Secondary Curriculum



- AP ART: This class is for highly motivated students who have a desire to study visual design or the arts. Students will assemble a portfolio of 24 artworks to be submitted to the College Board for evaluation. They will be required to develop a substantial body of work focused on a specific theme or idea. AP students must demonstrate self-discipline as well as strong drawing and design skills to succeed. Successful completion of Advanced Art and all summer assignments is required before enrolling in AP Art.
- ADVANCED ART: This class is for Grade 11 students who are interested in taking AP Art during their senior year but need more experience and practice. Students will engage in a variety of drawing, painting, 3D, and design projects to prepare for AP Art. Additionally, they will be responsible for completing independent work at home. Students should have strong drawing skills and a high level of motivation for this class. Successful completion of High School Studio Art is required before enrolling in Advanced Art.
- **HIGH SCHOOL STUDIO ART:** This class is for students in Grades 10–12 who enjoy creating art and want to be challenged. Students will work on a variety of drawing, painting, 3D, and design projects to further develop their artistic skills.
- **PUBLICATION TECHNOLOGY:** Yearbook is a class dedicated to producing the annual book that captures school memories. This course requires creativity, hard work, dedication, responsibility, and teamwork. Students will use InDesign and Photoshop—prior experience is helpful but not required. They will take photos of events and sports, write articles, and design layouts in a relaxed yet challenging environment.
- **DIGITAL YEARBOOK:** Digital Yearbook is a class focused on producing a video documentary that compiles the most relevant events and activities of the school year. The final product is designed to preserve CIC memories for posterity. A prerequisite for this class is Digital Video & Audio. Students will develop organizational skills, planning abilities, creativity, and teamwork.

The primary tool used in this class is Adobe Premiere Pro. Experience with Photoshop, Illustrator, After Effects, and Audition is not required but can be beneficial. Students will create storyboards, shoot and edit video, record voiceovers, and integrate background music into their projects, transforming them into true filmmakers.

- INK SLINGER STUDENT NEWSPAPER: Are you curious? Can you meet deadlines? Do you enjoy seeing your name in print? Would you like to report on school events and organizations, write opinion columns, take photographs, draw cartoons, or design publication pages using professional software? Can you be honest, accurate, and fair? If your answer to most of these questions is yes, then joining *Ink Slinger*, CIC's student newspaper, is the right choice for you.
- **HIGH SCHOOL CHOIR:** The High School Choir class focuses on the art of choral singing. Students will learn proper vocal techniques and apply their knowledge to both academic and popular choral repertoire. Additionally, they will develop the necessary skills for reading choral music. The class will work toward several public performances for the CIC community throughout the school year.
- **HIGH SCHOOL MUSIC ENSEMBLE:** The Percussion Ensemble class explores the art of ensemble mus
- ic. Students will form a percussion ensemble and perform pieces of varying difficulty. Throughout the year, they will prepare for several public performances.
- MODEL UNITED NATIONS (MUN): Model United Nations is a challenging, year-long academic course for high school students. Participants attend international student-led conferences to simulate UN deliberations and debate global crises and controversies. Each year, CIC participates in the South American Model United Nations (SAMUN) conference in Caracas, which hosts 300–400 students from across Latin America and the Caribbean. In class, students first learn about UN institutions, procedures, and current international issues. Once assigned a country by the conference organizers, students prepare Position Papers on various topics and draft Resolutions for debate. Assessment is based on preparation and performance at the SAMUN conference.
- **CONTENT CREATION:** In the Content Creation Technology class, students explore the dynamic world of digital media. They develop essential skills in video production, graphic design, and web development, learning how to create engaging and impactful content for various platforms. This course fosters creativity, critical thinking, and technical proficiency, preparing students for success in the digital age.

- **ROBOTICS:** The Robotics class introduces students to the exciting world of robotics through hands-on projects and design challenges. Students learn fundamental engineering principles, programming concepts, and problemsolving skills while building and programming robots to complete various tasks. This course fosters creativity, critical thinking, and collaboration, preparing students for future success in STEM fields.
- INTRODUCTION TO ENGINEERING DESIGN: Introduction to Engineering Design provides students with a foundation in engineering principles and the design process. Through hands-on projects and real-world applications, students develop problem-solving skills, explore various engineering disciplines, and enhance their creativity and critical thinking abilities. This course serves as a stepping stone for future studies in engineering and related fields.