

Kruger Middle School

Environmental Course Descriptions

2019-2020

ENVIRONMENTAL SCIENCE courses use the KMS campus as an outdoor classroom. The classes are one semester. **If a student receives an A or B in both the seventh and eighth grade classes, they will receive high school credit.**

SEVENTH GRADE class is designed as two nine-week units and focuses on land-based activities that impact the local environment including terrestrial and atmospheric systems.

EIGHTH GRADE class is designed as two nine-week units. Students analyze interactions between plant, animal, and human activity that determine the overall health of our local habitat.

KRUEGER WELLNESS combines physical education and health classes with an environmental emphasis. The focus is the enjoyment of the outdoors, as well as education and stewardship of our natural resources. The goal is to give students the knowledge and the skills to be active in their environment and to increase participation and sensitivity to management and preservation efforts. Orienteering, outdoor lawn games, fishing, and archery are units that have been added to the curriculum.

COMPUTER SCIENCE works on preparing students for the ever-changing world of computers through the Project Lead the Way curriculum. 7th grade studies Computer Science for Innovators and Makers. Students will learn about programming for the physical world by blending hardware design and software development. Eighth grade studies App Creators. Students will be exposed to computer science by computationally analyzing and developing solutions to authentic problems through mobile app development.



DIGITAL ART I — SEVENTH GRADE Students will explore digital art methods through designing logos, digitally manipulating and enhancing photographs, and creating photo collages, flyers, and posters as a means of

communicating their message effectively through effective graphic layouts and designs.

DIGITAL ART II — EIGHTH GRADE This course allows students to review and show off their digital design skills by independently creating a digital portfolio using different programs. Students will be exposed to the many career choices in digital art and graphic design. They will also employ skills and techniques digital media programs offer for advanced users.

