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WELL - ROUNDED
ACCESS PROGRAM

WRAP Courses Overview

Course Title	Age Groups	Main Objectives	Implementation Needs
9th Grade Computer Science	9th grade	Increase equitable access to Computer Science learning and building pathways to advanced CS courses Provide hands-on, engaging project-based learning opportunities that highlight the relevance of Computer Science to students' lives	Educator(s) participation in PD Cohort experience and community of practice Computer Lab or student set of devices Minimal Supply Cost
Arts, Care & Connection	K-5	Provide regular arts learning experiences in Dance, Music, Theatre, or Visual Arts to students who do not have access within the school day Incorporate Care & Connection activities into arts learning to increase educator and student well-being and mental health	Classroom educator(s) participation in 4 day Summer Arts Integration PD, as well as cohort support meetings with teaching artists throughout the year Spaces that meet the needs for chosen arts areas (Dance, Music, Theatre, Visual Arts) Weekly instructional time - 45-60 min
Native Arts	4th, 8th, 10th grade	Increase access to arts learning opportunities around the arts and culture of area Tribes in alignment with Senate Bill 13	Familiarity with Tribal History/Shared History resources and professional development for teaching to the 9 essential understandings
STEAM-based Physics, Chemistry and Biology	HS	Increase consistency of student pathways in science to correct for inequitable access and create pathways for all students toward advanced science courses Implement problem-based learning units to foster student inquiry	Science educator participation in PD experiences and support cohorts Engagement with school and district wide curriculum specialists and admin for alignment of course pathways Course Materials