

Career and Technical Education (CTE) Courses



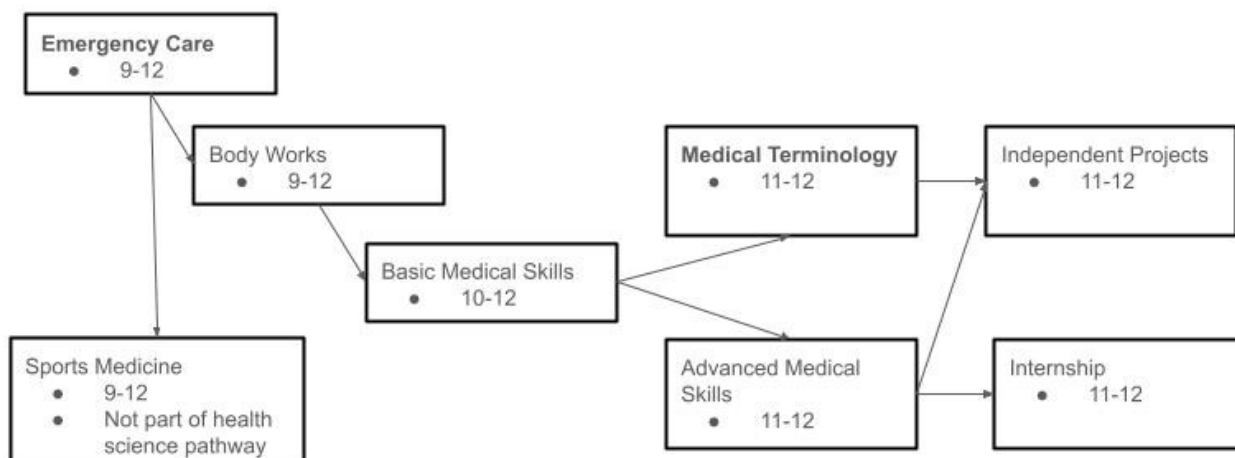
For students with specific career interest, Grants Pass High School offers seven different Career and Technical Education programs of study that lead to a multitude of career options.

CTE Honors Requirements

In order to achieve CTE Honors status at graduation, a student must:

- Complete two full credits with one credit in an intermediate or advanced course
- Complete one advanced course with 80% or better grade
- Complete the program of study's exit exam, exit course, or final project
- Demonstrate employability skills: reliability, collaboration, communication, respect, professionalism, attitude, and problem solving

Health Science Pathway



*Bold = college credit available

EMERGENCY CARE

Course # 0805510

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

This comprehensive and exciting course offers a multitude of learning experiences related to real life medical emergencies. Students will become knowledgeable in the prevention and care of many first aid. The content of this course, at times, may be viewed as graphic in nature, but realism is emphasized for preparedness in a real situation. This course also offers the opportunity for certification through the American Heart Assoc. in BLS Healthcare Provider (CPR w/AED) Adult. There is also the opportunity for a certification in CERT (Community Emergency Response Team). Related careers include: Paramedic, EMT, Physician, Police Officer, rescue emergency equipment technology, & emergency field management.

BODY WORKS

Course # 0809912

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Emergency Care w/C or Better or Teacher Approval

Course Description:

Believe it or not!...The average human blinks over 6,000,000 times each year, sneezes greater than 100 miles per hour, has bones stronger than concrete, becomes paralyzed while sleeping and whose strongest muscle in

the body turns out to be the tongue! This class will take you on a tour through the incredible human body and how it works.

BASIC MEDICAL SKILLS

Course # 1499913

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Body Works

Fee: \$5

Comment: Body Works and Basic Medical Skills are scheduled as a yearlong elective. Students must earn a "C" or better in Body Works to move to S2 of Basic Medical Skills

Course Description:

We live in an amazing time. A man's severed fingertip can now be successfully re-grown. Within 10 years bones, tissue, skin, and nerves are expected to be re-grown as well. For the first time in history, advances in medicine are providing us with cures that we have only previously dreamed of. *NOW is the perfect time to consider a career in medicine.* This class starts your journey by introducing you to disease processes and the basic medical skills needed for all areas of clinical care. So, if you're interested in becoming a paramedic, nurse, physical therapist, doctor, or any of the other 200 specialists, this class will give you the head start you need to make your career dream a reality.

MEDICAL TERMINOLOGY

Course # 1499977

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Basic Medical Skills

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

Provides a basic understanding of medical terminology using a word-building approach based on the systems of the human body. Prefixes, suffixes, word roots, combining forms, special endings, plural forms, abbreviations, and symbols are included in the content. Emphasis is placed on spelling, definition and usage.

ADVANCED MEDICAL SKILLS

Course # 1499911

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Medical Terminology

Fee: \$15

Course Description:

Continue your path to a career in healthcare with this innovative class that focuses on the advanced skills and concepts utilized in western medicine. In this course you will develop skills that include IV placement, cardiac rhythm interpretation, advanced airway management and more! Additionally you will gain valuable experience through on-site clinical instruction during multiple job shadow opportunities and case reviews brought to our classroom by real-time medical professionals. Come finish the Health Science CTE strong with our Advanced Medical skills class!

INDEPENDENT PROJECTS – HEALTH SCIENCE

Course # 1429723

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Medical Terminology and Teacher Recommendation

Course Description:

Explore more opportunities within the field of health sciences. Here you will partake in live training events which will require you to assist the professionals in the industry and complete associated projects in the classroom. This could include but not limited to: Grants pass Fire victim extrication training, Asante's "stop the bleed" campaign and MCI (mass casualty incident) drill, Rogue Community College patient assessment labs for clinical students, Grants pass Vision clinic's assessment fair and Red cross blood drive events.

