## Agriculture and Natural Resources

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Introduction</th>
<th>Concentrator</th>
<th>Capstone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agriculture Mechanics</td>
<td>(999) 7100 Agriculture Mechanics 1</td>
<td>(101) 7121 Agriculture Mechanics 2</td>
<td>(101) 7122 Agriculture Mechanics 3</td>
</tr>
<tr>
<td>Agriscience</td>
<td>(999) 7100 Biology &amp; Sustainable Agriculture</td>
<td>(102) 7131 Agriculture &amp; Soil Chemistry</td>
<td>(102) 7132 Agriculture System Management</td>
</tr>
<tr>
<td>Ornamental Horticulture</td>
<td>(999) 7100 Biology &amp; Sustainable Agriculture</td>
<td>(105) 7161 Introduction to Floral Design</td>
<td>(105) 7162 Advanced Floral Design</td>
</tr>
<tr>
<td>Agriculture Business</td>
<td>Non-Pathway (100) 7112 Agriculture Government and Agriculture Economics</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Arts, Media, and Entertainment

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Introduction</th>
<th>Concentrator</th>
<th>Capstone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Visual/Commercial Art</td>
<td>(999) 7200 Studio Art 1</td>
<td>(111C) 7220 Studio Art 2</td>
<td>(111C) 7221 Studio Art 3</td>
</tr>
</tbody>
</table>

## Hospitality, Tourism, and Recreation

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Introduction</th>
<th>Concentrator</th>
<th>Capstone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food Service &amp; Hospitality</td>
<td>(999) 8000 Introduction to Culinary Techniques</td>
<td>(201) 8020 Food Service Production</td>
<td>(201) 8021 Event Planning &amp; Catering</td>
</tr>
</tbody>
</table>

## Information and Communication Technology

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Introduction</th>
<th>Concentrator</th>
<th>Capstone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Games &amp; Simulation</td>
<td>(999) 8100 Introduction to Computer Science</td>
<td>(175) 8141 Computer Programming and Game Design</td>
<td>(175) 8142 Advanced Game Design, 3D Modeling and Animation</td>
</tr>
<tr>
<td>Information Support &amp; Services</td>
<td>(999) 8100 Introduction to Computer Science</td>
<td>(174B) 8134 Sports Production, Broadcasting &amp; Information</td>
<td>(174B) 8135 Advanced Sports Broadcasting</td>
</tr>
</tbody>
</table>
### Agriculture and Natural Resources

<table>
<thead>
<tr>
<th>Course</th>
<th>UC A-G Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agriculture Mechanics 1</td>
<td>G - College Prep Electives</td>
</tr>
<tr>
<td>Biology &amp; Sustainable Agriculture</td>
<td>D - College Prep Science</td>
</tr>
<tr>
<td>Agriculture &amp; Soil Chemistry</td>
<td>D - College Prep Science</td>
</tr>
<tr>
<td>Agriculture System Management</td>
<td>D - College Prep Science</td>
</tr>
<tr>
<td>Introduction to Floral Design</td>
<td>F - College Prep Fine Arts</td>
</tr>
<tr>
<td>Advanced Floral Design</td>
<td>G - College Prep Elective</td>
</tr>
<tr>
<td>Agriculture Economics</td>
<td>G - College Prep Electives</td>
</tr>
<tr>
<td>Agriculture Government</td>
<td>A - History/Social Science</td>
</tr>
</tbody>
</table>

### Arts, Media, and Entertainment

<table>
<thead>
<tr>
<th>Course</th>
<th>UC A-G Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Studio Art 1</td>
<td>F - College Prep Fine Art</td>
</tr>
<tr>
<td>Studio Art 2</td>
<td>F - College Prep Fine Art</td>
</tr>
<tr>
<td>Studio Art 3</td>
<td>F - College Prep Fine Art</td>
</tr>
</tbody>
</table>

### Hospitality, Tourism, and Recreation

<table>
<thead>
<tr>
<th>Course</th>
<th>UC A-G Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Culinary Techniques</td>
<td>F - College Prep Fine Art</td>
</tr>
<tr>
<td>Food Service Production</td>
<td>F - College Prep Fine Art</td>
</tr>
<tr>
<td>Event Planning &amp; Catering</td>
<td>G - College Prep Electives</td>
</tr>
</tbody>
</table>

