

# **Gull Lake Virtual Partnership**

## **2026-27 - New Proposed Courses**

### **Elementary**

#### **Animal Explorers K-5 - GL**

Animal Explorers is a course for animal lovers! Each week, students will learn about amazing animals from all around the world — from the deepest oceans to the tallest mountains. Through videos, interactive activities, and short readings, learners discover fascinating facts about habitats, adaptations, diets, and behaviors. Students will research favorite animals, share fun information, and choose creative ways to show what they learned. This course encourages curiosity, empathy for living things, and a lifelong love of wildlife!

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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#### **Engineering Adventures: 1-2 - GL**

Engineering Adventures (Grades 1-2) is an interactive virtual course designed to transform young learners into real engineers by guiding them through the fundamental concepts of how things move and how structures stay strong. This course will teach students the core Engineer's Mindset by practicing the Engineering Design Process (Ask, Imagine, Plan, Create, Test) while they investigate simple forces like gravity, friction, and motion through engaging experiments and simulations, and learn how to design and build safe, load-bearing structures using virtual tools and frameworks, preparing them to tackle challenges like designing safe landing systems and building simple ramps.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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#### **Engineering Adventures: 4-5 - GL**

Engineering Adventures (Grades 4-5) is an exciting virtual course for students who are interested in engineering principles. This program focuses on systems, energy, and continuous improvement (iteration), challenging students to design solutions that are strong and efficient. We will explore how nature inspires design (biomimicry), analyze structural forces to design and test stable load-bearing structures, and learn the basics of energy transfer through simple electrical circuits. Students will master the core of the Engineering Design Process by testing, analyzing, and optimizing their solutions like professionals

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Exploring Michigan 3-5 - GL**

Discover the beauty and culture of Michigan through a mix of indoor and outdoor activities. Students will learn about historical landmarks, attractions, and parks. Through fun activities and virtual lessons, students will explore and engage, learning about the uniqueness of Michigan. They'll also have the opportunity to attend optional field experiences showcasing the region's unique creativity and outdoor adventures

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Food Fun 3-5: Simple Recipes - GL**

In this introductory course, we will discover beginner recipe options for breakfast, lunch, and dinner, as well as snacks, drinks, and desserts. Students will learn about basic kitchen safety, how to identify and use various kitchen tools, and how to follow basic recipes. Get ready for a deliciously fun time! This online course provides engaging assignments, quizzes, and fun activities.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Foundations Of Critical Thinking: 1-2 - GL**

Foundations of Critical Thinking (Grades 1-2) is an engaging, interactive online course designed to introduce young learners to the exciting world of reasoning, problem-solving, and thoughtful decision-making. Through guided activities like stories, games, and puzzles, students will develop essential cognitive skills, focusing on core concepts such as understanding cause and effect, confidently distinguishing truth versus fiction, and practicing how to make simple predictions based on observation and evidence, all while learning to think creatively.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Foundations Of Critical Thinking: 4-5 - GL**

Foundations of Critical Thinking (Grades 4-5) is a dynamic online course designed to empower students to think critically, analyze information, and construct strong arguments with confidence. Through engaging online activities, students will learn how to systematically approach challenges by mastering logical analysis and recognizing weak or irrelevant evidence. A core focus will be on perspective taking, learning to view problems from multiple angles, and understanding argument Structure (claims, evidence, and reasons) to build persuasive and well-supported solutions to complex problems.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Herbs Share Many Gifts! K-2 - GL**

This course is an exploration of wild plants growing all around us that offer the gifts of nourishment and healing abilities to keep us well. In the winter, when plants in our area are sleeping underground, we'll study plants from around the world. Students will learn how to create various herbal preparations like teas, poultices, lip balm, etc.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Herbs: An Exploration Of Healing Plants 3-5 - GL**

Throughout time humans have looked to plants for nourishment, healing and staying well. Our focus will be on the healing properties of local plants and how to create several herbal preparations, such as steams, lip balms, salves, teas, poultices, etc.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Little Naturalists: Books, Art, And Nature K-2 - GL**

