

DECATUR CAREER ACADEMY

ARCHITECTURAL DRAWING AND DESIGN



Architectural Drawing and Design exposes students to career opportunities in the design and building construction industry. Students will research, design, and build innovative structures and models throughout this pathway. Emphasis is placed on hand drafting, sketching, house designs, model building, 3D computer modeling, and career readiness.

AUDIO-VISUAL TECHNOLOGY & FILM



Audio & Video Technology & Film prepares students for work or post-secondary education in the fields of filmmaking, videography, broadcast, and more. Instruction covers technical terminology, safety, basic equipment, reporting, script writing, production, lighting, editing, and professional ethics.

ARMY - JROTC



The mission of the United States Army Junior Reserve Officer Training program mission is to motivate young people to be better citizens. Program objectives are to: provide and encourage citizenship; prompt high school completion; develop leadership potential; strengthen self-esteem; improve wellness and physical fitness; provide incentives to live drug-free, and enhance life skills.

COMPUTER SCIENCE



Computer Science engages students in hands-on learning to prepare for careers that create, use, modify, and engage technology skills. Graphics, multimedia animation, web design, game and application development, networking, and computer repair are all possibilities. Foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project-focused tasks.

CULINARY ARTS



Culinary Arts teaches students the basics and fundamentals of culinary. Students will learn proper knife skills, safety and sanitation, various cooking methods, baking and pastry skills, and so much more!

EARLY CHILDHOOD EDUCATION



Early Childhood Education introduces students to teaching in a diverse and inclusive environment, including schools, homes, and other community settings. Students learn about children from birth to age 8 and their families. Child-centered and culturally sensitive practices are emphasized throughout the pathway, focusing on the need for multiple methods of instruction to accommodate a broad range of learners in a child development lab setting.

FURNITURE DESIGN & CABINETRY



Furniture Design & Cabinetry is a sequence of three courses which begins with students learning the use and care of basic hand tools, and ends with students designing and creating their own piece of furniture using state of the art power tools. Students also study the social and historical context of the tools and machines they use.

GRAPHIC DESIGN



Graphic Design enables students to develop basic commercial art skills. Students make posters, packaging, products design, website design, animations, screen printing and more! Students also study the elements of art and principles of design to attract and influence consumers.

IB DESIGN TECHNOLOGY



IB Design Technology covers the foundational concepts and skills related to design in a technologically advanced society. Students learn to develop solutions to contemporary problems using technology and the design cycle. The course applies a learn by doing approach, utilizing our suite of high definition 3D printers, CNC machines, full woodworking shop, and our well equipped electronics lab.

TEACHING AS A PROFESSION



Teaching as a Profession includes broad introductory coverage of teaching, public school organization, planning and delivery of instruction, creation and maintenance of learning environment, standards, teaching and learning in multicultural settings, mainstream education of students with exceptionalities, "at risk" students, family and community partnerships, school law, and educational philosophies.

WORK-BASED LEARNING



Internship offers through Work-Based Learning gives students the opportunity to work as paid or unpaid interns in a career field or interest. Prior work or educational experience is required for students to be accepted into the program. Students must apply for the internship, find an internship placement position (with assistance from the Work-Based Learning coordinator) and adhere to internship requirements throughout the year. Each intern is required to work a minimum of five hours per week per high school credit.

CERTIFIED NURSING ASSISTANT



Students may complete this program via the Decatur & Drew partnership that allows students to complete the curriculum. Students are enrolled in the current semester's Introduction to Healthcare course at Georgia Virtual School. Students are also enrolled in Georgia Piedmont Technical College for Diet and Nutrition and Medical Terminology courses online during the 1st semester. A licensed practical nurse supporting the three online courses in house with the students at the Emory Nursing Center in downtown Decatur. During the second semester, the students will enroll in face-to-face Nursing Aide Fundamentals, including hands-on and clinical experiences, before they sit for their national certification exam.

