

COMPUTER SCIENCE

Pam Whitlock, *Instructor*

Introduction to Digital Technology

AP Computer Science Principles

AP Computer Science A
Computer Science pathway completion

Game Design
Game Design pathway completion

(UX) User Experience / Programming, Games, Apps and Society
Programming pathway completion



Introduction to Digital Technology is the foundational course for the Computer Science, Game Design and Programming Pathways. It offers an introduction to computer maintenance, multimedia graphics, databases, web design, and programming.

Students can also enroll in the *User Experience (UX)* class as part of the pathway. This is a collaboration between Computer Science and Graphic Design. This course looks at creating a product that provides the best possible user experience in digital and mobile interfaces, including full stack programming for efficient integration of technical components.

Possible pathway completions:

Computer Science
Game Design
Programming

AP courses:

AP Computer Science Principles
AP Computer Science A

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment

room G127
whitlock@fultonschools.org

GRAPHIC DESIGN

Kylie Dayton, *Instructor*

Introduction to
Graphic Design

Graphic Design
and Production

Advanced
Graphic Design
pathway completion

(UX) User
Experience
pathway completion

AP 2D
Art & Design



Introduction to Graphic Design is the foundational course for the Graphic Design Pathway. It offers a range of cognitive, aesthetic and technical skills. Students will be introduced to the industry standard programs: Adobe Photoshop, Illustrator and InDesign. In addition, students will learn and apply the elements and principles of design along with visual organization strategies.

In the upper level courses, students will work on live client jobs for the school and community. These jobs range from poster design, logos, tshirts to the design of our school online magazine and anything in between.

Students can also enroll in the *User Experience (UX)* class as part of the pathway. This is a collaboration between Computer Science and Graphic Design. This course looks at creating a product that provides the best possible user experience in digital and mobile interfaces, including full stack programming for efficient integration of technical components.

Possible industry certifications:

Adobe Certified Associate
in Photoshop, Illustrator and/or InDesign

AP course:

AP 2D Art & Design

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment (Adobe Certified Associate)

room CT2

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MARKETING AND MANAGEMENT

Shelby Elliott, *Instructor*

Marketing
Principles

Marketing and
Entrepreneurship

Marketing
Management
pathway completion

Marketing Principles is the foundational course for the Marketing and Management Pathway. *Marketing Principles* addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students develop a basic understanding of Employability, Foundational and Business Administration skills, Economics, Entrepreneurship, Development, Strategic Management, and Global Marketing strategies. DECA membership and participation is strongly encouraged for this course.

Student Organization:

Distributive Education Clubs of America (DECA)

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment



room G119

elliottsh@fultonschools.org

FASHION, MERCHANDISING AND RETAIL MANAGEMENT

Shelby Elliott, *Instructor*

Marketing Principles

Fashion, Merchandising and Retailing Essentials

Advanced Fashion, Merchandising and Retailing

pathway completion

Marketing Principles is the foundational course for the Fashion, Merchandising and Retail Management Pathway. *Marketing Principles* addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students develop a basic understanding of Employability, Foundational and Business Administration skills, Economics, Entrepreneurship, Development, Strategic Management, and Global Marketing strategies. DECA membership and participation is strongly encouraged for this course.

Student Organization:

Distributive Education Clubs of America (DECA)

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment



room G119

elliottsh@fultonschools.org

ALLIED HEALTH AND MEDICINE

Leigh Runner, *Instructor*

**Introduction to
Healthcare Science**

**Essentials of
Healthcare**

**Allied Health
and Medicine**
pathway completion



room A103
runnerl@fultonschools.org

Introduction to Healthcare Science is a foundations course for the Therapeutic Services Career Pathway. It is appropriate for students wishing to pursue a career in the Healthcare Industry. The course will enable students to receive initial exposure to Healthcare Science skills and attitudes applicable to the healthcare industry. The concepts of health, wellness, and preventative care are evaluated, as well as, ethical and legal responsibilities of today's healthcare provider. Fundamental healthcare skills development is initiated including medical terminology, microbiology, and basic life support. Students are required to meet both national and intrastate professional guidelines as designated by applicable regulatory agencies such as the Occupational Health and Safety Administration (OSHA) and Center for Disease Control (CDC). Mastery of these standards through project based learning, technical skills practice, and leadership development activities of the career and technical student organization, Health Occupations Students of America (HOSA) will provide students with a competitive edge for either entry into the healthcare global marketplace and/or the post-secondary institution of their choice to continue their education and training.

