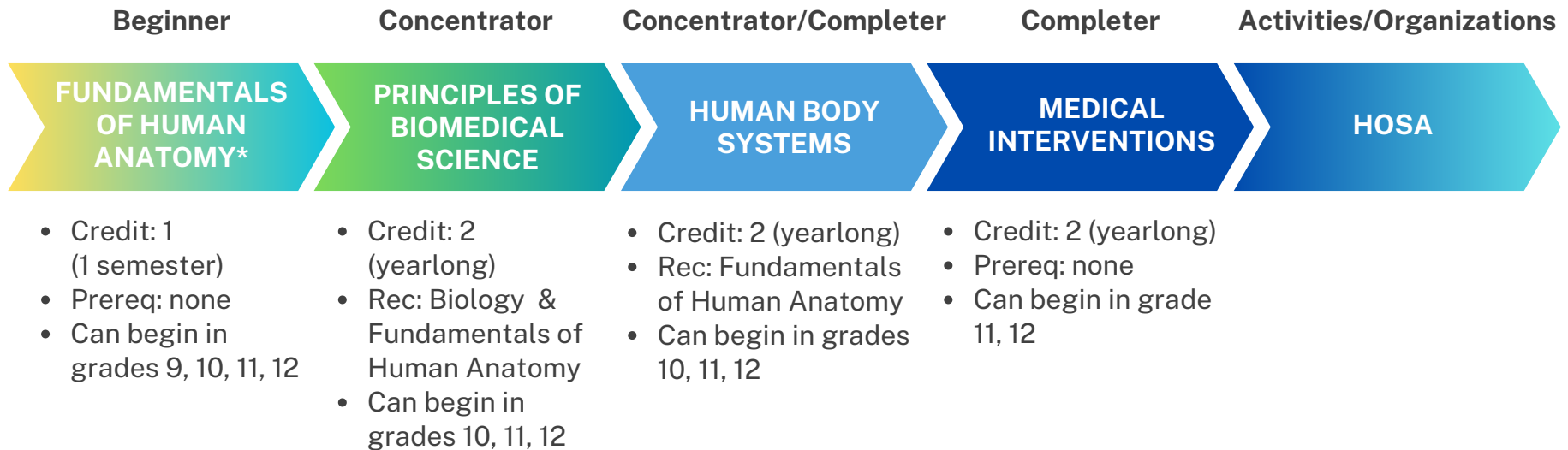




# BIOMEDICAL SCIENCE

Health, Human, and Professional Services Pathway

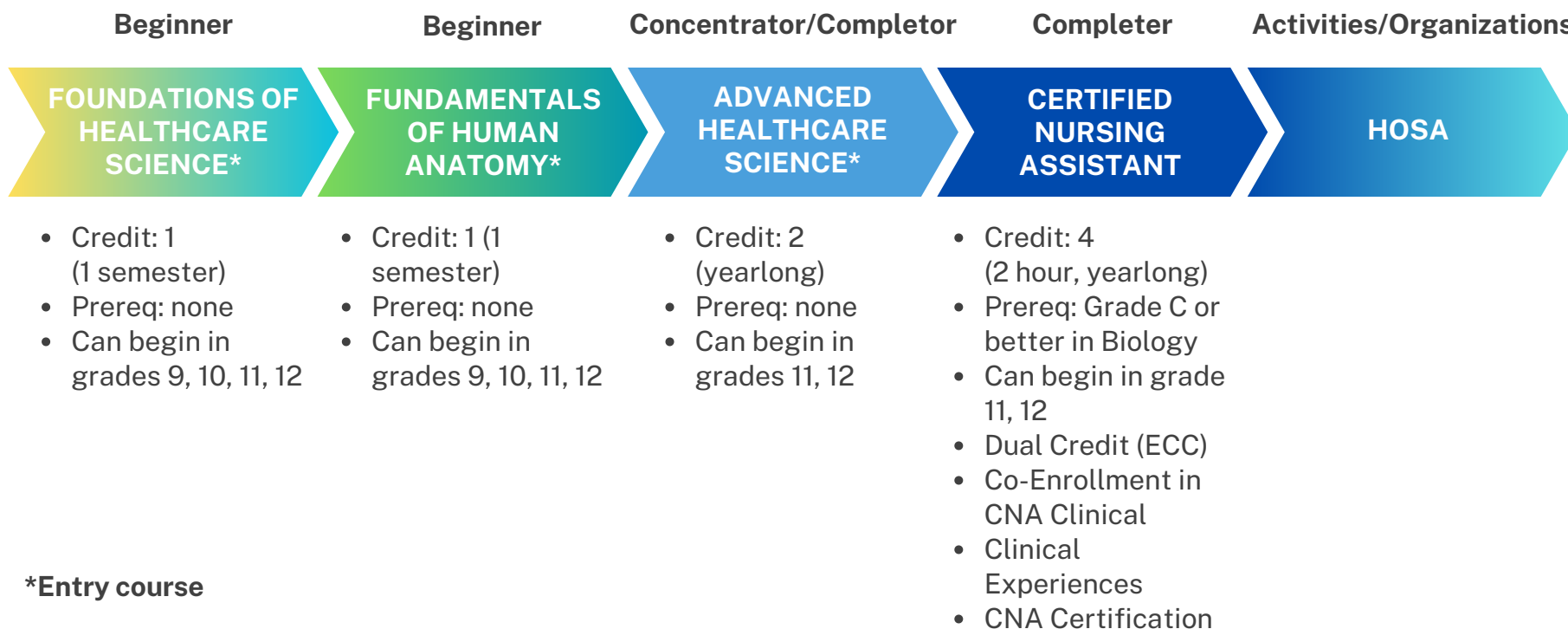


\*Entry course



# CERTIFIED NURSING ASSISTANT

Health, Human, and Professional Services Pathway



**\*Entry course**



# HEALTHCARE SCIENCE

Health, Human, and Professional Services Pathway

## Beginner

### FOUNDATIONS OF HEALTHCARE SCIENCE\*

- Credit: 1 (1 semester)
- Prereq: none
- Can begin in grades 9, 10, 11, 12

## Concentrator

### FUNDAMENTALS OF HUMAN ANATOMY\*

- Credit: 1 (1 semester)
- Prereq: none
- Can begin in grades 9, 10, 11, 12