Little Naturalists: Books, Art, and Nature invites young learners to discover the wonders of the natural world through stories, poetry, art, and outdoor exploration! Each week, students enjoy a beautifully written picture book or short nature poem that sparks curiosity about plants, animals, weather, and the changing seasons. Guided lessons help students learn how to keep a Nature Journal—sketching what they see, labeling simple details, adding colors and textures, and writing or dictating observations. Gentle, family-friendly nature walk ideas are included weekly to encourage outdoor discovery in backyards, neighborhoods, or parks. Students share photos or drawings of what they observed and reflect on their experiences. This course nurtures curiosity and encourages a lifelong habit of noticing and caring for the living world.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **PE Project Design & Showcase 1a: 3-5 - GL**

Welcome, movers! In the PE Project Design and Showcase, you get to be the captain, coach, and designer. This course lets you design your own big fitness project—whether you want to invent a new game, design a personal workout plan, or research the science of your favorite sport. You will get to be active as you follow a process of planning your idea, exploring new skills and movements, testing your project, and finally sharing your one-of-a-kind creation with the course.

Elementary | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **PE Project Design & Showcase 1b: 3-5 - GL**

In this second-semester PE Project Lab, you'll take the lead in shaping a major fitness or movement project from the ground up. You can develop a new activity, build a customized training plan, or dig into the science behind a sport that interests you. Throughout the course you'll stay active while you plan, experiment with new skills, refine your idea, and present your final project to the class. No prior coursework is required.

Elementary | Non-Essential | Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Sports And Fitness 1: Fitness Skills - GL**

This virtual course introduces students to the basics of physical fitness skills while exploring a variety of recreational activities, individual sports, and team games.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Sports And Fitness 2: Sports Skills - GL**

This virtual course introduces students to fundamental concepts of physical fitness and sport-related skills while exploring a variety of recreational activities, individual sports, and team games.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Sports And Fitness 3: Team Sports - GL**

This virtual elementary physical education course explores team sports, covering their history, rules, and basic skills needed to play the game. Students will also learn about the musculoskeletal system as well as sports safety and sportsmanship.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Sports And Fitness 4: Individual And Recreational Sports - GL**

This virtual elementary physical education course provides students with an overview of individual sports. Students will learn about a variety of sports, including the history, rules, and skills required to participate. Additionally, this course will teach students to build a foundation in fitness skills that they can enjoy throughout their lives.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Sports and Fitness 5: Adventure Sports And Personal Fitness - GL**

This virtual course introduces elementary students to a variety of adventure sports as well as the chance to explore various components of personal fitness, including cardiovascular endurance, muscular strength and endurance, flexibility, and coordination.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Sports And Fitness K: Movement Skills - GL**

This virtual course introduces young learners to the fundamentals of movement while exploring a variety of recreational activities, individual sports, and team games.

Elementary | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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## **Middle School**

### **American Sign Language MS: 2 Mid Level - GL**

This online course follows successful completion of ASL 1 or teacher approval. In Mid Level, students will continue building vocabulary and conversational sign language proficiency. Fun and engaging weekly lessons and assignments about topics that are relevant to you include more fingerspelling, number applications, and short stories. In the ASL 2 MS Mid Level, we'll move into more advanced topics, detailed vocabulary, and understanding and creating short stories about ourselves and others.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **American Sign Language MS: 2 Proficient Level - GL**

This online course follows successful completion of ASL 1 or teacher approval. In proficient level, students will continue building vocabulary and conversational sign language proficiency. Fun and engaging weekly lessons and assignments about topics that are relevant to you include more fingerspelling, number applications, and short stories. In the ASL 2 MS Proficient Level, we'll move into more advanced topics, detailed, age-appropriate vocabulary, short stories about ourselves and others, and learning about Deaf culture and history.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Art Studio 1a: MS Project-Based Learning - GL**

Welcome, artists! In the Art Studio: Project-Based Learning, you get to be the designer, sculptor, and visionary. This course lets you design your own big art project—whether you want to create your own comic book, design a stop-motion movie, or build a sculpture from your imagination. You will get to be creative as you follow a process of planning your idea, exploring new techniques and materials, making your project, and finally sharing your one-of-a-kind masterpiece with the world.