### Information and Communication Technology

<table>
<thead>
<tr>
<th>Course</th>
<th>UC A-G Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Computer Science</td>
<td>G - College Prep Elective</td>
</tr>
<tr>
<td>Computer Programming and Game Design</td>
<td>G - College Prep Elective</td>
</tr>
<tr>
<td>Advanced Game Design, 3D Modeling and Animation</td>
<td>G - College Prep Elective</td>
</tr>
<tr>
<td>Sports Production, Broadcasting &amp; Information</td>
<td>F - College Prep Fine Art</td>
</tr>
<tr>
<td>Advanced Sports Broadcasting</td>
<td>F - College Prep Fine Art</td>
</tr>
</tbody>
</table>
The Agriculture and Natural Resources sector is designed to provide a foundation in agriculture for all agriculture students in California. Students engage in an instructional program that integrates academic and technical preparation and focuses on career awareness, career exploration, and skill preparation in seven pathways. The pathways emphasize real-world, occupationally relevant experiences of significant scope and depth in Agricultural Business, Agricultural Mechanics, Agriscience, Animal Science, Forestry and Natural Resources, Ornamental Horticulture, and Plant and Soil Science. Integral components of classroom and laboratory instruction, supervised agricultural experience projects, and leadership and interpersonal skills development prepare students for continued training, advanced educational opportunities, or entry to a career.

### Agriscience Pathway

#### 3 Year Pathway

**Introduction**

**Course Title:** Biology and Sustainable Agriculture

**Course Description:** Sustainable Agriculture is designed to integrate biological science practices and knowledge into the practice of sustainable agriculture. The course is organized into four major sections in which students will learn what sustainable agriculture is, how sustainable agriculture fits into our environment, the molecular biology principles that guide sustainable agriculture, and how we make decisions to maximize sustainable agricultural practices within a functioning ecosystem. Within each unit specific life science principles will be identified with agricultural principles and practices guiding the acquisition of this knowledge, culminating in the development of a sustainable farm model and portfolio of supporting research. Throughout the course, students will be graded on participation in intracurricular FFA activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program. This course meets the UC/CSU “d” requirement for lab science in Biology/Life Science. This is the first course in the Agriculture Career Pathway.

**UC/CSU Requirements Met:** D - College Prep Science  
**Grade Levels:** 9th & 10th Grade  
**Prerequisites:** None  
**Time Frame:** Full Year  
**Articulation:** No
Course Title: Chemistry and Agriscience

Course Description: This course explores the physical and chemical nature of soil, as well as the relationships between soil, plants, animals and agricultural practices. Students will examine properties of soil and land, along with their connections to plant and animal production. Using knowledge of scientific protocols, as well as course content, students will develop an Agriscience research program to be conducted throughout the first semester of the course. Based on their research, students will produce an in-depth research and experimentation paper. Additionally, throughout the second semester, students will develop and present a capstone soil management plan for agricultural producers, using the content learned throughout the course. Throughout the course, students will be graded on participation in intracurricular FFA activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program. This course meets the UC/CSU “d” requirement for lab science in Chemistry. This is the second course in the Agriculture Career Pathway.

UC/CSU Requirements Met: D - College Prep Science
Prerequisites: Sustainable Agriculture Biology
Grade Levels: 10th-11th Grade
Time Frame: Full Year
Articulation: No

Course Title: Agriculture Systems Management

Course Description: This course focuses on aspects of the Agriculture Industry not thoroughly explored in other courses—Animal Science, Plant Science, Food Science, Natural Resource Management, and more. This integrated class combines an interdisciplinary approach to laboratory science and research with agricultural management principles. Using skills and principles learned in the course, student design systems and experiments to solve agricultural management issues currently facing the industry. Additionally, students will connect the products created in this class with industry activities to link real worlds encounters and implement skills demanded by both colleges and careers. The course culminates with an agriscience experimental research project in which students design and conduct an experiment to solve a relevant issue. Final projects will be eligible for Career Development Event competition at FFA events. Through the courses, student will be graded on participation in intracurricular FFA activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program.