## Completer

### ADVANCED HEALTHCARE SCIENCE\*

- Credit: 2 (yearlong)
- Prereq: none
- Can begin in grades 11, 12

## Activities/Organizations

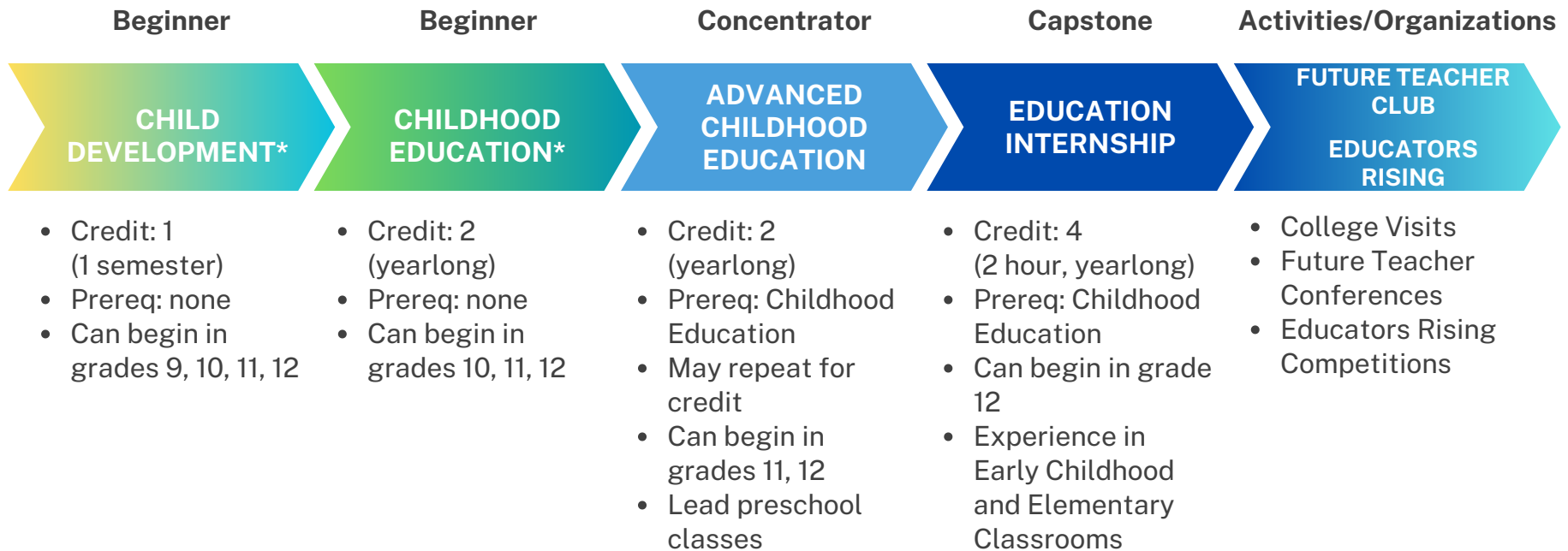
### HOSA

\*Entry course



# EARLY CHILDHOOD EDUCATION

Health, Human, and Professional Services Pathway



\*Entry course



# LAW

## Health, Human, and Professional Services Pathway

### INTRODUCTION TO LAW 1\*

- Credit: 1 (1 semester)
- Prereq: none
- Can begin in grades 9, 10, 11, 12

### INTRODUCTION TO LAW 2

- Credit: 2 (yearlong)
- Prereq: Intro to Law 1 (C or better)
- Can begin in grades 9,10, 11, 12

