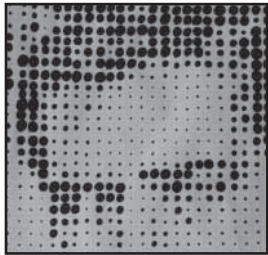


MEDIA ARTS COLLABORATIVE CHARTER SCHOOL

COURSE CATALOG





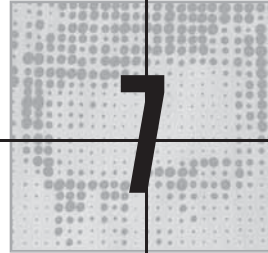
MACCS Course Catalog

Table of Contents

Animation



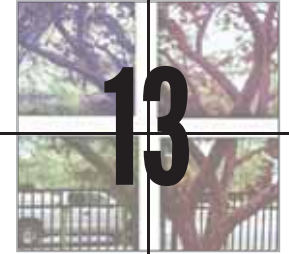
5



7

Computer Science

Photography



13



6

Art & Design

Humanities



9



14

Science

Audio



7



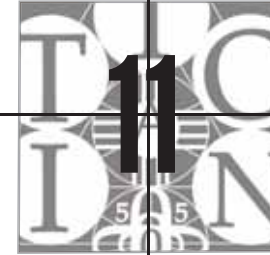
11

Journalism

TV & Film



15



11

Mathematics



About MACCS

MISSION STATEMENT

The Media Arts Collaborative Charter School (MACCS) offers secondary students a comprehensive, project-based, cross-curricular education centered in the media arts. We prepare our graduates for positions in the media industries and for the rigor of post-secondary education.

MEDIA ARTS COLLABORATIVE CHARTER SCHOOL HISTORY

On September 12, 2007, the State of New Mexico's Public Education Commission (NM-PEC) unanimously granted the state's first charter to the Media Arts Collaborative Charter School (MACCS) in Albuquerque. Before that year, all charter schools in New Mexico came under the jurisdiction of a local school district. In August 2008, MACCS was launched as the first media arts public high school in the Southwest and one of only a few in the nation. A comprehensive media arts curriculum did not previously exist, nor did the standards and benchmarks for assessing such curriculum. They were created specifically for this school. Its media concentration areas have now been expanded to journalism, television/radio, digital film, graphic design, audio production, web design, animation and game development. Each of these concentrations is based solidly in language arts and media literacy.



Catherine Raina Palmer

Graduation Requirements

MACCS CREDIT HOURS REQUIRED FOR GRADUATION

Course	30 Credit Plan**
English*	4 credits
Math*	4 credits - one must be Alg II or higher
Science*	3 credits – two must be Lab
US History*	1 credit
World History*	1 credit
Foreign Language	2 credits
Government	.5 credit
Economics	.5 credit
NM History	.5 credit
PE	1 credit
Media Arts	12.5 credits – includes post-secondary concurrent & other enrollment, internship & apprenticeship electives

30 Credits to graduate

* At least one course must be Honors, AP, Dual-Enrollment or online.

** Incoming new students in grades 10-12 will have pro-rated credit calculations to determine their requirements for graduation.



Animation

3D Modeling (1 credit)

The creation of 3D models can be used in multiple forms of media, from films to video games and even training material. Digital models are also used outside of the media industry for industrial and textile visualization, such as the creation of vehicles, buildings, and even the soles of your sneakers. In this class we will be exploring the use of multiple modeling platforms and their impact on a wide range of industries. Students will learn the fundamental uses of different modeling software and gain abilities in hard surface modeling as well as organic digital sculpting. Software Used: Maya, Mudbox, 3D Studio Max, Sculptres, and 3D Coat.

Advanced 3D Modeling (1 credit)

In this course students will work with Maya, Photoshop and After Effects to model, rig, and animate short films as both individual and group projects to be entered in local festivals. Students will build upon the knowledge gained in Basic Animation and 3D Modeling. Students will learn the use of 3D animation software mixed with narrative story telling to create works of animation that adhere to the twelve principles of animation. Software Used: Maya, Mudbox, 3D Studio Max, Sculptres, 3D Coat, Photoshop, Flash, and After Effects.

Basic 2D Animation (.5 credits)

Animation is a growing industry with skill sets used in all forms of onscreen presentations. Classic cartoons are just one avenue for an animator to express themselves and make a living. The skills learned in this class can be used in live action movies, advertising, game development, software and application graphical user interfaces, and much more. The skills of animation include verbal and written communication, as well as critical thinking, artistic expression, and limited mathematics. Throughout the course you will learn the twelve basic principles of animation while creating work in Flash, Photoshop and stop-motion.

Advanced 2D Animation (.5 credits)

Students in this course will bring their artwork to life using Flash, Photoshop and stop-motion. *Prerequisite: Basic Animation and at least Art I or Design.*

Web Design (.5 credits)

In this web design course students will be introduced to the creation and maintenance of web pages. Students will learn to critically evaluate effective design in HTML and flash both from the perspective of an end user and a

designer/developer. They will study both the design and art of web creation, as well as the programming languages and coding required for clean, effective web creation. By the end of the course students will learn web standards and design skills to create a site of their own. Software Used: Notepad, Dreamweaver, Photoshop, Flash and others as needed.

