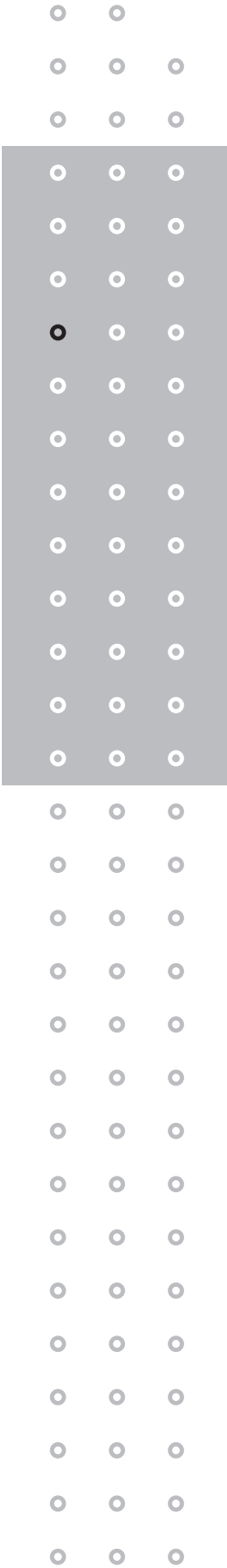


# Course Catalogue



# CORE CLASSES

## English . . . . .

**English I** 1.0 Credit  
Freshman English is required of all freshmen. This course includes the study of grammar, composition, library orientation and research, vocabulary, spelling, literature, oral expression, reading skills and study skills.

**English II** 1.0 Credit  
Sophomore English continues to apply and refine the skills covered in Freshman English.

**English III** 1.0 Credit  
American Studies provides an integrated studies approach to American History and Junior English. A two-hour block, the course combines the chronological approach to American History with the literary, dramatic, and oral selections representative of the American experience. Students should expect an in-depth study of American cultural and should be capable of performing in peer groups on extensive projects. Critical thinking skills will be utilized to challenge student perceptions, and assessments will occur through oral presentations and a variety of written work in addition to traditional tests. This course addresses the requirements for both American history and junior English. Students will receive one grade for the combined course.

**English IV** 1.0 Credit  
Senior English fulfills the requirement of a fourth year of English. Composition, grammar, vocabulary, research and study skills, reading and thinking skills, oral expression, and writing of forms, applications, and resumes are included. The course also includes a survey of world literature from the Greeks and Romans to the twentieth century, with a review of literary terms. A research project is required of each student.

**Creative Writing** 1.0 Credit  
This course offers an opportunity for students to analyze a diverse selection of literature as well as to develop extensively their own creative writing talents. Students are required to write a play, a selection of various styles of poetry, a short story, and other types of compositions. Emphasis is placed on the development of original ideas, mechanics, vocabulary, and writing styles.

**Technical Writing** 1.0 Credit  
This course is a comprehensive and flexible introduction to technical and professional communication. Exercises such as brief memos, summaries, formal reports and proposals will parallel the writing demands students will face both in college and/or on the job. Using a variety of technology from word processing to Internet access will also be a focus of the course. This course can replace a writing semester of junior or senior level English, and must be balanced with an equivalent reading semester. Prerequisite courses are Computer Applications and Sophomore English.

## Math . . . . .

**Pre-Algebra** 1.0 Credit  
This elective credit course is designed only for students who haven't shown proficiency at the essential level of the Florida Math Standards. Topics include: ratio and proportion, percents, measurements, integers, exponents, linear equations in one variable, graphing, absolute value, and basic geometry concepts. Students successfully completing this course with a "C" or higher should be prepared to take Algebra I. This course DOES NOT cover material essential to meeting or exceeding the Florida Math Standards at the proficiency level and REQUIRES teacher recommendation for enrollment.

**Consumer Math** 1.0 Credit  
This elective credit course provides the student with a review of the fundamental computational operations. At the same time, students will work with applications of mathematics in everyday life. Topics to

be studied include: personal finance, housing, transportation, taxes, insurance, investments, purchasing and budgeting. Calculators will be used extensively.