### Activities/Organizations

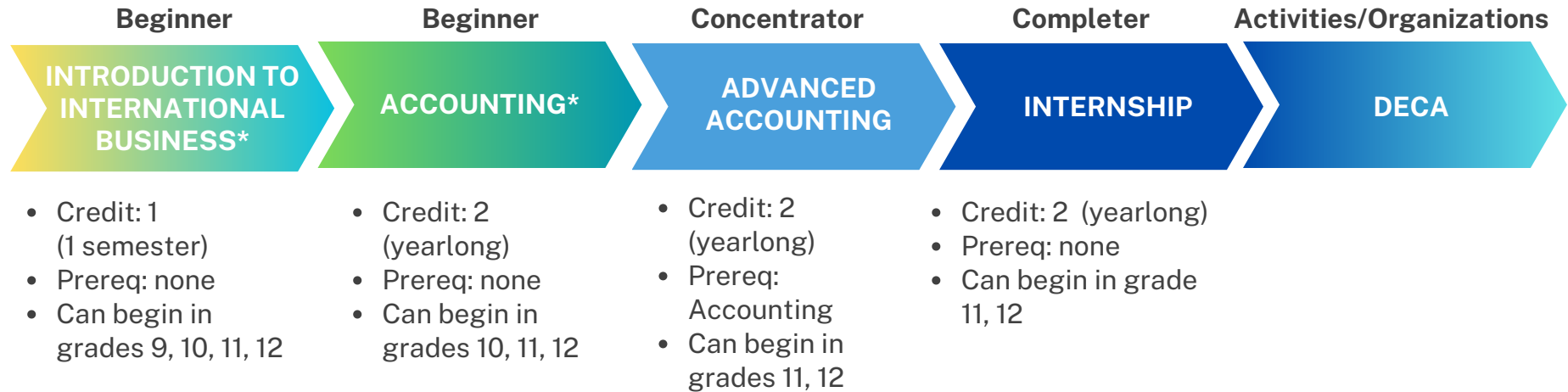
### SPEECH MOCK TRIAL MODEL UN

\*Entry course



# ACCOUNTING

Finance, Business, Information Technology, and Hospitality



**\*Entry course**



# BUSINESS MANAGEMENT AND ADMINISTRATION

Finance, Business, Information Technology, and Hospitality

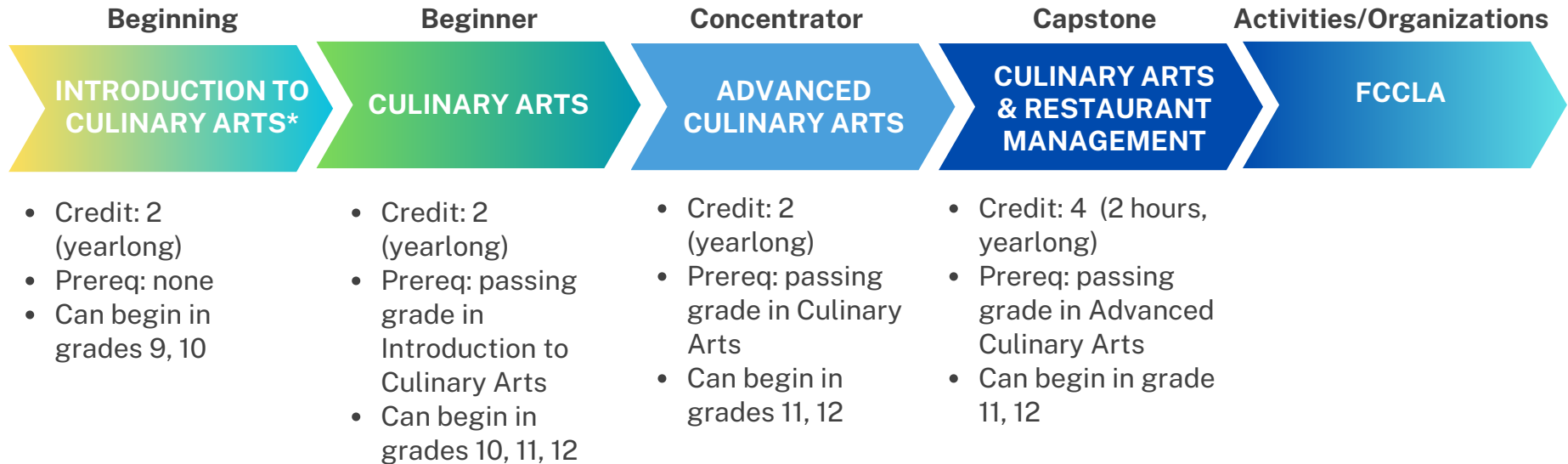


\*Entry course



# CULINARY ARTS/HOSPITALITY

Finance, Business, Information Technology, and Hospitality



**\*Entry course**





# COMPUTER SCIENCE

## GAME DESIGN

Finance, Business, Information Technology, and Hospitality

### Beginner

#### COMPUTER GAME DESIGN 1\*

- Credit: 2 (yearlong)
- Prereq: none
- Can begin in grades 9, 10, 11, 12

**\*Entry course**

### Concentrator

#### COMPUTER GAME DESIGN 2

- Credit: 2 (yearlong)
- Prereq: Computer Game Design 1
- Can begin in grades 10, 11, 12
- *offered beginning 2024-2025*

### Completer

#### AP COMPUTER SCIENCE A

- Credit: 2 (yearlong)
- Prereq: Algebra 1
- Can begin in grades 9, 10, 11, 12
- College level course: recommended strong math aptitude

### Activities/Organizations

### **Course implementation plan**

2024-2025

COMPUTER GAME DESIGN 1

2025-2026

COMPUTER GAME DESIGN 2

2026-2027

AP COMPUTER SCIENCE-A



# COMPUTER SCIENCE

## PROGRAMMING

Finance, Business, Information Technology, and Hospitality

### Beginner

#### COMPUTER PROGRAMMING 1\*

- Credit: 1 (1 semester)
- Prereq: none
- Can begin in grades 9, 10, 11, 12

### Concentrator

#### COMPUTER PROGRAMMING 2

- Credit: 1 (1 semester)
- Prereq: Computer Programming 1
- Can begin in grades 10, 11, 12