Middle School | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Art Studio 1b: MS Project-Based Learning - GL**

Welcome, makers! In this Art Studio Project Lab, you'll guide your own creative journey from concept to completion. You can craft an original comic, produce a short stop-motion piece, construct a sculpture, or pursue any artistic vision that inspires you. You'll plan your idea, experiment with fresh techniques and materials, bring your project to life, and present your finished work to an audience.

Middle School | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Data Detectives MS: Making Sense Of The World With Numbers - GL**

Ready to gain a superpower? This elective turns you into a Data Detective, ready to find the hidden secrets in everyday numbers! You'll learn to ask smart questions, hunt down and organize data, and create stunning charts and graphs that tell clear stories. We'll show you how to calculate the most important numbers, like averages, and use random sampling to make surprisingly accurate predictions. By mastering these skills, you'll be able to instantly crack the code of any visual display and use numbers to make sense of the world, making smarter choices every day.

Middle School | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Engineering Adventures MS: Wheels, Wings, and Wonders - GL**

Buckle up and get ready to explore the fascinating world of mechanical engineering in Engineering Adventures MS: Wheels, Wings, and Wonders! This middle school-level course dives into the mechanics behind the machines that move our world. From cars and bikes to airplanes and windmills, students will uncover the principles behind motion, energy, and design.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Engineering Adventures: 7-8 - GL**

Engineering Adventures (Grades 7-8) is an immersive, online course designed for students to master the fundamentals of advanced engineering and problem-solving. Students will explore multiple specializations, including Civil, Mechanical, Electrical, and Biomedical Engineering, by applying advanced concepts like physics, logic, and structural dynamics to real-world applications. The curriculum emphasizes ethical design and helps students develop practical prototyping skills, showcasing the impactful ways engineers solve complex global challenges using automation and systems thinking.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Exploring Michigan MS - GL**

In this course, middle school students will learn about Michigan. Through virtual lessons and field trips that focus on the lesson, students will have the opportunity to learn about the diverse culture, art, and technology of Michigan. The lessons are designed to spark interest so that students will want to explore more on their own. They'll also have the opportunity to attend optional field experiences showcasing the region's unique creativity and outdoor adventures

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Foundations Of Critical Thinking: 7-8 - GL**

Foundations of Critical Thinking (Grade 7-8) is a dynamic online course designed to develop mastery in analytical thinking and complex problem-solving. Students will learn advanced, evidence-based reasoning strategies through challenges focused on Systematic Problem Solving and Hypothetical Thinking. The curriculum emphasizes developing robust arguments by anticipating and addressing counterarguments, preparing students to navigate complex decision-making and real-world situations with logic and confidence.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Herbal Apothecaries MS - GL**

Before modern medicine, people looked to plants to aid in healing and staying well. We'll explore the traditional uses of several remedies using common, local herbs growing all around us.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **History Of The Sport Of Archery And Bowyer Craft MS - GL**

In this introductory course, students will discover how traditional wooden bows were made and used throughout history. Through videos and readings, students will learn the basics of choosing wood, shaping a simple bow, and understanding how bows store and release energy. This course focuses on safe tool use, careful craftsmanship, and an appreciation for historical technology. Major topics include: What traditional bows are and how they work, wood basics: picking a good piece and understanding grain, intro to safe tool handling, shaping a beginner-level wooden bow, basics of tillering (adjusting a bow so it bends evenly), how strings and arrows work, and proper bow care and storage. The course format includes videos, readings, short quizzes, and optional unassigned resources for further learning on this topic.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Land Art—Creating Art In Nature MS - GL**