**Clinical events based upon industry availability.*

INTERNSHIP – HEALTH SCIENCE

Course # 1429823

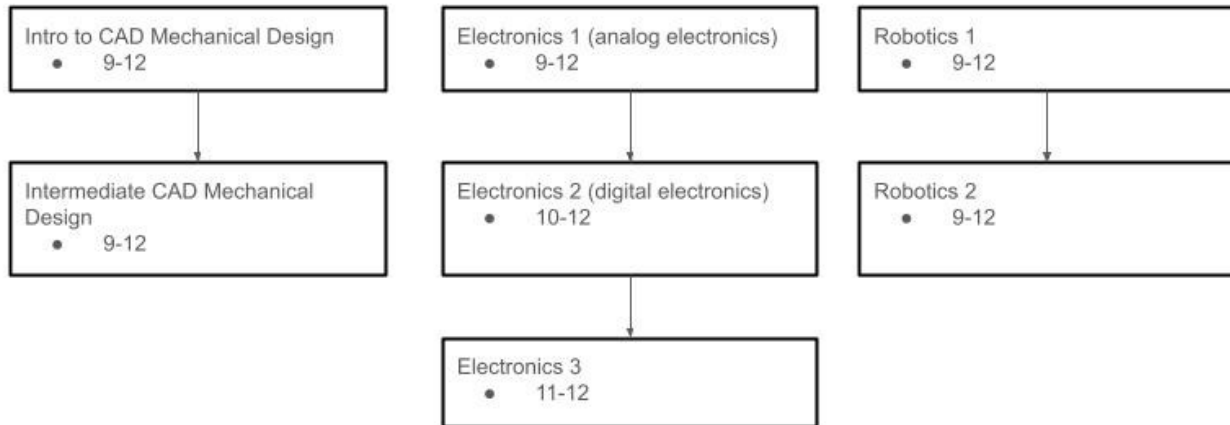
Grade: 11, 12 **Credits:** .5 **Prerequisites:** Advanced Medical and Teacher Recommendation

Course Description:

"Get your hands dirty" and spend more time with the medical professionals in the field. This course focuses on more job shadows in the industry and emphasizes clinical exposure, real-time experience and aims to support those who may be indecisive about which avenue of healthcare to pursue.

**Job shadow opportunities based upon specific institution availability*

Engineering Pathway



INTRO TO CAD – MECHANICAL DESIGN

Course # 2110700

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Course Description:

This course introduces students to Computer Aided Design, engineering principles, various types of engineers, and engineering drawings. Students learn about design concepts through 3D computer design, and by developing working drawings. Upon completion of a reverse engineering project, the student will have the opportunity to print a 3D prototype of their project.

INTERMEDIATE CAD – MECHANICAL DESIGN

Course # 2110701

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Intro to CAD

Fee: \$10

Course Description:

This course builds on the basic skills gained in the Intro to CAD course. Students learn intermediate and advanced design and Computer Aided Design operations. Projects in Engineering design allow the students to apply science, technology and math in a variety of challenging projects. Students will be utilizing 3D printing and 3D scanning.

ELECTRONICS I – ANALOG ELECTRONICS

Course # 1710600

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Algebra I

Course Description:

This course prepares individuals to apply technical knowledge and skills to assemble and operate electronic equipment used in industry and manufacturing. Includes training in safety, electrical theory, series and parallel circuits, schematic diagrams, electrical components, soldering, and topics in AC circuits.

ELECTRONICS II – DIGITAL ELECTRONICS

Course # 2100800

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Electronics I

Fee: \$10

Course Description:

This course prepares individuals to apply technical knowledge and skills to assemble and operate electronic equipment used in industry and manufacturing. Includes training in safety, numbering systems, Boolean Algebra, logic diagrams and Combinational logic circuits

ELECTRONICS III

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Electronics I

Course # 1710601

Fee: \$10

Course Description:

This course prepares individuals to apply technical knowledge and skills to assemble and operate electronic equipment used in industry and manufacturing. Includes training in safety, sequential logic, latches, flip-flops, frequency dividers, and asynchronous and synchronous counters.

ROBOTICS ENGINEERING I

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Course # 2100900

Course Description:

Robotics includes the development of 21st century skills; teamwork, problem solving, ideation, project management and communications. Units will consist of specialized concepts like design, engineering, programming, parametric solid modeling, basic electronics, basic materials processing, etc.

ROBOTICS ENGINEERING II

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Robotics Engineering I – C or better

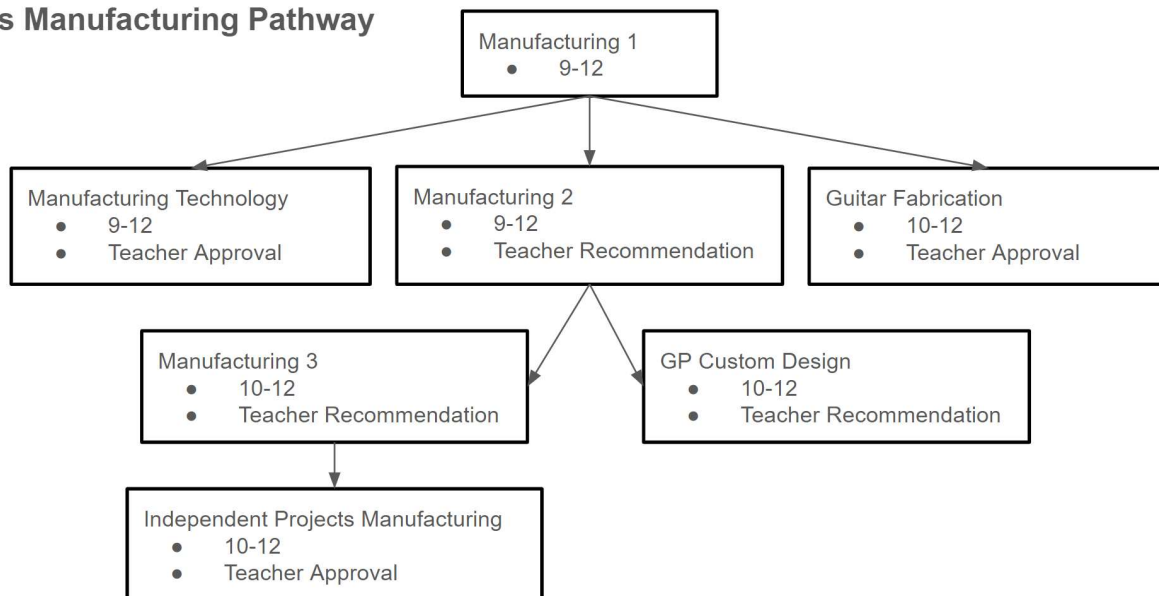
Course # 2100910

Fee: \$10

Course Description:

In this course, students will build on previous knowledge of Robotics Theory and Industrial Application gained in the Robotics I course. Same as Robotics I, a systems approach will be used so that students can see the “big picture” with the specific breakdown. There will be many applications and operational aspects of equipment and robotic systems. Students will also be working with UAS as well as more in depth math and science.