UC/CSU Requirements Met: D - College Prep Science
Prerequisites: Sustainable Ag Biology & Ag Soil Chemistry
Honors: Yes
Grade Levels: 11th & 12th Grade
Time Frame: Full Year
Articulation: No
Agriculture and Natural Resources Sector

Argonaut High School

Agriculture Mechanics Pathway

2 Year Pathway

Concentrator

Course Title: Introduction to Agricultural Engineering & Mechanics

Course Description: Students will develop skills necessary for entry-level jobs specific to the mechanical and construction application in the agriculture industry. Utilizing the wood and mechanics shop, coursework will include using the Ag Mechanics Shop, Measurement, Project Planning, Electricity and Electronics, Plumbing Systems and Water Use, Concrete and Masonry, Welding, and Career Exploration.

This course is designed for students interested in careers in the Agriculture Industry. Completion of an Agriscience course or concurrent enrollment is recommended and beneficial. Throughout the course, students will be graded on participation in intra-curricular FFA activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program.

UC/CSU Requirements Met: G - College Prep Elective
Prerequisites: None
Grade Levels: 9th-10th Grade
Time Frame: Full Year
Articulation: No

Capstone

Course Title: Advanced Agricultural Engineering & Mechanics

Course Description: In this course, students will continue to build and refine skills learned in Ag Engineering and Mechanics I. Course work will include projects in welding, fabricating, woodworking, irrigation, electrical, etc. Students in this course will also train for eligibility in Career Development Events (CDEs) in the Agricultural Mechanics pathway. As part of the coursework, students are required to actively participate in the FFA Leadership and Supervised Agricultural Experience Project Programs.

UC/CSU Requirements Met: G - College Prep Elective
Prerequisites: Intro to Ag Engineering & Mechanics
Grade Levels: 11th & 12th Grade
Time Frame: Full Year
Articulation: No
Introduction

Course Title: Introduction to Floral Design

Course Description: This course is designed to provide students with an opportunity to study the history and principles of floral design. Hands on study and application in selection and conditioning of cut flowers & greens, floral design mechanics, boutonnieres/corsages, bud vases, circular/triangular/linear arrangements, wreaths, holiday arrangements, displays, retail/professional career opportunities, and professional organizations will be implemented.

This course will also provide students with the opportunity to create their own floral (SAE) projects including sales and marketing of their projects through FFA activities/events/holiday sales. Throughout the course, students will be graded on participation in intra-curricular FFA Activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program. This course meets the UC/CSU Visual and Performing Arts requirement for admission.

UC/CSU Requirement Met: F - College Prep Fine Arts

Prerequisites: None

Grade Levels: 9th-10th Grade

Time Frame: Full Year

Articulation: No

Concentrator

Course Title: Introduction to Floral Design

Course Description: This course is designed to provide students with an opportunity to study the history and principles of floral design. Hands on study and application in selection and conditioning of cut flowers & greens, floral design mechanics, boutonnieres/corsages, bud vases, circular/triangular/linear arrangements, wreaths, holiday arrangements, displays, retail/professional career opportunities, and professional organizations will be implemented.

This course will also provide students with the opportunity to create their own floral (SAE) projects including sales and marketing of their projects through FFA activities/events/holiday sales. Throughout the course, students will be graded on participation in intra-curricular FFA Activities as well as the development and maintenance of an ongoing Supervised Agricultural Experiences (SAE) program. This course meets the UC/CSU Visual and Performing Arts requirement for admission.

UC/CSU Requirement Met: F - College Prep Fine Arts

Prerequisites: None

Grade Levels: 9th-10th Grade

Time Frame: Full Year

Articulation: No
Capstone

Course Title: Advanced Floral Design

Course Description: Building on the skills developed in the introductory course, students will continue to work with a variety of material and designs. Students will learn to design and perform larger and more complex arrangements, develop estimates for custom work, assist introductory students in skills development, compile flower orders for fundraisers and holiday sales, and work independently. A photo portfolio (hard copy or digital) will be required at the end of each semester. Time outside of class may be required for custom work or floral shop opportunities.

Throughout the course, students will be graded on participation in intra-curricular FFA activities as well as the development and maintenance of an ongoing Supervised Agricultural Experience (SAE) program. This is an advanced course in the Agriculture Career Pathway. This course may be repeated for more credit.