How can art be made from arrangements of dirt, rocks, and leaves? If these creations are washed away by wind, rain, and changing seasons, can they still be considered art? In this online course, students will explore Land Art—an art form that emerged in the 1960s and 1970s and is also known as Earthworks, Environmental Art, or Earth Art. Through videos, readings, quizzes, short answer/essay questions, and optional project activities, students will learn how artists use natural materials to express ideas and connect with the environment. Students will also be presented with ideas on how to experiment with their own nature-based art, using outdoor spaces and found objects to spark creativity and collaboration at home and in their neighborhood.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Rustic Woodworking & Basket Weaving MS - GL**

Students will explore the processes craftsmen use in the creation of rustic, handcrafted items using simple woodworking and basket-weaving techniques. Major topics included in this course will include how rustic wood tools are used, how wood is selected and prepared for rustic projects, measuring, cutting, sanding, and finishing techniques, as well as an introduction to natural weaving materials and basic and intermediate basket-weaving patterns. Through videos, readings, quizzes, and short-answer responses, this course offers an opportunity to learn about and explore the creation of traditional crafts.

Middle School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

## High School

### **Exploring Michigan HS - GL**

This online course for high school students explores the wonderful opportunities available in our Great Lakes state. Students will explore virtual lessons that provide them with opportunities to delve deeper into topics like art, technology, parks, and more. Students will gain a deeper understanding of what it means to be a Michigander. They'll also have the opportunity to attend optional field experiences showcasing the region's unique creativity and outdoor adventures

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Great Composers And Their Stories HS - GL**

This course explores the lives and music of history's most influential composers, from Bach and Beethoven to Florence Price and John Williams. Students will learn how personal stories, cultural moments, and musical innovation shaped each composer's work. Through listening, discussion, and creative mini-projects, students will discover how these composers changed the musical world and why their voices still matter today.

High School | Non-Essential | First Semester | Platform: GLOBE | This course can be taken ONLY once

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### **History Of The Sport Of Archery And Bowyer Craft HS - GL**

In this introductory course, students will explore the evolution of archery and the traditional craft of bow making, examining both the historical significance and the technical principles behind wooden bows. Through a combination of instructional videos and selected readings, students will study how traditional bows were designed, constructed, and used across different cultures and time periods. Students will learn the fundamentals of selecting appropriate bow woods, understanding grain structure, and shaping a functional wooden bow. Core scientific concepts—such as how bows store and release mechanical energy—will be integrated throughout the course. Emphasis is placed on safe tool use, precision in craftsmanship, and an appreciation for historical technologies that continue to influence modern archery. The course format includes online videos, readings, short quizzes with short answer responses, and optional unassigned resources for further learning on this topic.

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Math for College Success Year 2 A - AL**

Year 2 Math for College Success builds on the foundation established in the first year and continues preparing students for College Algebra. Students begin with an updated placement assessment to determine current skill levels. Using those results, the instructor refines each student's individualized learning plan and adjusts it throughout the year based on ongoing progress checks. Instruction remains highly personalized, with targeted support provided as students advance through increasingly challenging concepts. ALEKS continues to serve as the core learning platform, guiding students toward full readiness for college-level math.

High School | Non-Essential | First Semester | Platform: ALEKS | This course can be taken once

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### **Math for College Success Year 2 B - AL**

Year 2 Math for College Success, Semester 2 continues the individualized work students began in earlier terms. Students start with a brief skills check to confirm their current placement. The instructor then updates each student's personalized learning plan and adjusts it throughout the semester based on regular progress monitoring. Instruction remains targeted and flexible, allowing students to focus on the specific skills they need to strengthen before moving into College Algebra. ALEKS continues to provide the main curriculum pathway and practice environment.