Woods Manufacturing Pathway



MANUFACTURING I

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Course # 1700660

Course Description:

This course is designed to introduce the student to the proper and safe use of power and hand tools commonly found in woodworking, construction and industrial facilities. The principles of furniture and cabinetry design and construction will be presented. This is a general skills course that will prepare students for Manufacturing 2. This is a project oriented course and students are evaluated on projects, work ethic, attention to detail and student responsibility. OSHA approved safety glasses required.

MANUFACTURING II

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Manufacturing I & Teacher Recommendation

Course # 1700661

Fee: \$15

Course Description:

This class builds on the skills learned in Manufacturing 1 and allows the student to construct a project of their own choice. Emphasis is placed on quality work & attention to detail in the design & construction of fine furniture and cabinetry. This is a project oriented course and students are evaluated on work ethic, attention to detail & student responsibility. OSHA approved safety glasses required.

MANUFACTURING III

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Manufacturing II and Teacher Recommendation

Course # 1700662

Fee: \$15

Course Description:

This course is an individual projects course which is a two-period class. Students will be expected to choose a project which will challenge their abilities. This course will provide students with in-depth skills in cabinet making, furniture and applied construction trades. OSHA approved safety glasses required. This course may be repeated for credit.

MANUFACTURING TECHNOLOGY

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Manufacturing I or Teacher Approval

Course # 170663

Fee: \$15

Course Description:

Manufacturing technology provides students with a hands-on learning experience using basic tools, procedures, equipment, and operations being used in today’s modern manufacturing industry. Students will learn the relationship between manufacturing design and interactive processes involved in the creation of products. During this course students will utilize many of the basic manufacturing processes to produce primary and secondary materials for manufacturing. This course will also introduce students to manufacturing materials, materials testing and materials science.

INDEPENDENT PROJECTS – MANUFACTURING

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Teacher Approval

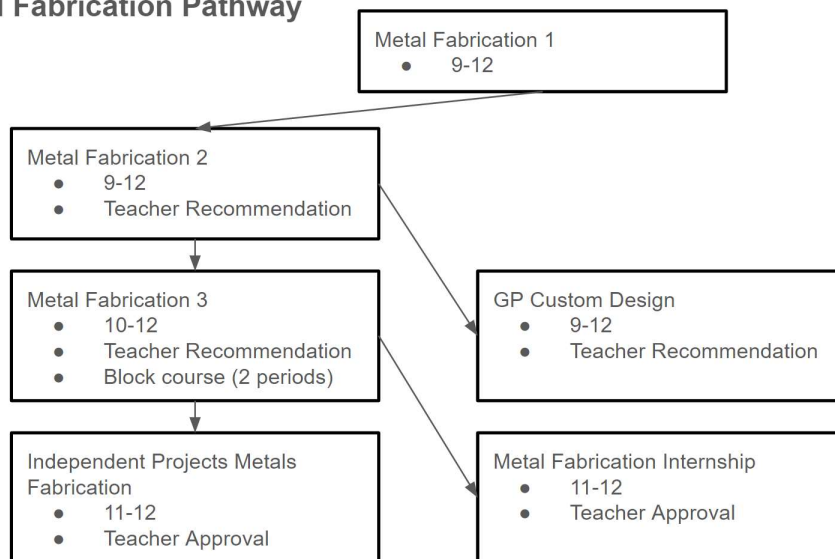
Course # 1700612

Fee: Varies

Course Description:

This course is designed for those students who wish to pursue a career in a particular Program of Study. This course will be offered only for those students who can work independently and show a passion for their craft in that Program of Study. This course will be conducted simultaneously with other courses in the classroom.

Metal Fabrication Pathway



METAL FABRICATION I**Course #** 1320211**Grade:** 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

Intro to Metals will introduce the student to metalworking and welding skills through the completion of hands-on assignments and several projects. The student will also explore the wide range of careers possible in the field of metalworking. OSHA approved safety glasses and welding gloves required.

METAL FABRICATION II**Course #** 1320212**Grade:** 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Metal Fabrication I and Teacher Recommendation**Fee:** \$20**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

Students will continue to build on the skills obtained in Metals Fabrication I through the practice and exploration of welding and manufacturing principles. GMAW, FCAW and GTAW will be introduced along with advanced sheet metal and fabrication techniques requiring research and mathematical concepts used in the manufacturing industry. OSHA approved safety glasses and welding gloves required.

METAL FABRICATION III**Course #** 1320213**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** Metal Fabrication II and Teacher Recommendation**Fee:** \$20**Course Description:**

This course will explore several career pathways in Manufacturing through completion of individual projects pursued by the students. Students will complete training required to become a certified welder, compete as a welder, and complete large projects which require several fabrication and manufacturing skills.

