approval section of this webpage.

Authors of expiring innovative courses who have been invited to renew are also encouraged to reference the Innovative Course Application and Approval section of this webpage.

## **Innovative Course Implementation**

This section is intended for school districts and open-enrollment charters that wish to offer an approved innovative course in their course catalog for students.

## **List of State-Approved Innovative Courses**

With the approval of the local board of trustees, school districts and open-enrollment charters may offer any state-approved innovative course for state elective credit only. Innovative courses may not meet any other specific graduation requirement. However, innovative courses are approved to meet certain endorsement requirements of the Foundation High School Program. LEAs do not need to apply to TEA to offer an approved innovative course.

## Recommended Innovative Courses 26-27

Course Name	Course Description	Course Credit	Justification
Advanced Video Game Programming	Advanced Video Game Programming students will be introduced to mobile application design and programming using Java and Eclipse for Android devices. Time will be spent learning basic Java programming and using Android Studio to develop real, working apps.	1.0	As mobile technology continues to dominate the global market, this course provides critical, advanced instruction in mobile application design. Equipping students with specialized skills in Java, Eclipse, and Android Studio to develop real, working applications ensures our graduates are highly competitive and ready for postsecondary computer science pathways or immediate technical environments.
Clinical Ethics	Clinical Ethics is a practical review of a discipline that provides a structured approach to assist health professionals in identifying, analyzing, and resolving ethical issues that arise in clinical practice. Students analyze ongoing developments in advanced medical technology. The course may raise awareness of, or concerns about, the ethical dimensions of clinical care.	1.0	Modern healthcare professionals face complex moral dilemmas driven by rapid advancements in medical technology. This course provides a structured, practical approach for students to analyze, identify, and resolve ethical issues in clinical practice, fostering the mature critical-thinking and decision-making skills required in professional medical environments.
General Employability Skills	General Employability Skills provides instruction in general employability knowledge and skills. Included in the skills are attitudes that allow employees to get along with their co-workers, make important work-related decisions, and become strong team members.	1.0	This course provides vital instruction in workplace culture, collaborative teamwork, professional attitudes, and decision-making. By offering this course at the middle school level, students will earn high school credit while directly satisfying the TEA college and career exploration requirement for middle school students.
Kinesiology I	Kinesiology I is designed to introduce students to the basic concepts of kinesiology. Students will gain an understanding of body mechanics, physiological functions of muscles and movements, the history of kinesiology, and the psychological impact of sports and athletic performance.	1.0	This course introduces students to the essential concepts of human movement, body mechanics, and muscle physiology. It expands the district's sports medicine and health science offerings by providing students with a foundational understanding of how athletic performance intersects physical and psychological health.
Kinesiology II	Kinesiology II is designed to provide students with advanced knowledge, skills, and	1.0	Building on the fundamentals of human movement, this advanced course delves into specialized

	<p>understanding of body composition and its effects on health; the nutritional needs of physically active individuals; qualitative biomechanics; the application of therapeutic modalities; appropriate rehabilitation services; and aerobic training intensity programs.</p>		<p>topics such as biomechanics, therapeutic modalities, rehabilitation services, and sports nutrition. This advanced knowledge directly aligns with industry-standard competencies in personal training, physical therapy assistance, and sports medicine.</p>
<p>Making Connections 1,2,3,4</p>	<p><i>Making Connections I</i> is an introduction to the Making Connections course sequence that assists students with autism spectrum disorder or other related disorders, such as social pragmatic communication disorder, in developing an understanding of autism and other disorders that may cause deficits in social skills. <i>Making Connections, I</i> will assist students in analyzing their strengths and social skill deficits through self-assessment and in creating plans to address atypical behaviors that may hinder academic or social success. The course covers topics such as building positive relationships, understanding social expectations in school and community settings, and applying organizational strategies for academic success. Additionally, students will explore postsecondary options, helping them to identify strengths and areas for growth in preparation for life beyond high school.</p>	.50	<p>Designed specifically to support students with autism spectrum disorder or other social pragmatic communication needs, this course sequence targets crucial social-emotional and academic deficits. By focusing on self-assessment, positive relationship building, navigating social expectations in the community, and exploring postsecondary options, the district provides an individualized, supportive environment that empowers neurodiverse students to achieve personal and academic autonomy.</p>
<p>Methodology for Academic and Personal Success (MAPS)</p>	<p><i>Methodology for Academic and Personal Success</i> focuses on the skills and strategies necessary for students to excel in high school and their academic career, enhancing their understanding of available opportunities in high school, higher education, and the professional world to help them establish both short-term and long-term personal goals.</p>	1.0	<p>Transitioning into high school and planning for adulthood can be overwhelming. MAPS equips students with the explicit academic strategies, goal-setting mechanisms, and exposure to higher education and professional career options necessary to confidently navigate their high school years and successfully plan for long-term independence.</p>
<p>Principles of Exercise Science and Wellness</p>	<p>Principles of Exercise Science and Wellness is designed to support the development of</p>	1.0	<p>The healthcare industry increasingly emphasizes preventative care and holistic wellness. This course</p>

	knowledge and skills in fields that assist patients in maintaining physical, mental, and emotional health.		establishes a foundational framework for students to understand how to assist patients in maintaining physical, mental, and emotional health, serving as a critical entry point for students pursuing high-growth therapeutic and medical careers.
Video Game Programming	Video Game Programming builds on the foundation laid in Video Game Design through programming languages such as C#, XNA Game Studio, Java, and Android. In this course, students investigate the inner workings of a fully functional role-playing game (RPG).	1.0	This course bridges the gap between creative design and technical execution by expanding upon basic game design foundations. By teaching students powerful programming languages like C# and Java to dissect and build fully functional software (such as Role-Playing Games), the district provides hands-on, industry-relevant coding experience that prepares students for high-demand careers in software engineering and technology.