High School Electives Course Descriptions 2025-26

Introduction:

These courses represent the totality of elective 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: 1.0

Prerequisite: 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. They will learn terminology and procedures, and social, legal, and ethical factors. Students record, classify, summarize, analyze, and communicate accounting information and interpret the financial information used in management decision-making.

Accounting II

Credit: 1.0

Prerequisite: Accounting I

This course continues the investigation 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.

American Studies (HW)

Credit: 1.0

Prerequisite: Instructor's Permission

This course seeks to answer the question made famous by Alexis de Tocqueville in Democracy in America: what makes this country unique? The class will search for answers by exploring how seminal works of American literature anticipate and respond to the key political and historical events that have shaped the United States.

Animation

Credit: 1.0

Prerequisite: None

In this class, students learn how to use different tools to bring 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.

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 business application of software including word processing, spreadsheet, database, presentation software, and desktop publishing. Students will learn about 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 give students an understanding of how to plan spirit-building events. Students may elect to learn cheerleading techniques, dance styles, and performance skills, but everyone will learn the importance of teamwork and school spirit. Students who prefer not to focus on cheer will learn to plan, advertise, fundraise, and host events that contribute to the positive energy of the Einstein School. Students are expected to participate in 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 given to the theories of Piaget, Vygotsky, Erikson, and Gardner. Students will also investigate careers related to the care and education of children.

Civics (H) Credit: 1.0

Prerequisite: None

This course focuses on state and local government and provides students with an understanding of democratic processes. Students learn how to participate in the civic life of their communities and acquire the civic knowledge, skills, and disposition that equips them to be active participants in American democracy.

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.

Constitutional Law and Social Issues (HW)

Credit: 0.5

Prerequisite: World History & U.S. History

Prerequisite: English 1

The objective of this course is to examine the structure and principles of the US Constitution in relation to other forms of government and nations as well as the impact of that structure on the issues of the current day and international relations. The course focuses on how constitutional provisions and interpretations impact and influence current events. Students are encouraged and expected to develop and express informed individual positions and opinions on subject matter.

Creative Writing

Credit: 1.0

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.

Crime & Criminal Justice (H)

Credit: 1.0

This course serves as an introduction to the criminal justice system and an 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 recording and measurement of crime, descriptions of criminal careers, crime typologies, and an analysis of public policies concerning crime control are covered.

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.

Current Issues (H)

Credit: 1.0

Prerequisite: LS US or 20th Century History

Students explore both short- and long-term topics by exploring cause-and-effect relationships. In this setting, students can ask frank questions and learn more about global society. Students are introduced to federalism and the court system to better understand events through a variety of media. Students also submit interesting current events and lead discussions about them with peers. In addition, they develop logical arguments devoid of fallacies and circular logic.

Prerequisite: Instructor's Permission

Digital and Interactive Media

Credit: 1.0

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 various media. Upon completing the course, students will be proficient in using industry standard software and hardware, efficiently managing planning, designing, and creating multimedia projects in both team and individual environments.

Drugs and Society (HW)

Credit: 1.0

Prerequisite: Instructor's Permission

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

This course provides students with 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, then developing a plan to organize and promote a business, its products, and its services. In addition, students learn to understand capital requirements, return on investment, and potential profit.

European Studies (HW) Credit: 1.0

Prerequisite: Instructor's Permission

This class helps students understand how the development of European historical and intellectual thought from 1500 AD influences us as inheritors of this complex cultural tradition. Students look at how various leaders and institutions in Europe sought to legitimize power and authority in response to the emergence of humanism after the Renaissance. To do this, we explore how seminal European works of literature and philosophy anticipate and respond to political, historical, and religious events.

Prerequisite: None

Event Planning/Interior Design

Credit: 1.0

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

Executive Functioning

Credit: 1.0

Executive function is a skill that enables students to make plans, remember instructions, focus, and multi-task successfully. This course offers students strategies to enhance their inhibitory control, working memory, and cognitive flexibility. Students learn to sharpen their time management and study and organizational skills. By developing these skills now, students establish a strong foundation for the future.

Family and Consumer Science

Credit: 1.0

This course presents a comprehensive body of skills, research, and knowledge that helps students make informed decisions about their well-being, relationships, and which resources can help them achieve optimal quality of life. Additional fees apply per semester.

Fashion Lab

Credit: 1.0

Students enrolled in Fashion Lab will design and create items based on their own creative vision. Students will use their imagination as they acquire new skills and hone existing ones. Additional fees apply.

Advanced Fashion Lab *Credit: 1.0*

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

Prerequisite: None

Prerequisite: Fashion Lab

Prerequisite: None

Prerequisite: None

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 that have been instrumental in the development of film and the formation of American culture. 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

Prerequisite: Film I or Film II

Film II is a survey of the history, genres, and major contributions of international film. This course focuses on films critical to the development of the global film tradition. Additionally, students will dive deeper into media criticism, film analysis, and the characteristics of genre.

