



FORENSICS - GRADE 11-12 | 0.5 UNIT

350 UNLEVELED (Semester)

Prerequisite: Biology

Forensics is an entirely hands-on approach to learning techniques as they apply to crime investigation. Forensics labs will utilize biology, chemistry, physics, advanced math, and art as they apply to areas such as blood splatter analysis, DNA extraction, microscopy, and crime scene analysis. Forensics is an opportunity to explore career paths such as Crime Scene Investigator, Forensics Science Technician, pathology, toxicology, and more. Students will be expected to participate in cooperative groups and will be assessed on their lab techniques.

CLIMATE AND WEATHER - GRADES 11-12 | 0.5 UNIT

358 UNLEVELED (Semester)

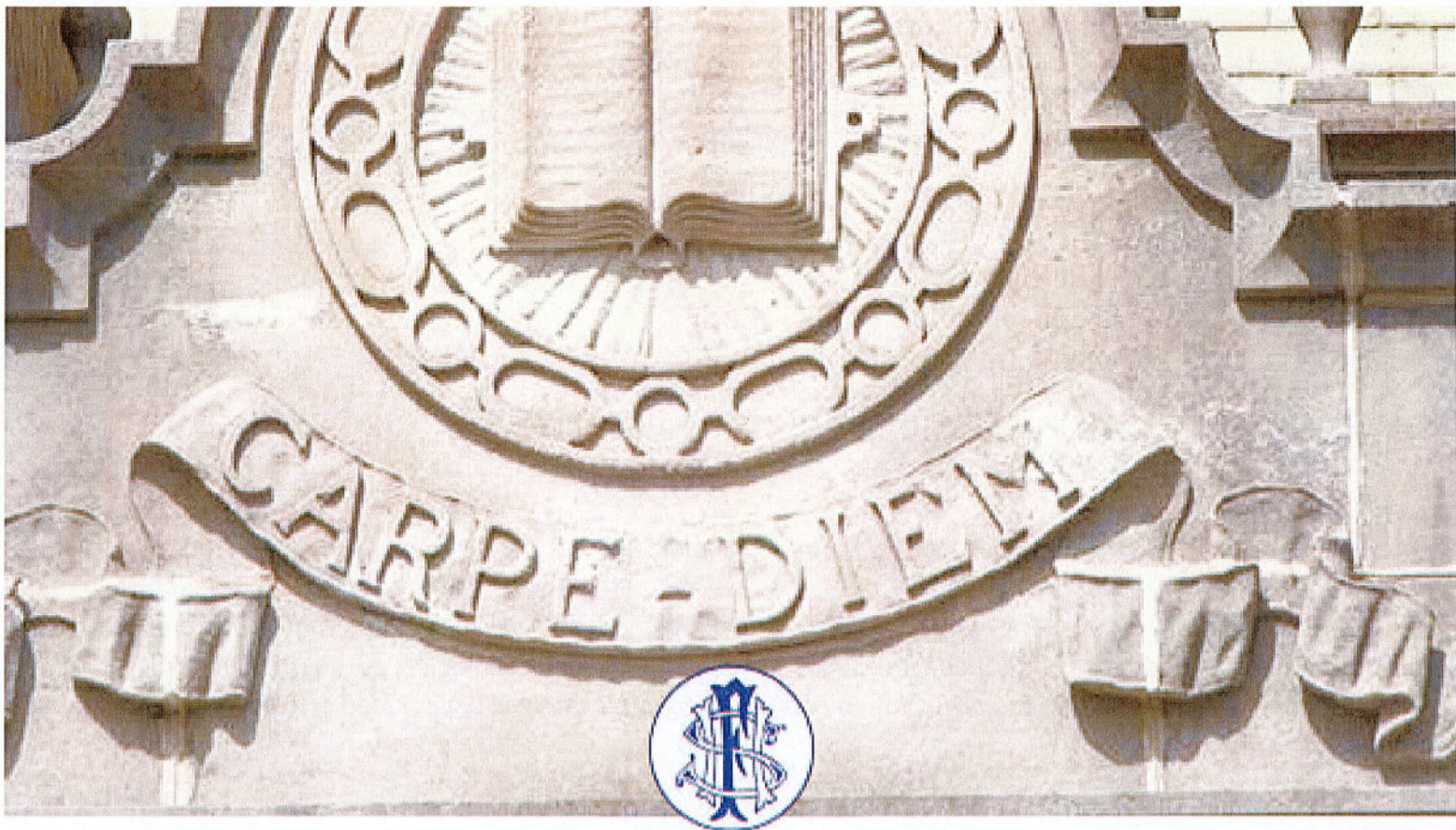
Prerequisite: Biology

This lab course will explore humanity's impact on planet Earth through changes in climate and the impact on weather. Students will study environmental problems caused by human behavior driven climate change as evidenced through changes in weather patterns. Climate change will be examined through topics of global warming, sea level rise, storm intensity, drought, frequency of 100 year storms, ocean acidification, habitat loss, deforestation, and extinction. All the while, looking at the potential of technology innovation to mitigate impacts. Students will work cooperatively on STEM projects focused on the Environment.

BIOLOGY 114 (Through UMassD) - GRADES 11-12 | 1 UNIT**

DUAL ENROLLMENT

*A dual-enrollment course offered through UMass Dartmouth that introduces students to scholarly reading and writing through an intensive focus on argumentation. Students practice widely applicable strategies for reading, writing, and revising academic arguments while engaging with college-level texts drawn from popular, public, and academic genres. Emphasis is placed on analyzing individual arguments, synthesizing multiple perspectives, and composing well-supported responses to ongoing academic and public conversations. Availability: Fall Semester. **Open only to students enrolled in the Environmental & Life Sciences and Healthcare & Social Assistance Innovation Pathways programs.*



TECHNOLOGY, ENGINEERING, COMPUTER SCIENCE COURSE OFFERINGS

The rate at which our world continues to change from a technological standpoint is remarkable. Today, jobs that existed 25 years ago no longer exist, and jobs will exist in 25 years that we cannot predict today. FHS strives to offer opportunities for students to explore and experience current technological, engineering, and computer science knowledge and skills.

