



High School Electives Course Descriptions 2024 – 2025

Introduction:

These courses represent the totality of offerings at the Einstein School. Their inclusion does not mean they are offered every year; many are based on student interest and/or minimum enrollment in the class. Please note that courses listed as 1.0 credit hours are required full year courses (fall & spring). Contact us if you have a question regarding the availability of classes.

Courses that can be taken with an Honors option are denoted with an “H” after the course name. Courses marked with “HW” indicate that the class is automatically taught at Honors level with no opt-out option. Honors level courses are scored on a 5.0 GPA scale; others are on a 4.0 scale.

Abnormal Psychology (H)

Credit: 0.5

Prerequisite: Introduction to Psychology

This course explores major psychological disorders as classified in the *Diagnostic and Statistical Manual of Mental Disorders* (DSM-5). Through lectures, demonstrations, and class discussions, students learn about normal and abnormal relationship behavior, as well as the specific characteristics of psychological disorders, potential causal factors, associated features of disorders, and potential treatment methods.

Accounting I

Credit: 1.0

Prerequisite: None

Students in this course investigate the field of accounting, its terminology and procedures, its social, legal, and ethical factors, and its impact by and on industry standards. Students record, classify, summarize, analyze, and communicate accounting information as well as interpret the kind of financial information that is used in management decision making.

Accounting II

Credit: 1.0

Prerequisite: Accounting I

This course continues the investigation of the field of accounting, including how it is affected by industry standards as well as economic, financial, technological, international, social, legal, and ethical factors. Students will reflect on this knowledge as they engage in various managerial, financial and operational accounting activities. Students will use equations, graphical representations, accounting tools, spreadsheet software, and accounting systems in real-world situations to maintain, monitor, control, and plan the use of financial resources.

Animation

Credit: 1.0

Prerequisite: None

In this class, students learn how to use different tools to bring our art to life, both analog and digital. The principles of stop motion, motion capture, and frames are fundamental to animation and will be heavily explored.

Broadcast Journalism

Credit: 1.0

Prerequisite: Instructor's Selection

Student News at Einstein is designed as an introductory course into media production and some entry-level marketing techniques. It is designed to further a student's interests in video production, multimedia design, and/or marketing. Students create promotional and newsworthy videos that display themselves and Einstein throughout the school year. As a result, attendance at several in-school and out-of-school events is mandatory throughout the year. Students will be part of the entire process from creation through post-production. They will also be tasked with documenting their time and creating a portfolio to use for their future college or career.

Business Information Management

Credit: 1.0

Prerequisite: None

This course offers students a chance to gain vital computer application skills that will allow them to keep pace in our ever-evolving world of technology. The focus of this course is the ethical business application of software including word processing, spreadsheet, database, presentation software, and desktop publishing. Students will also be guided in responsible internet use, awareness of computer operations, and insight into current trends and advances in the world of technology. BIM offers students an opportunity to develop marketable skills that will allow them to improve the quality of their schoolwork and survive in a competitive job market.

Chargers Spirit – (Cheer and Dance)

Credit: 1.0

Prerequisite: None

This course will provide students with an understanding of planning spirit-building events. Students have the option to learn cheerleading techniques, dance styles, performance skills, and the importance of teamwork and school spirit. Students not focused on cheer will learn to plan, advertise, fundraise, and host events to create a more emphatic energy here at The Einstein School. Students are expected to participate in school events both inside and outside of school. Additional fees apply per semester.

Child Development

Credit: 1.0

Prerequisite: None

This course provides an overview of the theory and principles of human growth and development from conception through adolescence. Content includes an in-depth study of the interrelatedness of physical, cognitive, social, and emotional aspects of development. Students will study development in the context of family, gender, culture, language, ability, socioeconomics, diversity, and society. Special emphasis will be on the theories of Piaget, Vygotsky, Erikson, and Gardner. Students will also investigate careers related to the care and education of children.

College and Career Readiness

Credit: 1.0

Prerequisite: None

This course helps seniors investigate their academic and career interests, plus explore post-secondary options that could be a best fit for them. Students applying to college will be able to get expert guidance through the entire college search, application, and enrollment process. Students will fill out their applications, work on college essays, create a resume, and submit their application items to meet admissions deadlines. We will also discuss strategies that will help make the post-secondary transition a smooth one.

Computer Science I

Credit: 1.0

Prerequisite: Algebra I

In this course, students use mathematical and logical reasoning to solve problems in computer science. Students explore various aspects of digital citizenship and learn to read and write short programs using the Java programming language.

