

Harrison Junior School

“Academic and Social growth for ALL students, EVERY DAY!”



2022/2023

Registration Bulletin



Welcome!

Harrison Junior School is committed to making the educational experience for your child powerful and fun with a focus on growing each student both academically and socially each day. Our course offerings reflect the importance of pushing students to grow regardless of where their academic level may be.

Our teachers, support staff, and building leadership will look to form individual relationships with each of our students and their families. Our focus will be reinforcing our District Core Values of Trust, Respect, Ownership, and Leadership in your child's education and continuing the partnership that already exists between your family and your child.

Below is information regarding our building leadership and specific duties performed by our building leaders. Please call our front office anytime at 513-367-4831 to get information and support for your child.

Staff

Duty

Christian Tracy

Principal

Brandon McBee

**Assistant Principal and Athletic
Director**

Jaci Gill

Special Education/ Dean of Students

Britney DeRisi

Counselor A-L

Kelly Young

Counselor M-Z

Social Growth

Each child at Harrison Junior School is expected to be a part of an Extra-Curricular Activity. Our students have the opportunity to be involved in the following programs at the Jr. School:

Art Club
Band
Chorus
HJS Junior Honor Society
Karate Club
Student Leadership
Pep Club
Yearbook
Buddy Club
Drama Club
Book Club
Running Club/Girls on the Run
Hope Squad
Student Council
Football
Cheerleading
Cross Country
Dance Team
Basketball
Wrestling
Track
Role Playing Game (RPG) Club
Tutoring
E-Sports Club
And More

If you have questions regarding clubs and athletics, please contact Mr. McBee at 513-367-4831.

Harrison Junior School Course Description Guidelines (6th Grade)

Advanced Student Placement

Students will be placed in advanced level courses in core academic areas based upon their results on the Measure of Academic Progress (MAP) scores. In addition, teacher recommendations for student placements will be considered. Advanced courses exist only in Math and ELA for 6th Grade.

Band

Band is a year-long course that focuses on learning a musical instrument and provides a foundation for musical performance. This course meets each day and provides students with an introduction to the instrument that they choose to learn, as well as skills related to performance in a whole group. A major component of this course will include four student performances that take place outside of the school day.

Chorus

This is a full year course designed to focus on learning the basics of choral singing and musical performance. This course meets each day to provide students with the work ethic and performance skills needed as an individual and whole group. This course will require multiple performances outside of the school day.

Art

Art is a semester course designed to introduce drawing, 3D, and painting. This course is designed to provide a broad scope of understanding of art concepts and basic art theory.

Physical Education

Physical Education is a semester course which will focus on fitness and an introduction to team sports. Students will gain a better understanding of various sports and activities.

PLTW: Design and Modeling

In this semester course students will learn about computer programming for the physical world by blending hardware design and software development, allowing students to discover computer science concepts and skills by creating personally relevant, tangible, and sharable projects. Student will also be introduced to a variety of Multimedia and IT related careers while learning how to create visual communications through problem solving and using resources readily available: mobile technologies, digital cameras, shareware presentations, video productions & animations.

PLTW: Apps and Career Exploration

In this semester course students will discover careers that involve Digital Technologies, Animation, Web Design, Coding/Programming, Design/Architecture, Gaming, Robotics, Drones, using real world applications to solve everyday problems.

STEAM

Steam teaches modern career skills taught within a project-based gamified classroom. Students will use the Engineering Design Process to build a variety of projects, including a video game, a Rube Goldberg Machine and learn how to use a 3D Printer.

Harrison Junior School Course Description Guidelines (7th & 8th Grade)

Band

Band is a class that meets one bell a day all school year. One of the foundational principles of our Performing Arts Programs is performance. Students who choose to be in Band will be expected to participate in four performances which take place outside of the school day. Students who are a part of our Performing Arts programs will also have the opportunity to participate in a variety of after school performance groups that include High School Marching Band, Jazz Band, Pep Band, etc.... Placement in these clubs is audition-based and at the discretion of the Director.

Chorus

A full year vocal ensemble in which students create vocal choral music in preparation for our quarterly concerts. Students will learn how to sing with others in a choral format, all while improving their vocal abilities and knowledge for music reading. Students who choose to be in Chorale will be expected to participate in four performances which take place outside of the school day.

Physical Education

Physical Education is a semester course. Students will work on personal goals and fitness. Introductions to individual and team sports will be explored.