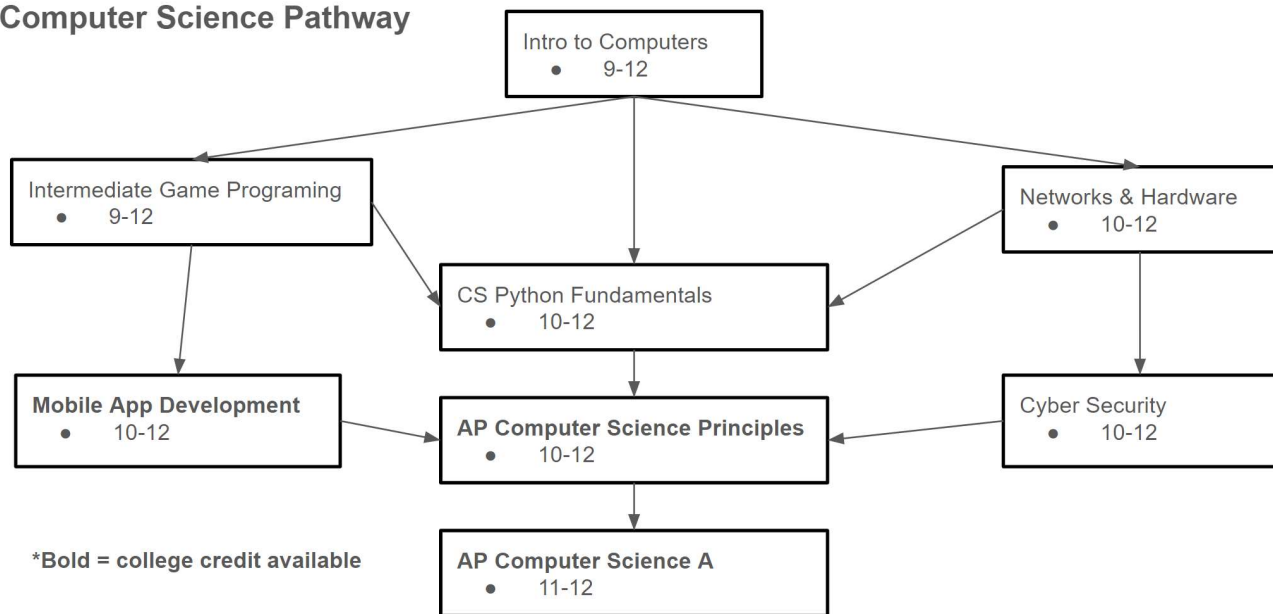
INDEPENDENT PROJECTS – METAL FABRICATION**Course #** 1324910**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** Teacher Approval**Fee:** Varies**Course Description:**

This course is designed for those students who wish to pursue a career in a particular Program of Study. This course will be offered only for those students who can work independently and show a passion for their craft in that Program of Study. This course will be conducted simultaneously with other courses in the classroom.

INTERNSHIP – METAL FABRICATION**Course #** 1324823**Grade:** 11, 12 **Credits:** .5 **Prerequisites:** Metals III and Teacher Recommendation**Course Description:**

"Get your hands dirty" and spend more time with the welding profession in the field. This course focuses on internships in the industry and emphasizes exposure to career opportunities, real-time experience and aims to support those who may want to pursue a career in metal fabrication. **Internship opportunities based upon specific work site availability*

Computer Science Pathway



INTRO TO COMPUTERS

Course # 1000199

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Algebra I or Concurrent Enrollment

Course Description:

Designed for students with little or no previous experience with computers. Introduces basic computer fundamentals through lecture, demonstrations and hands-on experience with a personal computer. This course will cover basic hardware terminology, popular internet technologies, basic file management operations, block programming, and may include other applications. Additionally, it introduces students to basic computer concepts and terms and the practical applications of microcomputers in life.

INTERMEDIATE GAME PROGRAMMING - COMPUTER PROGRAMMING II

Course # 1016015

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Intro to Game Programming

Course Description:

This course build upon the knowledge obtained in Intro to Game Programming. Students will take prior knowledge and transfer concepts learned to different game programming engines. We will further investigate game design and development principals and explore 3D Game development. Students will use freeware game development software throughout this course. The focus is on designing and creating computer-based games while learning computer science concepts that can transfer into other programming applications. Students will continue to develop their skills in game design principals, technical documentation, debugging, and the constructs of computer science by participating in individual and team projects. Upon completion of Intermediate Game Programming, students will showcase their Game Design and Development skills through a capstone game development project.

MOBILE APP DEVELOPMENT - COMPUTER PROGRAMMING III

Course # 1016011

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Intermediate Game Programming

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

Have you ever wondered how people create Apps? In this course, you will develop Apps for the Android operating system. Students use Tablets on a daily basis to design and develop Apps they can play in real time on the tablet. This course is an intermediate course that provides students with the opportunities to develop their programming skills. It is designed for students who have a strong interest in programming, mathematics, science and business. Students will use App Inventor as the primary object oriented programming language to develop programming constructs. Students will also be introduced to programming

languages such as C++, Java, Python and more. Upon completing this course, students may have the opportunity to further their programming skills by taking Independent Projects.

NETWORKING AND HARDWARE

Course # 1010223

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Intro to Computers

Course Description:

This course will provide the learner with an overview and hands-on experiences in the areas of hardware, software, maintenance, and problem-solving issues involved in computer information technology and network administration. The course emphasizes a hands-on approach, supported by appropriate lecture and discussion, that provides the student with the fundamentals and essentials of state-of-the-art network and hardware technology as it is applied to the development and implementation of common networks. The course serves as a general introduction to hardware, computer maintenance, and networking including local and wide area network technology. Hands-on training will occur via two major components: 1. students will repair and work with a given set of computers, and 2. students will work in a computer laboratory where they will have opportunities to design and implement mini-versions of specified networks.

CYBERSECURITY

Course # 1002024

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Networking and Hardware

Course Description:

This course will provide the learner with an overview and hands-on experiences in the area of cybersecurity. The course emphasizes a hands-on approach, supported by appropriate lecture and discussion, that provides the student with the fundamentals and essentials of state-of-the-art information security, ethical hacking/penetration testing, threat assessment, and auditing and consulting. The course serves as an introduction to the ever-changing study of computing security. Hands-on training will occur via components that include virtual computers, simulated scenarios, and the study of previous breaches.