UC/CSU Requirements Met: G - College Prep Elective
Prerequisites: Introduction to Floral Design

Grade Levels: 11th & 12th Grade
Time Frame: Full Year
Articulation: No

Ag Economics & Ag Government for Seniors

Course Title: Agricultural Government

Course Description: This course is designed to familiarize students with the structure and processes of the United States Government system. Students will learn about the responsibilities and rights of citizenship, voting, political parties, elections, campaigns, the Constitution, the branches of government and the Bill of Rights. Students will also learn about state powers as it compares to the national government powers, and be introduced to world leadership. Students will study and discuss agricultural issues and what role the government’s system plays in the agricultural industry.

UC/CSU Requirement Met: A - History/Social Studies
Graduation Requirement: Government
Prereq: Instructor Permission/2 Years of Ag Enrollment

Grade Levels: 12th Grade
Time Frame: Half Year
Articulation: No

Course Title: Agriculture Economics

Course Description: Understanding economics and regulations of the diverse agricultural industry is critical to its continued prosperity. Students will learn basic economic principles. Topics include: microeconomics, agriculture business organizations, agricultural credit, record keeping, record analysis, marketing and agricultural law (specifically the laws pertaining to Ag Cooperatives and banking). Civic activities (FFA) participation is part of the evaluation of the student’s performance.

UC/CSU Requirement Met: A - History/Social Studies
Graduation Requirement: Government
Prereq: Instructor Permission/2 Years of Ag Enrollment

Grade Levels: 12th Grade
Time Frame: Half Year
Articulation: No
Arts, Media, and Entertainment Sector

Argonaut High School

Of all the career industries, the Arts, Media, and Entertainment sector requires perhaps the greatest cross-disciplinary interaction because the work in this sector has a propensity to be largely project-based, requiring both independent work and interdependent management skills for career success. Successful career preparation involves both broad and in-depth academic and technical preparation as well as the cultivation of 21st century skill assets, such as flexibility, problem-solving abilities, and interpersonal skills. Careers in the Arts, Media, and Entertainment sector fall into four general pathways: Design, Visual, and Media Arts; Performing Arts; Production and Managerial Arts; and Game Design and Integration.

Visual/Commercial Art Pathway

3 Year Pathway

Introduction

Course Title: Studio Art I

Course Description: This introductory level course provides students with the opportunity to study the composition and functions of the graphic communication industry and its historical development. Students will apply fundamental elements of art and principles of graphic design, including layout principles, design consistency, and visual organization. Students will analyze and solve design problems while discovering the elements of successful projects. Students will demonstrate how design principles are used in the structure and composition of design.

This course will begin the semester with a long look at what makes up the art form of graphic arts, how we develop good designs and the artistic process. Within this course, students are required to develop an artistic planning process and workflow, including keeping a daily sketchbook, which will be used as the basis for the subsequent course offerings in the Arts, Media, and Entertainment CTE Sector.

This course enables students to develop an appreciation for the aesthetics of printed works using a variety of methods and reinforces concepts and vocabulary from the areas of mathematics, history-social science, and visual arts. Students will have opportunities to express themselves visually and creatively using a variety of media and apply classic design principles and composition techniques to their original artworks. Integrated throughout the course are California Visual Arts Standards, academic standards, and CTE career preparation standards.

UC/CSU Requirements Met: F - College Prep Fine Arts
Prerequisites: None

Grade Levels: 9th & 10th
Grade Time Frame: Half Year
Articulation: No
Concentrator

Course Title: Studio Art II

Course Description: CTE Studio Art II is the second course of the CTE Studio Art Pathway. It is designed for students who are interested in pursuing a post-secondary education and/or career within the visual arts industry sector. Throughout this course students will continue to apply their knowledge of the Elements of Art, Principles of Design, art mediums, compositional techniques, and technology within different visual art career paths. The main goal of CTE Studio Art II is for students to hone in on preferred genres and mediums to create a body of work that will prepare them for the third class in the CTE Studio Art pathway. Students will continue to work alongside their peers and industry professionals to learn about safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art II is aligned with CTE anchor and pathway standards.

