

## DIGITAL APPLICATIONS

This course is designed for secondary school students to develop real-life, outcome-driven approach skills for digital citizenship, basic computer operations, keyboarding, application software (word processing, spreadsheets, multimedia applications, databases), and career exploration. This course promotes skills that can be applied across the curriculum and offers preparation relevant to 21<sup>st</sup> century skills and postsecondary education.

## COMPUTER INFORMATION SYSTEMS

Students apply problem-solving skills to real-life situations through word processing, spreadsheets, databases, multimedia presentations, and integrated software activities. Students work individually and in groups to explore computer concepts, operating systems, networks, telecommunications, and emerging technologies.

## DESIGN, MULTIMEDIA AND WEB TECHNOLOGIES

Students develop proficiency in creating desktop publications, multimedia presentations/projects, and Web sites using industry standard application software. Students incorporate principles of layout and design in completing publications and projects. Students design portfolios that may include business cards, newsletters, mini-pages, Web pages, multimedia presentation/projects, calendars, and graphics.

## PRINCIPLES OF BUSINESS & MARKETING

This dynamic course provides students with a foundational understanding of business and marketing concepts. Students will develop career skills and examine economics; social, environmental, and ethical responsibilities; and current trends in the field as they prepare to be responsible consumers and leaders in business and marketing roles.

## HORTICULTURE SCIENCES

In this course, students develop the necessary knowledge, skills, habits, and attitudes for entry-level employment and advancement in areas such as floriculture, landscape design, greenhouse operation, nursery plant production, and turf management. They receive instruction in using soil and other plant-growing media and in identifying, propagating, and growing horticultural plants in the greenhouse and land laboratory. Instruction is provided in safety and leadership development.

## NUTRITION AND WELLNESS

Students enrolled in Nutrition and Wellness focus on making choices that promote wellness and good health, analyzing relationships between psychological and social needs and food choice; choosing foods that promote wellness; obtaining and storing food for self and family; preparing and serving nutritious meals and snacks; selecting and using equipment for food preparation; and identifying strategies to promote optimal nutrition and wellness of society. Critical thinking, practical problem solving, and entrepreneurship opportunities within the area of nutrition and wellness are emphasized. Teachers highlight the basic skills of math, science, and communication when appropriate in the content.

## CHILD DEVELOPMENT AND PARENTING

Students enrolled in Child Development and Parenting learn about parenting roles and responsibilities and parenting practices that maximize human growth and development. They focus on ensuring a healthy start for parent and child, balancing work and family, and understanding support systems that provide services for families. Contextual instruction and student participation in co-curricular career and technical student organization (CTSO) activities will develop leadership, interpersonal, and career skills.

## PRODUCTION SYSTEMS

In this foundation course, students learn the basic language of technical design, while they design, sketch, and make technical drawings, illustrations, models or prototypes of real design problems. Students develop spatial ability as they apply mathematical concepts to visual representations. The course is especially recommended for future engineering and architecture students.

## INTRODUCTION TO ENGINEERING DESIGN (PLTW) – This course is weighted and extra 1.0

### **Prerequisite: Must be completing college level sequence of math and science**

In this foundation course in Project Lead the Way (PLTW), students use 3-D computer modeling software as they learn the engineering-design process and solve design problems for which they develop, analyze, and create project modes.

## INTRODUCTION TO HEALTH AND MEDICAL SCIENCES

This course introduces the student to a variety of healthcare careers and develops basic skills required in all health and medical sciences. It is designed to help students learn basic healthcare terminology, anatomy and physiology for each body system, pathologies, diagnostic and clinical procedures, therapeutic interventions, and the fundamentals of traumatic and medical emergency care. Throughout the course, instruction emphasizes safety, cleanliness, asepsis, professionalism, accountability, and efficiency within the healthcare environment. Students also begin gaining job-seeking skills for entry into the health and medical sciences field.

## AP COMPUTER SCIENCE PRINCIPLES

**Prerequisite: Must have completed Algebra I**

This course is designed to be equivalent to a first-semester introductory college computing course. In this course, students will develop computational thinking skills vital for success across all disciplines, such as using computational tools to analyze and study data and working with large data sets to analyze, visualize, and draw conclusions from the trends. The course engages students in the creative aspects of the field by allowing them to develop computational artifacts based on their interests. Students will also develop effective communication and collaboration skills by working individually and collaboratively to solve problems and will discuss and write about the impacts these solutions could have on their community, society, and world.

## ART I – BASIC FOUNDATIONS

First-year art students are enrolled in this introductory course. Art foundations will include two-dimension and three-dimension art production as well as visual literacy experiences with a focus on the elements of art and an introduction to the principles of design. The curriculum for Pre-IBDP Art I will incorporate MYP global contexts, strategies, and assessment criteria.

## COMPUTER ART

This course places emphasis on the production of artistic computer imagery, rather than commercial/web graphics. Students will use photographic software to examine and alter images for computer graphic and fine art applications. The study of aesthetics and history of art will be included in the course. Students will combine natural art media, scanned images and digital photography with computer imagery. Students will be required to produce digital portfolios.

## JOURNALISM I

To develop basic skills in journalism, students study and write news, feature, sports, editorial, and other forms of journalistic articles. They study interviewing, various types of research, legal rights and responsibilities, page design, photography, desktop publishing and advertising. They produce articles for publication in the mass media.

## PHOTO JOURNALISM – YEARBOOK

Yearbook is a hands-on course in publication design and production, where students collaborate to create the high school yearbook from concept to completion. Students learn and apply skills in layout design, photography, writing, editing, and desktop publishing. They participate in every stage of production, including planning the ladder diagram, organizing content, designing pages, and distributing the final publication. Emphasis is placed on teamwork, time management, and attention to detail. This course offers students a unique opportunity to document the school year while developing real-world communication and media skills. Yearbook may be taken more than once for credit.

## AN INTRODUCTION TO THEATRE

Students survey the theatre arts. They have opportunities to experience and appreciate dramatic literature and to participate in the creative processes of performance and production, with emphasis in skill development and theatrical opportunities that enable students to determine personal areas of interest.