CELEBRATION HIGH SCHOOL COURSE SELECTION WORKSHEET

Student Name		Student Number					
	(Last Name)	(First Name)					
	COLLE	GE & CAREER PATHWAY:AP	CTEDE	IBJRO	DTC		
	POST-SECONDARY GOAL:	:Attend a College/University (2 or 4)	Attend a Tech of	r Trade School	Military	Work	
	Major of Interest or Poter	ntial Future Career					

English Language Arts	Mathematics	Science	Social Studies	
English 2	Geometry	Biology	World History	
English 2 H	Geometry H	Biology H	World History H	
Intensive Reading	Algebra 2 H	Chemistry H	AP World History	
	Math for College Algebra	Forensic Science	Personal Finance/Money Mgmt.	
	Math for College Statistics	Physics H		
	AP Pre-Calculus	AP Physics 1		
	AP Statistics	AP Biology/Genetics (DB)		
		AP Chemistry/Chemistry 2 (DB)		
		AP Environmental Science		
		AP Chemistry/Chemistry 2 (DB)		

Notes: _____

Directions:

- PLEASE DO NOT CHOOSE CLASSES THAT YOU HAVE ALREADY TAKEN. If unsure, please view your FOCUS account or ask your School Counselor. •
- Select eight (8) electives from the list on the reverse side of this page. .
- Number selections in order of preference that you want in your schedule. DO NOT USE CHECK MARKS OR X'S. Writing a number 1 means this is your first choice ٠ through the number 8 which is your last preference. If you do not number selections, the courses will be randomly selected for you. Only 2 PE's can be chosen.
- Not all choices will be part of your schedule; some may be alternates. AGAIN, please pick courses that you are wanting to take within your schedule. .
- Modified Schedules are only for Senior students with specific criteria and a meeting is required with Parent and Student before the start of school. .
- Please utilize the Curriculum Guide online for descriptions of courses. •
- Be aware of the courses that require an application, cost, and strict guidelines. •

I ACKNOWLEDGE THAT I HAVE READ THE SCHEDULE CHANGE POLICY AND DIRECTIONS FOR SELECTING CLASSES FOR THE 2024-2025 SCHOOL YEAR.

Signature _____ Date _____

Mark your choices 1 through 8 (1 being your 1st choice) All students must enroll in at least 1 College or Career Pathway

Legend:

CT = CTE Course	PA = Practical Art	PF = Performing/Fine Art	* = Application Required	+ = Prerequisite	\$ = Cost Involved	TA = Teacher Approval/Audition
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Electives

AVID (*)	Music (PF)	Physical Education	Visual Arts (PF)	
AVID 2 (+)	AP Music Theory (+)	Personal Fitness (Grad Req)	2-D Studio Art 1 (\$)	
Dance (PF)	Band 1 (\$)	Basketball 1 & 2	2-D Studio Art 2 (+\$)	
Dance Techniques 1	Band 3 (+\$)	Soccer/Track & Field	3-D Studio Art 1 (\$)	
Dance Techniques 2 (+)	Band 4 (+\$)	Team Sports 1 & 2	3-D Studio Art 2 (+\$)	
Drama/Theatre (PF)	Chorus 1 (\$)	Volleyball 1 & 2		
Theatre 1	Chorus 3 (+\$)	Weight Training 1 & 2		
Theatre 2 (+)	Chorus 4 (+\$)			
Musical Theatre (+)	Jazz Ensemble 1 (+\$)	Social Studies	World Languages	
Acting 1 (+)	Jazz Ensemble 2 (+\$)	AP European History	French 1	
Information Technology	Keyboard (Piano) 1	AP Human Geography	French 2 (+)	
Digital Information Tech (PA)	Keyboard (Piano) 2 (+)	Psychology 1/Psychology 2	Spanish 1	
AP Computer Science (+)	Music of the World		Spanish 2 (+)	
Journalism	Orchestra 1		Spanish 3 Honors (+)	
Journalism 1	Orchestra 2 (+)		AP Spanish Language (+)	
Journalism 2 (+)				
Leadership				
Latinos in Action 1 (+)				

College & Career Pathways

Air Force JROTC		Digital Media (CT)	Hospitality & Tourism Management (CT)
Air Force JROTC 1		Digital Media/Multi-Media 1 (Photoshop)	Introduction to Hospitality & Tourism
Air Force JROTC 2 (+) (PA)		Digital Media/Multi-Media 2 (Illustrator) (+)	Technology for Hospitality & Tourism (+)
Air Force JROTC 3 (+)		Digital Media/Multi-Media 3 (InDesign) (+)	Hospitality & Tourism Marketing Mgmt (+)
Air Force JROTC 4 (+)		Entrepreneurship (CT)	Hospitality & Tourism Internship (+)
Biomedical Sciences (*)		Principles of Entrepreneurship	Sport, Recreation, Entertainment Marketing (CT)
Principles of Biomedical Science (+)		Business Management & Law (+)	Sport/Recreation/Entertainment Essentials
Human Body Systems (+)		Business Ownership (+)	Sport/Recreation/Entertainment App (+)
Medical Interventions (+)			Sport/Recreation/Entertainment Mgmt (+)
Biomedical Innovations (+)			