UC/CSU Requirements Met: F - College Prep Fine Arts
Prerequisites: Studio Art I or Teacher Approval

Grade Levels: 10th & 11th
Grade Time Frame: Full Year
Dual Enrollment: Yes - Columbia College

Capstone

Course Title: Studio Art III

Course Description: CTE Studio Art III is the third and final course in the CTE Studio Art Pathway. It is designed for students who are interested in pursuing a post-secondary education and/or career within the visual arts industry sector. Throughout this course students will complete their body of work using the medium options learned in prior course and finalize visual art portfolios. Students will design for the "real world", in which they will be assigned projects that have an audience or client in mind. Students will also focus on their post-secondary plan including portfolio submissions and college applications. Students will continue to work alongside peers, staff, counselors, and industry professionals to demonstrate their knowledge of career paths, safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art III is aligned with CTE anchor and pathway standards.

UC/CSU Requirements Met: F - College Prep Fine Arts
Prerequisites: Advanced Art, Advanced Art ¾ with Teacher approval, Studio Art II

Grade Levels: 11th & 12th
Grade Time Frame: Full Year
Articulation: No
Hospitality, Tourism, and Recreation Sector

Argonaut High School

The Hospitality, Tourism, and Recreation sector provides students with the academic and technical preparation necessary to pursue high-skill, high-demand careers in these related and growing industries. The sector encompasses three distinct, yet interrelated, career pathways: Food Science, Dietetics, and Nutrition; Food Service and Hospitality; and Hospitality, Tourism, and Recreation. The standards are designed to integrate academic and career technical concepts. The anchor standards include Consumer and Family Studies comprehensive technical knowledge and skills that prepare students for learning in the pathways.

The knowledge and skills are acquired within a sequential, standards-based pathway program that integrates hands-on projects, work-based instruction, and leadership development such as that offered through Family, Career and Community Leaders of America (FCCLA). Standards in this sector are designed to prepare students for technical training, postsecondary education, and entry to a career.

Course Title: Intro to Culinary Techniques

Course Description: The purpose of this course is to provide an inquiry based approach to instruction in order to facilitate the understanding of current culinary/technical skills in the areas of Culinary Fundamentals, Ingredients, Preparation and Presentation. The Food Service Industry, Influences of International and American Cuisine. This course uses an experiential based curriculum in order to provide students opportunities for reading of technical documents, problem solving, project management, reflection and critical analysis of others work. Through this process students gain an understanding of industry equipment, methods and techniques and the opportunity to investigate entrepreneurial business.

Students will be required to certify as industry Food Handlers (3 year certification) in this course to begin building their professional, digital, college and career readiness portfolio. Final projects will be eligible for FCCLA or ProStart competitions. Throughout the course, students will be graded on participation in intracurricular FCCLA activities as well as the development and maintenance of an ongoing Student Taking Action with Recognition (STAR) project. This course meets the UC/CSU "g" requirement for electives. This is the introductory course in the Foodservice and Hospitality Pathway.

UC/CSU Requirements Met: G - College Prep Elective
Prerequisites: None
Grade Levels: 9th & 10th Grade
Time Frame: Half Year
Articulation: No
### Concentrator

**Course Title:** Foodservice Production

**Course Description:** In this course students will learn to present, package and market food using elements of design and focusing on the visual aspect of Food Service Production (Baking and Cooking). Students will create their own unique recipes, learn food styling techniques and learn the basics of food photography. Event planning will be an ongoing focus of this course. Students will experience a wide range of creative tasks, required in producing real events and have the opportunity as a team to analyze and critique their options.

With the close proximity of our school to "5 star" rated restaurants and hotels within Amador County and the Greater Sacramento Area, our students receive real world mentoring from some of the areas best chefs. Our annual participation in the California Restaurant Association "Force in Training" give the students resume and interviewing experience from industry experts. Through this variety of experiences students will develop an understanding of aesthetics with relation to food. This course will allow students the opportunity to be creative and expressive through food with the goal of building a life-long passion for the "Art" of Culinary Arts.