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PROGRAMMING 1 - GRADE 9-12 | 0.5 UNIT

501 UNLEVELED (Semester)

Programming 1 is a semester-long elective course that is designed to introduce students to the world of computer science, as well as to instill an interest in computer programming and coding. Students will learn one of the most popular computer languages today: JavaScript. The course will primarily be project-based and student-centered, in which students are encouraged to think critically and creatively to solve, debug, troubleshoot, and create computer applications while developing computational thinking skills. By the end of the semester, students will be able to design games/applications with JavaScript.

PROGRAMMING 2 - GRADE 9-12 | 0.5 UNIT

502 UNLEVELED (Semester)

Prerequisite: Programming 1

Programming 2 is a semester-long elective course that is designed to continue students' study of computer science. Students will explore the more advanced Object-Oriented programming language C# as well as the game engine Unity3D. Their study will include the incorporation of logic, control structures, methods, classes, and basic algorithms to create small programs that solve real-world problems. Students will continue to refine and improve their troubleshooting, debugging, and critical thinking skills to continue developing computational thinking. By the end of the semester, students will be able to create games/applications using the Unity3D game engine and C# language.

PROGRAMMING ADVANCED SEMINAR - GRADE 11-12 | 0.5 UNIT

503 UNLEVELED

Prerequisite: Programming 1

Introduction to Programming Seminar is a semester-long course in which students utilize and synthesize their computer programming skills to design applications, or games, individually or collaboratively using the Unity3D game engine. Students will be required to submit a project proposal, designs, and prototypes as they work toward finalizing a marketable application, or game. Students will incorporate Adobe Photoshop, and AutoDesk software modeling skills into final projects. This course is designed for students who are responsible learners who will complete projects in a timely, professional, and self-guided manner. Students will continue to improve on computational skills to develop programs that are efficient and incorporate best-practices in the field of computer development.



COMPUTER AIDED DESIGN 1- GRADE 9-12 | 0.5 UNIT

510 UNLEVELED (Semester)

Computer Aided Design 1 is a self-paced course introducing students to mechanical engineering and parametric design using the latest version of the software Autodesk Inventor. In this course, students apply basic physics principals as they learn how to create and manipulate objects in a virtual, three- dimensional environment. Students begin by learning to manipulate increasingly complicated geometry as they explore part design, and end with the assembly of multiple parts into working assembly models.

COMPUTER AIDED DESIGN 2- GRADE 9-12 | 0.5 UNIT

511 UNLEVELED (Semester)

Prerequisite: Computer-Aided Design 1

In this course, students will extend their knowledge of applied physics, engineering, and parametric design by learning advanced assembly design and analysis techniques with Autodesk Inventor. Built in features such as the content center will be used to improve the efficiency of assembly creation as well as learning the intricacies of working with sheet metal parts. Finally, students will learn how to document their creations by creating technical drawings, presentation files, hi-resolution images, and animations.

COMPUTER AIDED DESIGN 3- GRADE 10-12 | 0.5 UNIT

512 UNLEVELED (Semester)

Prerequisite: Computer Aided Design 2 and teacher recommendation

Building upon the knowledge acquired in CAD 1 and 2, students will explore more advanced mechanical designs and simulations. Students will apply more advanced physics concepts by learning how to run dynamic simulations and stress analysis as on their prototype designs. Students will conclude this course with a review in preparation to take the Autodesk Inventor Certified User Exam.

CAD ADVANCED SEMINAR - GRADE 11-12 | 0.5 UNIT

513 UNLEVELED (Semester)

Prerequisite: Computer-Aided Design 3 and teacher recommendation

CAD Advanced Seminar is an independent study designed to allow interested students to continue their education in CAD by exploring an area of interest. Students have the option of continuing to use Autodesk Inventor and further their training in the field of mechanical design or explore other engineering fields such as architectural design and using Autodesk Revit, and civil engineering using Autodesk Civil 3D. Additionally, students may choose to explore 3D modeling and animation using Autodesk 3DS Max, Autodesk Maya, and Autodesk Mudbox, all of which are cutting-edge industry-standard products used in the fields of video game design, and motion picture and television special effects.



