Jose Marti MAST 6-12 Academy
Middle School Electives Course Directory

6th Grade Electives

C20 STEM – Life Science

The STEM course is centered on project-based hands-on learning and group collaboration. Students will be working together on challenges involving the Science Fair, SECME, applying engineering for design challenges for example designing and building a habitat for organisms that are endangered, and learning about real-life problems such as our carbon footprint, renewable energy resources, sustainability, etc... We take an interdisciplinary approach integrating various disciplines. The focus will be on real-world applications in the areas of science, technology, engineering, and mathematics.

S10 Art 1, 2 Dimensional - M/J

Middle School offers a spectrum of exciting Visual Arts courses as electives for 6-8 grade students. Middle school students in Studio-based art project experiences based on robust curriculum-aligned Florida State Standards in the following Units of Study: Drawing, Painting, Printmaking, Mixed Media, Sculpture, and Ceramics.

F60 M/J Spanish (for non-speakers)

Spanish for non-native speakers is designed to motivate students to learn a second language, focus on intercultural communicative skills and functions, and build an intercultural communicative proficiency. Students will develop skills in listening, speaking, reading, and writing in Spanish.

F65 M/J Spanish (for Spanish speakers)

Spanish for Spanish speakers is designed to develop, maintain, and enhance proficiency in their heritage language by reinforcing and expanding skills in listening, speaking, reading, and writing, as well as Spanish grammar skills acquisition.

W61 Computers 1

In Computers Science 1 students use ProjectSTEM curriculum to build games, animation, problem solve glitched coding using SCRATCH. They also design 3D objects that can be printed on the 3D printer. You can also design objects to be engraved in the laser engraver. If you are interested in robotics, you can also participate in various competitions for robotics.

W63 Exploring Technology

In Exploring Technology, students get to do a variety of hands-on activities in the STEM field. Build bottle rockets and measure which team flies highest or longest, create the perfect case that will protect a raw egg falling from the roof of the school, design and fold the paper airplane that flies furthest. Student teams get to do field work surveying the plants and lizards on school grounds to practice as part of the Fairchild Challenge. Environmental awareness projects as part of Dream in Green give students an opportunity to be creative as they work on ideas to improve public transportation and reduce pollution.

T61/T62 M/J Fitness/Comprehensive Physical Education (P.E.) – Required***

In our Physical Education class, we strive to incorporate many challenging mobility skills to make sure students are well rounded when performing specific sports. This ensures that all students of different levels can benefit to improve their overall strength training.

Jose Marti MAST 6-12 Academy
Middle School Electives Course Directory

7th and 8th Grade Electives

A13 Journalism 1 – M/J Yearbook
A14 Journalism 2 – M/J Yearbook

Yearbook journalism class is both a course and year-long publication project of the JMMA school yearbook. Students learn and create the overarching theme that is present throughout the entire book.

C20 STEM – Life Science
C21 STEM 2 – Physical Science

The STEM course is centered on project-based hands-on learning and group collaboration. Students will be working together on challenges involving the Science Fair, SECME, applying engineering for design challenges for example designing and building a habitat for organisms that are endangered, and learning about real-life problems such as our carbon footprint, renewable energy resources, sustainability, etc... We take an interdisciplinary approach integrating various disciplines. The focus will be on real-world applications in the areas of science, technology, engineering, and mathematics.

F41 Spanish 1 (for non- speakers) – ****High School Class****
F42 Spanish 2 (for non- speakers) – ****High School Class****

Spanish for non-native speakers is designed to motivate students to learn a second language, focus on intercultural communicative skills and functions, and build an intercultural communicative proficiency. Students will develop skills in listening, speaking, reading, and writing in Spanish.

F51 Spanish Speakers 1 – ****High School Class****
F52 Spanish Speakers 2 – ****High School Class****

Spanish for Spanish speakers is designed to develop, maintain, and enhance proficiency in their heritage language by reinforcing and expanding skills in listening, speaking, reading, and writing, as well as Spanish grammar skills acquisition.

S10 Art 1, 2 Dimensional – M/J
S11 Art 2, 2 Dimensional – M/J
S12 Art 3, 2 Dimensional – M/J

Middle School offers a spectrum of exciting Visual Arts courses as electives for 6-8 grade students. Middle school students in Studio-based art project experiences based on robust curriculum-aligned Florida State Standards in the following Units of Study: Drawing, Painting, Printmaking, Mixed Media, Sculpture, and Ceramics.