This course is designed for those planning to be actively involved at multiple levels of the FCCLA and ProStart student organizations. Through the course, students will be graded on participation in intracurricular FCCLA and ProStart leadership activities and projects.

| UC/CSU Requirements Met: F - College Prep Fine Arts | Grade Levels: 10th & 11th Grade |
| Time Frame: Full Year |
| Articulation: No |

| Prerequisites: Introduction to Culinary Techniques |

### Capstone

**Course Title:** Honors Catering & Event Planning

**Course Description:** Catering and Event Planning is the capstone course within a food service-based pathway in the Hospitality, Tourism, and Recreation Industry Sector. In this course, students will be given the opportunity to apply the skills they have developed in the pathway through complex meal preparation and real-world application in an on campus café and community catering events. Additionally, students will cultivate professional skills transferable to the restaurant industry and post-secondary studies in food service, culinary arts, and hospitality management. Throughout each unit students will also relate content to a safety and sanitation element in preparation for the ServSafe Managers Exam. All students will also explore historical and cultural context of foods, scientific interactions, and evaluate each meal through extensive research, writing, and collaborative work, as well as through consistent interactions with industry professionals.

Obtaining a Food Handlers Permit will be required. This course is designed for those planning to be actively involved at multiple levels of the FCCLA and ProStart student organizations. Through the course, students will be graded on participation in intracurricular FCCLA and ProStart leadership activities and projects.

| UC/CSU Requirements Met: G - College Prep Elective | Grade Levels: 11th & 12th Grade |
| Time Frame: Full Year |
| Articulation: No |

| Prerequisites: Foodservice Production |
Information and Communication Technologies Sector

Information and Communication Technologies (ICT) have expanded the need for employees who can understand, manage, and support all rapidly emerging, evolving, and converging computer, software, networking, telecommunications, Internet, programming, and information systems. Essential skills for careers in the ICT sector include understanding systems that support the management and flow of data, the ability to work well and communicate clearly with people, and the ability to manage projects efficiently. The ICT sector meets national criteria for high demand, high wages, and high skills and provides students with excellent opportunities for interesting work and good pay.

Games & Simulations

3 Year Pathway

Introduction

Course Title: Introduction to Computer Science

Course Description: In this course students will learn computer terminology, explore computer careers, experiment with different coding schemes and learn how to use the various features of the Internet. This course provides an understanding of how computers affect our daily lives and how we can use computer technologies to become more efficient and effective in our daily routines. The rapid pace of technology change creates a need for students to be taught the underlying principles and concepts upon which digital technology is built. Computer Literacy provides students with the skills and knowledge to understand the technology they use daily and input the data into the computer in the most efficient manner possible. Students will receive training in Google Suite and Microsoft Office and gain the skills needed to express ideas, solve problems and connect with people. The student will responsibly use the Internet and techniques learned in class and apply them and other computerized resources to research a variety of career options. This course also teaches students the proper format of various documents including MLA reports (required by other departments on campus and the most commonly used college report format), science lab reports and standard business forms like letters and memos. Emphasis is placed on uses of the computer in the real world and using the computer as a tool for life.

UC/CSU Requirements Met: G - College Prep Elective

Grade Levels: 9th-10th Grade

Prerequisites: None

Time Frame: Full Year

Articulation: No
3 Year Pathway

Concentrator

Course Title: Computer Programming & Game Design

Course Description: Game Programming is an introductory course into the creation of video games starting from game design and theory of games to development of a capstone Game Project using the Unity game engine. While the course covers programming needed to script and develop games, unlike a traditional programming class the primary emphasis is on the design and impact of games. Students will evaluate the impact of games from historical and societal perspectives, evaluate and apply the aesthetic choices used in creating video games, compare and analyze the effectiveness of existing games, as well as develop the problem solving skills needed for a career both in Game Programming in addition to many other industries.

UC/CSU Requirements Met: G - College Prep Elective

Grade Levels: 10th-11th Grade

Time Frame: Full Year

Articulation: No

Prerequisites: Introduction to Computer Science

Capstone

Course Title: Advanced Game Design 3D Modeling and Animation

Course Description: Advanced Game Design 3D Modeling and Animation provides students with a complete understanding of the technological and creative aspects of video game design, as well as how the industry functions in an in-depth and easy-to-follow format. Students are provided with a complete guide to immersion in the field, from beginning each game build project through completion, integration, and marketing. Simulated design teams have the opportunity to learn all aspects of team building, including the creative, business, and technological components required to launch a new video game.