**Algebra I** 1.0 Credit  
This course is designed for the student who can independently use and apply the basic skills of arithmetic. The course introduces the student to the basic structure of Algebra through the use and application of real numbers, inequalities, factoring, polynomials, linear and quadratic equations, and graphs. Appropriate technology will be used to enhance mathematical understanding and problem solving skills. Students who successfully complete this course with a grade of "C" or higher should be prepared to take Geometry.

**Geometry** 1.0 Credit  
This course introduces the student to the deductive method of proof with the use of points, lines, and planes. Solid geometry is integrated with plane geometry to lead the student to consideration of two- and three-dimensional figures and to develop the ability to visualize space relationships. Students who successfully complete this course with a grade of "C" or higher should be prepared for Algebra II.

**Algebra II** 1.0 Credit  
This course begins with a review of Algebra I topics and introduces the following new topics: matrices, complex numbers, exponential and logarithmic functions, conic sections, higher degree polynomial functions, sequences and series, and trigonometry. This course is required for students who are planning to attend most post-secondary institutions.

**Trigonometry** 1.0 Credit  
This honors level course will focus on the study of angles; the trigonometry of angles and real numbers; the trigonometric functions and their inverses including their graphs; solutions of right and oblique triangles; verification of fundamental identities and analytic trigonometry; addition, subtraction and multiple angle formulas; the laws of sines and cosines; vectors and the dot and cross product; complex numbers, De Moivre's Theorem and nth roots of complex numbers; polar coordinates and equations. The course will also include the study of functions including exponential and logarithmic functions.

**Pre-Calculus** 1.0 Credit  
This course is designed to complete the student's pre-calculus training. Topics from trigonometry and higher algebra are reviewed and/or extended. A study of analytic geometry is included. Basic calculus concepts including limits, derivatives, continuity and integrals will be developed. The course is designed for those capable students who have completed Algebra II. Students successfully completing this course with a grade of "C" or higher should be prepared to take Calculus.

**Calculus** 1.0 Credit  
This course includes a thorough study of differentiation and integration with many applications. Limits and continuity are investigated in-depth. The course will emphasize the importance of mathematics studied to date. After completion of this course, the student may wish to take the Advanced Placement Test.

## Science . . . . .

**Biology** 1.0 Credit  
This course is designed for sophomore level students and carries laboratory credit. Topics include genetics, ecology, evolution, human biology, plant and animal kingdoms, and microbiology or physics.

**Earth Science** 1.0 Credit  
Earth Science is designed for those students who have taken Chemistry and Biology and wish to further their study of the physical sciences. Earth Science meets the laboratory science requirement for graduation and college entrance. The student will study astronomy, geology, meteorology and oceanography.

**Chemistry** 1.0 Credit  
Chemistry is the study of the structure and composition of matter that make up living things and their environment. Chemistry also deals with the study of the changes of matter and the mechanisms by which changes occur. This course is recommended for college-bound students.

**Anatomy and Physiology** 1.0 Credit  
This course is designed for those students who have taken biology and who wish to further their study of biology. The student will study the structure and function of the various cells, tissues, and integrated systems of the body. The course is designed to lay the groundwork then move into various human systems.

**Physics** 1.0 Credit  
Applied Physics/Technology is a high school course in applied science for vocational-technical and college-bound students. The material studied shows how technical concepts can be analyzed and applied to equipment and devices in mechanical, fluid, electrical, and thermal energy systems. The course is designed for students to explore and apply the principles of technology in a classroom setting with hands-on laboratory activities.

**Environmental Science** 1.0 Credit  
This is an introductory course for students who wish to study topics relating to the environment, its resources, quality and ethical issues. Environmental science is the study of the natural sciences in an interdisciplinary context that always includes consideration of people and how they have influenced various systems around us. It includes many aspects of biology, earth and atmospheric sciences, fundamental principles of chemistry and physics, human population dynamics, and an appreciation for the Earth and its natural resources.

