



**NEW
TRIER**

APPLIED ARTS

College, Career, Exploratory, Hobby, and Experiential Learning Paths

AREAS of INTEREST	COURSES OPEN to FRESHMEN	COURSES OPEN to SOPHOMORES, JUNIORS, and SENIORS
ARCHITECTURE INTERIOR DESIGN	Introduction to Architecture	Introduction to Architecture Interior Design Urban Design & Civic Engagement <ul style="list-style-type: none"> → *Architectural Studio → *Architectural Models <ul style="list-style-type: none"> → *Furniture Making and Design → *Makerspace: Industrial Design
CULINARY HOSPITALITY	Creative Cuisine	Gourmet (Sophomores, Juniors) → *Culinary Arts and Hospitality Real-World Cooking for Seniors (Seniors) Consumer Mathematics and Culinary Arts (Consumer Credit)
ENGINEERING STEM	Introduction to Engineering Design	Introduction to Engineering Design <ul style="list-style-type: none"> → *Principles of Engineering → *Biotechnical Engineering → *Digital Electronics → *Aerospace Engineering → *Makerspace: Industrial Design
CODING	Intro to Computer Coding & Design Technology	Digital Electronics Game Design 1 → Game Design 2
FASHION	Introduction to Fashion Design	Introduction to Fashion Design → *Principles of Fashion Design
WOODWORKING CONSTRUCTION & DIY	Geometry, Design, & Construction (Math Credit)	Woodworking Design Studio <ul style="list-style-type: none"> → *Furniture Making & Design → *Makerspace: Industrial Design Skilled Trades & Emerging Careers → *Skilled Traded & Emerging Careers 2 Geometry, Design, and Construction (Math Credit)
EDUCATION		Foundations of Teaching
AUTOMOTIVES & FABRICATION	Any Applied Arts Hands-on Course	Automotives 1 → *Automotives 2

Graduation Requirements Filled: **Fine/Practical Arts** = All Courses
Civics = Urban Design & Civic Engagement
Consumer Education: Consumer Math & Culinary Arts

* Indicates prerequisite required

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create.



make.



solve.



build.



analyze.



grow.



inspire.