DIGITAL SCULPTING 1 - GRADE 11-12 | 0.5 UNIT

522 UNLEVELED (Semester)

Prerequisite: *Prior experience with Photoshop recommended.*

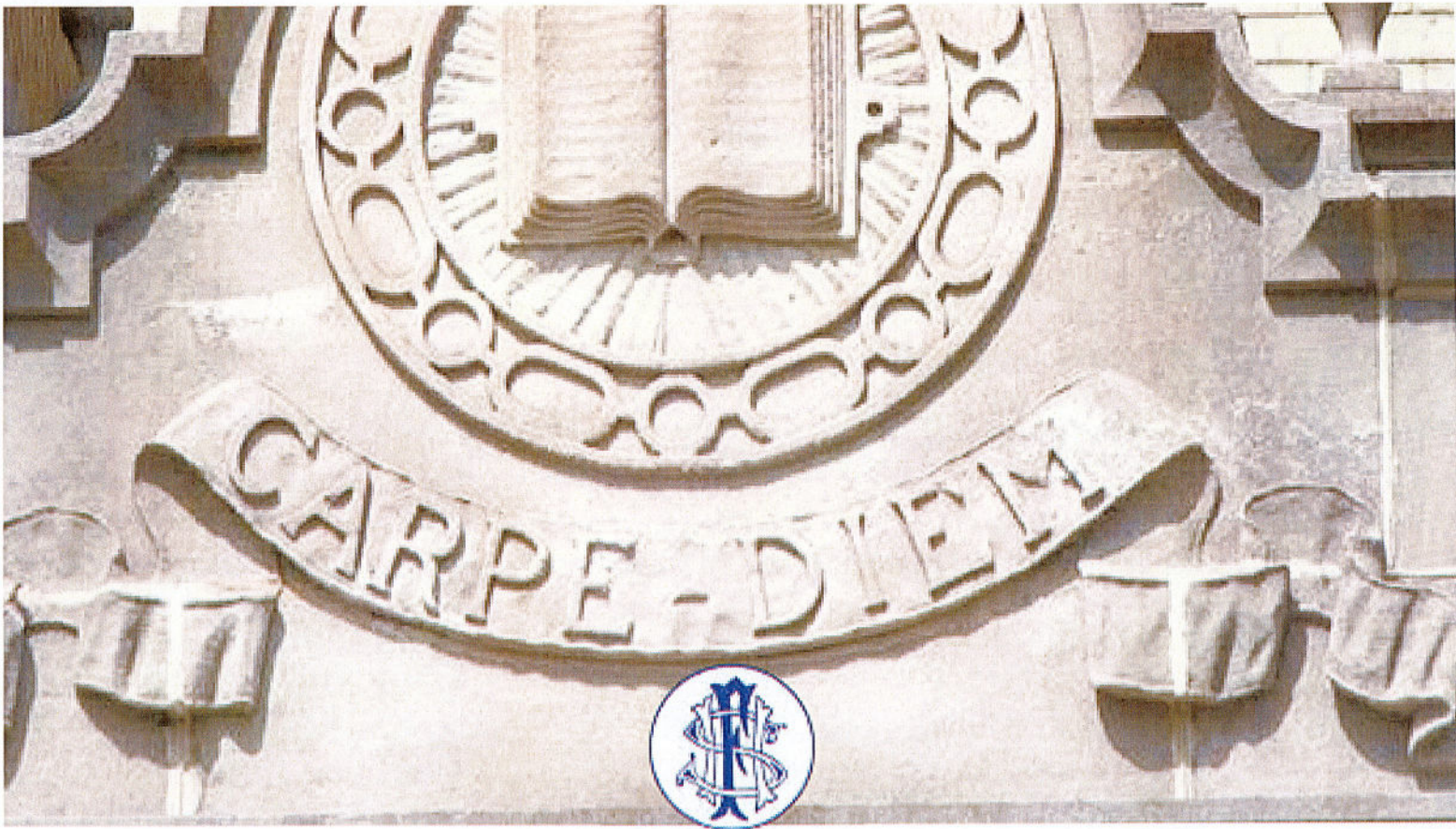
This course is designed to introduce students to the world of 3D art. Students will learn the fundamental skills needed to bring their ideas to life following a real world workflow using professional grade software including Maya, Z Brush, Substance Painter and Photoshop. This is a project based course that requires students to work well independently.

DIGITAL SCULPTING 2 - GRADE 11-12 | 0.5 UNIT

522 UNLEVELED (Semester)

Prerequisite: *Digital Sculpting 1*

This course is designed to build on the skills introduced during Digital Sculpting 1. Using the same software package, students will dive deeper into the tools used for creating increasingly complex designs. By the end of the semester, students will have fully created assets ready for use in the digital special effects or gaming environments.



INTERNSHIP STUDIES OFFERINGS

Beyond the classroom, FHS provides several opportunities for career and college experiences. Internships and career exploration programs provide work-site experience, career exploration, job seeking skills, money management, and the development of positive work behaviors and attitudes. Dual Enrollment allows high school juniors and seniors to take college courses and receive credit towards both high school and college graduation.

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SCHOOL-TO-CAREER*/WORK - GRADE 11-12 | 0.5-2 UNITS

COURSE NUMBER SPECIFIC TO SEMESTER UNLEVELED (1-2 PERIODS PER DAY)

Students commit to a career or worksite experience. The goal of the placement is to provide each student with an experience during which students will complete a planned series of activities and/or projects designed to give a broad understanding of the business or occupational area in which they are placed. Accountability includes verification of employment, completion of the appropriate work based learning program. Students participating must be in good standing. Students must provide their own transportation. *Participants in the Innovation Pathways program will enroll in the class to complete the required 100-hour internship

SCHOOL-TO-CAREER ON CAMPUS - GRADE 11-12 | 0.5-2 UNITS

549 UNLEVELED (1-2 PERIODS PER DAY)

Students will be placed in a school-based internship within the Fairhaven Public Schools based on interest, experience, abilities and supervisor needs. Students can select from any of the career clusters available in the public school setting such as Education, Food Services, Technology, Sports Management and Office Management and other occupational areas identified in school. The goal of the placement is to provide each student with a work-site experience during which the student will complete a planned series of activities. Students may elect to participate in this course for one period a day (two periods with permission from the principal). Accountability is based on two semester projects: one, research based on the student's desired career; second, based on interview with the placement supervisor; third, a reflective essay about the experience.

