

**GOVERNOR'S SCHOOL COURSE CODES
GRADES 10-11**

Governor's School is a summer school offered program only.

| Course Code | Course Name | Grade Levels | Description | High School Credit Options* | License/credential Required** |
|--------------------|--|---------------------|--|------------------------------------|--------------------------------------|
| 51010 | Governor School – Experimental Science | 10-11 | Students will participate in a broad-based training program in laboratory science during the first week of Governor's Schools. They then will be paired with a mentor scientist and will join a research group (in biology, biochemistry, chemistry, materials science, pharmacy or physics) based on the student's interest and availability of projects. Here the student will further develop their laboratory skills and will learn quantitative data handling techniques. The students will present their research in a poster session during the final week of Governor's Schools. | 1 <i>Max credit = 1</i> | |
| 51011 | Governor School - Mathematics | 10-11 | The focus of the students in Mathematics will be in select areas of mathematics theory, applied discrete mathematics and technology related to mathematics. Students also will learn about mathematics technology such as the functioning of graphics calculators and computer software | 1 <i>Max credit = 1</i> | |
| 51012 | Governor School - Information Technology | 10-11 | The Information Technology students will explore a broad range of computer skills and real world applications. Students will learn Internet technologies, including Web development and networking, as well as computer programming, with a focus on developing computer games. They will interact with area professionals and will work on projects, both individually and in groups. | 1 <i>Max credit = 1</i> | |
| 51013 | Governor School - English Studies | 10-11 | Students experience a progressive "tour of the disciplines" within English studies: creative writing, literature studies, linguistics, rhetoric and composition, new media studies and English education. Students work independently within specific areas and, assisted by a mentor, produce their own cutting-edge projects. They also attend workshops on such topics as Shakespeare in film, writing for the Web, anime and gender, and dialects of the Northern Plains. The program's final product is an online journal designed, edited and written by the students. | 1 <i>Max credit = 1</i> | |
| 51014 | Governor School - Visual Arts | 10-11 | Scholars will immerse themselves in different mediums such as printmaking, photography, sculpture, and visual graphics. The outcome of these concentrations will be to do public displays at gallery locations and perhaps at local venues. | 1 <i>Max credit = 1</i> | |

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| 51015 | Governor School - Performing Arts | 10-11 | In partnership with Fargo company Theatre B, scholars will work in an ensemble-based, collaborative environment where they create and likely perform a highly creative theatrical production. They also will train together in rigorous and invigorating performance techniques. | 1 <i>Max credit = 1</i> | |
| 51016 | Governor School - Engineering | 10-11 | Students experience mechanical, electrical, civil, industrial, manufacturing and construction engineering during the first week of Governor's Schools. They are then paired with a research engineer mentor and join a research group based on their interest and availability of projects. Students will conduct research to discover innovative solutions to real-world problems and present their findings in a poster session during the final week of Governor's Schools. | 1 <i>Max credit = 1</i> | |
| 51018 | Governor School - Architecture/ Landscape Architecture | 10-11 | Students will learn the basics of the design process, including ordering skills, function, structure, context, sustainability, aesthetics, historical precedent, sketching and documenting a design solution. The students will then be engaged in the design and construction of a built object serving the needs of the Fargo-Moorhead community. | 1 <i>Max credit = 1</i> | |

* *High school curricular requirements are spelled out in NDCC 15.1-21-02 and High school unit - instructional time is NDCC 15.1-21-03. Maximum credit refers to the maximum units of credit a student may earn for a course over four years of high school. (Example: Band - a student may be enrolled in band all four years of high school -- earning a possible total of four units of credit.)*

** *Please refer to the second page of the teacher's North Dakota Educator's Professional license to verify which subject areas a teacher is qualified to teach. Licenses and endorsements are obtained on a teaching license from the Education Standards and Practices Board (ESPB). Credentials are obtained from the Department of Public Instruction (DPI) and are issued to individuals holding a current teaching license.*