### Completer

#### AP COMPUTER SCIENCE A

- Credit: 2 (yearlong)
- Prereq: Algebra 1
- Can begin in grades 9, 10, 11, 12
- College level course: recommended strong math aptitude

### Activities/Organizations

\*Entry course



# COURSE SUNSET PLAN

Finance, Business, Information Technology, and Hospitality

## *Computer Applications*

2023-2024

COMPUTER  
APPLICATIONS

- Not offered

2024-2025

ADVANCED  
COMPUTER  
APPLICATIONS

- Last year offered

## *AP CS Principles*

2023-2024

AP CS-PRINCIPLES

- Last year offered

2024-2025

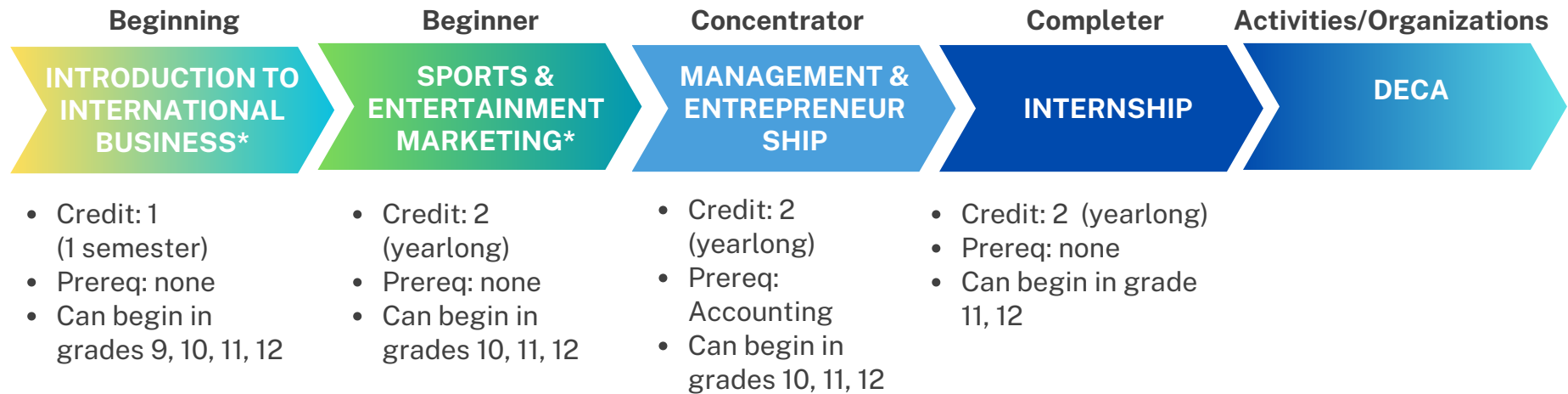
AP COMPUTER  
SCIENCE-A

Will continue to be offered



# MARKETING

Finance, Business, Information Technology, and Hospitality



**\*Entry course**



# COURSE SUNSET PLAN

## Arts and Communication WEB PAGE AND MULTIMEDIA DESIGN

### *Multimedia Design*

2023-2024

COMPUTER  
APPLICATIONS

- Last year offered

2024-2025

MULTIMEDIA  
DESIGN AND  
PUBLICATION