Computer Science II

Credit: 1.0

Prerequisite: Computer Science I

This course equips students to read and write complex programs using Java. Students apply algebraic and logical reasoning to the development of robust programming solutions. Students in this course create interactive programs and animate graphic displays.

Creative Writing

Credit: 1.0

Prerequisite: English I

This course encourages student writers to develop versatility by exposing them to the forms, standards, and techniques used by professional authors. Students learn how to scaffold the writing process and to critically evaluate their own work while setting manageable goals for themselves as writers.

Culinary Arts: Practice and Execution

Credit: 1.0

Prerequisite: None

This course will introduce students to basic kitchen skills, the science of food preparation, and various culinary practices. Students will also gain practical, hands-on experience as they follow and then modify recipes before innovating original dishes. The class will culminate in an exploration of world cuisines. Additional fees apply per semester.

Digital and Interactive Media

Credit: 1.0

Prerequisite: Touch System Data Entry

This course is a creative, business-oriented approach to graphical art, computer animation, video techniques, and web design. Students will learn to use advanced multimedia techniques to create, organize, manage, and present digital information in a variety of media. Upon completing the course, students will be proficient in using industry standard software and hardware, efficiently managing and presenting information, comfortably presenting projects to small groups as well as planning, designing, and creating multimedia projects successfully in both team and individual environments.

Drugs and Society (HW)

Credit: 0.5

Prerequisite: Introduction to Sociology

This course focuses on the use and abuse of drugs, both legal and illegal. Students will learn the psychological, physical, and social effects on personal and community health. Examination of the types and effectiveness of legal responses to specific classes of drugs including prohibition, decriminalization, and legalization. Prevention and treatment approaches to drug use are discussed. Throughout the semester, this course provides opportunities for the student to expand their ability to think critically through a range of class interactions and writings. Parental approval required for enrollment in this class.

Entrepreneurship

Credit: 1.0

Prerequisite: None

This course allows students to gain the knowledge and skills needed to become entrepreneurs. Students learn the principles necessary to begin and operate a business. The primary focus of the course is to help students understand the process of analyzing a business opportunity, preparing a business plan, determining the feasibility of ideas, and developing a plan to organize and promote a business, its products, and its services. In addition, students understand capital requirements, return on investment, and potential profit.

Event Planning/Interior Design

Credit: 1.0

Prerequisite: None

The event planning course is designed for students interested in learning about the event planning industry. Students are introduced to many facets of event planning including site selection, budgeting, promotion, catering, and interior design. In addition, students will assist with event planning at Einstein.

Executive Functioning

Credit: 1.0

Prerequisite: None

Executive function is a skill that enables students to make plans, remember instructions, focus, and multi-task successfully.

The Executive Functioning course presents students with strategies to enhance their inhibitory control, working memory, and cognitive flexibility. Students learn to sharpen their time management, study and organizational skills. By developing these skills now, students are establishing a foundation for the future.

Family and Consumer Science

Credit: 1.0

Prerequisite: None

This course presents a comprehensive body of skills, research, and knowledge that helps people make informed decisions about their well-being, relationships, and resources to achieve optimal quality of life.

Fashion Lab

Credit: 1.0

Prerequisite: None

Students enrolled in Fashion Lab will create fabric-made items with their own creative vision at the helm. Each student is expected to use their imagination and creativity when they either acquire a new skill or hone an existing one. Additional fees apply per semester.

Advanced Fashion Lab

Credit: 1.0

Prerequisite: Fashion Lab

Students will deepen their knowledge of sewing and design as well as their understanding of what it takes to complete projects with less structure. Participation in the annual Fashion Show is required for this course. Additional fees apply per semester.

Film I – Introduction to American Cinema

Credit: 1.0

Prerequisite: None

This course is a survey of the history of American film. It focuses on films critical to the cultural zeitgeist and influenced the development of film, American culture overall, or both. Additionally, students will learn the basics of media criticism, film analysis, and the characteristics of genre.

Film II – Introduction to International Cinema

Credit: 1.0

Prerequisite: Film I

Film II is a survey of the history, genres, and major contributions of international film. This course focuses on films critical to the cultural zeitgeist and influenced the development of film, global culture overall, or both. Additionally, students will learn the basics of media criticism, film analysis, and the characteristics of genre.