CAREER & TECHNICAL INSTRUCTION

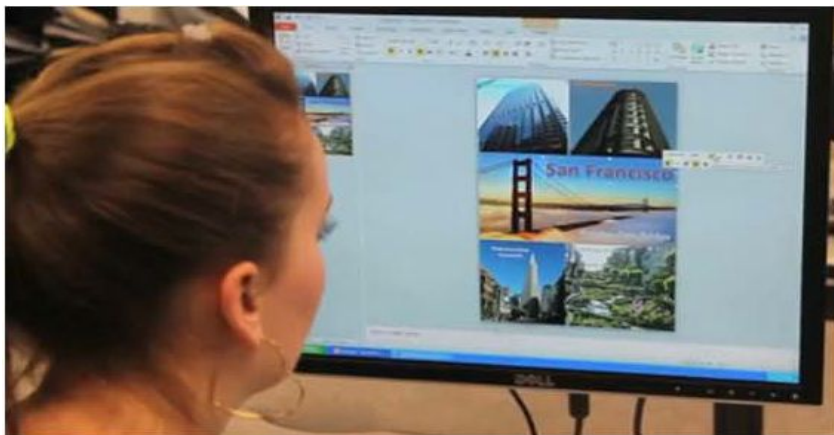


The goal of Career & Technical Instruction is to provide support services to students with disabilities enrolled in career courses in order to enable students to acquire entry-level job skills. Supports are put in place for these students with job-entry skills at the completion of the career course experience. The role of the career & technical instruction coordinator is to provide resource assistance to students with disabilities served under the Individuals with Disabilities Act.

The ***Architectural Drawing and Design Career Pathway*** exposes students to career opportunities in the design and building construction industry. Students will research, design, and build innovative structures and models throughout this pathway.

Emphasis is placed on hand drafting, sketching, house designs, model building, 3D computer modeling, and career readiness.

Graduates of this pathway may immediately enter the workforce with the necessary skills and training for entry level positions in the architecture, engineering, and construction industry. Students may also continue their training and education at the post-secondary level.



Teachers: Mario Moore and Deirdre Pierce
Emails: mmoore@csdecatur.net and dpierce@csdecatur.net



COURSES

1st Year:

Introduction to Drafting and Design

2nd Year:

Architectural Drawing and Design I

3rd Year:

Architectural Drawing and Design II

CAREERS

Architect
Artistic Renderer
Building Forensics Investigator
Carpenter
City Planner/ Developer
Civil Engineer
Code Official
Cost Estimator
Drafter
Electrician
Environmental Engineer
Interior Designer
Landscape Architect
Material Engineer
Mechanical Engineer
Plumbing Engineer
Project Manager

Audio & Video Technology and Film

Skills We Build



Producing • Editing •
Storyboarding • Scriptwriting •
Creativity • Field Production
Techniques • Managing Digital
Media • Project Management •
Collaborating •

Film & TV production is booming in Georgia. The investment in industry infrastructures will mean a thriving job market in related fields for years to come.

Audio & Video Technology & Film is a three year pathway designed to prepare students for work or post-secondary education in the fields of filmmaking, videography, broadcast, and more.

What We Make

Music Videos •
Documentaries • Short Films
• Podcasts • Commercials
• PSAs • News Reports •

AVTF Pathway

year 1 • AVTF I

year 2 • AVTF II

year 3 • AVTF III -OR-

*Broadcast Video Production
Applications*

Career Fields



Production
Advertising
Filmmaking
Public Relations
AV Tech
Digital Storytelling
Communications
Broadcast

Ben Skillman

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Marca Tigner

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Convergence Media

Relevant Career Fields

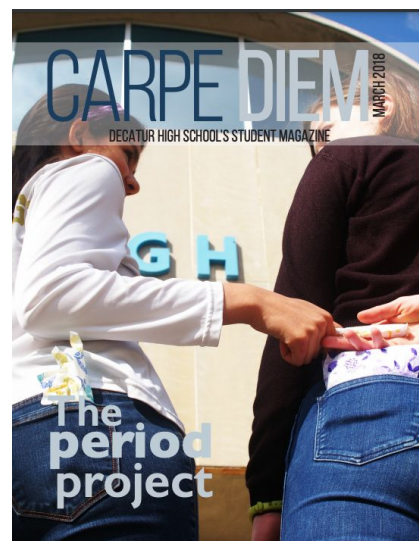
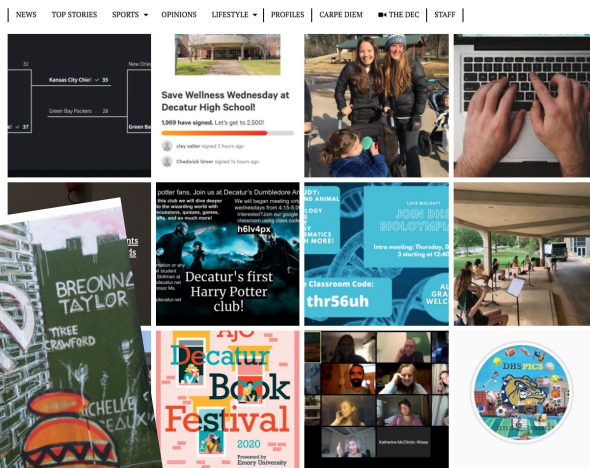
Video Production
Journalism
Advertising
Public Relations
Layout & Design
Communications
Broadcast
Photography

Convergence Media is the student-run DHS news & non-fiction storytelling program.

