CREATING & EXPERIENCING

CAREER CLUSTERS

Arts, Entertainment, & Design
Inspiring Creativity, Innovation, and Artistry

Hospitality, Events, & Tourism
Unlocking Adventures and Elevating Experiences

Creating & Experiencing: Inspiring Expression, Connection, and Shared Moments

The Creating & Experiencing Career Cluster Group celebrates the industries that inspire, entertain, and connect people through creativity, culture, and shared experiences. From visual and performing arts to media production, design, hospitality, and tourism, these careers shape how communities express themselves and how people engage with the world. Students explore artistic expression, storytelling, event experiences, and service-oriented fields that bring joy, meaning, and connection to everyday life.

Start Your Pathway with 2 or more credits of Pathway courses

9th Grade Explore & Launch

- AI Fluency
- Digital Design

ARTS, ENTERTAINMENT, & DESIGN PATHWAY

- Graphic Design
- Game Design/ Computer Programming
- Advanced Programming
- Video Production I
- Video Production II
- Photography I
- Photography II
- Yearbook
- Animation*
- Video Grame Design*
- Fashion & Merchandising*

HOSPITALITY, EVENTS, & TOURISM PATHWAY (10-12)

- Culinary Arts I
- Culinary Arts II
- Leadership
- Culinary Arts-Baking & Pastry*
- Culinary Arts-Production*
- Culinary Arts-Management*

*Courses offered at Sno-Isle

Then, After You Have Finished High School...

Continue your training in another college program such as:

- Everett Community College
- Edmonds Community College
- Skagit Valley School
- Bellingham Technical College
- Lake Washington Institute of Technology
- Central Washington University
- Eastern Washington University
- University of Washington
- Western Washington University
- Washington State University

Finally, Begin Your Career!

Jobs you can get after graduation with this High School training:

- Host & Hostess
- Waiters/ Waitresses
- Cook
- Food Preparation Worker
- Certified Video Engineer
- Film Crew

Jobs you can get with 2-Years Post-High School Training:

- Baker
- Bartender
- Chef & Head Cooks
- Cooks
- Butcher
- Manager
- Expeditor
- Film & Video Editor/ Crater
- Audio & Video Technician
- Graphic Design

Jobs you can get with 4 or more Years Post-High School Training:

- Dietician & Nutritionist
- Food Scientist
- Caterer
- Event Planner
- Manager
- Graphic Designer
- Producer
- Multimedia Artist
- Animator
- UX Designer
- Augmented Reality Designer
- Game & Graphic Designer
- Art Director

AI FLUENCY

Course Code: *CTB115* ***Grade Levels:*** *9, 10, 11, 12*
Length: *1 Semester* ***Credits:*** *0.5 CTE*

Step into the future with AI Fluency & Applications, a fast-paced, hands-on course that unlocks the power of artificial intelligence and puts it directly in your hands! Whether you're curious about how TikTok predicts your interests, how self-driving cars make decisions, or how artists use AI to create mind-bending designs, this class lets you explore the cutting edge of technology through real projects, creative challenges, and fun experiments. You'll collect and train your own data, build AI-powered tools, uncover how AI impacts the world around you, and design a final project that showcases your own innovation. If you're ready to create, question, experiment, and shape the future—not just watch it happen—this is the course for you!

DIGITAL DESIGN

Course Code: *CTB121* ***Grade Levels:*** *9, 10, 11, 12*
Length: *1 Semester* ***Credits:*** *0.5 CTE or Fine Arts*

Digital Design is intended for students interested in learning how to create and edit well designed graphics for professional use. Students will learn to use Adobe Photoshop and Illustrator to create graphic elements that may be used in printed or electronic formats. Promotional pieces may include product packaging, print ads, logos, brochures, collages, newsletters, posters, typography, and web materials. Adobe certification available.

INTRODUCTION TO COMPUTER PROGRAMMING

Course Code: *CTB241* ***Grade Levels:*** *9, 10, 11, 12*
Length: *1 Semester* ***Credits:*** *0.5 CTE or Fine Arts*
Prerequisite: *None* ***Partner Course:*** *Game Design*

This is an introductory-level course in computer programming using the JavaScript language. Students will write programs in JavaScript as they learn to use variables, control structures, and objects. Students will design programs and improve problem solving skills using essential concepts like decomposition and abstraction.

GAME DESIGN

Course Code: *CTB242* ***Grade Levels:*** *9, 10, 11, 12*
Length: *1 Semester* ***Credits:*** *0.5 CTE or Fine Arts*
Prerequisite: *None* ***Partner Course:*** *Int. to Computer Prog.*

This is an introductory-level course in computer programming with a focus on game design. We will use the Game Maker engine to learn programming concepts like variables, control structures, and objects, without writing much code. Students will be able to analyze the code that is generated and begin to make connections between what they see on the screen and the code that makes it all work. Students will create classic arcade style games, scrolling platformers, and top-down adventure games.