SCHOOL-TO-CAREER Pathway PLAN- GRADE 12 | 1 UNIT

549 UNLEVELED (1-2 PERIODS PER DAY)

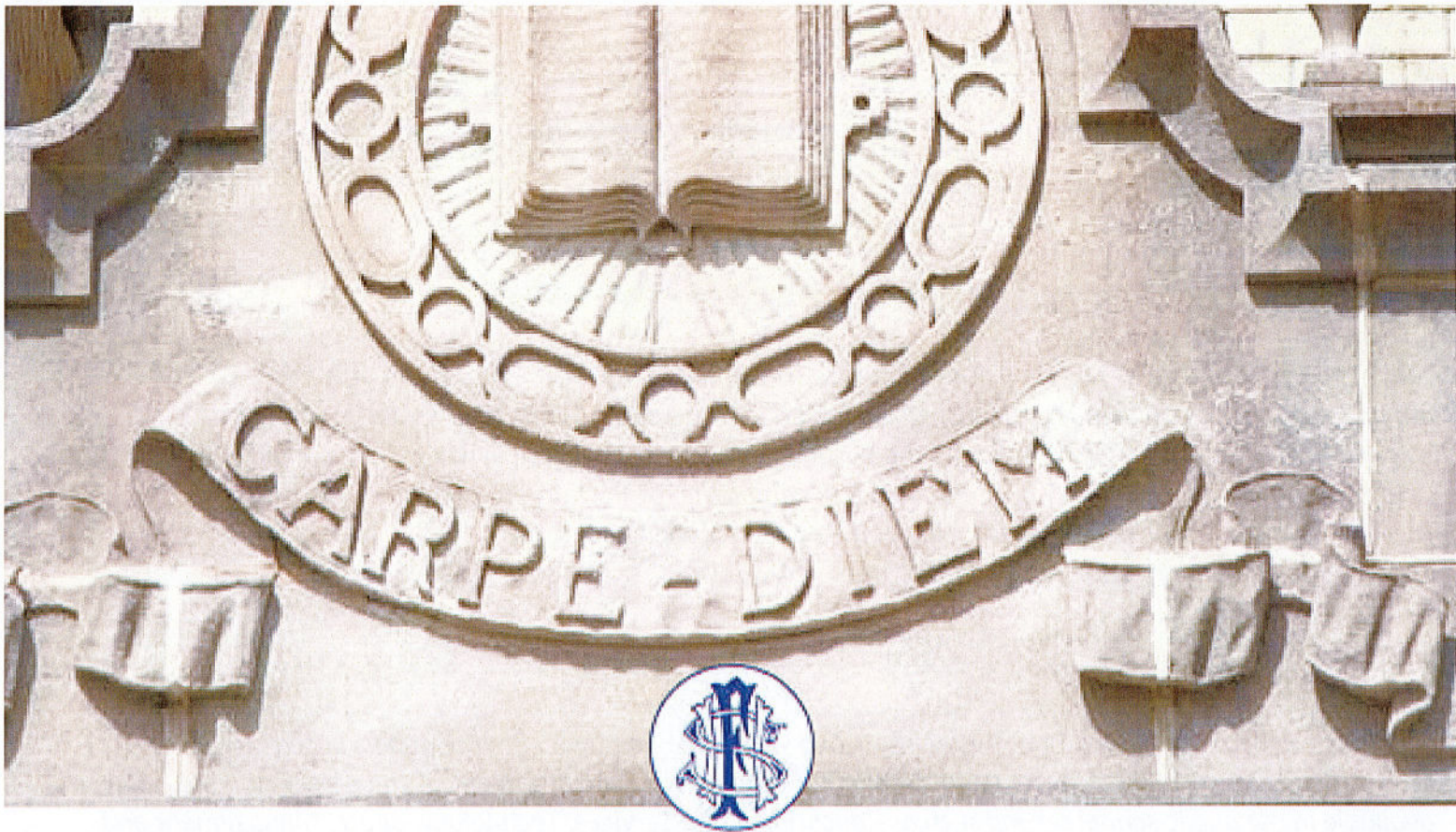
The Pathway PLAN (PROPOSE the investigation, LAUNCH the experimentation, ASSESS the data, NETWORK the results) is a year-long, career-focused project designed to help students explore potential professions, develop professional skills, and connect academic learning to real-world applications. Students progress through a structured series of experiences that include career research, proposal development, professional document preparation, interviews with field experts, and in-depth academic writing. The project culminates in a comprehensive portfolio and formal presentation that showcase students' growth, goals, and readiness for postsecondary pathways. **Required by all students in Environmental/Life Sciences and Healthcare/Social Assistance Innovation Career Pathways.

DUAL ENROLLMENT* - GRADE 11-12 | 1 UNIT

ADVANCED PLACEMENT

Dual Enrollment is a program in which high school juniors and seniors take college courses and receive credit towards both high school and college graduation from an accredited Massachusetts State College or University (UMASS Dartmouth, BCC, Cape Cod Community College). Please check with your school counselor to see if you are eligible. Students must provide their own transportation.

*Participants in the Innovation Pathways program enroll in this class to take a dual enrollment class at BCC or Massachusetts Maritime Academy



HEALTH & PHYSICAL EDUCATION COURSE OFFERINGS

The Health and Physical Education program provides opportunities to improve and maintain good health and creates learning environments that promote healthy behavior change for all students. Coeducational classes in both program areas are designed to immerse students in curriculum related to all areas of health: physical, intellectual, emotional and social. Students will graduate with practical and fun lifestyle tools they can use to promote healthy behaviors in their lives that will last a lifetime. Courses are designed to provide opportunities for social interaction among students, to improve knowledge and stress the importance of living a healthy lifestyle, and to foster an appreciation for the value of being physically fit.

All students must enroll in and pass 1.5 units of health and physical education in order to fulfill graduation requirements. Each course listed below is 0.5 units and is a semester course.

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CORE HEALTH - GRADE 9-12 | 0.5 UNIT

711 UNLEVELED (Semester)

This course is designed to increase students' knowledge of the various factors that have an affect on their health. Students will be empowered to make healthy decisions related to their physical, intellectual, emotional and social health, sexuality and disease prevention. There will be daily opportunities to discuss and apply their habits, lifestyle choices, personal goals, and will leave this course with the tools they need to be a healthy and productive member of society

CORE PHYSICAL EDUCATION - GRADE 9 | 0.5 UNIT

726 UNLEVELED (Semester)

This course aims to providing opportunities for students to improve and maintain a healthy level of physical fitness through small/large group exercise opportunities. Co-educational classes are designed to provide opportunities for social interaction among students, to improve basic motor skills and to develop an understanding of rules and safety procedures associated with human movement. This course will consist of a variety of activities designed to give students a background of the several units offered in later grades as electives. The combined Physical Education sections account for one semester PE unit towards the required 1.5 Physical Education units for graduation.