Game Development (.5 credit)

Building on the skills learned in Web Design class such as code writing and artistic content creation, students will delve further into the logic of computer programming. This introductory course in game creation will give students a hands on opportunity to work as a production team with the goal of completing a fully functional and entertaining board or card game and a web based video game using Action Script, Java or HTML5. Software Used: Flash, Photoshop, NotePad, XNA, Visual Basics, and others as needed. *Prerequisite: Web design and concurrent enrollment in or completion of either 3D modeling or Basic Animation is recommended.*



Art & Design

Intro to Studio Art (.5 credits, 9th grade mandatory elective)

Art I is a semester foundation course designed to expose students to a wide range of art media, styles and techniques. Students need not have experience with making art, just lots of energy and a desire to try new things. Students will learn the elements of design and color theory, and also look at images from artists and art history. This is primarily an introductory drawing course, and we will work with pencil, charcoal, oil and chalk pastels, pen and ink, collage and mixed media. Students will also be expected to discuss and evaluate their own art as well as that of their classmates.

Drawing (.5 credits, 9th grade mandatory elective)

In this course, students broaden their knowledge of drawing techniques using a range of materials. You will learn to draw the human figure and portraits, develop shading techniques and explore pen and ink techniques. Our subject matter will vary as will our styles of drawing. Students will also be expected to discuss and evaluate their own art as well as that of their classmates. *Prerequisite: Intro to Art*

Comic Book Production (1 credit)

This is a yearlong course that focuses on three different areas: comic book production, art theory, and artistic life skills. Over the course of the year, students will learn the basic steps involved in drawing and writing comics and graphic novels (thumbnails, pencils, inks, coloring), work collaboratively and independently to produce a variety of comics and graphic novels, explore narrative structure and learn the script writing standards for the industry. In addition, they will read and respond to texts about comic theory and art theory, and engage in discussion about planning, organization, and submission of long-term projects.



Alexis Monroy

Painting (.5 credits, 10th grade mandatory elective)

In this course students will try their hand at a variety of painting techniques. We will work with watercolor, acrylic paint, mixed media and water based oil paints. Students will learn about painting genres and experience painting in different ways: plein aire, still life, abstraction, and working from photographs. Students will also be expected to discuss and evaluate their own art as well as that of their classmates. *Prerequisite: Intro to Art*

Intro to Graphic Design (.5 credits, 10th grade mandatory elective)

Intro to Graphic Design is a semester long course designed to expose students to the principles of design, color theory and design vocabulary and concepts. We will emphasize concepts in design and will work primarily with Adobe Illustrator. Students will learn concepts through exercises and also have the chance to create a wide range of design projects, from logos to CD covers to T-shirts. Additionally, students will also learn to analyze their own design work as well as that of others. Students need no prior experience with graphic design to take this course.

Graphic Design II: Projects (.5 credit)

This class is for students who have mastered the basics of design who are ready to apply their skills and creativity to real world design projects. We will work on a variety of projects for outside organizations. Students will be expected to learn the ins and out of design production and have their design used in the real world. We will have extensive critiques as we develop our design work and portfolios. *Prerequisite: Intro to Graphic Design*

Art History: Learning through Making Art (.5 credits)

In this class we will learn the basics of Art History though looking discussing and making art. We will start with ancient societies and end in the 20th century in this whirlwind overview of the fascinating history of art. Students will be

expected to analyze and discuss art as well as make art as a crucial component in understanding art history. We will sculpt, carve, paint and draw in our journey.

Advanced Art: Portfolio Development (1 credit)

This is a year long course for motivated students who wish to continue their exploration of 2D Art. Student will improve their technical and observational skills as well as learn new processes and ways to make art. We will look at the work of selected artists to inspire and push ourselves to try new ways of making art and we will experiment with figurative, realistic, surrealist, abstracted, and non-objective styles. In this class students are expected to draw upon their personal interests and character to become deeper and more developed artists. They are expected to be self-motivated and delve deep. Students will need to develop their ability to discuss their own work as well as that of their classmates through critiques and writing. AP Studio Art optional for advanced students.

Prerequisite: Four previous semesters of Art.

Audio

Intro to Audio (.5 credits)

This course is an introduction to basic concepts of audio needed for any media career across the spectrum of media production. There are six main threads to this course: the science of sound, audio editing, recording technique, digital music production, sound for film and radio production. Students will learn these concepts via a series of projects in which they record, edit and process sound, as well as compose original pieces of music. We will use Protools, the industry standard in audio production software, for this course. There will be a final group project that integrates all these threads into one production.



