

5315 INTERIOR DESIGN

Grades: 9-12
Credit: 1
Prerequisite: None

This is an introductory course that addresses psychological, physiological and sociological needs of individuals by enhancing the environments in which they live and work. Individuals use knowledge and skills related to interior and exterior environments.

INFORMATION TECHNOLOGY CAREER CLUSTER

5000 PRINCIPLES OF BUSINESS, MARKETING, FINANCE & INFORMATION TECHNOLOGY

Grades: 9-12
Credit: 1
Prerequisite: None



Designing, supporting, and managing hardware, software, multimedia, and systems integration.

Students will develop computer literacy skills to adapt to emerging technologies. Students will develop a basic understanding for computer hardware, networks, word processing, spreadsheet, database, presentation software, and design and web publishing. Students employ both student-created formulas and preprogrammed functions to produce documents such as budget, payroll, and statistical tables while implementing personal and interpersonal skills to prepare for a rapidly evolving workplace environment. Students will enhance reading, writing, computing, communication, and reasoning skills and apply them to the information technology environment.

5087 DIGITAL & INTERACTIVE MEDIA

Grade: 10-12
Credit: 1

Prerequisite: Recommended Principles of Business, Marketing, Finance & Information Technology



Designing, supporting, and managing hardware, software, multimedia, and systems integration.

Students will study digital and interactive media, analyze current, new and emerging technologies, while designing and creating hands-on projects. The students will acquire skills in design and layout principles, digital graphics, digital photography, video, audio, and animation. Students will be equipped to interact in a technology driven society and a workplace environment.

5034 WEB TECHNOLOGIES

Grades: 9-12
Credit: 1
Prerequisite: None



Designing, supporting, and managing hardware, software, multimedia, and systems integration.

Through the study of web technologies and design, students learn to make informed decisions and apply the decisions to the field of information technology. Students, with the use of computer-based productivity tools, will create and modify web and digital media designs. The knowledge and skills acquired and practiced will enhance reading, writing, computing, communication, and critical thinking and apply them to the information technology environment.