S30 M/J Drama 1
S31 M/J Drama 2
S32 M/J Drama 3

Students will learn by doing, through various performances, class projects, and presentations. This course requires students get on stage and speak publicly, a great way to lessen speaker anxiety. Students will also learn film and theatre appreciation.

Jose Marti MAST 6-12 Academy
Middle School Electives Course Directory

W20 Digital Information Technology – ***High School Class (Teacher approval required)*

This course is designed to provide a basic overview of current business and information systems and trends, and to introduce students to fundamental skills required for today's business and academic environments. Emphasis is placed on developing fundamental computer skills. The intention of this course is to prepare students to be successful both personally and professionally in an information-based society. Digital Information Technology includes the exploration and use of databases, the internet, spreadsheets, presentation applications, management of personal information and email, word processing and document manipulation, HTML, web page design, and the integration of these programs using software that meets industry standards.

W30 Intro to Engineering

This course helps students understand the field of engineering/engineering technology and prepares them for postsecondary engineering programs by developing a more in-depth mastery of the associated mathematics, science, and technology knowledge and skills. The course also includes essential concepts of technology and design, as well as concerns about the social and political implications of technological change. The partnership with Engineering Tomorrow allows the class to have hands-on labs every week.

W40 M/J Game Development *(Teacher approval required)*

The Game, Simulation and Animation Visual Design program lends itself to integration of the core academic subjects of language arts, math, science, visual arts, and social studies into project activities. It is through a balanced and integrated curriculum that students attain the attitudes, skills, and knowledge needed to compete successfully in today's work force. To achieve total curriculum integration, academic and career and technical education teachers should be scheduled with common planning times. In Gaming Development students use Unity curriculum to build games, animation, problem solve glitched coding using Unity. You also have the opportunity to compete in gaming Esports events. This course is a high school level course.

W61 Info & Communications Tech (Computers 1)

In Computers Science 1 students use ProjectSTEM curriculum to build games, animation, problem solve glitched coding using SCRATCH. They also design 3D objects that can be printed on the 3D printer. You can also design objects to be engraved in the laser engraver. If you are interested in robotics, you can also participate in various competitions for robotics.

W71 Fundamentals of Networking (Computers 2)

In Computers Science 2 students use ProjectSTEM curriculum to build games, animation, problem solve glitched coding of Artificial Intelligence using SCRATCH. They also design 3D objects that can be printed on the 3D printer. You can also design objects to be engraved in the laser engraver. If you are interested in robotics, you can also participate in various competitions for robotics.

W81 Fundamentals of Web & Software Design (Computers 3)

In Computers Science 3 students use Unity curriculum to build games, animation, problem solve glitched coding using Unity. You also have the opportunity to compete in gaming Esports events. This course is a high school level course. The Game, Simulation and Animation Visual Design program lends itself to integration of the core academic subjects of language arts, math, science, visual arts, and social studies into project activities. It is through a balanced and integrated curriculum that students attain the attitudes, skills, and knowledge needed to compete successfully in today's work force. To achieve total curriculum integration, academic and career and technical education teachers should be scheduled with common planning times. In Gaming Development students use Unity curriculum to build games, animation, problem solve glitched coding using Unity. You also have the opportunity to compete in gaming Esports events. This course is a high school level course.

Jose Marti MAST 6-12 Academy
Middle School Electives Course Directory

W63 Exploring Technology *(7th grade only)*

In Exploring Technology, students get to do a variety of hands-on activities in the STEM field. Build bottle rockets and measure which team flies highest or longest, create the perfect case that will protect a raw egg falling from the roof of the school, design and fold the paper airplane that flies furthest. Student teams get to do field work surveying the plants and lizards on school grounds to practice as part of the Fairchild Challenge. Environmental awareness projects as part of Dream in Green give students an opportunity to be creative as they work on ideas to improve public transportation and reduce pollution.

W65 Intro to Digital Media

Intro to Digital Media is a course where students learn about electronic mass media (television, radio and the internet) and practice multimedia journalism. Students develop their photography and video production skills and create shows for our school. Learn to produce a news program, PSAs, and more.

T71/T22 Team Sports/Comprehensive P.E. – *Required 7th Grade****
T81/T82 Team Sports/ Comprehensive P.E. – *Required 8th Grade****

In our Physical Education class, we strive to incorporate many challenging mobility skills to make sure students are well rounded when performing specific sports. This ensures that all students of different levels can benefit to improve their overall strength training.