



Educational Affairs Committee Meeting
Tuesday, January 21, 2020
6:30 p.m.

Mission Statement

Drawing on its cultural richness, creativity, and tradition of scholastic excellence, the Cheltenham School District strives to nurture each child through a wealth of academic endeavors and community partnerships that provide the skills and vision needed to lead a productive and meaningful life beyond our classroom walls.

Vision Statement

With a clear connection between the classroom and the world, the Cheltenham School District will strive for excellence by:

1. inspiring our students to develop principled and knowledgeable responses to the local, national, and global challenges of the 21st century;
2. actively engaging parents in their children's intellectual, social, and moral education;
3. encouraging faculty and staff to continually broaden the web of connections between their academic disciplines and the world on which they depend;
4. stimulating dynamic leadership of building and district administrators; and
5. creating partnerships with community individuals, institutions, organizations, and businesses that model real-world connections for all students.

CHS Course Proposals

Government

Game Design

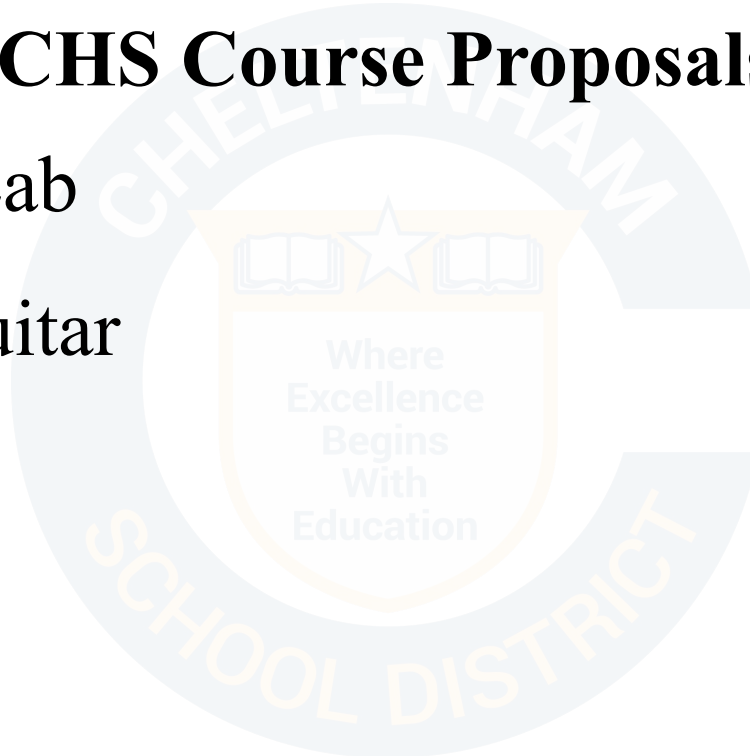
Cybersecurity

Student Independent Project - Gifted Department

CHS Course Proposals

Digital Music Lab

Intermediate Guitar



Course Name: Government

Course Rationale: The current Government elective focuses on the functions of government and has not consistently run over the past decade. Redeveloping this course with a Social Justice framework will provide students with a timely and accessible course along with experiences that show the scope and limits of our federal system of government.

Course Name: Government

Using a Social Justice framework, students will explore how individuals and groups have leveraged individual and collective action to effect change for disadvantaged groups. Through the use of historical and contemporary examples, and complex case studies, students will gain the understanding necessary to effect change in our society.

Course Name: Government

Staffing Implications: No new teachers are required

Materials/Resources: E-Resources through Library services and the Internet [Teaching Tolerance: Social Justice Framework](#)

Projected Cost to District: 10 hours of Curriculum Development

Anticipated Costs to Students/Families: No cost

Course Name: Game Design

Course Rationale:

Cheltenham High School has increased enrollment in computer science classes in the past 18 months due to courses approved in Spring 2018:

- Intro to Programming
- AP-Computer Science Principles

Freshmen enroll and have interest in continued enrollment in computer science through their years at CHS.

Course Rationale cont'd:

This course is one of a pair of courses that would be available for students who have progressed through an AP-level computer science course. Students eligible for this course will be ready to explore new engines and frameworks in the game design process. In exploring the Unity development platform, they will learn to code using the programming languages C#, Boo, and JavaScript.

Course Rationale cont'd:

This course focuses on the software development process. Careers in software development are expected to grow by more than 21% between 2018 and 2028 according to the [Bureau of Labor and Statistics](#).

Course Name: Game Design

In this course students will explore the Unity development platform to design 2D and 3D games using programming languages C#, Boo, and JavaScript. Students will be introduced to the game design process, elements of game play, creating game documentation, and scripting. ith cameras, and inserting/editing lighting into the scene.