Shana Derzon

Intermediate Audio (.5 credits)

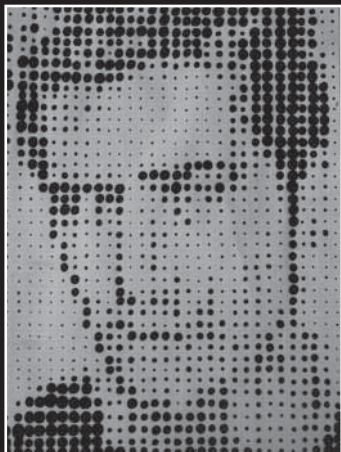
This course spirals through the the same six threads covered in Intro to Audio, but with increased depth and complexity, with more of an emphasis on sound for film, including location sound for film, soundtrack composition, film post production, ADR (dialogue replacement) and Foley. *Prerequisite: Intro to Audio*

Advanced Music Production (1 credit)

This class is an opportunity for students who have some previous music production experience to work as a group to produce an original musical project, such as recording a CD of original music. We will go through all the stages of a full professional quality recording project - fundraising, composition, recording, computer music production (beat-making) performance, mixing and mastering. The class is part of the SoundOven project which attempts to make a positive difference in our community by addressing an issue that effects the Teen population (such as the Heroin Awareness hip hip project dedicated to Haley paternoster). (Note: ideally, students would sign up for Advanced Media Production as well, though the course can be taken on its own). *Prerequisite: Intro to Audio*

Advanced Media Production (1 credit)

This class is video companion class to Advanced music production. The class will as a group, produce professional quality media productions such as music videos, documentaries, short features, and episodic series. The class will integrate with advanced music production by addressing the same social issue. (Note: ideally, students should sign up for Advanced Music Production as well, though the course can be taken on its own) *Prerequisite: TV/Film I*



Marianna Biggs



Pria Jackson

Computer Science

AP Computer Science – Java Programming Language (1 Credit)

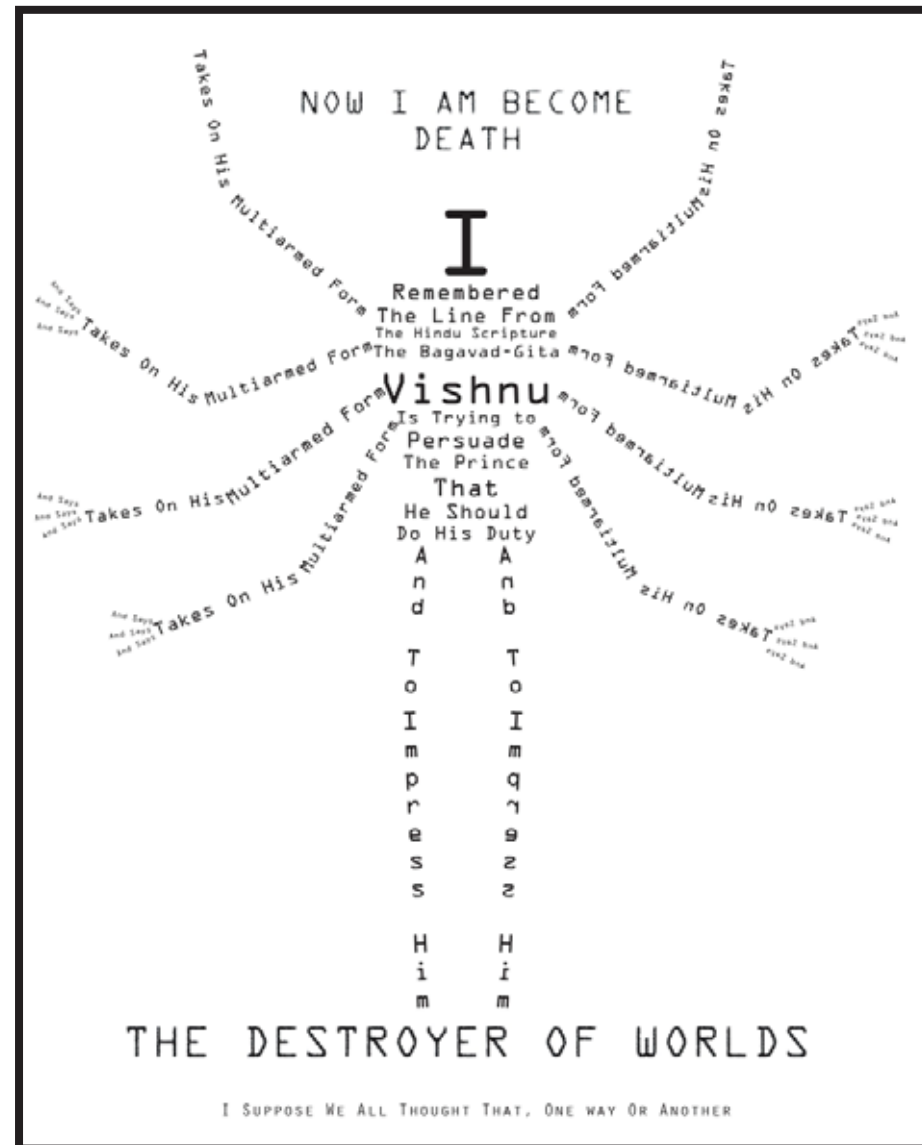
The Advanced Placement Program offers a course and exam in introductory computer science. The course emphasizes object-oriented programming methodology with a concentration on problem solving and algorithm development, and is meant to be the equivalent of a first-semester college-level course in computer science. It also includes the study of data structures, design, and abstraction.

Basic Computer Science (Dual Credit UNM) – Net Logo Programming Language (1 Credit)

The course emphasizes object-oriented programming methodology with a concentration on problem solving and algorithm development, and is meant to be the equivalent of a first-semester college-level course in computer science. It also includes the study of data structures, design, and abstraction. This course may be taken as a dual credit course through the University of New Mexico if the student meets the UNM entrance requirements. Lectures in the dual credit course will be available on the UNM Blackboard site and the programming lab exercises will be completed in the MACCS classroom.

