



ROP Course Offerings at Godinez

Art of Digital Photography (UC) (329TF/329TS- yearlong course)

This course introduces students to the art and appreciation of digital photography. The course includes the fundamentals of art and design along with the historical development, concepts, and principles of photography. Students will explore the basic elements of composition and the principles of design including light, movement, and color theory. Combining training in camera operation and image editing with artistic theory, students will learn to visually communicate their ideas and creativity.

Multimedia Design Honors UC (f) (824TF/804TS)

Multimedia Design Honors functions as a project design center. Students will choose the media in which they would like to expand their skillset and apply for a position on one of the class's teams. In these teams, students will combine an area of expertise to create multimedia design projects. The teams will create original media productions or materials that may be marketed and distributed to various entities including school, community, and local businesses. Throughout the course, students will strengthen their 21st Century skills—collaboration, creative thinking/design, effective communication as they prepare for college and career. On their own time throughout the course, students will design and promote their works as a preparation for the capstone project in which they will display their multimedia design skills. This course meets the UC-“f” requirement.”

Art of Animation I (UC) (321TF/321TS- yearlong course)

This program introduces students to the art of animation. It includes the fundamentals of art and design along with the historical development, concepts, and principles of animation. Students study the basic elements of art, color theory, drawing, and animation, as well as story development and the use of the creative expression to visually communicate ideas.

Art of Animation II UC (322TF/322TS- yearlong course)

This course is designed to broaden and refine the skills and techniques presented in The Art of Animation I and to add advanced computer animation, production, and performance skills. The format of classroom instruction will be a lecture, demonstration, individual and team-based projects, presentations, and hands-on classroom work.

Art of Graphics (UC) (325AF/325AS)

Art of Graphic Design I UC-“f” 325A/AF/AS Articulated CCC/SAC Level 2. Students learn about the history and development of graphic design, explore cultural influences, and examine its role in societies from different parts of the world. Study of the aesthetics of art and graphic design will allow students to develop perception and analysis skills that they can employ to critically examine their work and the work of others.

Medical Core I (928TF/928S- semester course)

This course introduces students to diverse occupations in the medical/health field and the standards required of workers in the field. Health/Medical Core I includes instruction in the ethical and legal responsibilities of the health care worker, safety, medical terminology, human anatomy and physiology, body systems and mechanics, standard precautions, and health and fitness. Also included are health care delivery systems, regulatory agencies, research, current technology, and socio-economic issues affecting health care. Students explore career opportunities in therapeutic, diagnostic, and supportive areas.

Sports Medicine I (UC) (969RF/969RS- yearlong course)

This Health Science course prepares students for the field of Sports Medicine. Students study anatomy, physiology, and bodily systems and apply their knowledge within the area of Sports Medicine. Students will expand on their understanding of the scientific foundations in the evaluation, assessment, and care of injuries, as well as preventive techniques and wellness.