Career and Technical Education (CTE) courses help students develop marketable job skills and earn national industry certifications needed to achieve their occupational goals. The purpose of career & technology courses is to prepare young people for initial entry into employment in specific occupations or closely related trade, industrial, technical, or service fields. Programs/courses offered to Clarksdale Municipal School District students are listed below.

<u>Cyber Foundations I</u> (7th Grade) *Prerequisite: N/A* Credits: 2

• Cyber Foundations I is an innovative instructional program that prepares students to effectively use technology in learning, communication, and life and introduces them to the critical-thinking and problem-solving skills used in computing which is impacting every career field. Students in Cyber Foundations I complete study in interpersonal and self-directional skills, basic technology operation and technology concepts, ethical issues in technology, keyboarding, technology communication tools, technology resource tools, multimedia presentation applications, word processing applications, spreadsheet applications, problem solving, web development, and block-based programming.

Cyber Foundations II (8th Grade) Prerequisite: N/A Credits: 2

Cyber foundations II is an innovative instructional program that prepares students to
effectively use technology in learning, communication, and life and introduces them to
the critical-thinking and problem-solving skills used in computing and that impact every
career field. Students in cyber foundations II complete studies in interpersonal and
self-directional skills, basic technology operation and technology concepts, ethical issues
in technology, technology communication tools, lab management and networking,
database applications, graphic design applications, and career preparation.

Exploring Computer Science (9th Grade) Prerequisite: N/A Credits: 2

• ECS is a survey course that introduces students to the breadth of the computer science field. The course lays a foundation in problem solving, critical thinking, and algorithmic development and then introduces students to the basics of Web development, programming, robotics, data science, and artificial intelligence.

Family and Consumer Sciences (9th Grade) Prerequisite: N/A Credits: 2

Family Dynamics

 Family Dynamics is a course that focuses on developing skills related to personal, family, and social issues. It includes instruction in dimensions of adolescent development, family decisions and responsibilities, social decisions and responsibilities, and management of family systems in today's society.

• Course Description: Nutrition and Wellness

 Nutrition and Wellness is a course designed to help develop skills related to proper nutrition and the concept of overall wellness. It includes instruction in nutrition, exercise and diet, healthy food choices, meal preparation, and components for a healthy lifestyle. (Grades 9–12, 1 Semester, 0.5 Carnegie Unit)

• Course Description: Child Development

• Child Development is a course centered on developing skills related to physical, social, intellectual, and emotional development of the child. It includes instruction on considerations for parenthood, prenatal care, child growth and development, behavior management, the needs of exceptional children, and career opportunities.

• Course Description: Resource Management

 Resource Management is a course that addresses the identification and management of personal resources and family finances to meet the needs and wants of individuals and families throughout the family life cycle, considering a broad range of economic, social, cultural, technological, environmental, and maintenance factors.

Culinary Arts

• Culinary Arts -Y1 (9th-11th Grade) Prerequisite: N/A Credits: 2

O The foundational skills necessary in the foodservice industry are included in Culinary Arts I. Content such as food safety and sanitation; equipment, safety, and security; culinary foundations and math; and an introduction to the hospitality industry are included in the course. This course also emphasizes the real-world, hands-on practice of food preparation. Food preparation techniques included in this course include breakfast foods, dairy, and sandwiches; fruits, vegetables, salads, and garnishes; and potatoes and grains. Mastery of the competencies listed in this unit will prepare the student to take the NRA's ServSafe exam to become ServSafe Food Safety certified.

• Culinary Arts -Y2 (10th-12th) Prerequisite: Culinary I Credits: 2

Culinary Arts II emphasizes the hands-on practice of food preparation. The food preparation techniques in this course include desserts and baked goods; meat, poultry, and seafood; and stocks, sauces, and soups. This course also places emphasis on an internship experience. While they participate in on-the-job training, students will use skills related to management and business concepts, customer communication, and customer service. This course should only be taken after students successfully pass Culinary Arts I.