Course Name: Game Design

They will develop numerous aspects of their games including building environments, creating graphical user interfaces, working with physics, working with cameras, and inserting/editing lighting into the scene.

Course Name: Game Design

Students will work individually and in teams to take on the roles of game designers, creative directors, graphic designers, and game testers in planning, assembling, and marketing a video game using the tools learned throughout the year.

Course Name: Game Design

Staffing Implications: No new teachers are required

Materials/Resources: Online Resource, [Unity Curricular Framework](#)

Projected Cost to District:

- No cost to the district
- Online resources are free

Anticipated Costs to Students/Families: No cost

Course Name: Cybersecurity

Course Rationale:

Cybersecurity has grown in importance in both our personal and our professional lives as we realize the importance of digital citizenship and cyber hygiene. Learning strategies to protect our systems from the latest methods of attackers is beneficial to us as individuals and to the computers systems we want to protect.

Course Name: Cybersecurity

Course Rationale cont'd:

Careers in cybersecurity are expected to grow 32% between 2018 and 2028 according to the [Bureau of Labor and Statistics](#). Cybersecurity talent gaps exist across the [country](#), including in our region.

Course Name: Cybersecurity

This course is designed to inform and make students aware of cyber principles. Students will investigate digital citizenship, cyber hygiene, classic and modern cryptography, malicious software, physical security, and web security. Current events will be discussed on a weekly basis. Students will participate in multiple online cybersecurity scavenger hunts commonly called Capture the Flag (CTF).

Course Name: Cybersecurity

Staffing Implications: No new teachers are required

Materials/Resources:

- Online Resources: <https://derekbabb.github.io/CyberSecurity/>
- Materials: Iron oxide powder, Microbits, and CyberPatriot registration are needed for this course to run

Projected Cost to District: \$1405

Anticipated Costs to Students/Families: No cost

Course Name: Student Independent Project

Course Rationale:

This course is designed to meet the needs of students who possess a Gifted Individualized Education Plan (GIEP) that specifies the need for Enrichment based Specially Designed Instruction. This course will allow those students to identify and complete individually selected projects.

Course Name: Student Independent Project

Staffing Implications: No new teachers are required

Materials/Resources: Some students may require access to online materials or resources not normally needed by CHS students

Projected Cost to District: \$30 per student for a total of \$3,000

Anticipated Costs to Students/Families: No cost

Course Name: Digital Music Production 1

Course Rationale: 21st century music-making requires experience with current music technology. A Digital Music curriculum will open up avenues for music-making to student musicians who may not be involved in current music offerings. The course will facilitate music creation that reflects current trends in popular music.

Course Name: Digital Music Production

Digital Music Production I is an introductory music technology course that explores a variety of software, equipment, and production techniques used in the digital production of music. The coursework includes sequencing, recording techniques, sampling and loop creation, arranging, mixing and editing, and basic keyboard techniques.

Course Name: Digital Music Production 1

Students also learn basic music theory concepts that assist in the creation of digital music. The course is intended to give students a balanced introduction to the major areas of study within the field of music technology.

Course Name: Digital Music Production 1

Staffing Implications: No new teachers are required

Materials/Resources: Requires new music lab at CHS

Projected Cost to District: 10 hours of curriculum development;
Lab and software cost: \$74,300

Anticipated Costs to Students/Families: No cost

Course Name: Intermediate Guitar

Course Rationale: Provide further learning opportunities for students who have completed CHS's Beginner Guitar course, or for students who have equivalent experience playing outside of school.

Course Name: Intermediate Guitar

Students in this course build on their basic guitar knowledge as they learn more advanced techniques in 21st and 20th century genres including pop, rock, hip hop, blues, and jazz. Students learn to listen for and play non-diatonic chord progressions and become comfortable with transposition and chord voicing. They learn intermediate strumming and finger-picking patterns, along with multiple scales for single-note melodies and soloing.

Course Name: Intermediate Guitar

Through songwriting, improvisation, and reading tabs, notation, and lead sheets, students become versatile guitarist-musicians. By the end of the course, students will have developed solid technical skills and will be prepared to collaborate and create with other musicians in ensembles of various genres.

Course Name: Intermediate Guitar

Staffing Implications: No new teachers are required

Materials/Resources: none

Projected Cost to District: 10 hours of Curriculum Development

Anticipated Costs to Students/Families: none

A large, faded watermark of the Cheltenham School District logo is centered on the page. The logo consists of a circular border containing the text 'CHELTENHAM' at the top and 'SCHOOL DISTRICT' at the bottom. Inside the circle is a shield-shaped emblem with a star at the top, two open books on either side, and the motto 'Excellence Begins With Education' at the bottom.

Questions?