Film III – Introduction to Film Production

Credit: 1.0

Prerequisite: Film I or Film II

Film III learners will explore the basic techniques, conventions, devices, and terminology of filmmaking. More specifically, students will use screenwriting software, editing software, cameras, lighting (cinematography), and sound recording. As an upper-level course, students will act as a production team and rotate roles to create various student productions over the course of the year.

Moreover, by studying and engaging in the craft, organization, structure, and development required to produce cinema, students will also attain important reading and analytical skills.

Forensic Psychology

Credit: 1.0

Prerequisite: Introduction to Psychology

This course will explore the application of psychology to legal issues. Students will develop a foundational understanding of the intersection of psychology and the law. Students will learn about related topics such as the importance of forensic psychologists, forensic psychological assessments, lie detection, evaluation of DNA and physical evidence, jury selection, insanity defenses, criminal profiling, eyewitness and expert testimony, offender treatment, death penalty, and correctional psychology. Students examine case studies, trials, established and emerging laws, and relevant research into the psychological aspects of criminal activity and the people who commit crimes, as well as the basic understanding of the major mental disorders and how they may cause, aggravate, or mitigate criminal conduct.

Game Development

Credit: 1.0

Prerequisite: None

This lab-based course introduces students to the fundamentals of Unreal 5 Engine for beginners. Students will explore and build digital worlds using the new Lumen Lighting System and Nanite Geometry Engine in UE5 to produce spectacular real-time content. Starting as a game developer, programmer, architect, artist or designer and generating digital content has never been easier.

Health Education

Credit: 0.5

Prerequisite: None

This course is a study of the physical, mental, and emotional functions of the body, emphasizing teenage decisions concerning the use of tobacco, alcohol, and drugs. Units on fitness, safety, nutrition, and first aid are included. A three-week unit on human growth and development will be included in this course. It will include units on the role of family, dating, human reproduction, childbirth, sexually transmitted diseases, and making decisions about these facets.

History of Costume

Credit: 1.0

Prerequisite: None

This course reviews historical roles of dress in western civilization while exploring fashion as a form of self-expression. Students will discuss the cultural, social, and physical evolution of garments by comparing contemporary styles to past ones.

Hospitality, Travel, and Tourism

Credit: 1.0

Prerequisite: None

This course introduces students to an industry that encompasses lodging, travel, tourism, recreation, amusements, attractions, and food and beverage operations. Students will focus on the aspects of tourism in both Texas and the United States.

Interpersonal Communication

Credit: 1.0

Prerequisite: None

This course provides students with a comprehensive understanding of interpersonal communication principles and their applications in various contexts. Through a combination of theory and practical exercises, students will learn to navigate communication dynamics effectively, establish and maintain relationships, and develop essential interpersonal skills. This course equips students with the knowledge and skills necessary to navigate interpersonal communication effectively, fostering healthier relationships and promoting personal well-being. Successful completion of this course will satisfy the speech requirement for graduation.

Introduction to Crime & Criminal Justice (H)

Credit: 0.5

Prerequisite: None

This course serves as an introduction to the criminal justice system and the explanation of criminal behavior in the United States. Topics covered include detailed discussions about the three main components of the criminal justice system institutions: police, courts, and corrections. Additionally, historical foundations of crime, theoretical explanations of criminality and delinquency, the coding and measurement of crime, descriptions of criminal careers, crime typologies, and an analysis of public policies concerning crime control are covered.

Introduction to Philosophy

Credit: 1.0

*Prerequisite: One year of English or
Instructor's Selection*

This course introduces students to philosophy through topics found in classical and contemporary philosophical and literary writings, such as the nature of truth and knowledge, the relationship between mind and body, formal logic, freedom and determinism, and ethical discussions of right and wrong. This class is designed to equip juniors, seniors, and advanced students of all grade levels with the ability to tackle collegiate writing, complex reading about the toughest topics in philosophy and literature, and conversations requiring them to think outside the box in an informed and careful way.

Introduction to Psychology (H)

Credit: 0.5

Prerequisite: None

This course introduces students to the science of psychology with an emphasis on human behavior. Course content includes the history and development of the field of psychology, the study of learning and thinking, intelligence, human development, defense mechanisms, and careers in psychology.

Introduction to Sociology (H)

Credit: 0.5

Prerequisite: None

Sociology is the study of the formation of societies. This course focuses on a systematic understanding of social interaction, social organization, social institutions, and social change. Students will take a closer look at society and human interactions. Students will identify the connections between their firsthand experiences and their social environment. Themes covered include culture, social class, race and ethnicity, gender and age, marriage and family, and education.