Game Programming – “C” Programming Language (1 Credit)

The course emphasizes object-oriented programming methodology with a concentration on problem solving and algorithm development, and is meant to be the equivalent of a first-semester college-level course in computer science. It also includes the study of data structures, design, and abstraction. The course will cover programming languages other than “C”. The course is intended as a preliminary Game Design programming course.



Jack Folkner

Humanities

Advanced Placement English Language & Composition (1 credit)

Advanced Placement English Language and Composition emphasizes expository, analytical, and argumentative writing that form the basis of academic and professional communication, as well as the personal and reflective writing that fosters the ability to write in any context. In addition, AP English Language teaches students to read primary and secondary sources carefully, to synthesize materials from these texts in their own compositions, and to cite sources using MLA, Chicago or APA style conventions. Writing in the course emphasizes syntax, diction, organization, balancing generalization with specific illustrative detail; and an effective use of rhetoric. *AP courses at MACCS are offered when merited by sufficient student enrollment.*

Advanced Placement English Literature & Composition (1 credit)

AP English Literature and Composition engages students in the careful reading and critical analysis of imaginative literature from the 16th to the 21st century. Through the close reading of selected texts, students deepen their understanding of the ways writers use language to provide both meaning and pleasure for their readers. In addition to considering a work's literary artistry, students reflect on the social and historical values it reflects and embodies. Careful attention to both textual detail and historical context provides a foundation for interpretation and literary criticism. *AP courses at MACCS are offered when merited by sufficient student enrollment.*

Advanced Placement United States History (1 credit)

AP U.S. History is survey course of American history from origins through the 20th century, designed to provide students with the analytic skills and factual

knowledge necessary to deal critically with the problems and materials in U.S. history. The course prepares students for intermediate and advanced college courses by making demands upon them equivalent to those made by full-year introductory college courses. Students learn to assess historical materials—their relevance to a given interpretive problem, reliability, and importance—and to weigh the evidence and interpretations presented in historical scholarship. *AP courses at MACCS are offered when merited by sufficient student enrollment.*

Advanced Placement World History (1 credit)

The AP World History course content is structured around the investigation of course themes and key concepts in different chronological periods, from approximately 8000 B.C.E. to the present. The course emphasizes development of a set of shared historical thinking skills, which allows teachers to make more informed choices about appropriate ways of linking content and thinking skills. Students are taught to craft historical arguments from evidence, learn chronological reasoning, comparison and contextualization, and historical interpretation and synthesis. *AP courses at MACCS are offered when merited by sufficient student enrollment.*

Economics (.5 credits)

Course provides for an understanding of basic economic principles and use of economic reasoning skills to analyze the impact of economic systems (including the market economy) on individuals, families, businesses, communities, and governments. *Honors Economics is offered each year as merited by sufficient student enrollment.*

English 9 (1 credit)

Course builds upon the students' prior knowledge of grammar, vocabulary, word usage, and mechanics of writing, and usually includes the four aspects of language use: reading, writing, speaking, and listening. The various genres of lit-



Bethany Zahn



Bryanna Aguliar

erature are introduced and defined, with writing exercises often linked to reading selections. Examples of English 9 literature include *Romeo & Juliet*, *The Odyssey*, *Huckleberry Finn*, *Bless Me Ultima*, and the work of Edgar Allan Poe.

English 12 (1 credit)

Course is designed for seniors and emphasizes comprehension, discernment, and critical thinking skills in the reading of texts and literature. More advanced literary techniques are introduced and explored through two or more literary genres, with the aim of creating sophisticated readers. Writing focuses on developing the student's ability to compose different works for different purposes and audiences. Descriptive, narrative, persuasive, or expository styles may all be explored in formal documented papers or technical reports. Although creative writing opportunities may be presented, the focus of this composition course remains on non-fiction, scholarly, or formal writing.

Government (.5 credits)

Government provides an understanding of the ideals, rights, and responsibilities of citizenship and helps students explore the content and history of the founding documents of both New Mexico and the United States. The course focuses on understanding our state and national Constitutions, and how governments function at the local, state, tribal, and national levels.

Honors Government (.5 credits)

Honors Government provides an analytical perspective on government and politics in the United States, providing familiarity with the various institutions, groups, beliefs, and ideas that constitute the U.S. government and political machines. Students will become familiar with typical patterns of political processes and behavior and their consequences, analyze and interpret data, and critically analyze relevant political theories and concepts. Course topics include: Constitutional underpinnings of the U.S. government; political beliefs and behav-

iors; political parties, interest groups and mass media; institutions of national government; public policy; and civil rights and civil liberties. *Honors Government will be offered when merited by sufficient student enrollment.*

Humanities 10 (English 10/World History - 2 credits)