- Last year offered

### *Web and Media Design*

2023-2024

WEB AND MEDIA  
DESIGN

- Last year offered

2024-2025

ADVANCED WEB  
AND MEDIA  
DESIGN

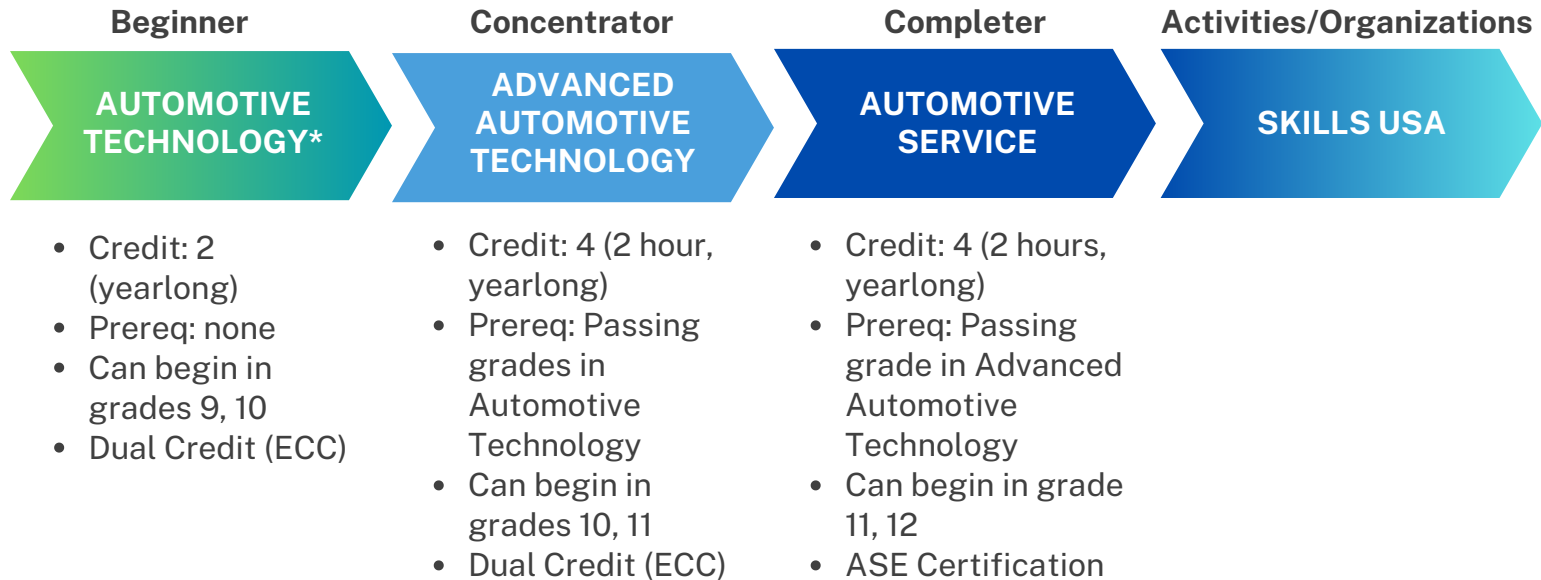
- Last year offered

**\*Entry course**



# AUTOMOTIVE TECHNOLOGY

Manufacturing, Engineering, Technology, and Trades

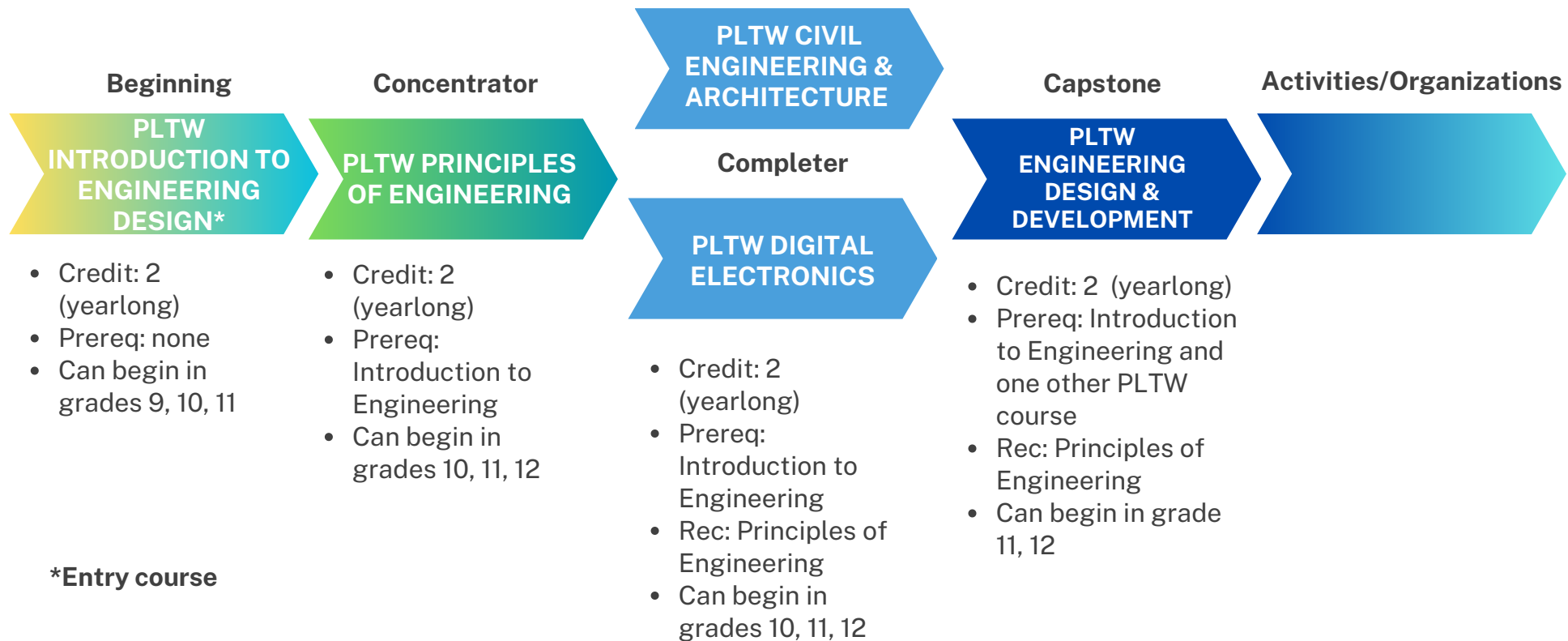


**\*Entry course**



# ENGINEERING

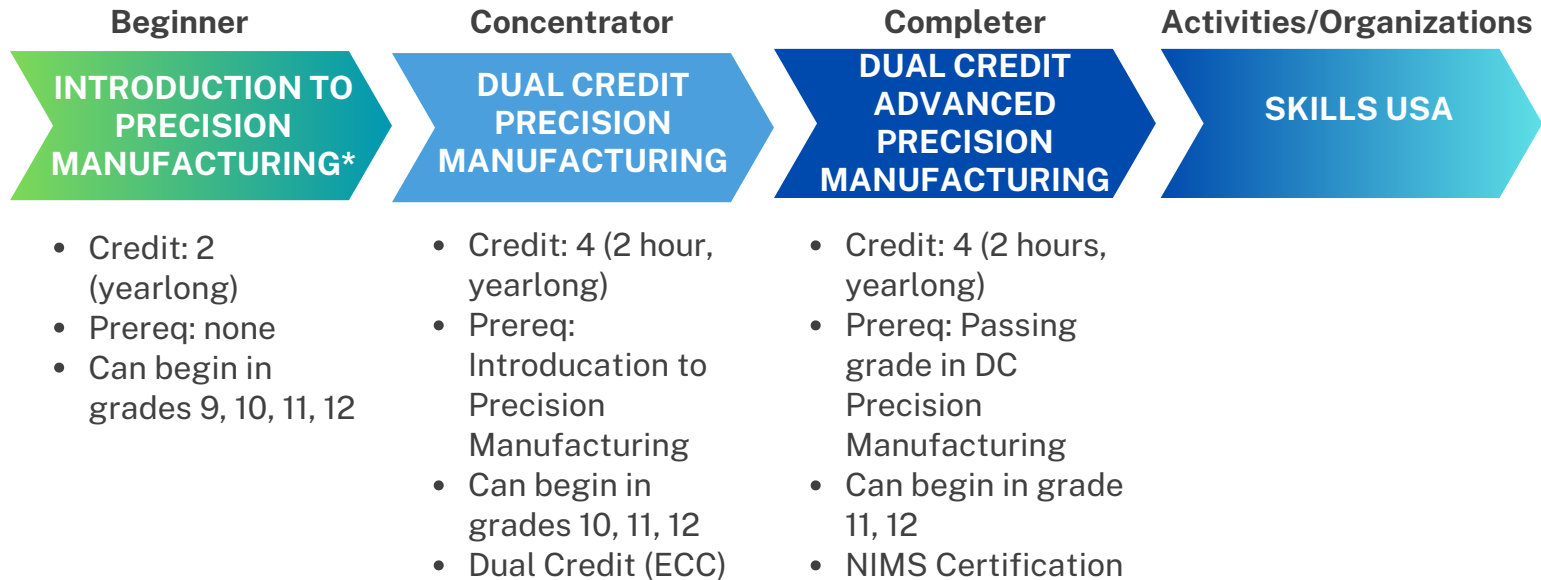
Manufacturing, Engineering, Technology, and Trades