High School | Non-Essential | Second Semester | Platform: ALEKS | This course can be taken

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### **Music Capstone: Level 2 - GL- Independent Study**

Build on your musical journey in Music Capstone: Level 2, where you will continue to refine your skills and deepen your musical understanding through an independent study format. In this second-level course, students will expand on the foundational work completed in Music Capstone: Level 1, focusing on more advanced musical techniques, theory, and performance. Students will collaborate with the teacher to identify increasingly sophisticated objectives and goals, culminating in a final project or performance that demonstrates their growth and mastery. Completion of Music Capstone: Level 1 is required to enroll, and students must obtain music department approval. A co-requisite of GLVP Applied Music or GLHS Fine Arts is necessary.

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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### **Music Capstone: Level 3 - GL - Independent Study**

Elevate your musical abilities in Music Capstone: Level 3, an advanced independent study course where students focus on honing highly specialized skills and refining their artistry. Students will continue to work closely with the teacher, setting more ambitious objectives and exploring advanced concepts in performance, composition, and theory. At this level, students will be expected to present a polished, high-level final project, performance, or portfolio that demonstrates

mastery of their chosen discipline. Completion of Music Capstone: Level 2 is required to enroll, and students must obtain music department approval. A co-requisite of GLVP Applied Music or GLHS Fine Arts is necessary.

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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#### **Music Capstone: Level 4 - GL- Independent Study**

Achieve mastery in Music Capstone Level 4, the pinnacle of your independent music study. In this final-level course, students will engage in intensive, high-level work tailored to their individual musical passions and career goals. Objectives will focus on complex performance, composition, or music theory, with students expected to produce a highly sophisticated final project, performance, or portfolio. This course is designed for students ready to showcase their advanced competencies and demonstrate their ability to independently create and perform at a professional level. Completion of Music Capstone Level 3 is required to enroll, and music department approval is necessary. A co-requisite of GLVP Applied Music or GLHS Fine Arts is necessary.

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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#### **Music In Film And Media - GL**

Discover how music brings stories to life on screen. In this course, students explore the role of soundtracks, themes, and scoring techniques in movies, TV shows, and streaming media. Through listening, analysis, and hands-on creative projects, students will learn how composers use music to shape mood, build characters, and enhance emotion. By the end of the course, students will create their own short scene or soundtrack using the skills they've learned.

High School | Non-Essential | First Semester | Platform: GLOBE | This course can be taken ONLY once

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#### **Music Project Design 1a: HS - GL**

In this course, you'll design and complete a music project based on your own interests—such as composing, arranging, performing, creating a soundscape, or planning a musical event. You'll follow a creative course through four stages where you develop a proposal, build the skills you need, create and refine your work, and "present" your final project. This course focuses on creativity, independence, and bringing your musical ideas to life. We recommend that you take this course after at least one year of Music Applied MS or Music Applied HS.

High School | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Music Project Design 1b: HS - GL**

In this course, you'll craft a music project built around what interests you most, whether that's composing, arranging, performing, designing a soundscape, or organizing a small musical showcase. You'll move through four creative stages as you pitch your idea, build the skills you need, develop and revise your work, and share your final product. The course emphasizes originality, independence, and turning your musical ideas into something real. No previous semester is required.

High School | Non-Essential | First or Second Semester | Platform: GLOBE | This course can be taken ONLY once

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### **Rustic Woodworking And Basket Weaving HS - GL**

This course invites students to explore the traditional practices of rustic woodworking and basket weaving, emphasizing both craftsmanship and an understanding of natural materials. Students will examine the craftsman's workflow of creating handcrafted objects—from selecting and preparing raw wood to mastering measurement, cutting, sanding, and finishing techniques using simple rustic tools. Learners will explore how functional and artistic rustic items are constructed by studying examples such as small outdoor furniture and recreational wooden objects. Through a combination of instructional online videos, curated readings, and assessments including quizzes and short-answer reflections, students will be shown both practical and historical elements for these traditional craft forms.

High School | Non-Essential | Full Year | Platform: GLOBE | This course can be taken ONLY once

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