We produce quality traditional and digital content across a variety of formats.

Students work collaboratively to find & tell the stories meaningful for them and for our community. If you like working with a team, consider joining ours.

3ten
CONVERGENCE



Convergence Pathway

year 1 • Convergence Media 1
years 2-4 • Convergence Media Staff

Instructor / Advisor

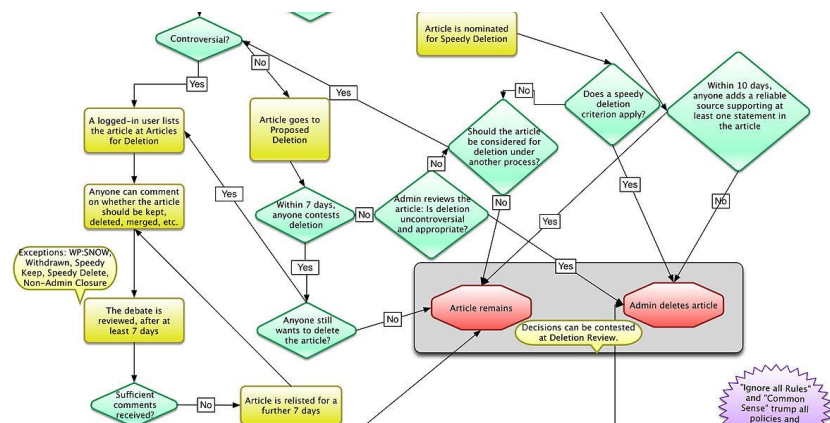
Ben Skillman

bskillman@csdecatur.net

The **Computer Science Career Pathway** engages students in hands-on learning to prepare for careers that create, use, modify, and engage technology skills. Graphics, multimedia animation, web design, game and application development, networking, and computer repair are all possibilities.

Foundational knowledge in hardware, software, programming, web design, IT support, and networks are all taught in a computer lab with hands-on activities and project-focused tasks.

Emphasis is placed on the content, practices, thinking and skills central to the discipline of computer science. The focus of this pathway will fall into these computational thinking practices: connecting computing, developing computational artifacts, abstracting, analyzing problems and artifacts, communicating, and collaborating.



COURSES

1st Year:

Introduction to Software Technology

2nd Year:

Computer Science Principles, **or**
AP Computer Science Principles

Option 1

3rd Year:

Programming, Games, Apps, and
Society

Option 2

3rd Year:

IB Computer Science Year 1

4th Year:

IB Computer Science Year 2

CAREERS

Software Developer
Database Administrator
Web Developer
Information Security Analyst
IT Project Manager
Data Analyst

Culinary Arts Pathway

teaches students the basics and fundamentals of culinary. Students will learn proper knife skills, safety and sanitation, various cooking methods, baking and pastry skills, and so much more!



COURSES

1st Year:

Intro to Culinary Arts

2nd Year:

Culinary Arts I

3rd Year:

Culinary Arts II

CAREERS

Executive Chef

Pastry Chef

Personal Chef

Prep Cook

Butcher

Caterer

Restaurant Manager

Restaurant Owner

Food Stylist

Food Photographer

Food Scientist

Food Writer

Food truck owner

Barista

Hotel/Resort Chef

Waitress/Waiter

Chefs

Sarah Black

sblack@csdecatur.net

Scot "Tex" Blair

sblair@csdecatur.net

All food prepared by our
Culinary Students

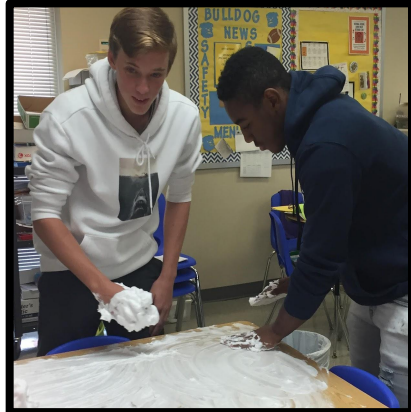
Early Childhood Education

The Early Childhood Education Pathway

introduces students to teaching in a diverse and inclusive environment, including schools, homes, and other community settings. Students learn about children from birth to age 8 and their families. Child-centered and culturally sensitive practices are emphasized throughout the pathway, focusing on the need for multiple methods of instruction to accommodate a broad range of learners in a child development lab setting.