AEROBICS/TONING/YOGA/DANCE - GRADE 10-12 | 0.5 UNIT

737 UNLEVELED (Semester)

This course is designed as an introduction to physical exercise by means of the four different areas of aerobics, dance, yoga and toning. Students will be exposed to many different techniques and types of activities that will help in relation to relieving anxiety and stress, reducing high blood pressure and also learning the benefits of being aerobically fit. The students will discuss various articles related to nutrition to assist with maintaining and improving their nutritional health.

LIFETIME FITNESS - GRADE 10-12 | 0.5 UNIT

745 UNLEVELED (Semester)

With a focus on health and fitness, this course guides students in strategies and techniques to make continual improvements in all areas of wellness. Students will learn the importance of physical activity in their lives. They will learn about both health and skill related fitness and how they can be applied to their overall activity patterns. Fitness assessments enable students to establish baseline levels of fitness and work toward improvement in specific areas while reflecting on personal progress. The ultimate objective of this course is for students to identify activities that can be incorporated into lifelong fitness.



PERFORMANCE EDGE TRAINING - GRADE 10-12 | 0.5 UNIT

746 UNLEVELED (Semester)

This course is designed to show students how to achieve their best self through constructive behavior. Students will work to improve and maintain a healthy level of physical fitness through strength training, flexibility and Plyometric activities. Included in this course will be a comprehensive program addressing the facts of students and steroids. Students should be aware that students will develop and conduct a personal training regimen during this course.

WELLNESS HEALTH - GRADE 10-12 | 0.5 UNIT

768 UNLEVELED (Semester)

Prerequisite: Core Health

This course is designed to educate the student body and the community about how to prevent and find resources for various health issues faced by society today. Students taking this course will also explore the concepts, which influence behaviors that relate to their overall well-being. There will be a variety of topics covered in this course that are related to health promotion and maintenance. This course will provide students with the opportunity to research and develop a plan to educate the community through different outreach projects. The overall goal of this course is to use the latest health research to educate the student body and school community about preventable health problems faced by society today.

UNIFIED PHYSICAL EDUCATION - GRADE 10-12 | 0.5 UNIT

725 UNLEVELED (Semester)

Prerequisite: Core Physical Education

Unified Physical Education provides an opportunity for students of all abilities to come together through lifetime activities, physical fitness and sports to work together to help create an inclusive and accepting school environment for all students. Please note that this is a fitness class. We will increase physical fitness and work on activity-specific skills.. We hope to encourage new friendships and social inclusion among classmates. Students will be encouraged to use their skills learned to support one another.



TEAM SPORTS - GRADE 10-12 | 0.5 UNIT

744 UNLEVELED (Semester)

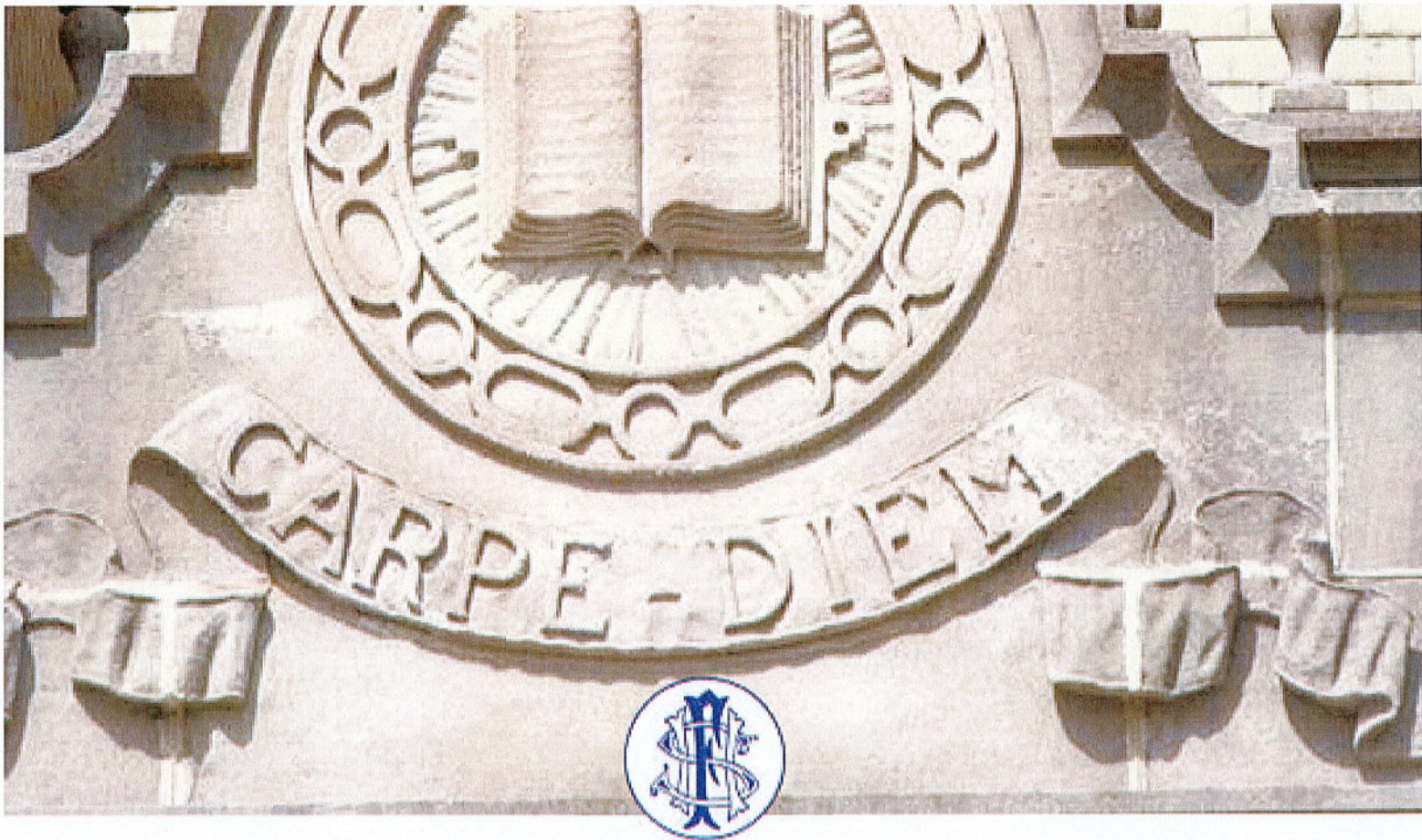
Prerequisite: Core Physical Education

The Team Sports course provides students the opportunity to experience a variety of team sports.

