

COURSE DESCRIPTIONS

ART 6

6th grade art is a hands-on multimedia class with an emphasis on observation and technical skills in drawing, painting, printmaking, sculpture, digital art and various other art mediums. Students will be made aware of the creative process, which includes brainstorming, problem solving, and analyzing and evaluating art. Students will begin to see how the creative process relates to all disciplines, and come to know art as a tool of communication and self expression. Studio assignments will develop a deep connection to art history and the art elements and principles of design. Through whole class critiques and written reflections, students learn how to analyze their own art and the work of others. They begin to understand the value of reflection and critical judgment in creative work.

CHOIR 6

This class explores the basics of ensemble technique, music literacy, composition, expression, and performance. Students will participate in multiple choral concerts.

BAND 6

Students will learn how to hold, put together, make sound, and read music on a band instrument. Students will participate in multiple band concerts.

EXPLORING FACS

During the first semester we will focus on Entrepreneurship. Emphasis will be placed on the introduction and application of business terminology, basic entrepreneurship concepts and fundamental business principles. Students will design, establish and operate the concession stand used for KNMS activities.

During the second semester we will focus on basic cooking skills. Students will be introduced to the fundamentals of food preparation and good nutrition. After learning procedures for measuring, food and equipment safety and cleanliness in the kitchen, students will have the opportunity to prepare a variety of simple recipes. Students will be required to pay a \$15 course fee for supplies.

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MAKERSPACE

This is a beginning course designed to introduce 6th graders to the Makerspace in the library. This is a project based class where students may work with others to innovate, build, code or create with a wide variety of materials ranging from tech to crafts

SCIENCE OF TECHNOLOGY

Students will use science to engineer and solve problems, creating dragsters, roller coasters, Rube Goldberg machines, and multiple other creations using applied physics concepts with the help of CAD software. This class also explores applied chemistry and environmental engineering with ice cream creation, making adhesives, cleaning up oil spills, and more.