## 2024-2025 Registration Form: GRADE 9

Semester One

| Period 1 | Period 2 | Period 3 | Period 4 | Period 5 | Period 6 | Period 7 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Geometry | Science 9 | Drivers Ed-qt 1 <br> Industrial Tech 9-qt 1 | Careers 9-qt 1 <br> Art 9-qt 2 | *refer to the 5th Period Options Chart | Social 9 |  |
| Science 9 | Geometry | Industrial Tech 9-qt 1 <br> Drivers Ed-qt 2 | Art 9-qt 1 <br> Careers 9-qt 2 | *refer to the 5th Period Options Chart | English 9 | Social 9 |

Semester Two

| Period 1 | Period 2 | Period 3 | Period 4 | Period 5 | Period 6 | Period 7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Child Development | Science 9 | Social 9 | Geometry 9 | *refer to the 5th Period Options Chart | English 9 | PE 9 |
| Geometry | Social 9 | English 9 | Science 9 | *refer to the 5th Period Options Chart | Child Development | PE 9 |


| Term | A Day Courses | B Day Courses | AB Day Courses (if you are NOT in Band or Choir) |
| :---: | :---: | :---: | :---: |
| Semester One Options | Choir (semester course) | Band (semester course) |  |
| Quarter One Options | Applied Programming I Outdoor Sports | Applied Programming I Outdoor Sports | Applied Programming I Outdoor Sports |
| Quarter Two Options | Drawing <br> Applied Programming I-II <br> Yearbook <br> School Store <br> Exploring the Trades | Drawing <br> Applied Programming I-II <br> Yearbook <br> School Store <br> Exploring the Trades | Drawing <br> Applied Programming I-II <br> Yearbook <br> School Store <br> Exploring the Trades |
| Semester Two Options | Choir (semester course) | Band (semester course) | Textile Arts/Quilting (must take in both quarters 3 and 4) |
| Quarter Three Options | Applied Programming I-III <br> Fitness/Strength Training <br> Graphic Design <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) | Applied Programming I-III <br> Fitness/Strength Training <br> Graphic Design <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) | Applied Programming I-III <br> Fitness/Strength Training <br> Graphic Design <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) |
| Quarter Four Options | Sculpture <br> Applied Programming I-IV <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) | Sculpture <br> Applied Programming I-IV <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) | Sculpture <br> Applied Programming I-IV <br> Forensic Science <br> Computer Technology 9 <br> Textile Arts/Quilting (must take in both quarters 3 and 4) |