Activities include but are not limited to flag football, soccer, ultimate frisbee, whiffle ball, basketball, floor hockey, badminton, and pickleball. Content includes a comparison of various invasion games examining strategies, proper sportsmanship, refereeing, rules, and skill development. This class is designed for the competitive student.

VISUAL & MEDIA ARTS COURSE OFFERINGS

The study of the arts complements our instructional mission at FHS. Through the study of our art pathways, students can enrich their intellectual curiosity and/or career path. A student at FHS can fulfill art requirements by taking courses in one area of study or in a variety of areas.



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ART 1 - GRADE 9 -12 | 0.5 UNIT

813 UNLEVELED (Semester)

Art 1 is an introduction to the fundamentals of our Visual Arts Program, and sets the foundation for advancing skills in future courses. This course is an opportunity for students to survey various art media and techniques through drawing, painting, color theory, and design. The students engage in sequential art lessons incorporating art history, art production, and art criticism. Art 1 provides students with a basic understanding of The Elements and Principles of Art & Design. This course offers students opportunities to draw from observation as well as from their imagination while communicating their ideas with confidence.

ART 2 - GRADE 10-12 | 1.0 UNIT

802 UNLEVELED

Prerequisite: one of the following: Art 1, Digital Art 1

Art 2 is designed for students to explore art in greater depth with emphasis on personal expression through media exploration. Students gain a deeper understanding of art concepts through creating, producing/ presenting, responding, and connecting. This class encourages students to synthesize and relate their intent while strengthening their technical skills. This enlightens not only the students' artistic creation but also gives them a better understanding and appreciation of the art of others.

ART 3 - GRADE 11-12 | 1.0 UNIT

823 UNLEVELED

Prerequisite: Art 2

Art 3 enables students who already have a proficient understanding of art and are skilled in the use of art media, an avenue for creative self-expression. Through a series of challenging projects using knowledge of the aesthetic concepts and techniques gained in the two previous art courses, students are encouraged to discover their potential and individual expression in depth. An important component to this course is the critique process. Through both in-process and summative critiques, students gain an awareness of the importance of peer-to-peer, group, and classroom discussion regarding their own work and the work of others. Students undertake a number of projects that challenge their creativity, problem- solving capabilities, and personal self-expression.



ART 4 - GRADE 12 | 1.0 UNIT

825 UNLEVELED

Prerequisite: Art 3

Art 4 is designed for students who are interested in continuing their experience of art, and who are looking to continue developing their creative expression. Students taking this course work within the Art 4 Honors and/ or Advanced Placement Studio Art curriculum, however are not required to perform the weekly homework, summer component, or College Board Portfolio submission. Students taking this course are expected to focus on: a sense of quality in their work; develop a concentration on a particular visual interest or problem; and produce a breadth of work demonstrating experience in the format, technical and expressive means of the artist.

AP DRAWING - GRADE 11-12 | 1.0 UNIT

843 ADVANCED PLACEMENT

Prerequisite: At least two years of art and a strong body of past work.

AP Drawing is a program administered by the College Board to provide highly motivated high school students with an opportunity to earn college credit in art with a drawing focus. Students will submit a drawing portfolio to the College Board with work that focuses on the use of mark-making, line, surface, space, light and shade, and composition. AP® Drawing is not based on a written exam; instead, students submit a portfolio based on an investigation of the student's choosing. Students should consider marks used to make drawings, the arrangement of marks, the materials and processes used to make marks, and relationships of marks and ideas. Students can work with any materials, processes, and ideas. Drawing, painting, printmaking, collage and mixed media work are among the possibilities for submission. Students will be encouraged to develop a strong personal artistic voice. Throughout the year, students will document/photograph and write about their processes and finished work. The course culminates with a gallery show.

AP STUDIO ART: 2-D DESIGN - GRADE 11-12 | 1.0 UNIT

838 ADVANCED PLACEMENT

Prerequisite: At least two years of art and a strong body of past work.

AP 2-D Art & Design is designed for students who are seriously interested in the advanced level experience of art. It also enables highly motivated students to do college level work while still in high school. Successful completion of this course is not based on a written exam: instead the student is asked to submit a portfolio of work for evaluation by College Board near the end of the school year. Beginning in 2019-20, the AP Art and Design portfolios will each consist of two sections: Sustained Investigation- students will submit images and writing to document their inquiry-guided investigation through practice, experimentation, and revision, and Selected Works- students will submit works of art and design and writing to demonstrate skillful synthesis of materials, processes, and ideas. An important component to this course is the critique process. Through both in-process and summative critiques, students reinforce their awareness of the importance of peer-to-peer, group, and classroom discussion regarding their own work and the work of others.



PORTFOLIO DEVELOPMENT - GRADE 11-12 | 1.0 UNIT

837 COLLEGE PREP

Pre-requisite: Art 2 or Art 3 and permission of the teacher

Portfolio Development is designed for the highly motivated, independent, and skilled art student with a serious interest in the visual arts. Students in this course are encouraged to critically evaluate their own work, as well as the artwork of others. Students focus on strengthening various techniques and media through exploration and meaning-making. This course is offered as an opportunity for AP students as well as other advanced students pursuing a higher-level art education, including preparing a portfolio for application purposes.