**Botany** 1.0 Credit  
Presents basic concepts of plant biology for the non-major, focusing on the plant characteristics, unity and diversity, growth, and reproduction. Students discuss current ideas in agriculture, horticulture, medicine, biotechnology, ecology, conservation, and environmental issues. Laboratory work includes greenhouse and field studies.

**Zoology** 1.0 Credit  
The course gives an introduction to zoology, with particular emphasis on the morphology and systematics of both vertebrates and invertebrates. In addition, the students should acquire basic knowledge in human ecology (including an introduction to the biosphere and bio-diversity).

## Social Studies . . . . .

**American History** 1.0 Credit  
Students in American History are given an opportunity to:  
1.) Gain a basic knowledge of events and facts of National and State History from earliest cultures to the present,  
2.) Become familiar with the literature of American History  
3.) Develop social studies skills such as map and graph interpretation,  
4.) Develop skills in interpretation and analysis of both primary and secondary documents or sources,  
5.) Develop historical writing skills.

**World History/Geography** 1.0 Credit  
World History/Geography is a required course for sophomores concerning the nations and peoples of the world. Included with the history and geography are cultural development, political and economic systems and social structures. The student will be challenged to think critically about international relations, human commonalities and differences and their impact on the student's own life.

**World Geography** 1.0 Credit  
World Geography encompasses both the physical and cultural aspects of the discipline. Early emphasis is placed on the development and appreciation of physical geographic knowledge including meteorology, geomorphology and cartography. These skills having been mastered, a cultural approach to the world/s various ethnic regions is addressed during the remainder of the year. Elements

including political ideologies, religious beliefs, and unique cultural practices, as well as current situations of the world's major ethnic regions, are discussed.

**American Government** 0.5 Credit  
This course is designed to provide students with a basic knowledge of the purpose, structure, and operation of the national and state governmental systems. The primary content of study is the Federal system and its underlying principles as they are related on National, State, and local levels.

**Economics** 0.5 Credit  
This course is designed to provide the student with a basic understanding of the important relationships of economics to our social and political problems. The course emphasizes the philosophy, development, and operation of our American economic system and its important influence upon the individual and society.

**Sociology** 0.5 Credit  
Sociology is an elective course designed to familiarize students with various cultures and the problems resulting from people living in groups. This course covers such topics as culture, sub-cultures, social institutions, collective behavior, social change, social deviation, the family, religion, racial and ethnic minorities, poverty, and crime. The latter portion of this course deals specifically with the pressing problems of our society, their causes, and possible solutions.

**Psychology** 0.5 Credit  
This course focuses on the study of human behavior. As an introduction to the field of psychology, this course includes consideration of psychological principles, terminology, major theories, careers, methods of experimentation, and practical applications. Special topics include personality development, problem solving, group dynamics, and motivation.

**SS11 Criminal Justice** 0.5 Credit  
Criminal Justice is an elective course designed to provide the student with a basic understanding of the concepts, processes and institutions of the Criminal Justice system; to provide an understanding and appreciation of how laws work to meet human problems; and how interpretations of laws change to meet the needs of a changing social order. This course will include such topics as the juvenile justice system, courts, law enforcement, careers in criminal justice, corrections, and the background to the criminal justice system.

## Foreign Language . . . . .

**Spanish I** 1.0 Credit  
Students develop the ability to communicate about themselves and their immediate environment using simple sentences containing basic grammatical structures. The language-learning process integrates basic aspects of the geography, customs, and culture(s) of the target language countries.

**Spanish II** 1.0 Credit  
Students continue to develop proficiency in all four language skills: listening, speaking, reading, and writing with emphasis on the ability to communicate orally. They learn to function in real-life situations using more complex sentences and grammatical structures. They read material based on familiar topics and write short, directed compositions. They learn about the family structure, school life, and holidays of the target language countries.

**French I** 1.0 Credit  
Students will learn to read, write, speak, and understand spoken French. A developmental approach to the acquisition of essential vocabulary will build upon different themes at each level. The main language used in the class is French. In some stages a bilingual approach is used to explain grammar or to introduce cultural concepts especially at the early levels. It is most important to note that the target language is used extensively and it is the student's responsibility to work with the teacher to master this essential oral component.