CS PYTHON FUNDAMENTALS (I and II)

Course # 1016023

1016024

Grade: 10, 11, 12 **Credits:** 1 (.5 per semester) **Prerequisites:** Intro to Computers

Course Description:

Technology is everywhere: mobile phones, the internet, elevators, traffic signals, and even refrigerators. The fact that everything knows what to do and when to do it may seem like magic—but the real magic is found within the code that runs these machines and with the programmers that write them. Computers are simple. They only do what you tell them. This course will help you learn to communicate with computers using the Python programming language, one of the most widely-used programming languages in the world. During the course, you'll learn more about programming, create your own programs with Python, learn about some of the wider impacts of programming, as well as research careers in computer science. Much of what you learn in this course can even be applied to other programming languages, such as JavaScript or C#. This is a year long class.

INDEPENDENT PROJECTS – COMPUTER SCIENCE

Course # 1000201

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Teacher Approval

Course Description:

This course is designed for those students who wish to pursue a career in Computer Science. This course will be offered only for those students who can work independently and show a passion for their craft in Programming or other related Computer Science fields. This course will be conducted simultaneously with other courses in the classroom.

AP COMPUTER SCIENCE PRINCIPLES I and II

Course # 1001900
1001901

Grade: 10, 11, 12 **Credits:** 1 (.5 per semester) **Prerequisites:** Algebra I

Comment: College Credit Available through AP Exam

Course Description:

This course is designed to be equivalent to a first-semester introductory college computing course. In this course, students will develop computational thinking 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 trends. The course is unique in its focus on fostering student creativity. Students are encouraged to apply creative processes when developing computational artifacts and to think creatively while using computer software and other technology to explore questions that interest them. They will also develop effective communication and collaboration skills, working individually and collaboratively to solve problems, and discussing and writing about the importance of these problems and the impacts to their community, society, and the world. This is a year long class.

AP COMPUTER SCIENCE A I and II

Course # 1015700
1015701

Grade: 11, 12 **Credits:** 1 (.5 per semester) **Prerequisites:** Complete AP Computer Science Principles

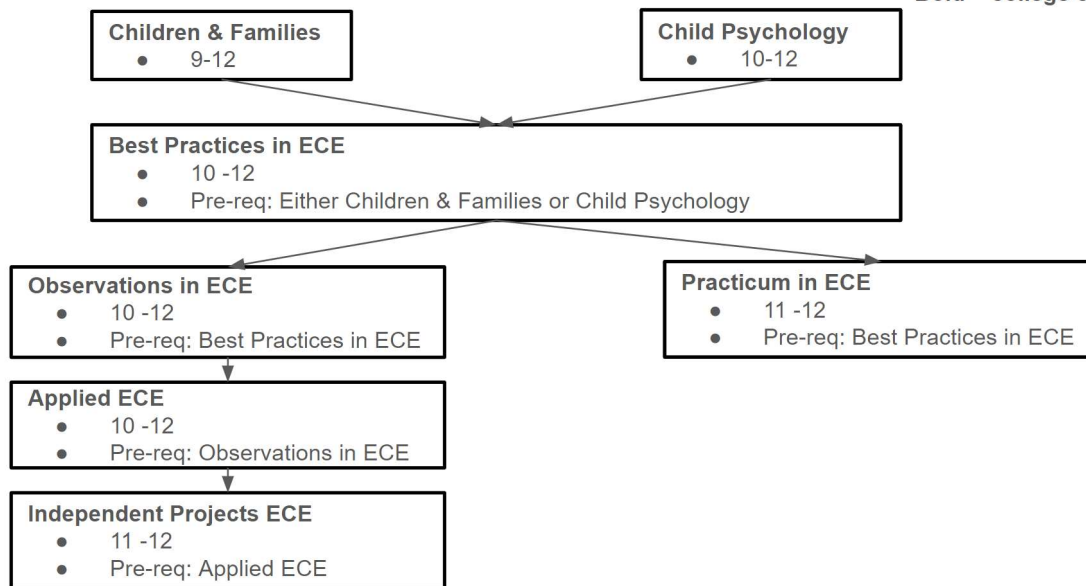
Comment: College Credit Available through AP Exam

Course Description:

This course is designed for students who are serious about programming. Java requires a good mathematical background and strong problem solving skills. The course is designed to prepare a student for the AP Computer Science A exam. Topics include: simple, user defined and structured data types, algorithm development, decisions and loops, arrays, recursion, searches and sorts, data abstraction and classes.

Early Childhood Education Pathway

*Bold = college credit available



CHILDREN AND FAMILIES**Course #** 2220450**Grade:** 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

This course is designed for students interested in learning about young children. Some students who take this course are interested in working with young children as a career path, and others want to gain experience with young children. Topics to be covered will include prenatal development, infant and toddler development, preschool-aged child development, guidance strategies, future parenting practices, and how adults can work to nurture the whole child. This course will mostly take place in the high school classroom, and students will have opportunities to experience interacting with children in our early childhood lab school.

CHILD PSYCHOLOGY**Course #** 2220451**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** None**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

This course is designed for students interested in learning about young children. Some students who take this course are interested in working with young children as a career path, and others want to learn more about how the brain works. Topics to be covered in this course will include, brain structure and function, prenatal and infant/toddler brain development, cognitive development in young children, child abuse, ECE theory, guidance strategies and social and emotional lifespan development. This course will mostly take place in the high school classroom, and students will have opportunities to experience interaction with children in our early childhood lab school.

BEST PRACTICES IN ECE**Course #** 2220452**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** Children and Families or Child Psychology**Comment:** College Credit Available with college pre-requisite requirements met **Fee:** \$10**Course Description:**

This course is designed for students who are interested in learning more about interacting with young children. Topics to be covered in this course will include the stages of play, developmental domains, early literacy development, formal observation, lesson plan creation and implementation, and portfolio development. Students in this course will have weekly lab school opportunities and make stronger connections to the children and staff members. Students interested in a career in the early childhood field are encouraged to take this course.

