



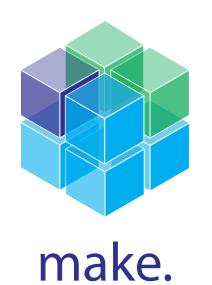


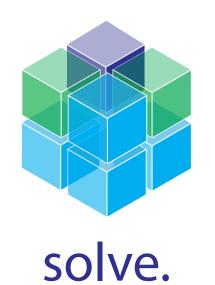
College, Career, Exploratory, Hobby, and Experiential Learning Paths

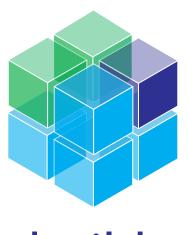
AREAS of INTEREST	COURSES OFFERED to FRESHMEN	COURSES OFFERED to SOPHOMORES, JUNIORS, and SENIORS
ARCHITECTURE INTERIOR DESIGN DESIGN	*Introduction to Architecture	*Introduction to Architecture *Urban Design & Development *Interior Design
AUTOMOTIVES		*Automotives 1 ———— Automotives 2
CULINARY HOSPITALITY	*Creative Cuisine	*Gourmet (Sophomores, Juniors) ———— Culinary Arts and Hospitality Real-World Cooking for Seniors Consumer Mathematics and Culinary Arts (Consumer Credit)
ENGINEERING STEM	*Introduction to Engineering Design	*Introduction to Engineering Design *Introduction to Urban Design and Development Makerspace: Industrial Design
EDUCATION		*Human Growth & Child Development 1 ———— Human Growth & Child Development 2
COMPUTER CODING	Intro to Computer Coding & Design Technology	Digital Electronics
FASHION	*Fashion Construction	*Fashion Construction ———— Advanced Fashion Design
FABRICATION & CONSTRUCTION WOODWORKING	Geometry, Design, & Construction (Math Credit)	*Wood & Metal Design Furniture Making & Design Makerspace: Industrial Design *Skilled Trades & Emerging Careers Skilled Traded & Emerging Careers 2 Geometry, Design, and Construction (Math Credit)

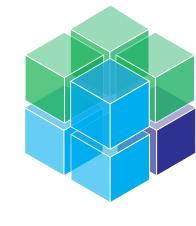
* Indicates prerequisite course

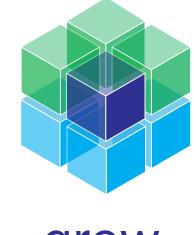












build. analyze.