**French II** 1.0 Credit  
At level two, students will better develop their listening and speaking skills and increase vocabulary and develop reading comprehension and writing skills. Work will be done in class to improve students' pronunciation and intonation. Upon completion of level two, students will be able to speak and write about their lives in simple past and future tenses. They will read and react independently in various contexts to selections at an appropriate level. Further elements of culture are examined.

**Fine Art** . . . . .

**Art History** 1.0 Credit  
Art History will provide an in depth study of art history and basic art concepts. Students will examine a variety of aspects of art history including themes and purposes of art; styles of art; the elements of art; design principles; two-dimensional media; western and non-western art history. Students will be given exposure to the community through museums, galleries and local artists. Students will also have a working knowledge of media.

**Introduction to Theatre** 1.0 Credit  
Students investigate the history of theatre and the intricacies of the performing arts. Students study the following: techniques of preparing to act, characterization, and acting exercises. Student discover how to choose a play and preparing to direct a play from the first steps of reading and choosing all the way through advertising for cast members. They will select cast members, as well as direct them and the stage crew through the act of performance. Students also study the difference between stage acting, TV, and film acting. They also learn the different methods for directing and producing. Each lesson is accompanied by activities that reflect the content and the lesson.

**Health and P.E.** . . . . .

**Basic Health** 0.5 Credit  
This course is designed to meet needs of students who demonstrate poor reading and/or study skills, cultural disadvantages, limited experience backgrounds and/or other learning problems which make it difficult for them to comprehend the subject areas covered in the regular health classes at the rate, and in the manner, in which they are usually covered by average students. Students will be placed in this class by teacher recommendation (Chapter 1 reading teacher, Special Education teacher, and Reading Teacher) based upon reading scores and previous academic history. To facilitate instructional methods and activities, the class should be limited to a maximum of 15 students.

**Health Education** 0.5 Credit  
Health Education is designed to give students an awareness of the importance of one's health in improving the quality of life. Course content includes choosing and financing health services; communicable diseases; chronic disorders; abuse of drugs, alcohol, and tobacco; and other topics related to developing health-educated individuals.

**Electives** . . . . .

**Internet Technology and Computers** 1.0 Credit  
This course will help students learn essential computer applications and Internet technology skills for personal, academic, and professional success. Students will effectively use a current Windows operating system and appropriate file management resources; develop and refine keyboarding skills on computers for speed and accuracy; apply word processing and desktop publishing functions to create, edit, manipulate, format, cite resources, print, and store common personal and business documents; apply spreadsheet functions to solve financial, mathematical, and statistical problems in business; create and edit charts and graphs to interpret spreadsheet data; design and create databases to extract, sort, calculate, and report business data; design, create, and execute an artistic and professional PowerPoint presentation which includes appropriate text formatting,

graphics, animation, and public speaking skills, and use the Internet in an ethical manner to research, communicate, collaborate, and efficiently retrieve information. This course features an employment unit designed to help students explore their career interests, set career goals, analyze and develop their workplace skills, complete online employment applications, develop interviewing techniques, prepare resumes and other employment documents useful in assembling a career portfolio. Many other hands-on projects integrating multiple office applications are also highlighted within the curriculum. Students will experience applications supporting the Florida Math Standards and the Florida Standards for Language Arts.

**Business Management** 1.0 Credit  
This course, designed to provide a fundamental understanding of business management, will cover managing, marketing, financing and communicating within a business environment. Skills taught will include communication, problem solving and decision-making, economics, ethics, financials, and basic marketing principles. Students will experience applications supporting the Florida Math Standards. Assignments are individual and project based and will provide a solid foundation for future coursework.