OBSERVATION IN ECE**Course #** 2220454**Grade:** 11, 12 **Credits:** .5 **Prerequisites:** Best Practices in ECE**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

This course is designed for students who would like to learn more about how to formally observe young children. Students will be assigned a "focus child" in our lab school and will track their development throughout the school year. Students will practice observing their focus child throughout the semester. They will use those observations to create learning goals aligned to state standards. Students in this course will mostly spend their class time in the lab school working with the children and teachers. Students interested in a career in the early childhood field are encouraged to take this course.

APPLIED ECE**Course #** 2220453**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** Observation in ECE**Fee:** \$10**Comment:** College Credit Available with college pre-requisite requirements met**Course Description:**

This course is designed for students who would like to learn more about how to design curriculum to fit the needs of individual children. Students will be assigned a "focus child" in our lab school and will track their development throughout the school year. Students will learn how to create meaningful activities with children that support the growth goals of their focus child. Students will learn more about how they can support a child's social and emotional development in early childhood. Students in this course will mostly

spend their class time in the lab school working with the children and teachers. Students interested in a career in the early childhood field are encouraged to take this course.

INDEPENDENT PROJECTS IN ECE

Course # 2220456

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Applied ECE

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

This class is created for students who have taken both advanced on-campus ECE courses and would like to gain more experience with our Child Development Center. Students in this class will have a focus child in the CDC. The format of this course will model Observation in ECE and Applied ECE, however the assignments and projects will be more focused on creating individualized plans for young children, planning for and facilitating small groups of children, and professionalism in an early childhood setting.

PRACTICUM IN ECE

Course # 2220455

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Observation in ECE & Teacher Approval

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

This course is designed for students to get experience working in a classroom outside of our lab school on campus. Students will place themselves in a classroom with an age group of their choosing. Students will report to their cooperating classroom daily. They will be an assistant in that classroom. They will be expected to work with young children, and assist the cooperating teacher prepare and implement their lessons. Students will complete assignments posted on Google classroom to develop their professional portfolio of their experience. Students interested in being educators are strongly encouraged to take this course.

EARLY CHILDHOOD ASSISTANT

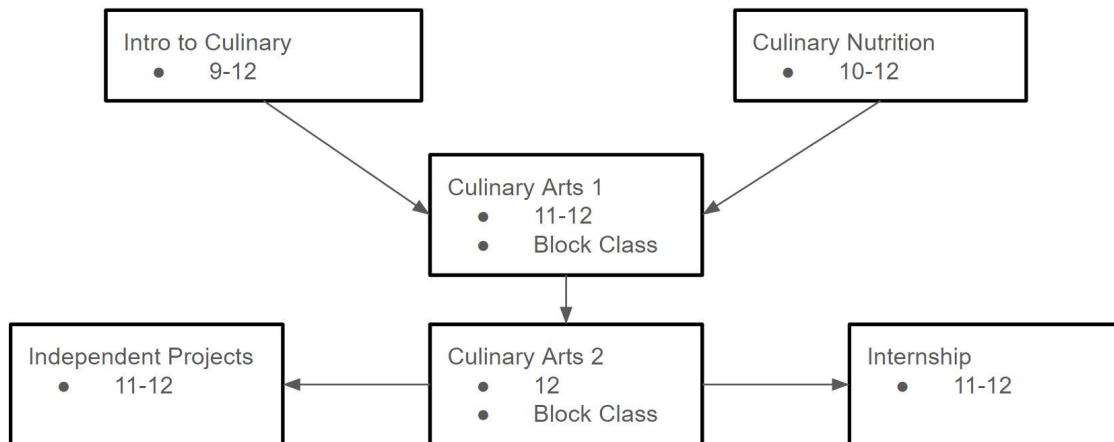
Course # 2220410

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Teacher Approval

Course Description:

Students in this class work in the Child Development Center, assisting the staff with all the tasks necessary in the operation of a child care facility. Enrolling as a CDC Assistant will require students to obtain their Food Handler’s Card within the first of the month of the course. Students can complete the Food Handler’s program online. Students will be responsible for this requirement outside of the classroom and responsible for the associated fee. This course may be repeated for credit.

Culinary Arts Pathway



INTRO TO CULINARY**Course #** 1605660**Grade:** 9, 10, 11 **Credits:** .5 **Prerequisites:** None**Course Description:**

This course is designed for students who have not had previous foods classes. This course presents basic information on selecting, storing, preparing and serving food. It involves students in the science, creativity, and fun of preparing meals and snacks.

CULINARY NUTRITION**Course #** 1605450**Grade:** 10, 11, 12 **Credits:** .5 **Prerequisites:** None**Course Description:**

This course is designed to provide basic hands-on nutrition information. Living today's fast paced lifestyle with its many choices, it is important to know what you are putting into your body if you want to live a long, healthy and happy life. By using the Seven Dietary Guidelines, students will learn the health benefits of food; therefore, enabling them to make smart eating choices.

CULINARY ARTS I**Course #** 1605610**Grade:** 11, 12 **Credits:** 2 **Prerequisites:** Intro to Culinary or Culinary Nutrition and Teacher Recommendation**Fee:** \$50**Course Description:**

This class is a class designed to prepare students to work in the Hospitality Industry. Instruction covers food preparation, industry regulated sanitation and safety standards, food cost analysis, marketing and advertising, as well as techniques of obtaining and keeping a job. Practical application is obtained through a student run catering business. An integral part of the program is student placement and mentoring in a paid internship at a restaurant in the community. Food Handler's Card and double breasted chef coat required. This is a full year course.

CULINARY ARTS II**Course #** 1605612**Grade:** 12 **Credits:** 2 **Prerequisites:** Teacher Recommendation**Fee:** \$50**Course Description:**

Culinary Arts II is designed around a curriculum, designed by the National Restaurant Educational Foundation and supported by the Oregon Restaurant Educational Foundation. The class builds upon the information and skills acquired in Culinary Arts I. Students continue to explore careers in Hospitality Management by practicing skills in the kitchen labs, managing a student run catering business, and working in paid internships in a restaurant in the community. With the completion of the course, acquiring 400 hours in a mentorship position and passing a national test, the student can apply for a NRA scholarship and is awarded the NRA Certificate, which informs future employers that he/she has mastered essential food service skills. Food Handler's Card and double breasted chef coat required. This is a full year course.