# PRECISION MANUFACTURING

Manufacturing, Engineering, Technology, and Trades



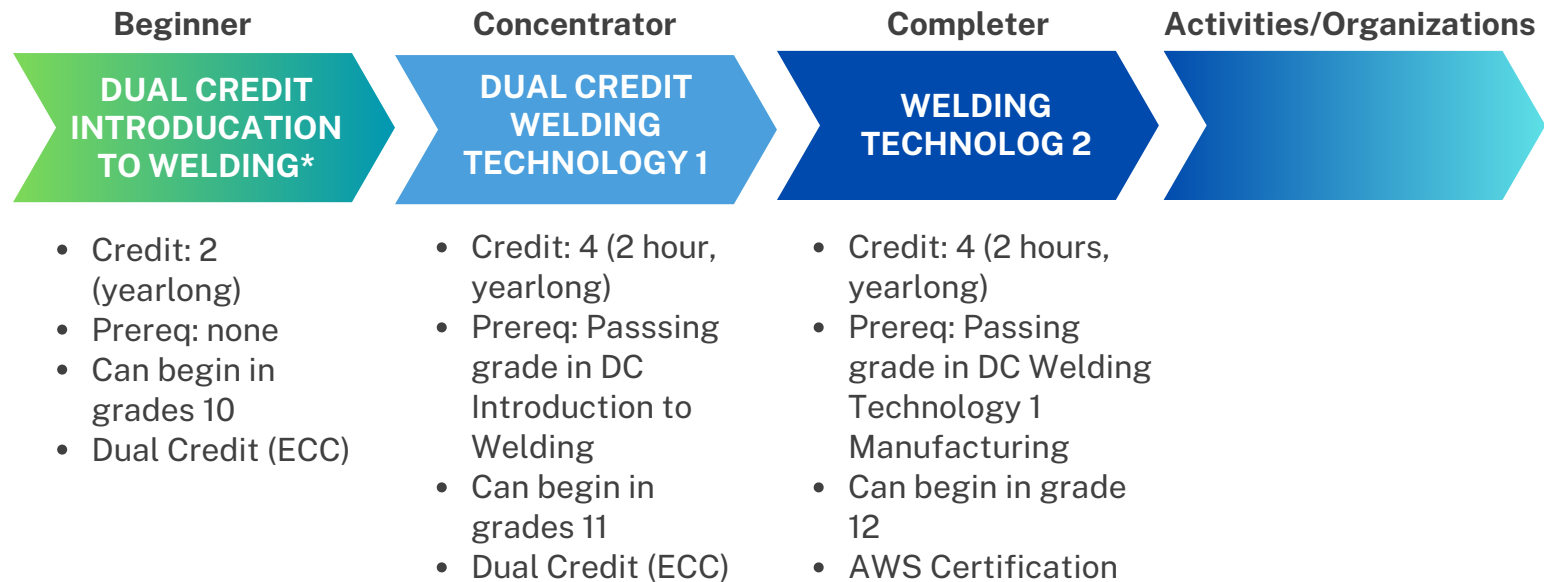
\*Entry course





# WELDING

Manufacturing, Engineering, Technology, and Trades



\*Entry course