**Entrepreneurship Owning Your Own Business** 0.5 Credit  
This course provides students opportunities to determine benefits and risks of self-employment and develop a specific competence in starting a small business. Students will experience application of the following Florida Economics Standards: implications of scarcity, analysis of current events, interdependence of households and firms, comparison of different economic systems, principles of microeconomics and macroeconomics, the economic role of government, affects of international trade, and financial choices. Students will also experience application of the following Florida Math Standards: number sense data analysis, and probability, patterns and algebra, discrete math, and logic.

**Marketing** 1.0 Credit  
This course is designed to prepare students for employment in various sales, customer service, advertising and promotion, and first line supervisory positions in wholesale, retail and service areas. Students will prepare to perform marketing and management functions and tasks as they relate to selling and retailing, e-commerce, sports and entertainment, and hospitality and tourism industries. Students will experience application of the following Florida Math Standards: number sense data analysis and probability, patterns and algebra, discrete math, and logic.

**Business Law** 0.5 Credit  
This course involves the study of how our nation's laws were formed, the ethics behind our laws, our kinds of law, how laws are enforced, and the difference between crimes and torts. Laws for minors, families, and consumers will also be studied. However, the main emphasis of this course will be the study of contracts—different types, how they are formed and ended, and damages.

**PC101** 0.5 Credit  
This course will prepare students to use the computer as a tool to assist in personal, business and educational use at an accelerated pace. Students will learn fundamentals of computer use in addition to software applications using Windows and Microsoft Office. Skills taught will include a keyboarding tutorial, letters, reports, tables, and an employment unit. Students will also use spreadsheet, database, and presentation software to create professional documents. The students will experience applications supporting the Florida Math Standards and the Florida Standards for Language Arts.

**Internet and Web Design** 0.5 Credit  
This course is designed to help students create personal, business, or school web pages for the Internet. It is designed for intermediate Internet users. Topics covered include: web browser features, Internet research techniques, multimedia capabilities, and web page creation. Student web pages will include text, sound video, tables, links, and forms. The student may experience applications supporting the Florida Math Standards.

# ACADEMY COURSES OF STUDY

## Academy of Game Design & Programming . . . . .

Would you like to become a video game designer working on the PlayStation 3, Xbox 360, or Nintendo Wii? Well, you're not alone. Read a bit further, and we'll show you that you might not be that far away from your dream career. Learn how to become a video game designer and programmer. These high school career paths offer students a look at real world career options while they are still in high school.

### Game Design Foundations 1.0 Credit

This course is designed to provide an introduction to game and simulation concepts and careers, the impact game and simulation has on society and industry, and basic game/simulation design concepts such as rule design, play mechanics, and media integration. This course compares and contrasts games and simulations, key development methodologies and tools, careers, and industry-related information. This course also covers strategies, processes, and methods for conceptualizing a game or simulation application; storyboarding techniques; and development tools. Hands-on activities using an entry-level game development tool such as Game Maker or Alice is integrated into the curriculum. The culminating activity is the creation of a playable game

### Game Design and Programming 1.0 Credit

This course covers fundamental principles of designing a game or a simulation application, in particular Human Computer Interface (HCI) principles, rules and strategies of play, conditional branching, design and development constraints, use of sound and animation, design tools, and implementation issues. Extensive use is made of evaluating and analyzing existing games or simulations. Hands-on activities using an entry-level game development tool such as Game Maker or Alice is integrated into the curriculum. The culminating activity is the creation and presentation of a playable game with design documentation

### History of Video Games 1.0 Credit

This course presents an amazing journey, from video game roots in the giant mainframes of the mid-twentieth century to today's multibillion dollar worldwide industry.

### Game and Simulation Audio/Sound Effects 1.0 Credit

This course is focused on students acquiring skills in designing, producing, editing, and integrating audio and sound effects into a game or simulation application

### Game and Simulation Video/Special Effects 1.0 Credit

This course is focused on students acquiring skills in designing, producing, editing, and integrating video and special effects into a game or simulation application

### Game and Simulation Programming 1.0 Credit

This course is focused on students acquiring the appropriate programming skills for rendering a game or simulation product, including program control, conditional branching, memory management, score-keeping, timed event strategies and methodologies, and implementation issues

### Multi-User Game and Simulation Programming 1.0 Credit

This course is focused on students acquiring the appropriate programming skills for rendering a game or simulation product, including program control, conditional branching, score-keeping, timed event strategies and methodologies, and implementation issues specific to multi-user game/simulation products.