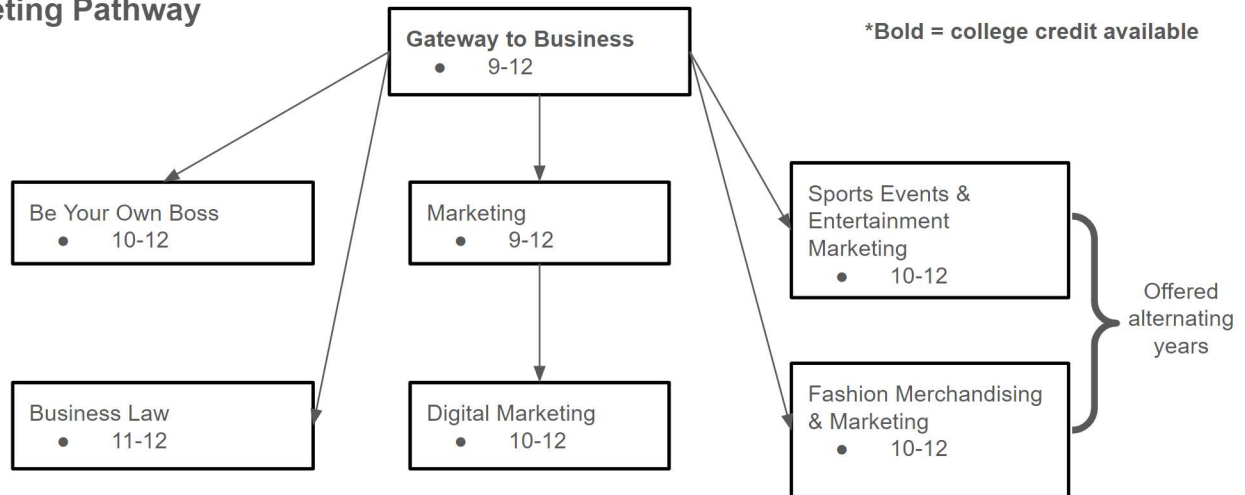
INDEPENDENT PROJECTS – CULINARY ARTS**Course #** 1605616**Grade:** 11, 12 **Credits:** .5 **Prerequisites:** Teacher recommendation**Course Description:**

This class is created for students who have taken all advanced courses in Culinary Arts and are working independently to increase their skills and knowledge.

INTERNSHIP – CULINARY ARTS**Course #** 1609823**Grade:** 11, 12 **Credits:** .5 **Prerequisites:** Culinary Arts II and Teacher Recommendation**Course Description:**

Spend more time with the culinary profession in the field. This course focuses on internships in the industry and emphasizes exposure to career opportunities, real-time experience and aims to support those who may want to pursue a career in culinary arts. **Internship opportunities based upon specific work site availability*

Marketing Pathway



GATEWAY TO BUSINESS

Course # 1205112

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

This course provides students with an insight as to how a business is managed and run; exploring the components of the business system. There are many factors that determine a company's success including marketing, operations, finance and leadership. This course will give students the basics for understanding how these different departments work independently yet are reliant on each other for a company to prosper. It introduces the topics of economics, e-commerce, small business, marketing, operations, finance, entrepreneurship and leadership. Class activities include projects with local businesses, collaborative projects with other Career Pathways and/or departments, guest speakers and field trips to learn about local businesses. Students Project based-hands on.

MARKETING

Course # 1215219

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Gateway to Business

Comment: College Credit Available with college pre-requisite requirements met

Course Description:

Want to reach rock star status within the marketing landscape? Marketing 1.0 will give you the tools to begin a career path in the evolving, integrated world of marketing and media! Whether you want to become a part of a marketing team or start your own venture, find out what it takes to market a product or service in today's fast-paced business environment. Learn marketing fundamentals using real-world business examples. Project based-hands on. Focus will be online marketing and sales/promotions, e-commerce and social media marketing. Activities include collaborative business ventures with other departments or career pathways, local businesses and local events or community groups such as the Chamber of Commerce and SOREDI.

DIGITAL MARKETING

Course # 1215218

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Marketing

Course Description:

Digital marketing is where marketing meets the internet, wireless devices, and other digital media. The course covers a variety of topics including online advertising, search engine optimization, participation in social media, online listening/monitoring, and web & social media analytics. Through a combination of lecture, case

studies, hands-on exercises, and course projects, students develop capabilities in designing, implementing, and evaluating digital marketing strategies and online merchandising. Students will be introduced to the concepts of digital analytics as part of marketing research and website usability. Project based: collaborative projects with other departments, other schools, other career and technical pathways, SOREDI, community groups and local business will be integrated into the curriculum for hands on training. Field trips and guest speaks will also be integrated into the curriculum and learning experience. Includes an introduction to the World Wide Web, e-business ideas, e-business planning, legal issues, Web design, security issues, evaluation of the e-business optimal product, e-marketing, payment options, using the Internet for alternative sources of supply, competitive intelligence, setting up a mall storefront, e-customer service, and creating the virtual storefront. Applies the “four Ps” of marketing to online and/or existing “bricks and mortar” businesses, while determining strategies on how to best use the Internet to improve customer relations. A special focus will be given to search engine optimization.

BE YOUR OWN BOSS

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Gateway to Business, FBLA member **Course #** 1205210

Fee: \$15

Course Description:

Do you have what it takes to start your own business? Want to be CEO or CFO of a company like Amazon? Have a great idea that you want to bring to life? Get an understanding of how to make it work. Learn about local resources to get your business idea off the ground. Build a business plan you can use to create your own business! Students will create a real business plan and be able to present it in front of a panel for review and feedback. FBLA students will be working on competition projects or fundraising events as well as working toward certification awards for skills acquired as FBLA members. Student may also have the opportunity to work with local businesses on business projects to gain knowledge and experience that can be reflected in resumes and on scholarships. 1 or more volunteer activities will be required during this course. Class is hands on approach; project based learning experience.