Introduction to Textiles and Apparel Production

Credits: 1.0

Prerequisite: None

This course is an introduction to the composition, characteristics, and products of the textile industry. Students will discover that every piece of clothing begins with textile production, whether from organic or synthetic materials. Students will study fiber procedures, manufacturers, dyers, finishers, and retailers to gain a basic understanding of apparel production from creation to consumption.

Journalism

Credit: 1.0

Prerequisite: None

In this dynamic and comprehensive course, students will embark on an exciting journey through the evolving world of journalism and media. Each quarter will delve into a specific medium, exploring its history, techniques, and impact on storytelling. Through a blend of theory, practical exercises, and hands-on projects, students develop essential journalism skills while navigating the diverse landscape of media platforms.

Media and Crime (HW)

Credit: 0.5

Prerequisite: Introduction to Crime and Criminal Justice

This course investigates how the media portrays crime and the criminal justice system. It explores how different forms of media shape public perceptions of criminal activities, influence policy, and contribute to our understanding of crime as a social issue. Topics covered include crime news, crime-related films, television, and podcasts, and the media's impact on criminology and the criminal justice system.

Multi-Media Design

Credit 1.0

Prerequisite: None

In this project-based class, students learn through the Procreate software, becoming familiar with the platform and creating and understanding works beneficial to business success. Students are required to have an iPad or tablet with the Procreate studio software installed.

Photography

Credit: 1.0

Prerequisite: None

Photography is the science, art, application, and practice of creating durable images by recording light or other electromagnetic radiation, either electronically by means of an image sensor, or chemically by means of a light-sensitive material such as photographic film. Students are required to download Adobe Photoshop on their device for this course.

Principles of Business, Marketing, and Finance

Credit: 1.0

Prerequisite: None

In Principles of Business, Marketing, and Finance, students gain knowledge and skills in economies and private enterprise systems, the impact of global business, the marketing of goods and services, advertising, and product pricing. Students analyze the sales process and financial management principles. This course allows students to reinforce, apply, and transfer academic knowledge and skills to a variety of interesting and relevant activities, problems, and settings in business, marketing, and finance.

Robotics – High School

Credit: 1.0

Prerequisite: Algebra I

This course is an introduction to working with computer-controlled devices and software development. Through implementation of the design process, students will transfer advanced academic skills to component designs in a project-based environment. Students will build prototypes or use simulation software to assess their designs. Integrating sensors for closed feedback loops and automated decision making is emphasized. Additionally, students explore career opportunities, employer expectations, and educational needs in the robotic and automation industry. Additional fees apply per semester.

Sociology of the Family

Credit: 0.5

Prerequisite: None

This course will introduce students to major sociological theories to understand family as a social institution; describe the changing definitions of family; examine demographic changes in marriage and family patterns; and contrast micro- and macro- level interactions among individuals, families, and society. Topics include family research, single parenting, blended families, cultural differences in families, families over the life course, and governmental policies regarding families.

Sports Sociology

Credit: 0.5

Prerequisite: None

This course examines the importance sports and leisure activities play in society. From local examples such as Texas motorsports and high school basketball, to international examples such as the Olympics and World Cup, we will examine sports from the perspective of athletes and fans, look at sports as an increasingly important business, and discuss how sports have been a significant agent for social change.

Student Government and Leadership

Credit: 1.0

Prerequisite: None

This course cultivates and develops leadership, teamwork, and school engagement skills through hands-on projects and real-world applications. Students will learn the fundamentals of effective governance, communication, budget management resolution, and strategic and organizational management by leading initiatives and collaborating with peers. This class attends occasional offsite events (e.g., city council, judicial meetings, and select school events).

Yearbook

Credit: 1.0

Prerequisite: None

This course is designed to help students learn practical editorial writing and photojournalism skills. Students will design and create the school's yearbook with the direction of their teacher and a student editor. Students in yearbook will work on becoming self-starters, learning document management, journalistic writing, and how to take good photographs, all with the goal of creating a unique and creative yearbook that reflects Einstein's students.

Yoga

Credit: 1.0

Prerequisite: None

In this course of mindful yoga practice, students experience the transformative journey of self-awareness and inner harmony. This yoga class is designed to cultivate a deeper connection between the mind, body, and spirit, offering an oasis of balance and tranquility amidst the unpredictable stressors and anxieties of everyday life. Additional fees apply per semester