






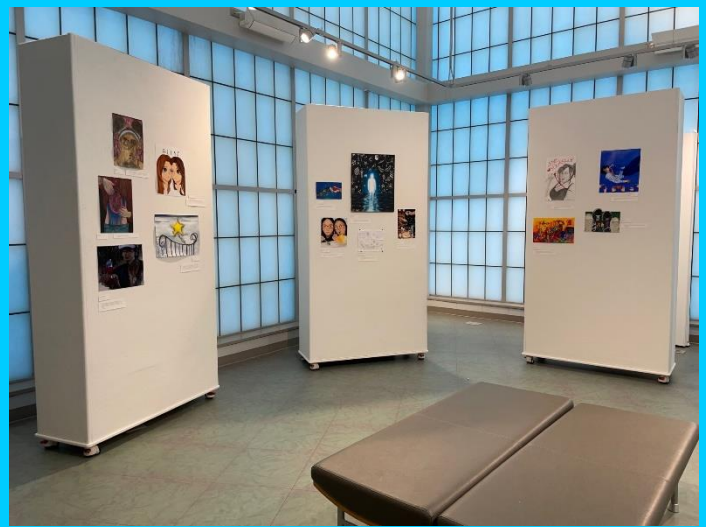
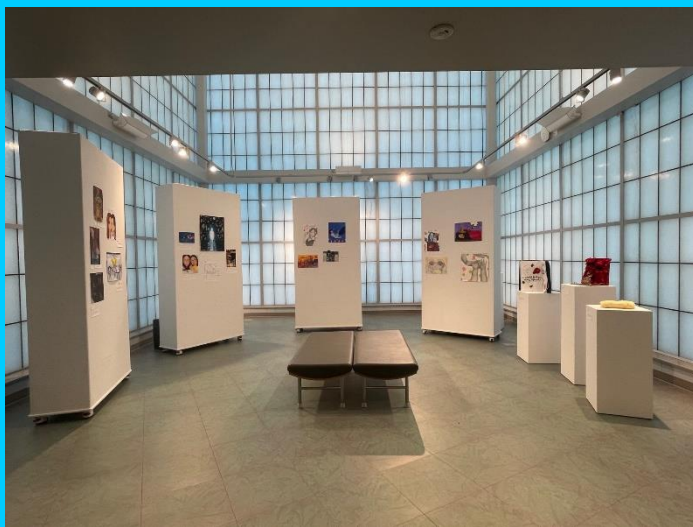


Pathway: Visual and Integrated Design

Career Cluster: Science, Technology, Engineering, Arts, and Mathematics

Recommended Course Plan	Visual Arts Pathway	Integrated Design Pathway	Occupations Related to this Pathway
4 years English Language Arts 4 years Social Studies 4 years Science 4 years Mathematics 4 years World Languages 4 years Physical Education/Health 1 year Visual/Media/Performing Arts 1 year Business/Practical Arts 1 Semester Financial Literacy Freshman Advisory Note: The career pathways are suggested courses based on career interest. Students are not locked into one pathway and may select any course as long as they have met all co-requisites and prerequisites.	(9) Visual Arts (Core Course)  (9,10,11,12) Digital Media  (10,11,12) Animation Computer Modeling Graphic Design Painting & Drawing Three-Dimensional Design  (11,12) AP Art History Digital Film Production Digital Photography Honors 3D Portfolio Development Honors Studio Portfolio Development  (12) AP 2D Art and Design AP Three-Dimensional Design	(9,10,11) Technology and Engineering Principles (Core Course)  (10,11,12) Computer Modeling Interior and Structural Design Intermediate Woodworking/Furniture Design Intro to Woodworking/Furniture Design T ³ Innovations and Inventions  (11,12) Advanced Interior & Structural Design Advanced Woodworking/Furniture Design  (12) Independent Study in Woodworking/Furniture Design	Architect, Building Code Official, Building Designer, Civil Engineer, Code Official, Cost Estimator, Drafter, Interior Designer, Landscape Architect, Materials Engineer, Mechanical Engineer, Regional and Urban Planner/ Designer, Safety Director, Specification Writer, Structural Engineer, Surveying and Mapping Technician, Carpenter Code Official, Construction Engineer, Construction Foreman/Manager, Construction Inspector, Contractor, Design Builder, Drywall Installer, Electrician, Electronic Systems Technician, Equipment and Material Manager, General Contractor/Art Director, Artist, Commercial Artist, Commercial Photographer: Digital, Still, Video, Film, Commercial/Residential and Home Furnishing Coordinator, Computer Animator, Curator and Gallery Manager, Fashion Designer, Fashion Illustrator, Graphic Designer, Illustrator, Interior Designer, Textile Designer



Career Pathway: Visual and Integrated Design

Authentic Real-life Experiences

Mahwah High School offers a variety of co-curricular opportunities to students to expand their knowledge and understanding outside of the academic classroom. Visual and Integrated Design Pathway students will have the opportunity to participate in unique project-based learning opportunities that develop problem solving, technical, and teamwork skills.

Co-curricular Opportunities

Animation Club

Students will meet once a week to create animations. This is not a club of varied activities, but rather one of focused study. There will be critiques of work once a month.

Academic Decathlon

The Academic Decathlon® is a team competition wherein students match their intellects with students from other schools. Students are tested in ten categories: Art, Economics, Essay, Interview, Language and Literature, Mathematics, Music, Science, Social Science, and Speech.

Graphic Arts Design Collective

The Design Collective is responsible for designing promotional materials, programs, playbills, and other assorted ephemera for school events, such as the chorus, band, and theater productions; the art show; sporting events; and maybe even re-designing the student portal.

Literary Magazine – Calliope

Club Calliope works to establish an appreciation for student art and writing at MHS. Calliope, the club's literary magazine, is published each spring.

School Newspaper – *Tom-Tom* The *Tom-Tom* Newspaper allows students to experience a variety of journalism types to gain real experience that not only looks good on a resume but also can build confidence for any journalistic career. We discuss the articles and produce the paper using data processing, scanning, and layout on computer design.

Photography Club

Photography Club is a great way for students to develop technically and artistically while becoming involved in school and town activities, such as sports, school newspaper, and town festivities. It is a place for students interested in photography to express themselves while providing opportunities to learn how to use digital cameras.

Theater Set Construction

Theater Set Construction encompasses the assembly of stationary and moveable objects used to create the illusion of the performance occurring in a particular place. Students will paint sets and help to construct some simple sets to enhance school performances.

Theater Set Design

Theater Set design creates artificial decoration of an environment that is used as the setting for a performance. Students will artistically design, paint, and decorate the sets for school performances.

Theater Stage Crew

Students in the Stage Crew will help build the sets for the Fall Play and Spring Musical, including the painting of sets and construction of simple platforms, etc.

Visual Arts Club

Students in Art Club have the opportunity to lead and participate in various art creating workshops throughout the year. In addition, art club organizes and curates exhibitions in the T3 Gallery, including our end of the year annual MHS Art Show.

Woodworking Club

Woodworking Club looks to build skills to promote design and fine craftsmanship. Students create projects and build furniture beyond the scope of the course.

Yearbook – Thunderbird

Yearbook allows students to learn a variety of skills, including typing, scanning, and computer design that will likely be useful in the future. It also improves teamwork and coworking skills. Yearbook teaches students to remain on task while producing the yearbook on a deadline.