Educator Preparation

- Educator Preparation-Y1 (9th-11th) Prerequisite: N/A Credits: 2
 - Educator Preparation I is an entry-level course. Students gain foundation competencies related to students as learners, planning and assessing teaching, teaching strategies, and communication skills. Students receive hands-on field experiences (two Carnegie units).
- Educator Preparation-Y2 (10th-12th Grade) Prerequisite: EdPrep Y1 Credits: 2
 - Educator Preparation II provides students with the opportunity to gain advanced skills needed to enhance them as learners, teachers, and communicators. Students receive advanced hands-on field experiences (two Carnegie units).

Health Science

- Health Science Core -Y1 (9th-11th Grade) Prerequisite: N/A Credits: 2
 - The Health Sciences (Core) course introduces students to the theory and practical applications of tasks related to employment in the field of health science. Students will cover topics such as safety in the workplace, infection control, health care systems, and the vital organs of the human body. The course offers insight into careers in health care as well as educational requirements and the professional, legal, and ethical responsibilities involved.
- Health Care/Clinical Services -Y2 (10th-12thGrade) Prerequisite: HealthScience Y1 Credits: 2
 - The Health Care and Clinical Services course helps the student establish insight in the Health Care field. Students will be exposed to the theory and applied tasks related to careers within health care. This course covers topics such as human growth and development, health informatics, information technology, and therapeutic and rehabilitative services. Other topics include medical and emergency services, mental health, and pharmacological and nursing services.

Sports Medicine

- Health Science Core Y1 (9th-11th Grade) Prerequisite: N/A Credits: 2
 - The Health Sciences (Core) course introduces students to the theory and practical applications of tasks related to employment in the field of health science. Students will cover topics such as safety in the workplace, infection control, health care systems, and the vital organs of the human body. The course offers insight into careers in health care as well as educational requirements and the professional, legal, and ethical responsibilities involved.
- Sports Medicine Y2 (10th-12th Grade) Prerequisite: HealthScience Y1 Credits: 2
 - The Sports Medicine course establishes insight into careers in sports medicine. It covers Health Care administration, the athletic and sports medicine team, and medical emergencies such as first aid and CPR. The students are introduced to sports equipment, protective gear, bandaging, wrapping, and taping injuries. Additional topics include therapeutic modalities, exercise rehabilitation, and pharmacology. Students will gain useful information about injuries that may occur from different types of sports, including injuries to the head, spine, chest, abdomen, as well as upper and lower extremities. It will also examine the skills necessary for emergency medical response.

Simulation & Animation Design

- SAD-Y1 (9th-11th Grade) Prerequisite: N/A Credits: 2
 - This course encompasses the foundation skills necessary in the game design industry. Content such as safety, ethical issues, video game history, career opportunities, game mechanics, and photography, with emphasis placed on real-world, hands-on practice related to illustration, level design, character development, and animation is offered to students. Students will receive two Carnegie units upon completion of the course.
- SAD -Y2 (10th-12th Grade) Prerequisite: SAD Y1 Credit: 2
 - This course focuses on audio design, programming, and video game production. This course gives students the opportunity to produce a final video game project that incorporates the skills and knowledge learned in the Simulation and Animation Design I course, allowing the students the chance to showcase what they have learned and accomplished. Upon the completion of this course, the students also will have put the finishing touches on a video game portfolio that is cumulative of their work throughout all semesters of simulation and animation design. Students will receive two Carnegie units upon completion of the course.

Work Based Learning

- WBL (11th-12th Grade) Prerequisite: Credit: 2
 Principal or CTE Director Approval
 - Work Based Learning gives Mississippi high school students the opportunity to earn academic credit for their authentic work experiences at local businesses and industries. To receive credit, students must be enrolled in the WBL course and mee all course requirements, including attending work experience each day. Note: this course can suffice for the required College & Career Readiness credit.