

STEM ACADEMY

PATHWAYS

ENGINEERING

THE ENGINEERING TRACT EXPLORES THE VARIOUS FIELDS STUDENTS CAN PURSUE IN THE GROWING MARKET OF ENGINEERING. FROM ARCHITECTURE TO PROGRAMMING, WE EXPLORE WHAT SPECIALISTS MUST ACCOMPLISH TO MAKE PEOPLES LIVES SAFER AND MORE CONVENIENT. ENGINEERS ARE THE BACKBONE OF MODERN SOCIETY AND THE PIONEERS OF THE FUTURE!



STUDENTS IN YEAR ONE EXPLORE A CRIME SCENE AND LEARN HOW TO SOLVE A MYSTERIOUS DEATH. IN YEAR TWO, STUDENTS WILL EXAMINE THE INTERACTIONS OF BODY SYSTEMS WHILE APPLYING WHAT THEY KNOW TO SOLVE REAL-WORLD MEDICAL CASES. YEAR THREE, STUDENTS WILL INVESTIGATE THE NEWEST INNOVATIONS IN MEDICINE. YEAR FOUR STUDENTS WILL DESIGN THEIR OWN INNOVATIVE SOLUTIONS FOR THE MOST PRESSING HEALTH CHALLENGES.

BIOMEDICAL

COMPUTER PROGRAMMING

YEAR ONE IS PROGRAMMING BASED IN JAVA SCRIPT, LEARNING ABOUT BASIC GRAPHICS AND WEB DESIGN. THE GAME DEVELOPMENT CLASS IN YEAR TWO GIVES STUDENTS A BASIC UNDERSTANDING OF HOW ASSETS AND LOGIC ARE MADE AND USED TO PRODUCE VIDEO GAMES. IN THE MOBILE APPS COURSE STUDENTS WILL LEARN HOW TO MAKE MOBILE APPS FOR CELL PHONES AND TABLETS. YEAR FOUR STUDENTS WILL DESIGN THEIR OWN PROJECT RELATED TO THE FIELD OF COMPUTER PROGRAMMING.