In Humanities 10, students focus on the overlapping content and themes in world history and world literature from the dawn of the world to the present day. Students engage in an exploration of the nature of mankind and the development of human civilizations, focusing primarily on the disciplines of philosophy, history, art, literature and world religions. Emphasis is placed on themes exploring literature as a reflection of social values, power and its representations, justice and law, interactions between physical and human environments, systems of religious and philosophical belief as organizing principles, the dynamics of identity in history and literature, and the role of verbal and physical warfare in societal evolution and revolution. Particular attention is paid to individual and communal identities, to questions of values, and to the struggle for personal fulfillment. Students are encouraged to explore, develop and express their own personal, moral, cultural, and ethical values. *Honors Humanities courses are offered as merited by student enrollment.*

Humanities 11 (English 11/U.S. History - 2 credits)

In Humanities 11, students will explore the development of identity, culture and government in the United States, beginning with the colonial era and culminating in modern times. Students will explore the history of the country through primary sources, art, popular literature, music and philosophy, and will begin to master research, rhetoric and critical thinking skills. Themes for the course will include: the role of media in American society; racial and ethnic diversity; the development of a unique 'American' identity; the evolution of United States culture; demographic changes, economic trends, and environmental issues; the development of political institutions and the components of citizenship; social

reform movements; the role of religion in the making of the United States and its impact in a multicultural society; the history of slavery and its legacies in this hemisphere; war and diplomacy; and finally, the place of the United States in an increasingly global arena. Students will also explore the contributions of American writers such as Bradford, Edwards, Poe, Hawthorne, Miller, Thoreau, Whitman, Dickinson, Twain, Crane, Fitzgerald, Steinbeck, Morrison, and several other 20th century authors. *Honors Humanities courses are offered as merited by student enrollment.*

New Mexico History (.5 credits)

This survey course supports students to become more knowledgeable and aware of the historical, cultural, economic, and political history of New Mexico and their geographical connections. Students will analyze the role that New Mexico plays in national and international arenas. *Honors New Mexico History is offered as merited by student enrollment.*

Journalism

Journalism I (.5 credits)

Journalism I encompasses the history, traditions and foundations of American journalism. The course approaches journalism from a media literacy perspective, deconstructing current news with an emphasis on exposing students to the different forms of contemporary and topical news media. The fundamental principles of editorial journalism, ethics and standards are included in this course.

Journalism II (.5 credits)

Journalism II focuses on news story construction, writing, and the production of electronic news media, including blogging, print and broadcast media. Students are encouraged to create and maintain the school's newspaper, both printed and digital.

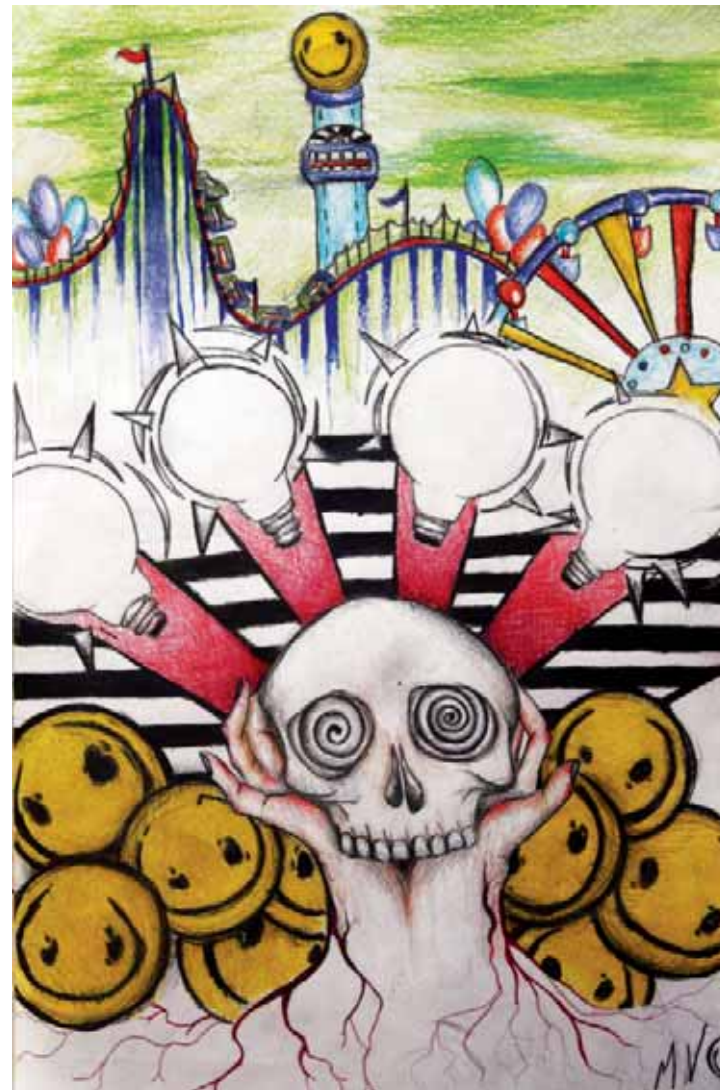
Creative Writing (.5 credits)

In the context of a variety of genres, students will examine literary conventions as well as the writing techniques and tools essential to effective writing and editing. Students will consider the relationship between form (how the story is told) and content (what the story is about), learning tools such as point of view, characterization, setting, tone, style, imagery, structure and theme. The course emphasizes the generation of raw material, becoming familiar with the basic strategies for reading and discussing writing, and advancing a portion of total work forward toward completion.