Possible industry certifications:

Certified Clinical Medical Assistant (CCMA)

Student Organization:

Health Occupations Students of America (HOSA)

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment (CCMA)

SPORTS MEDICINE

Tangela McCorkle, *Instructor*

**Introduction to
Healthcare Science**

**Essentials of
Healthcare**

**Sports
Medicine**

pathway completion



Introduction to Healthcare Science is a foundations course for the Therapeutic Services Career Pathway. It is appropriate for students wishing to pursue a career in the Healthcare Industry. The course will enable students to receive initial exposure to Healthcare Science skills and attitudes applicable to the healthcare industry. The concepts of health, wellness, and preventative care are evaluated, as well as, ethical and legal responsibilities of today's healthcare provider. Fundamental healthcare skills development is initiated including medical terminology, microbiology, and basic life support. Students are required to meet both national and intrastate professional guidelines as designated by applicable regulatory agencies such as the Occupational Health and Safety Administration (OSHA) and Center for Disease Control (CDC). Mastery of these standards through project based learning, technical skills practice, and leadership development activities of the career and technical student organization, Health Occupations Students of America (HOSA) will provide students with a competitive edge for either entry into the healthcare global marketplace and/or the post-secondary institution of their choice to continue their education and training.

Student Organization:

Health Occupations Students of America (HOSA)

Pathway Skills Diploma Seal:

*completion of Pathway + passing the
End Of Pathway Assessment*

room CT1

mccorklet@fultonschools.org

ENGINEERING AND TECHNOLOGY

Kenny Marbry, *Instructor*

**Foundations of
Engineering
Technology**

**Engineering
Concepts**

**Engineering
Applications**
pathway completion

**Research,
Design, Project
Management**



Foundations of Engineering Technology is the foundational course for the Engineering and Technology Pathway. Explore the field of engineering while learning product design, development and engineering. Design and build a model race car. Learn Engineering practices including Robotics, Electrical Control Systems, Pneumatics, Computer Aided Design (CAD), Welding, Video Production, Electronics and a host of others. Companies will be formed where engineering skills learned will be put to use to design and build a prototype automated can crusher.

Possible industry certifications:

SolidWorks

Student Organization:

Robotics

Pathway Skills Diploma Seal:

*completion of Pathway + passing the
End Of Pathway Assessment*

room A107/B106

marbryk@fultonschools.org

ANIMATION AND DIGITAL MEDIA

Allison Ambler, *Instructor*

Introduction to
Digital Media

Principles and
Concepts of
Animation

Advanced
Animation, Game
and App Design
pathway completion

Animation
Capstone



Introduction to Digital Media is an introduction to the Animation pathway. Students in the Introduction to Digital Media course will learn the basic components of 2D and 3D animation development, utilizing industry standard software including the Adobe Suite applications, Toon Boom, and Maya. Instruction in this course will focus on storyboarding, 2D and 3D modeling, character development, physics of motion, cameras and lighting, video production, and career awareness. This course provides a structure for digital literacy as well as development of technical knowledge and intellectual skills for analytical thinking; in addition, students will work productively and responsibly in individual and collaborative settings. This introductory pathway course of three sequenced courses will give students the opportunity to earn an industry credential in animation.

Pathway Skills Diploma Seal:

*completion of Pathway + passing the
End Of Pathway Assessment*

room G122
amblera@fultonschools.org

AUTOMOBILE MAINTENANCE AND LIGHT REPAIR

Clayton Bradley, *Instructor*

Basic Maintenance and Light Repair

Maintenance and Light Repair 2

Maintenance and Light Repair 3
pathway completion

Basic Maintenance and Light Repair is designed as the foundational course for the Automobile Maintenance and Light Repair Pathway. Students in this course will learn the basic skills needed to gain employment as a maintenance and light repair technician. Students will be exposed to courses in automotive preventative maintenance and servicing and replacing brakes, and steering and suspension components. In addition, students will learn how to do general electrical system diagnosis, learn electrical theory, perform basic tests and determine necessary action. Students will also learn how to evacuate and recharge air-conditioner systems using the proper refrigerant. The hours completed in this course are aligned with ASE/NATEF standards and are a base for the entry-level technician.

Possible industry certifications:

ASE (Automotive Service Excellence) Entry-Level Certification

Pathway Skills Diploma Seal:

completion of Pathway + passing the End Of Pathway Assessment (ASE Certification)



room CT4

bradleyc@fultonschools.org