CERAMICS 1 - GRADE 10-12 | 0.5 UNIT

818 UNLEVELED (Semester)

This course is an introduction to the techniques, methods and materials of Ceramic Art. Students will learn a variety of clay working methods including slab building, pinch forming and coil building. Basic finishing, decorating, and glazing methods will also be introduced. In addition to developing technical skills, students will be challenged to express their ideas creatively and effectively. Through discussions, quizzes and research, students will also learn about visual design and art history.

CERAMICS 2 - GRADE 10-12 | 1.0 UNIT

819 UNLEVELED

Prerequisite: Ceramics 1

Ceramics 2 is designed to build upon skills and techniques gained in Ceramics 1. Students explore a wider variety of ceramic techniques in clay and glaze applications. Ceramics 2 students are introduced to the pottery wheel and complete a three-piece, wheel-thrown place setting. Through more challenging hand building techniques and surface design application students will further explore their creativity and begin to develop a personal style in their artwork. This course continues to emphasize The Elements and Principles of Art & Design, methods, materials, critiques, safety, studio practices and maintenance, and exhibition of final projects.



CERAMICS 3 - GRADE 11-12 | 1.0 UNIT

820 UNLEVELED

Prerequisite: Ceramics 2

Ceramics 3 is for students who have successfully completed Ceramics 2 and wish to build on the skills they have acquired. The Ceramics 3 curriculum is designed to maximize individual goals and artistic exploration of students. Projects shift from technique and design-driven work to conceptual art work and technically challenging utilitarian pottery. Students continue to work on the wheel, as well as, handbuilding both utilitarian and sculptural projects. The goal is for students to develop their own artistic style and direction while they continue to build their handbuilding and wheel throwing skills. Students in Ceramics 3 will learn and assist in the studio processes of a ceramics studio. In addition to caring for their personal space and tools, students participate in day to day studio upkeep like recycling clay and assisting in loading and unloading kilns.

CERAMICS: PORTFOLIO DEVELOPMENT - GRADE 12 | 0.5/1.0 UNIT

821 UNLEVELED (Semester/Full-Year)

Prerequisite: Completion of Ceramics 1, 2, &3 Upon approval of instructor and student's' written proposal.

An independent study in Ceramics is for students who have successfully completed all other levels of Ceramics and are serious about pursuing ceramics on a higher level. This class is student driven. Students must propose their own ideas for projects and the teacher acts solely as facilitator. Students who would be considered for Independent Study should demonstrate leadership in the classroom, be able to assist in studio maintenance, processes and upkeep. This includes participating in day to day studio upkeep like recycling clay and assisting in loading and unloading kilns.

DIGITAL ART 1 - GRADE 9-12 | 0.5 UNIT

846 UNLEVELED (Semester)

An entry-level to the Adobe software suite, Digital Art 1 focuses on foundation techniques and art making in Adobe Photoshop. Students explore tools as well as methods to organize and develop personalized artistic ideas and work. Through an analytical process students learn how to interpret student and professional artwork. Students are provided the opportunity to create personalized artwork based on their own experiences and interests, using the tools and techniques covered during the course.



DIGITAL ART 2 - GRADE 10-12 | 0.5 UNIT

847 UNLEVELED (Semester)

Prerequisite: Digital Art 1

Digital Art 2 students continue to work in the Adobe software suite learning advanced techniques to communicate artistic ideas in their artwork. Exposure to working artists and development of visual language is fostered through presentation, critique and feedback. Students will advance their familiarity with Photoshop through watching demonstrations, and completing structured exercises as well as open-ended projects.

DIGITAL ART 3 - GRADE 11-12 | 0.5 UNIT

848 UNLEVELED (Semester)

Prerequisite: Digital Art 1 and 2

Digital Art 3 students continue their use of Adobe Photoshop and begin to build their skills in Adobe Illustrator. Through the examination and creation of illustration, design, spatial relationships, typography and imagery; they apply visual solutions for a variety of Graphic Design applications. A focus on developing a personal voice through visual language, students create in-depth, long-term, and extended projects resulting in a curated portfolio. Students have the option to become certified in Adobe Photoshop at the culmination of the course.

DIGITAL PHOTOGRAPHY - GRADE 9-12 | 0.5 UNIT

834 UNLEVELED (Semester)

Digital Photography introduces students to basic concepts for acquiring digital images and the process of manipulating images through Adobe Photoshop and Lightroom software. Students examine and practice the art of photography, while exploring the technical and stylistic aspects of digital photo making. By analyzing the work of other photographers, students investigate the various concepts, skills, and techniques used. Using Adobe software, students work with their own photographs in the digital realm applying what they learn to select, manipulate, display, and print their work.

DIGITAL PHOTOGRAPHY 2 - GRADE 9-12 | 0.5 UNIT

835 UNLEVELED (Semester)

Prerequisite: Digital Photography 1

Digital Photography 2 students build upon concepts covered in Digital Photography 1 using Adobe Photoshop and Lightroom software. Students examine and practice the art of photography, furthering their understanding of the technical and stylistic aspects of digital photography making. Students will also work with traditional darkroom techniques by shooting and developing their own film and prints. Using Adobe software, students work with their own photographs in the digital and analog realm applying what they learn to select, manipulate, display, and print their work. This course has a culminating and comprehensive portfolio website.



DIGITAL PHOTOGRAPHY 3 - GRADE 10-12 | 0.5 UNIT

836 UNLEVELED (Semester)

Prerequisite: Digital Photography 1, Digital Photography 2

Digital Photography 3 is for students interested in continuing their experience of photographic art, and who are looking to continue developing their creative expression. By analyzing the work of other photographers, students work in more depth with conceptual development, concepts, skills, and techniques. A focus on developing a personal voice through visual language, students create in-depth, long-term, and extended projects resulting in a curated portfolio and comprehensive website. Exhibition submissions are expected accompanied by thorough artist statements.