Mathematics

AP Statistics (1 credit)

The purpose of the AP course in statistics is to introduce students to the major concepts and tools for collecting, analyzing and drawing conclusions from data. Students are exposed to four broad conceptual themes: exploring data; sampling and experimentation, anticipating patterns using probability and simulation; and statistical inference in which students simulate population parameters and test hypotheses. Students who successfully complete the course and exam may receive credit, advanced placement or both for a one-semester introductory college statistics course. *AP courses are offered when merited by enrollment.*



Mariah Vasquez

AP Statistics (1 credit)

The purpose of the AP course in statistics is to introduce students to the major concepts and tools for collecting, analyzing and drawing conclusions from data. Students are exposed to four broad conceptual themes: exploring data; sampling and experimentation, anticipating patterns using probability and simulation; and statistical inference in which students simulate population parameters and test hypotheses. Students who successfully complete the course and exam may receive credit, advanced placement or both for a one-semester introductory college statistics course. *AP courses are offered when merited by enrollment.*

Statistics (1 credit)

In this course, students will be introduced to the major concepts of probability, interpretation of data, and statistical problem solving. Students will learn the course concepts through hands-on experimentation and investigation. They will analyze existing data as well as data collected through a survey, observational study or experiment. They will then display the data in different ways, analyze it, and draw conclusions based on the results. The four main components of the course are: exploring data, data collection, probability, and inference.

Geometry in Art and Architecture (1 credit)

In this course, we explore the many places where the fields of art and mathematics overlap. Topics may include: sculpture in ancient Greece, use of proportion in art, perspective, perspective machines and cameras, golden section, knots, and symmetry, twentieth-century geometric art, chaos, and fractals. The slide lecture format will be varied by demonstrations, hands-on class projects, guest lecturers, films, videos, computer graphics, and perhaps a field trip. The course will cover all geometric concepts outlined in the State of New Mexico State Standards, the Common Core State Standards and the standards established by the National Council of Teachers of Mathematics. *May be taken for Honors credit with a required culminating project.*



DeArmond Lopez

Algebra 1 (1 credit)

This course aligns to Common Core Standards for Mathematics. The five critical areas include: relationships between quantities and reasoning with equations; linear and exponential relationships; descriptive statistics; expressions and equations; and quadratic functions and modeling. The Mathematical Practice Standards apply throughout each course and, together with the content standards, prescribe that students experience mathematics as a coherent, useful, and logical subject that uses their ability to make sense of problem situations.

Financial Math (1 credit)

Students will be able to understand, solve and functionally apply basic business mathematical concepts (IE: decimals, fractions, percents, exponential equations). They will become familiar with bank services, payroll, simple and compound interest, loan calculations, taxes, insurance, depreciation, Balance Sheets, Business Statistics, as well as a variety of technical mathematical techniques for different professions and trades.

Algebra II (1 credit)

Recommended 11th grade class, or for students who have completed both Beginning Algebra and Beginning Geometry courses. This course extends the study of functions to include: polynomial, rational, and radical functions. The four critical areas are: (1) polynomial, rational, and radical relationships; (2) trigonometric functions; (3) modeling with functions and (4) inferences and conclusions from data. The Standards for Mathematical Practice apply throughout this course and, together with the content standards, prescribe mathematics as a coherent, useful, and logical subject that makes sense of problem situations. You will be required to have a graphing calculator, preferably a TI 84 or TI Inspire. The text will be supplemented with appropriate materials, lessons, activities, and web-based activities.

Pre-Calculus/Trigonometry (1 credit)

Recommended for 12th grade, or who have completed Beginning Algebra, Geometry, and Advanced Algebra. This course is higher than the level of Algebra II. Course combines the study of trigonometry, elementary functions, analytic geometry, and math analysis topics as preparation for calculus. Topics include the study of complex numbers; polynomial, logarithmic, exponential, rational, right trigonometric, and circular functions, and their relations, inverses and graphs; trigonometric identities and equations; solutions of right and oblique triangles; vectors; the polar coordinate system; conic sections; Boolean algebra and symbolic logic; mathematical induction; matrix algebra; sequences and series; and limits and continuity. You will be required to have a graphing calculator, preferably a TI 84 or TI Inspire. The text will be supplemented with appropriate materials, lessons, activities, and web-based activities.

Photography

Photo I - Introduction to Photography (.5 credits)

Students learn the fundamentals of photography working with digital SLR cameras. Camera operations, lighting, composition, and photo file management are among the topics learned in this semester long course. Basic photo-editing is also covered in this course using Adobe Lightroom.

Photo II - Intermediate Photography (.5 credits)

A continuation of the skills learned in Photo 1, plus a more in depth look at Adobe Photoshop. Photo compositing, retouching, text with image, visual storytelling, and portraiture are some of the themes explored in this exciting course. Prerequisite is Photo 1 or instructor approval.



