Art Foundations (1 or 2 semesters; 0.5 or 1.0 credit)
This semester-long course is designed to instruct beginning art students in drawing, painting, printmaking, and sculpture. Students will become familiar with the elements of art and principles of design while completing a variety of assigned projects and experimenting with different media and processes. In addition to art production, students will be introduced to art history, art criticism, aesthetics, and art and its purpose in the modern world.

Band (full year, 1.0 credit)
This class is designed to give students the opportunity to write, record and perform music as a band. Students will have the privilege to work with state of the art recording software and learn how professional musicians record their records. Students will also play several live performances at school functions throughout the year.

Broadcasting (full year, 1.0 credit)
Students in Broadcasting (formerly known as the CIA News) are responsible for the production of the CIA News. The course is designed to develop skills in news reporting including the interview process and segment writing. Students produce the news by managing video and audio equipment, locating sources, conducting interviews, and writing scripts for the CIA News.

Cinematography (one semester, 0.5 credit)
Cinematography will be an interactive class covering the preproduction, production and postproduction foundations of digital filmmaking. In pre-production the focus will be on, storytelling, filming set up and overall scene planning. Production will cover anything from camera operation, to the rule of 180 degrees to lighting techniques. In post-production the students will learn beginning to advanced editing skills using Final cut pro. Students will work individually and in teams to create short films, commercials and music videos.
Big Ideas in Art (1 or 2 semesters; 0.5 or 1.0 credit)
Students will receive instruction in various art media. Students should expect to study historic and modern works and artists, and the relationship of the artwork to the society in which it was created. Students should expect to critique works using specific criteria. There will be time for personal creativity as well as specific assignments. Students will build on the skills that they developed in Art Foundations and continue growing both technically and conceptually as artists.

Photography (1 or 2 semesters; 0.5 or 1.0 credit)
The Photography class is designed to encourage students to further explore digital imaging as an extension of the photographic medium. Continuing with the mechanics of the computer and image-editing software, students will analyze the impact of technology on the development of photography and the photographic process. Frequent group and individual criticisms address the tenets of design, aesthetics and content, and also advanced technical aspects of photographic imaging. The artistic elements of processes and final products are stressed and final products are evaluated as artworks.

Sound Engineering/ Music Production (1 semester; 0.5 credit)
Students will be introduced to the fundamentals of recording and programming music. Students will learn how to run a recording session using the industry standard ProTools; students will also learn how to create and program their own compositions using GarageBand and Logic. This class is a great opportunity for students who don’t want to perform on stage but are interested in learning how to record musicians, score their own music, program cool beats and get an overall experience of working in a recording studio.

Theatre (1 or 2 semesters; 0.5 or 1.0 credit)
A student must be enrolled in this course to participate in the theatre production. Theatre is a course that introduces students to all aspects of the theatre. The course includes acting, principles of movement, voice, and improvisation. The course also explores directing and producing, giving students an understanding of the different jobs of the director, the producer, the stage manager, and the design team. Students will learn about technical theatre, including fundamentals of light and sound production, costumes, props, and set construction. Finally, the areas of both theatre history and literature will be presented.