AP 2-D ART & DESIGN : PHOTOGRAPHY - GRADE 11-12 | 1.0 UNIT

839 ADVANCED PLACEMENT

Prerequisite: Digital Photography 1, Digital Photography 2, Digital Photography 3, and permission of the instructor.

AP 2-D Art & Design with an emphasis in Photography is designed for students who are highly self-motivated and seriously committed and interested in the advanced level experience of photography. It also enables highly motivated students to do college level work while still in high school to build a superior portfolio. Successful completion of this course is not based on a written exam: instead the student is asked to submit a portfolio of work for evaluation by the College Board near the end of the school year. The AP Art and Design portfolios consists of two sections: Sustained Investigation- students will submit images and writing to document their inquiry-guided investigation through practice, experimentation, and revision, and Selected Works- students will submit works of art and design and writing to demonstrate skillful synthesis of materials, processes, and ideas. An important component to this course is the critique process. Through both in-process and summative critiques, students reinforce their awareness of the importance of peer-to-peer, group, and classroom discussion regarding their own work and the work of others.

MEDIA ARTS 1 - GRADE 9-12 | 0.5 UNIT

850 UNLEVELED (Semester)

In this course, students will produce and examine video and film production, and editing methods using professional equipment and software. Students will harness video editing and cinematography to untap creativity and potential, while learning how to create content for social media and television audiences.



MEDIA ARTS 2 - GRADE 10-12 | 0.5 UNIT

851 UNLEVELED (Semester)

Prerequisite: Media Arts 1

In this course, students will develop advanced storytelling and filmmaking techniques that better engage audiences on social media, television, and the web! Students will create enhanced documentary and fictional filmmaking projects with advanced photography, improved editing methods, and special effects.

MEDIA ARTS 3 - GRADE 11-12 | 1.0 UNIT

852 UNLEVELED

Prerequisite: Media Arts 2

In this course, students will create innovative and collaborative film and video projects that engage audiences in Fairhaven, Acushnet, and the world! Students will unlock their inner passion, and produce advanced video content that expresses important stories and issues to our community. Students will be challenged to compete in video and film festivals across New England.

MEDIA ARTS 4 - GRADE 12 | 1.0 UNIT

853 UNLEVELED

Prerequisite: Media Arts 3

Students will produce a high-quality media portfolio showcasing their mastery of the filmmaking processes over the past four years. Students will develop film projects with deep meaning and will engage with a community through social media, web, and television platforms. Students will be challenged to compete in video and film festivals across New England.

ILLUSTRATION AND DESIGN - GRADE 9-12 | 0.5 UNIT

830 UNLEVELED

Prerequisite: Art 1 or Equivalent

Students taking this course will explore a variety of 2D Art Media to visually communicate a narrative through art making. Students will explore cover art, story illustration, comic book illustration, freelance art, street art, and various other illustrative techniques.



MUSIC & PERFORMING ARTS COURSE OFFERINGS

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SYMPHONY ORCHESTRA - GRADE 9-12 | 1.0 UNIT

916 UNLEVELED

This course will cover the traditional to modern repertoires of symphony orchestra with an emphasis on skillful playing. Students will learn music theory, terminology, scales, basic arranging and the skills needed for becoming a life-long musician. This ensemble is open to musicians playing string, wind, and percussion instruments. Music selection will vary from year to year, but various musical styles will be represented. All students will be expected to display progression of skills with formative and summative performance and theory assessments. All symphony orchestra students will be required to attend all football games for pep band. Students will be encouraged and supported to audition for SEMSBA, District, and All-State. All members will be required to attend school sponsored events, and formal evening concerts.

BEGINNER SYMPHONY ORCHESTRA - GRADE 9-12 | 1.0 UNIT

917 UNLEVELED

This course is for students who have either never played an instrument before, or quit their instrument and are looking to get back into performing. This course will cover the basics of instrumental playing and technique, and will serve as a way to bridge the gap for students who are wanting to play in the symphony orchestra, but feel they lack the knowledge or technical proficiency to join. Students will work in method books and perform a wide variety of repertoire written and arranged for beginning ensembles. This course is open to students who are looking to learn a string, wind, or percussion instrument. All students will be expected to display progression of skills with formative and summative performance and theory assessments. All students will be given the optional opportunity to perform with the pep band. All students will be required to attend formal evening concerts.

CONCERT CHOIR - GRADE 9-12 | 1.0 UNIT

922 UNLEVELED

This course covers vocal techniques, sight singing, musicianship, music theory, and listening. All styles of music will be sung using up to six parts. Selections vary from year to year and will include all styles of music. Students will be encouraged and supported to audition for SEMSBA, SEMMEA District, and All-State Choirs. All students will be expected to display progression of skills with formative and summative performance and theory assessments. Students will be required to participate in school sponsored events and all formal evening concerts.



PIANO LAB I and II- GRADE 9-12| 0.5 UNIT

911 LAB I 912 LAB II UNLEVELED

This course is for students who wish to learn to play the piano in a group setting. Each student is provided with their own keyboard station and headphones. Little to no experience is required, as the course begins with training in basic skills. The course will explore basic music theory and piano skills, various genres of music, and performance skills. All students will be expected to display progression of skills with formative and summative performance and theory assessments.

Prerequisite for Lab II is the successful completion of Lab I or by teacher recommendation

Piano Lab II builds upon knowledge from Piano Lab 1 in technique and music theory skills. All students will be expected to display progression of skills with formative and summative performance and theory assessments.

POPULAR MUSIC PAST & PRESENT - GRADE 9-12| 0.5 UNIT

937 UNLEVELED

This course gives an overview of the sounds of music as they changed from blues/ragtime through the early 21st century. Activities include listening and discussion of stylistic traits of each genre and artist, and how technology affects popular music. Students will read, listen, discuss, and respond to how the socio-economic, cultural, and political climate of a time period or geographical area affects musical styles and expression. Highlighted genres include: blues, early rock and roll, soul, punk and heavy rock, synth pop, grunge, and early hip hop.