ADVANCED COMPUTER PROGRAMMING

Course Code: *CTB341/342* ***Grade Levels:*** *10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE, 3rd Year Math, or Science*
Prerequisite: *Intro to Computer Programming*

This course is a challenging, independent study course. The course is designed for beginners, introducing the Java programming language from the ground up. However, it is a rigorous class and is only recommended for students who have prior programming experience or who are prepared for the pace and challenge of an AP course.

VIDEO PRODUCTION I

Course Code: *CTB221/222* ***Grade Levels:*** *9, 10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE or Fine Arts*

Designed as a survey course, students are introduced to different types of media used in media industry. Students will get hands-on experience planning, writing, directing, shooting, and editing video using professional software. Students will also learn how to use cameras, lighting, special effects, and audio editing software. Other course topics include editing images using Photoshop, copyright, and career exploration. This course provides relevant experiences and problem-solving skills that can be transferred to the world of work. Adobe certification available.

VIDEO PRODUCTION II

Course Code: *CTB321/322* ***Grade Levels:*** *10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE or Fine Arts*
Prerequisite: *Video Production I or Multimedia I*

This course builds on the foundations developed in the beginning multimedia course, giving students the opportunity to explore more advanced-level concepts and gain additional experience using software. Focus will be on developing advanced video editing skills and creating a digital portfolio. Students should be motivated, focused and able to work independently; using problem-solving skills. Many video projects will require shooting footage outside of the school day. Adobe certification available.

PHOTOGRAPHY I

Course Code: *CTB127/128* ***Grade Levels:*** *10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE or Fine Arts*

In Photography 1, students take photos for their class projects and potentially for the high school's Yearbook. In addition, they process and edit digital images using the latest version of Adobe Photoshop for high-quality printing and other web-based projects. A major emphasis of the class is operating a DSLR camera manually to understand how shutter speed and aperture work together to create proper exposures and for different creative effects.

PHOTOGRAPHY II

Course Code: *CTB227/228* ***Grade Levels:*** *10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE or Fine Arts*
Prerequisite: *Photograph I*

In Photography II, students further refine the skills learned in Photography I and explore visual communications and different types of photography in greater detail. Students have the opportunity to attend and shoot photos at varsity sports events and other school events, such as assemblies, plays, and concerts, and have their photos published in the Yearbook. Students use Adobe Photoshop more extensively and also have the opportunity to do high-quality printing.

YEARBOOK

Course Code: *CTB327/328* ***Grade Levels:*** *10, 11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE or Fine Arts*

Produce The Spartan Epic Yearbook using OnLine Design and Adobe Photoshop. Learn publication skills, interviewing, writing feature stories, designing layouts and taking photographs. The class produces The Spartan Epic Yearbook and uses a variety of student talents including writing, editing, designing, selling and managing. Students must be willing to work occasionally on their yearbook assignments after school and at home to meet deadlines.

CULINARY ARTS I

Course Code: *CTC111/112* ***Grade Levels:*** *11, 12*
Length: *1 Year* ***Credits:*** *1.0 CTE*
Prerequisite: *Connection to students HSBP Goals*

Intro to Culinary Arts combines culinary curriculum with hands-on baking and cooking. Students will receive instruction in safety and sanitation, basic kitchen procedures, cooking and baking methods, knife skills, as well as gain insight on restaurant operations and career offerings. Students will have the opportunity to prepare over 100 recipes throughout the year. Students will leave the program with a valid Washington State Food Handler's permit and be prepared for employment or advanced high school culinary courses.

CULINARY ARTS II

Course Code: *CTC211/212* ***Grade Levels:*** *12*
Length: *1 Year* ***Credits:*** *1.0 CTE or 3rd Year Science*
Prerequisite: *Culinary Arts I*

Advanced Culinary Arts combines culinary curriculum with hands-on baking and cooking. Students will receive continued instruction in safety and sanitation, basic kitchen procedures, cooking and baking methods, knife skills, as well as gain insight on restaurant operations and career offerings. Students will have the opportunity to cater events. Students will have the opportunity to prepare over 100 recipes throughout the year. Students will leave the program with a valid Washington State Food Handler's permit and be prepared for employment or the advanced III high school culinary course.

WORKSITE LEARNING

Course Code: *CTE421/422* ***Grade Levels:*** *11, 12*
Length: *1 Year* ***Credits:*** *1-2 Credits*
Requirements:

1. Currently enrolled in or have successfully completed a CTE class related to the student's career pathway and worksite.
2. Age 16 before enrolling
3. Must provide own transportation to/from/during the Worksite Learning experience

Course Description: This course allows students to apply their skills in the workplace. Students may earn 1 credit for working 360 hours (approximately 11 hours per week). Students will:

- Apply skills and concepts learned in Career and Technical Education courses in a real-life work setting.
- Gain occupational and employability skills while applying and advancing your knowledge in academic and technical areas.
- Gain exposure and experience while obtaining instructional training in a specific career pathway of your own choosing.
- Be responsible for obtaining their own worksites.