BUSINESS LAW

Grade: 11, 12 **Credits:** .5 **Prerequisites:** Gateway to Business

Course # 1205421

Course Description:

Business law is designed to help students understand the legal aspects of their everyday lives. The Constitution, the legal system, criminal law, torts, contracts, consumer law, family law, minor law and insurance are studied at the students' level.

SPORTS, EVENTS, AND ENTERTAINMENT MARKETING MANAGEMENT

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Gateway to Business

Course # 1216322

Fee: \$10

Comment: Will be offered every other year – offered next in the 24/25 School Year

Course Description:

In this course, students are introduced to the industry of sports, entertainment, and event marketing management. Students acquire transferable knowledge and skills among related industries for planning sports, entertainment, and event marketing management. Topics include branding, licensing, and naming rights; marketing foundations; concessions and on-site merchandising; economic foundations; human relations; and safety and security. Mathematics and social studies are reinforced. Work-based learning strategies appropriate include cooperative education, entrepreneurship, internship, mentorship, school-based enterprise, service learning, and job shadowing. Sports and Entertainment Marketing focuses on marketing and management functions/tasks that can be applied in amateur or professional sports or sporting events, entertainment or entertainment events, selling or renting of supplies and equipment (other than vehicles) used for recreational or sporting purposes, products and services related to hobbies or cultural events, or businesses primarily engaged in satisfying the desire to make productive or enjoyable use of leisure time. Also included in this course is the topic of music entertainment events, branding and other aspects of music industry promotion. Event marketing is a core strategy for both sports and music industries. Community event planning will be covered in this course as well. The goal will be to provide students with at

least one field trip associated with an event. The class will include guest speakers and community members when available and appropriate.

FASHION MERCHANDISING AND MARKETING MANAGEMENT

Course # 1215310

Grade: 10, 11, 12 **Credits:** .5 **Prerequisites:** Gateway to Business

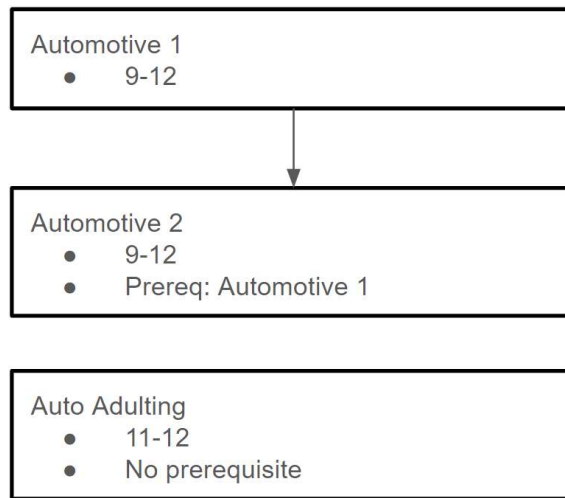
Fee: \$15

Comment Will be offered every other year – offered next in the 25/26 School Year

Course Description:

Can you see yourself working for a clothing, shoes or jewelry brand or retailer to develop, present, and manage the product assortments they offer to consumers? Merchandisers and marketers play important roles in ensuring that brands and retailers offer consumers what they want, whether it is in fashion goods such as clothing and footwear or consumer goods such as cosmetics, food or office supplies. This class is for students interested in clothing and accessories marketing. Students develop general marketing skills necessary for jobs in fashion marketing and general marketing skills applied to the apparel and accessories industry. Sales promotion, purchasing, distribution, market planning, product/service technology, as well as employability skills, are part of this class. The class is project-based Students create marketing plan for a unique fashion retail concept. The marketing plan includes a logo, store layout, store window display, print advertisement, broadcast advertisement, blog or website, and public relations piece. This course will strengthen comprehension of concepts and standards outlined in Sciences, Technology, Engineering and Math (STEM) education.

Automotive Pathway



AUTOMOTIVE I

Course # 2010300

Grade: 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** None

Course Description:

In this introductory course, students learn the basics of modern vehicle design and internal combustion. They will identify the major parts and systems of a car/truck, learn how various fuel and ignition systems work as well as basic starting/charging systems. Shop work includes servicing most vehicle fluids, disassembling and reassembling an internal combustion engine, and troubleshooting a no-start condition. Students must learn and strictly adhere to proper shop safety practices and proper use of hand tools.

AUTOMOTIVE II**Grade:** 9, 10, 11, 12 **Credits:** .5 **Prerequisites:** Automotive I**Course #** 2010400**Fee:** \$20**Course Description:**

Students will further their knowledge and practical skills of basic automotive service. Part of this will be to learn about and service/repair: brakes, suspension and steering components, and tires. Electrical systems knowledge and diagnostic abilities will be expanded to: lighting, power windows and door locks, fuel and spark delivery systems, and some engine sensors. Students will be introduced to scan tool usage & diagnostics and basic emissions systems. Students must strictly adhere to shop safety practices and proper use of hand and power tools.

AUTOMOTIVE ADULTING**Grade:** 11, 12 **Credits:** .5 **Prerequisites:** None**Course #** 2010600**Fee:** \$20**Course Description:**

In this course, learn what you need to know to be a responsible vehicle owner. Students will have the opportunity to familiarize themselves with, service, and work on their own vehicles, however, having a vehicle is not a requirement. Skills will include basic knowledge of and servicing multiple vehicle fluids and lubricants, changing interior and exterior light bulbs, wipers, and filters. Students will also learn roadside emergency services, like jump starting, changing a spare tire, and roadside no-start tests. Lastly, students will learn tips to shop for and negotiate pricing for an automobile. Students must learn and strictly adhere to proper shop safety practices and proper use of hand tools.