The purpose of Advanced Game Design 3D Modeling and Animation is to give students a foundational look into and experience with the Video Game Design industry. Through ten chapters within their textbook, students learn about team dynamics and their role within a video game design company and team; they learn about the evolution and history of gaming both outside and within the Video Game Design industry; they learn about the concept of “play” within our culture and how the culture of gaming has changed the landscape of America since the early 1970’s; they learn about the global economy and the supply chain in regards to how it affects the production of video game design; and they learn about Large-Scale Design and how it is implemented within the Video Game Design industry. The expected outcome of this class is that all students will have a broad understanding of how a typical Video Game Design company operates, and how video games are produced from concept to marketing.

UC/CSU Requirements Met: G - College Prep Elective

Grade Levels: 11th-12th Grade

Time Frame: Full Year

Articulation: No

Prerequisites: Introduction to Computer Science
### Introduction

**Course Title:** Introduction to Computer Science

**Course Description:** In this course students will learn computer terminology, explore computer careers, experiment with different coding schemes and learn how to use the various features of the Internet. This course provides an understanding of how computers affect our daily lives and how we can use computer technologies to become more efficient and effective in our daily routines. The rapid pace of technology change creates a need for students to be taught the underlying principles and concepts upon which digital technology is built. Computer Literacy provides students with the skills and knowledge to understand the technology they use daily and input the data into the computer in the most efficient manner possible. Students will receive training in Google Suite and Microsoft Office and gain the skills needed to express ideas, solve problems and connect with people. The student will responsibly use the Internet and techniques learned in class and apply them and other computerized resources to research a variety of career options. This course also teaches students the proper format of various documents including MLA reports (required by other departments on campus and the most commonly used college report format), science lab reports and standard business forms like letters and memos. Emphasis is placed on uses of the computer in the real world and using the computer as a tool for life.

**UC/CSU Requirements Met:** G - College Prep Elective

**Prerequisites:** None

**Grade Levels:** 9th-10th Grade

**Time Frame:** Full Year

**Articulation:** No

### Concentrator

**Course Title:** Sports Production, Broadcasting, and Information

**Course Description:** The course will provide students with the necessary skills to seek entry level employment or continue their education toward a degree in film and video. Skills will include the application of the techniques of live television and video production, sound recording, camera operation, non-linear editing as well as an overview of the history of film/video, maintaining a website, build, design, and execute a live event. Students will also develop job seeking, customer service, and marketing skills.

In this course students use video editing and graphic programs to create, design, and edit realistic projects. Students will also use various computer applications to create personal and business documents. Using interactive Web elements such as learning games and Web based activities concepts will be reinforced. In this course students use digital photography, image editing, and Photoshop skills to develop desktop publishing documents.

**UC/CSU Requirements Met:** G - College Prep Elective

**Prerequisites:** Introduction to Computer Science

**Grade Levels:** 10th-11th Grade

**Time Frame:** Full Year

**Articulation:** No
**Course Title:** Advanced Sports Broadcasting

**Course Description:** The Advanced Sports Production, Broadcasting and Information course is designed to provide students with an understanding of marketing concepts, foundations, and functions and to extend entrepreneurship literacy among high school students (juniors) via Common Core-based learning and assessments.

Students will engage in higher-order theory, analysis, and interpretation, including applying new knowledge and understanding to their own marketing plans for the Information Support and Services Pathway. They will apply marketing principles and practices, analyze characteristics of successful marketing plans, and develop all marketing tools for their business such as logos, advertising fliers, promotional films or commercials, websites, and business cards. Students will utilize smart business practices such as surveys, good record keeping, and budget development. Students will not only learn about marketing, sales and services, but they will reinforce other academic foundation skills in English, math and social science.

Students will also explore career options within this rapidly expanding industry sector. Students will experience education in a small learning community and will have an opportunity to bond with other students, teachers, plus with marketing, sales and services entrepreneurs in the community.

**UC/CSU Requirements Met:** F - College Prep Fine Arts

**Prerequisites:** Introduction to Computer Science

**Grade Levels:** 11th-12th Grade

**Time Frame:** Full Year

**Articulation:** No