John Mandarino

Photo III - Trends in Photography (1 credit)

Students learn about the trends that have historically driven people to make photographs while applying these themes to their own work. Students create photographs that work within a series and begin to develop their own artistic style. Themes such as portraiture, street photography, photojournalism, and narrative photography are explored. This is a year long course. *Prerequisite: Photo 2 or instructor approval. May be repeated for credit.*

Photo IV - Advanced Photography (1 credit)

Students work on building photographic portfolios that express a personalized view towards the medium. Photo projects are geared towards student interests and are thematically driven. Studio photography and lighting is covered in depth as well as advanced editing techniques and fine-printing for exhibition quality work. This is a year long course. *Prerequisite: Photo 3 or instructor approval.*

B&W Darkroom Dynamics I (.5 credits)

In the semester long course, students work with traditional film cameras and learn the basic processes of film development and printing. *Prerequisite: Photo 1 or instructor approval.*

B&W Darkroom Dynamics II (.5 credits)

In this semester long course, students learn advanced darkroom printing techniques, special film techniques like multiple exposure and solarization, and develop refined printing skills for black and white exhibition prints. *Prerequisite: B&W Dynamics I or instructor approval.*

Science

Anatomy & Physiology (.5 credits)

Anatomy & Physiology presents the human body and biological systems in more detail. In order to understand the structure of the human body and its functions, students learn anatomical terminology, study cells and tissues, explore functional systems (skeletal, muscular, circulatory, respiratory, digestive, reproductive, nervous, and so on), and may dissect mammals, birds, and fish.

Biology (1 credit)

Biology provides information regarding the fundamental concepts of life and life processes. Topics covered include (but are not restricted to) cell structure and function, general plant and animal physiology, genetics, and taxonomy. Students use a variety of materials and media, including the text *Biology* by Neil Campbell, various books, current interest articles, scientific periodicals, movies, and experimentation. Students are expected to research and create multimedia presentations on several topics including historical figures in biology, cells, and man-made ecological disasters.

Botany (.5 credits)

Botany presents plant physiology and phylogeny in more detail. In order to understand the structure and function of plants and plant relatives students learn anatomical terminology, study cells and tissues, and explore functional systems. Students also study the evolutionary history of plants and plant relatives. Students are expected to create a physical or photographic collection of non-endangered species found in this area, as well as participate in creating a field guide to local vegetation.



Graci Vincent

Chemistry (1 credit)

Chemistry involves the composition, properties, and reactions of substances. Students explore the behaviors of solids, liquids, and gases; acid/base and oxidation/reduction reactions, atomic structure, chemical formulas and equations, and nuclear reactions. Students use a variety of materials and media, including the text *Chemistry in the Community*, other books, current interest articles, scientific periodicals, movies, and experimentation. Students will practice scientific research and writing techniques, oral presentation skills, and scientific reading skills. Students are expected design and conduct experiments.

Conceptual Physics (1 credit)

Physics involves the study of the forces and laws of nature affecting matter: equilibrium, motion, momentum, and the relationships between matter and energy. The study of physics also includes examination of sound, light, magnetic, and electric phenomenon. Students will practice scientific research and writing techniques, oral presentation skills, and scientific reading skills.

Earth and Space Science (.5 credits)

Earth and Space Science offers insight into the environment on earth and the earth's environment in space. While teaching the concepts and principles essential to an understanding of the dynamics and history of the earth, the following topics may be explored: oceanography, geology, astronomy, meteorology, cosmology, and geography.

Ecology (.5 credits)

Ecology provides students with the scientific principles, concepts, and methodologies required to understand the interrelationships of the natural world, to identify and analyze environmental problems both natural and human-made, to evaluate the relative risks associated with these problems, and to examine alternative solutions for resolving and/or preventing them.

TV & Film

Film I - Introduction to Digital Filmmaking: (1 credit)

Students will explore introductory film production techniques related to camera mechanics, shooting, editing video, and basic visual storytelling. Course activities include exercises in shooting, working with audio, and editing captured footage. Students will complete short projects both individually and in groups to demonstrate their newly acquired technical abilities.

Film II - Intermediate Digital Filmmaking: (1 credit)

This course expands on the practice of video production. The primary focus is on narrative film, but work will also include documentary and experimental practices. Over the course of the semester students will learn at a basic level how to write a script, plan a production, the various roles and responsibilities of production, and more advanced techniques involving post-production. *Prerequisite: Introduction to Digital Filmmaking.*

Film III: (1 credit)

This course focuses on taking polished scripts into production. This course will cover effective practices relating to team-work, responsibility, organization and high definition film techniques. Students will also be involved in in-depth production opportunities with the outside community.

Film IV: Advanced Media Production: (1 credit)

This is an advanced course focusing on professional filmmaking practices. Projects will include producing high quality short films as well as working with clients in the community to complete professional grade assignments. *Prerequisite: Film I and Film 2 are REQUIRED for admission consideration.*



Alexandra Lyons

Film History: (.5 credits)

Students will study film's history from the early beginnings of the silent era to contemporary cinema. Through viewings, exams, and presentations, students will learn about the birth of film making and how it has developed both conceptually and technologically into the global entertainment spectacle of the present day.

Screenwriting I (.5 credits)

This course will specifically consider the format of the screenplay as the writer's platform. A screenplay in this course will be defined as the script used in the development of a program for some form of electronic media. The basics of style, format, available open-source software and effective techniques will be included in this course.

Screenwriting II (.5 credits)

This course will continue on the first semester course. The objective of this semester course is to combine screenplay writing techniques with actual video production so that the writer's words are actually transferred to a screen as a finished project.