The Frasier Child Development Center is the lab school for the Early Childhood Education Pathway. Students in the pathway are given the opportunity to work hands-on with children ages birth-3 years and practice developmentally appropriate teaching methods. Students in each ECE course spend part of their time working in the Frasier Center. ECE III students intern all year long in the Center.



Teacher: Carol Duzan
Email: cduzan@csdecatur.net

COURSES

1st Year:

Early Childhood Education I

2nd Year:

Early Childhood Education II

3rd Year:

Early Childhood Education Practicum



CAREERS

Elementary School Teacher
Special Education Teacher
Preschool Director
Preschool Teacher
Child Care Center Director
Elementary School Counselor
Elementary School Psychologist
Instructional Specialist
Nanny / Au Pair
Child Care Provider
Family Child Care Provider
Preschool Teacher's Assistant
Reading Specialist
Early Intervention Specialist
Parenting Instructor
Board Certified Behavior Analyst
Curriculum Developer
Child Care Resource Specialist
Child Development Consultant

Furniture Design & Cabinetry

Furniture Design & Cabinetry is a sequence of three courses which begins with students learning the use and care of basic hand tools, and ends with students designing and creating their own piece of furniture using state of the art power tools. Students also study the social and historical context of the tools and machines they use.

MAKE STUFF!!!

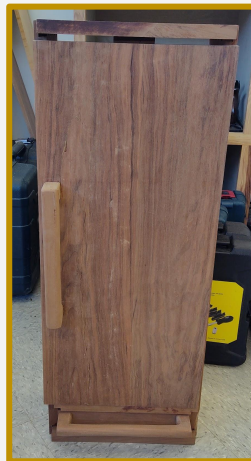


Projects

Year 1 - Joiner's Mallet, Dowel Cutter, Birdcage Awl, Tool Tote, Slide Top Box

Year 2 - Desktop Bookshelf, Hanging Wall Cabinet, Carver's Mallet, Turned Tulip, Base Cabinet, Bedside Table

Year 3 - Students design and build an original piece of furniture.

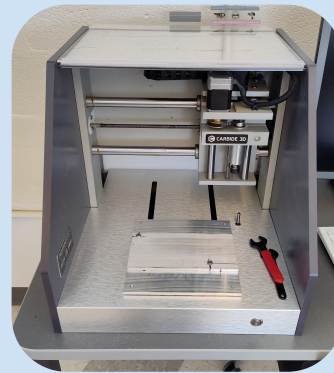


IB Design Technology

IB Design Technology is a project based, two year, IB Diploma Program course situated in Group 4. The coursework covers the foundational concepts and skills related to design in a technologically advanced society. Students learn to develop solutions to contemporary problems using technology and the design cycle. The course applies a learn by doing approach, utilizing our suite of high definition 3D printers, CNC machines, full woodworking shop, and our well equipped electronics lab.

Who Should Take IB Design Technology?

IB Design Technology is the ideal course for any student who is planning on studying design and/or engineering after high school. Also, any student who just likes to design and make stuff should consider it. For students in the IB Diploma Program or IB Career Program it is also a great course to take to satisfy your IB elective credit requirement.

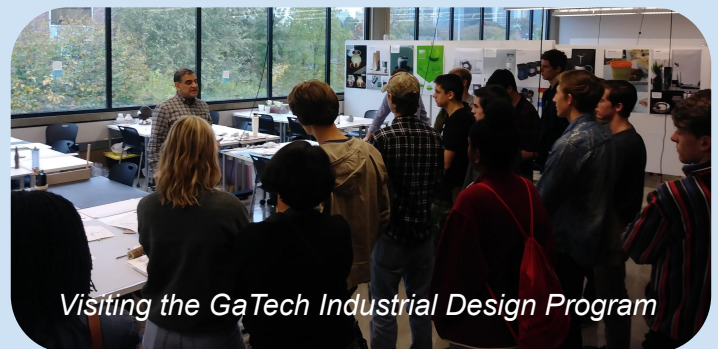


High Definition CNC and 3D Printers

Fun Fact! Almost half of the seniors in this years program were granted early acceptance to Georgia Tech.



Force metals to succumb to your will!