Studio Art

Improve your drawing skills, learn to use color, try varied painting techniques and materials such as photo realistic drawing, visual journaling, watercolor, tempera, and acrylic paint working on paper, canvas and walls! Build three dimensional sculptures, pottery and jewelry, masks and more. Work both big and small using varied materials such as wood, clay, metals, wire and more.

Crafts & Cultures

A very “hands-on” studio involving new and unusual materials, tools, and techniques. The emphasis on this class will be on functional art such as ceramics, fibers, printmaking, and learning about arts of other world cultures.

STEAM: Computer Science

This course will focus on computer science and how it can be integrated with STEAM subject areas. Projects include coding a video game, designing a game controller, and thinking computationally. Students will leave with a basic understanding of Computer Science.

STEAM: Engineering

This course will focus on the Engineering side of STEAM. Students will create a variety of hands-on projects including 3D Design, Prototyping and Graphic Design. Each unit will be a part of the final product, designing a fully developed board game.

Destination Innovation

Destination Innovation is a project based, hands-on introduction to industry 4.0 (robotics, automation, networking, machine learning, and artificial intelligence, data analytics), designed to give students a foundation in how Industry 4.0 and STEM concepts are applied in career pathways, students will develop their knowledge and skills in design thinking, safety and tool use, electrical principles, mechatronics, and data and measurement for these STEM related industry sectors:

- Manufacturing
- Construction
- Biotechnology and Healthcare
- Information Technology
- Logistics
- Transportation
- Agriculture

The capstone project in this course students will use the knowledge they acquired to build a working carousel.

Destination Innovation 2: Agriculture/Health and Biomedical

Destination Innovation 2 is a project based, hands-on introduction to Agriculture and Health Biomedical, designed to give students a foundation in how STEM concepts are applied in the career pathways of Agriculture and Health Biomedical.

This course will prepare students who are interested in taking the Biomedical courses in high school.

Destination Innovation 2: Construction and Transportation

Destination Innovation 2 is a project based, hands-on introduction to Construction and Transportation, designed to give students a foundation in how STEM concepts are applied in the career pathways of Construction and Transportation.

Destination Innovation 3: Logistics and Supply Chain, Manufacturing, and Information Technology

Destination Innovation 3 is a project based, hands-on introduction to Supply Chain, Manufacturing, and Information Technology, designed to give students a foundation in how STEM concepts are applied in the career pathways of Supply Chain, Manufacturing, and Information Technology.

This course will prepare students who are interested in taking the Advanced Manufacturing, Engineering, and IT courses in high school.

PLTW: Innovators & Makers (semester course) – 7th Grade Only

This semester course will allow students to discover computer science concepts and skills by creating personally relevant, tangible, and shareable projects. Throughout the unit, students will learn about programming for the physical world by blending hardware design and software development. They will design and develop a physical computing device, interactive art installation, or wearable, and plan and develop code for microcontrollers that bring their physical designs to life. Physical computing projects will promote student awareness of interactive systems, including Internet of Things (IoT) devices, and broaden their understanding of abstract computer science concepts through meaningful and authentic applications.

PLTW: Medical Detectives and Science of Technology (semester course) – 7th Grade Only

Students play the role of real-life medical detectives as they analyze genetic testing results to diagnose disease and study DNA evidence found at a “crime scene.” They solve medical mysteries through hands-on projects and labs, investigate how to measure and interpret vital signs, and learn how the systems of

the human body work together to maintain health. (This class includes one dissection of a sheep's brain) Students will explore how science impacts the technology of yesterday, today, and the future. In this unit, students apply physics, chemistry, and nanotechnology to activities and projects, including making ice cream, cleaning up an oil spill, and discovering the properties of nanomaterials.

PLTW: Applied Robotics (semester course) – 7th Grade Only

Students learn about the history and impact of automation and robotics as they explore mechanical systems, energy transfer, machine automation, computer control systems. Using the VEX Robotics ® platform, students work collaboratively to apply what they know to design, build, and program unique solutions for a variety of problem situations and competitions.

PLTW: App Creators (semester course) – 8th Grade Only

This course will expose students to computer science by computationally analyzing and developing solutions to authentic problems through mobile app development and will convey the positive impact of the application of computer science to other disciplines and to society. Students will customize their experience by choosing a problem that interests them from the areas of health, environment, emergency preparedness, education, community service, and school culture. Since problems in the real world involve more than one discipline, the unit will introduce students to biomedical science concepts as they work on solutions for the specific problems they choose to tackle.

PLTW: Design Shop – 8th Grade Only

This is not your Dad's shop class. Design shop is a 21st century shop class. Students will be working with Fusion 360 CAD software, 3D printers, Laser Cutters, Lathes, Vinyl Cutters, Scroll Saws, Drill Presses, and other wood working tools to create solutions to real life problems all while following an engineering design process.