Live-On-Tape/Studio Television Production I (.5 credits)

Live/Live-on-tape, multi-camera and in Studio production has been a foundation of television since its inception. It still works for certain types of programming and has a new platform within online, web-based casts. In level one of this course, the fundamentals, different skill sets, work flow, differentiated personnel roles will be introduced.

Live-On-Tape/Studio Television Production II (.5 credits)

The emphasis of level two will be on the production of multi-camera, live on tape media projects. This can work in collaboration with other school projects and can utilize available studio opportunities. While no prerequisite would need to be



Alexandra Lyons

required, those students who did complete the first semester will fill the more key roles within these productions.

Experimental Film (1 credit)

Not all films are made to make a profit or play at the multiplex-- some films are designed to push the boundaries of what is considered normal. These films are called "experimental" or "underground" because they constantly strive to think outside of the box and challenge the viewer to expand their understanding of what is possible. The first part of this class will focus on what attributes make up the genre of experimental film. The second part will focus on the creation of student experimental films.

Documentary Film Production (1 credit):

Documentary films are films about real people and real situations. They do not include scripts or lines of dialogue. Documentary filmmakers film what really happens and then pull it together into a cohesive film. This first part of this class will provide students with an introduction to the documentary genre (non-fiction film) via critical screenings of important, well-made documentary films and the second part will include production of student generated projects.

Business of Media (.5 credits)

This course will explore the classic business models which built the modern media industry as well as explore the emerging new models that are affording new career pathways. The course will also familiarize students with intellectual property issues in the digital age. A basic focus of this course will be on the art and craft of the "pitch," a persuasive presentation that concisely conceptualizes the project to engender support. This Business of Media class will encompass the skills involved in developing and pitching a concept, securing the necessary resources to do the project and then managing the project once production begins.

Adobe After Effects (1 credit)

This course will teach students to utilize Adobe's After Effects software to make 2D motion graphics and film special effects, including animated combinations of text, images and video used commonly in commercials, movie trailers, TV show intros and webpage logos, as well as special effect compositing (adding or removing extra elements to film or video). This will be a project based course in which students learn by making short pieces that employ the various techniques After Effects allows. Some experience with animation or film editing software is helpful, but not required.

Health & Physical Education

Health Education

Course study includes personal and community health; mental, emotional and social health; injury prevention and safety, nutrition and physical activity; alcohol, tobacco and other drugs; growth, development and sexual health; and integrated anatomy and physiology. Course may be offered in middle school or high school.

Physical Education

Physical education focuses on personal health with an emphasis on health-related fitness. Students will work on exercise, cardiovascular training, body composition, strength, endurance and flexibility. Unlike traditional high school P.E. courses, MACCS offers P.E. on Saturdays only, allowing students to engage in non-traditional activities off campus, such as hiking, dance, swimming, bowling, sports, etc. P.E. is traditionally taken during students' Freshman year.

Adv. Placement

Advanced Placement Courses

MACCS offers a variety of Advanced Placement courses, including AP English Literature and Composition, AP English Language & Composition, AP U.S. History, A.P. World History, A.P. Statistics and A.P. Computer Science. Course offerings are dependent on student enrollment and interest each year.



Eloy Silva

Dual Credit, Internships & Online Courses

Dual Credit

The Media Arts Collaborative Charter School offers dual credit enrollment for all students who have the qualifying minimum GPA's, 2.25 for CNM and UNM. Students may not take dual credit courses simultaneously with Credit Recovery.

Internships

Student Internships are available to all qualifying students who have completed two full years of pre-requisite media electives and who have a minimum 2.5 GPA. The Internship Coordinator will facilitate industry collaboration and oversee the 60 internship hours required for the student intern to receive .5 credit.

Online Courses

The Media Arts Collaborative Charter School offers select online courses which provide a hybrid learning environment for students' diverse learning styles. For students needing one semester of credit recovery, MACCS offers the online curriculum, E-20/20, exclusively to seniors and summer school students. MACCS also provides students and parents with the Canvas virtual classroom platform as a blended resource to complement classroom instruction.



Photo: David Mora

Grading Scale

All students must demonstrate proficiency by achieving a grade of C or higher in order to receive credit for any course. The student's semester grades determine grade point average. Grade point average is based upon the following scale, corresponding with 4.0 and percentage scales:

A+	4.1	97-100+ %
A	4.0	94-96
A-	3.7	90-93
B+	3.4	87-89
B	3.0	84-86
B-	2.7	80-83
C+	2.4	77-79
C	2.0	74-76
C-	1.7	70-73
I*		
F	0	0-69

Students successfully passing AP & Honors courses with a score of 80% or higher will receive an additional .25 weighted GPA factored into their grade.

I* = Students who have completed a minimum of 80% of the required coursework with a grade of C (70%) or better may be eligible to receive an Incomplete (I) in lieu of a failing grade at the discretion of the course instructor. Students who receive an Incomplete (I) in Semester 1 will have one semester to demonstrate proficiency. Students who receive an Incomplete (I) in Semester 2 must demonstrate proficiency prior to the beginning of the following academic year. Any student who fails to demonstrate proficiency by the required deadline will receive a failing grade (F) for the course.



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