Visiting the GaTech Industrial Design Program



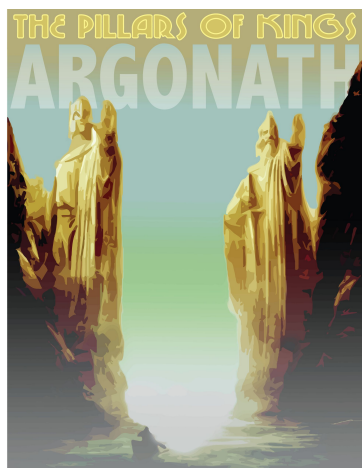
Operating the 4'X10' CNC Machine



The Bench Challenge

GRAPHIC DESIGN CAREER PATHWAY

helps students learn to make posters, packaging, products design, website design, animations, screen printing and more!



From Top Left: Travel Poster, Calvin Herrera. Typographic Portrait, John Redmond. Google Competition, Oliver Lee., Product & Packaging Design, Destiny Brown. Food Truck Branding, Hannah Choi. Art Movements, Sara Deshpande.

COURSES

1st Year:

Intro to Graphic Design

2nd Year:

Graphic Design Production

3rd Year:

Advanced Graphic Design

ADOBE Certification

4th Year:

Optional work study as a designer.

CAREERS

Graphic Designer (web, print)

Industrial/Product Designer (3D)

Animator

Illustrator

Fine Artist

Printer

Project Manager

Marketing

Layout Artist

Photo Editor

Film & Video Production

Web Designer

TEACHERS

David Messer

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Maria T Garcia

mgarcia@csdecatur.net

Teaching Profession (K-12)

The **K-12 Education Pathway** invites students to explore public education in America.

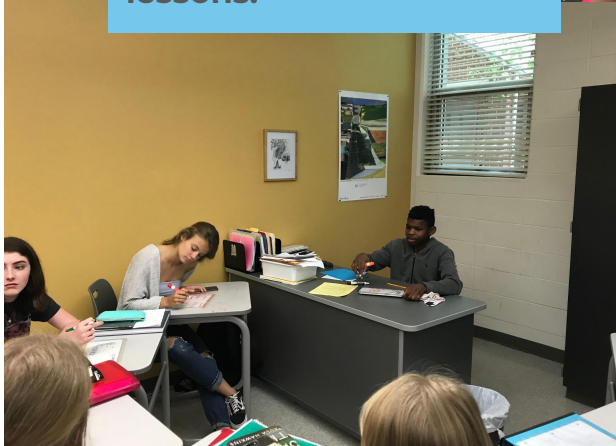
Students observing at a local school.



Students collaborating on a lesson plan.



Students teaching lessons.



C O U R S E S

1st Year: Examining the Teaching Profession

2nd Year: Contemporary Issues in Education

3rd Year: Internship at a Local School

Pathway completion leads to college credit for an intro to education class at GA colleges.

C A R E E R S

K-12 Teacher
Special Education Teacher
School Counselor
School Psychologist
Instructional Coach
Reading Specialist
Early Intervention Specialist
Behavior Analyst
Curriculum Developer
Child Development Consultant
Education Policy Specialist
Education Lawyer

Elizabeth Lewis
elewis@csdecatur.net

Work Based Learning

Work Based Learning is a career course that focuses on students gaining work experience and career related job training.

Work based learning includes:

- ✓ Classroom instruction
- ✓ Structured work experience
- ✓ Career development activities

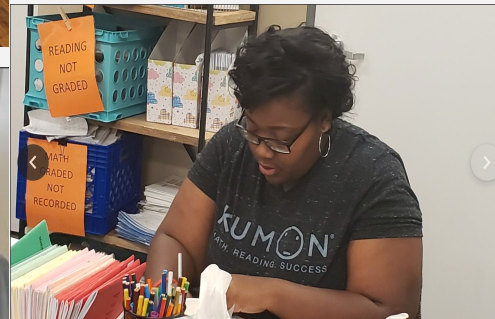
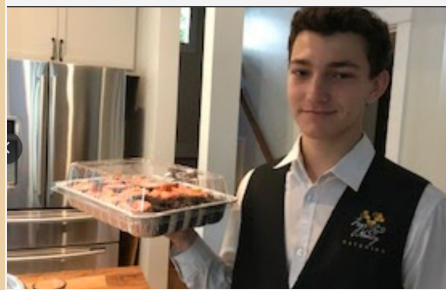


Our students WORK!

Students must meet the following basic requirements:

- A junior or senior on track to graduate
- At least 16 years old
- Good attendance record
- Good discipline record
- Completed application*
- **Verified job placement**

***Priority given to IBCP and Career Pathway completers**



Danielle Jones, Work Based Learning & YAP Coordinator
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 CTI Coordinator
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