Buddy Club Unified Physical Education – 7th or 8th Grade

This course will serve our special needs students with intellectual and physical disabilities as well as peer mentors. Mentors will model and assist students with adaptive exercise and assist in increasing students' strength, flexibility and endurance student will also learn about basic nutrition, social and emotional lessons.

Buddy Club Unified STEAM – 7th or 8th Grade

This course will serve our special needs students with intellectual and physical disabilities as well as peer mentors. Mentors will model and assist students with adaptive art projects to promote meaningful art for all students. This course will engage all students in a meaningful creative process of self-expression. Students will discover a variety of methods **through** activities, media, tools, and techniques to meet the needs of students with a wide range of challenges.

High School Credit Elective Courses

Invite Only Courses

For the 2022-2023 school year, select students will be invited to take Algebra I and/or a Foreign Language for High School Credit during their 7th grade school year. The decision framework for student invitations is based upon performance on MAP tests and teacher recommendation.

Spanish 1 & Spanish 2

Foreign language is a full year course that meets one bell per day. Our foreign language courses provide foundational and conversational language skills, introductory vocabulary and grammar, and an introduction to Spanish- and French-speaking cultures. This course is for 1 high school credit and will be a part of a student's high school transcript, GPA, and class rank.

Foundations of Art Advanced (8th Grade Only and invite only)

This is an introductory course for students to be introduced to and refine art skills in drawing, painting, design, printmaking and sculpture. Students will be taught artistic techniques using various art media, including but not limited to watercolors, tempera paint, printing ink, and drawing pencils. This is a studio-based experience, a production-based class, where drawing and design skills will be the major focus. In addition to creating artwork, students will have the opportunity to expand their understanding of art concepts, vocabulary, techniques, art history, and art criticism. Historical and Contemporary art will be explored as inspiration for student work. Students will be introduced to art professional and art careers. This course is for 1 high school credit and will be a part of a student's high school transcript, GPA, and class rank.

PLTW: Intro to Engineering Design - Full Year-8th grade Invitation Only

Students dig deep into the engineering design process applying math, science, and engineering standards to hands-on projects. They work both individually and in teams to design solutions to a variety of problems using 3-D modeling software, a 3D Printer, a laser cutter, and power tools. This course awards 8th grade, High School, and 3 college credits to any in-state university.

Talented and Gifted (TAG) Course Offerings

Harrison Junior School is committed to offering a challenging and focused course of study for all students. Our TAG program will expand to offer a variety of new course offerings designed to meet the specific needs of this group of students. TAG students will continue to have the opportunity to be served in Advanced Level core classes and subject specific acceleration (i.e. Algebra 1).

To be eligible for the following courses, students will need to be identified through one of the Ohio Department Education approved metrics as gifted and talented. Most notably, Southwest Local School District students have the opportunity to qualify annually through the *NWEA MAP* Growth Assessment given three times per year, in addition to the *InView* which is administered twice in elementary school (second and fifth grades). Specific information regarding TAG qualification can be viewed on the Ohio Department of Education Website.

Leadership: Leadership is a part of our Core Values in Southwest Local School District. This course, designed for our 6th Grade students, provides students with specific leadership strategies, a focus on personal professional development, and problem-based leadership projects to translate leadership theory into practice. This course will include a Communications focus on public speaking and interpersonal communication skills.

Humanities: This course is offered to students in 6-8th grade. The focus of humanities is a problem-based learning course that focuses on human society, cultural studies, and philosophy. Students will develop an understanding of current events and how they can connect through historical contexts. In addition, students will have the opportunity to study the impact of music and art through history and its impact on modern society. This course will include a Communications focus on developing presentational skills.

TAG STEAM: This course is offered to students in 6-8th grade. STEAM courses involve the integrated study of science, technology, engineering, art & math. The focus of the TAG STEAM course will be a project-based course with a high expectation of interweaving each of these areas of study into long term projects. These projects will work to solve a problem, starting from specific problem theory, developing prototypes, and executing the solution all through the engineering design process. This course will have a Communications focus on technical writing.

Entrepreneurship: This course, designed specifically for 7th and 8th Grade students, allows students to develop a business model, develop a project or skill, create a business plan, and build the business. In addition, students will have the opportunity to meet with business leaders, inventors, and learn from their experiences, taking those lessons and applying them to improve their own projects. This course will have a Communications focus on research as a part of this course experience.