Film III – Introduction to Film Production

Credit: 1.0

Film III learners will explore the basic techniques, conventions, devices, and terminology of filmmaking. Students will use screenwriting software, editing software, cameras, lighting (cinematography), and sound recording. While acting as a production team, students will rotate roles to create various student productions over the year. By studying and engaging in the craft, organization, structure, and development required to produce cinema, students gain important critical and analytical skills.

Foundations of Western Civilization (HW)

Credit: 1.0

Prerequisite: Instructor's Permission

This course traces the development of Western thought from ancient Greece and Rome through the Middle Ages and Renaissance up to the sixteenth century. Students will examine literature, philosophy, history, and key military events that shaped the Western world, paying special attention to how these influenced the development of political and institutional structures.

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 real-time content. Gaining a head start as a future game developer, programmer, architect, artist or designer and generating digital content has never been easier. History of Costume Credit: 1.0

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.

Introduction to Textiles and Apparel Production

Credits: 1.0

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

In this dynamic, 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.

Literature and Warfare (HW)

Credit: 1.0

This class examines literary representations of warfare along with some of the most influential military personalities and events in classical and modern history. Students learn military strategy and history and engage in thoughtful discussions about how and why great works of literature respond in the ways they do to momentous battles and conflicts.

Multimedia Design

Credit 1.0

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.

Prerequisite: Instructor's Permission

Prerequisite: None

Prerequisite: None

Prerequisite: None

Negotiations (HW) *Credit: 0.5*

This semester course introduces negotiation fundamentals and definitions, provides a conceptual framework for negotiations, and offers examples of negotiation through written work and exercises. Negotiation is an indispensable skill – everything here is meant to help prepare you for skillful and effective negotiations.

Philosophy

Credit: 1.0

This course introduces students to philosophy through topics 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 course is designed to equip juniors, seniors, and advanced students with the ability to tackle collegiate writing and complex reading about the toughest topics in philosophy and literature. Additionally, class conversations require students to think outside the box in an informed and careful way.

Photography

Credit: 1.0

Photography is the science, art, application, and practice of creating durable images by recording light electronically (by means of an image sensor), or chemically (by means of a light-sensitive material such as photographic film). This course explores the technical and creative aspects of producing lasting photographic images. Students are required to download Adobe Photoshop on their device for this course.

Principles of Business, Marketing, and Finance

Credit: 1.0

In this course, students gain skills and knowledge of 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.

Psychology (H)

Credit: 0.5

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.

Prerequisite: Instructor's Permission

Prerequisite: Instructor's Permission

Prerequisite: None

Prerequisite: None

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Robotics

Credit: 1.0

This course is an introduction to working with computer-controlled devices and software development. 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 robotics and automation industry. Additional fees apply per semester.

Robotics – Advanced

Credit: 1.0

Prerequisite: Instructor's Permission

Advanced Robotics builds upon foundational skills obtained in previous courses and is an invitation-only course. Students will investigate real-life issues and apply their expertise to solve them, specifically in robot-human interactions. From concept and design to manufacturing and programming of a completed product, students will gain experience in an active long-term project. Students will also be in charge of the continued maintenance of their robots. Ethical and social considerations will also be a part of this class, emphasizing the importance of robotics in humanity's future. Additional fees apply per semester.

Sociology (H) *Credit: 0.5*

Prerequisite: None

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, education.

Sociology of the Family *Credit: 0.5*

Prerequisite: None

This course explores family as a social institution through major sociological theories. Students will examine evolving family definitions, demographic shifts in marriage patterns, and the interplay between individuals, families, and society. Key topics include family research, diverse family structures, cultural variations, life course perspectives, and family-related policies. By analyzing both micro and macro-level interactions, students will gain a comprehensive understanding of contemporary family dynamics.

Prerequisite: Algebra I

Sports Sociology Credit: 0.5

This course examines the role sports and leisure activities play in society. From local instances 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 an agent for social change.

Student News

Credit: 1.0

Prerequisite: Instructor's Permission

Student News offers a dynamic introduction to media production and marketing. This hands-on course caters to students passionate about video production, multimedia design, and marketing. Participants create engaging promotional and news content showcasing both themselves and Einstein throughout the academic year. Students are involved in every stage of production, from concept to final editing. The course requires attendance at several events, both in and out of school events. Students will document their journey and build a portfolio valuable for future college applications or careers in media.

Yearbook

Credit: 1.0

Students learn practical editorial writing and photojournalism skills as they design and create the school's yearbook under the direction of their teacher and a student editor-in-chief. Students in Yearbook become 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

Credit: 1.0

Prerequisite: None

Prerequisite: None

During 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.

Prerequisite: None

Einstein's students.

Yoga