### Introduction to 2D Game Programming 1.0 Credit

This course is focused on students acquiring skills to create, refine, and integrate realistic 2D graphics into a game or simulation product. Students will essentially learn how to use a graphic software package, file maintenance strategies, and migration techniques and issues.

### Introduction to 3D Game Programming 1.0 Credit

This course is focused on students acquiring skills to create, refine, and integrate realistic 3D graphics into a game or simulation product. Students will essentially learn how to use a 3D animation software package, file maintenance conventions, and migration techniques and issues

### C++ Programming For Game Developers I 1.0 Credit

The C++ programming language plays the major role in programming video games and this course teaches you object oriented C++ from scratch, starting with concepts that first appeared in C.

### C++ Programming for Game Developers II 1.0 Credit

You will learn about fundamental graphic concepts such as double buffering, sprites, animation and timing, and masking. By the end of the course, you will have developed a fully functional 2D game, complete with graphics, physics, artificial intelligence, and input via the mouse. After completing this course, you will be adequately prepared for your first course in 3D graphics programming

### Math for Game Programmers 1.0 Credit

Mathematics is the basis for many topics in game and graphics development. Without mathematics, there would be no fancy computer-generated images or moving characters in a game. This course introduces basic principles used in computer graphics and game applications as well as advanced topics like Quaternion's and Frustum Culling, needed by every application. During this course you will develop a full-featured mathematics library, which is ready to use immediately.

### Digital Character Animation 1.0 Credit

Digital Character Animation focuses on enhancing your ability to tell a story through character and movement: knowing how to animate life where there is none. Digital Character Animation combines cinematic storytelling skills, classical animation technique, and digital operating environments.

### Graphics Programming with DirectX I 1.0 Credit

The focus throughout these early lessons is on the core features of the DirectX 9 fixed-function rendering pipeline. This includes loading and drawing geometric objects, the use of lighting and textures to provide scene detail, developing camera systems for viewing simulation environments in real-time, and using alpha components for controlling object transparency to produce effects like glass and water.

### Artificial Intelligence for Game Developers 1.0 Credit

This Artificial Intelligence Programming for Video Game Developers course primarily explores two of the most significant areas of game AI: decision making and environment navigation. Decision making allows your artificial intelligence entities to appear to make intelligent choices about how they will interact with the world around them and how they will react to various events that take place in that world.

## Academy of Criminal Justice . . . . .

This online criminal justice career path is designed to help prepare students to enter the criminal justice field in a variety of first-tier positions. Students will be exposed to the foundational areas of the discipline: investigation and law enforcement, law and courts, and corrections and parole. The program also addresses juvenile delinquency and the juvenile justice system.

### Principles of Public Services 1.0 Credit

The purpose of this course is to provide students with competencies related to a cluster of public service job preparatory programs and to help students develop skills, knowledge and attitudes necessary for success and advancement in a specialized public service job preparatory program.

### Introduction to Criminal Justice 1.0 Credit

This course is a survey of the agencies that comprise the criminal justice system, which are primarily law enforcement, the courts, and

corrections. The processes of these components and their relationship to one another, as well as the roles of related agencies, will be examined.

**Law Enforcement and Operations 1.0 Credit**

This course is a survey of the agencies that comprise the criminal justice system, which are primarily law enforcement, the courts, and corrections. The processes of these components and their relationship to one another, as well as the roles of related agencies, will be examined.

**Juvenile Justice 1.0 Credit**

This course surveys the area of juvenile justice and delinquency through the study of the theories of juvenile misconduct, the juvenile court system, and methods of rehabilitation. Students will also explore the history of juvenile justice, the stages of juvenile court proceedings, and the effects of treating juvenile offenders as adults.

**Criminal Law 1.0 Credit**

This course introduces the general principles of criminal law. Topics covered include both the policy and procedure of criminal law.

**Criminal Justice Operations 1 1.0 Credit**

This course is designed to introduce students to the fields of law enforcement, the court system, and the correctional system. The content includes career opportunities in these fields, court system, correctional system, interpersonal and communication skills, and employability skills.

**Criminal Justice Operations 2 1.0 Credit**

This course is designed to develop competencies in patrol, traffic control, defensive tactics and physical proficiency skills, and first aid and cardiopulmonary resuscitation skills.

**Criminal Justice Operations 3 1.0 Credit**

This course is designed to develop competencies in crime and accident investigation procedures, forensic science tasks, crime prevention, and property control procedures.

**Crime Scene Technology 1.0 Credit**

This course is designed to develop working knowledge of all basic tenets in crime scene technology that are encompassed in the phases of crime scene search, recording, evidence gathering, packaging of evidence and courtroom testifying. The purpose is to provide for the proper collection of crime scene evidence according to all legal dictates and to present in related courts.

**Introduction to Corrections 1.0 Credit**

This course is a comprehensive examination of corrections. Students will explore the corrections process, alternatives, and the history and future directions in corrections.

## **Academy of Business & Entrepreneurship . . . . .**

Managers play a critical role in shaping America's future. Businesses need managers who are effective, creative, disciplined and well educated. The Business Management career choices gives students the career skills to gain a understanding in the many areas of business. Career opportunities include management positions in manufacturing companies, business and management consulting, financial planning and banking, sales management, marketing and personnel administration.

**Business Ownership 1.0 Credit**

The purpose of this course is to prepare students as entrepreneurs, present entrepreneurship as a career path that is worth consideration, provide students with the skills needed to realistically evaluate their potential as a business owner, and develop the fundamental knowledge and skills necessary to start and operate a business.

**Business Management and the Law 1.0 Credit**

This course is designed to provide an introduction to business management techniques. Topics include human relations, decision making, communication techniques, business law concepts, and characteristics of the American enterprise system.

**Principles of Entrepreneurship 1.0 Credit**

This course provides instruction in the basic principles of entrepreneurship including the role of the entrepreneur, entrepreneurship as a career, ethics in business, and the principles of marketing, financing, and managing a business.

**Marketing Essentials 1.0 Credit**

This course is designed to prepare students for employment in various sales, customer service, advertising and promotion, and first line supervisory positions in wholesale, retail and service areas. Students will prepare to perform marketing and management functions and tasks as they relate to selling and retailing, e-commerce, sports and entertainment, and hospitality and tourism industries. Students will experience application of the following Florida Math Standards: number sense data analysis and probability, patterns and algebra, discrete math, and logic.

**Business Law 1.0 Credit**

This course involves the study of how our nation's laws were formed, the ethics behind our laws, our kinds of law, how laws are enforced, and the difference between crimes and torts. Laws for minors, families, and consumers will also be studied. However, the main emphasis of this course will be the study of contracts—different types, how they are formed and ended, and damages.

**Marketing Operations 1.0 Credit**

The purpose of this course is to develop the competencies essential to marketing. These competencies include human relations, employability, communication, math, and economic skills. The fundamentals of marketing and selling are also included.

**International Marketing 1.0 Credit**

The purpose of this course is to introduce the student to the basics of international marketing. These competencies include an understanding of import and export basics.

**Marketing Applications 1.0 Credit**

This course is designed to provide students with an in-depth study of marketing in a free enterprise society and provide the knowledge, skills, and attitudes required for employment in a wide variety of marketing occupations.

**E-Commerce Marketing 1.0 Credit**

This course is designed to provide students with general knowledge of the use of the World Wide Web as a marketing tool including the development of a web site and supporting marketing activities including the management of an internet marketing campaign.

**Marketing Management 1.0 Credit**

This course provides instruction for career sustaining level employment in the industry. The content includes applied skills related to the marketing functions including employment skills required for success in marketing and career planning as related to a marketing industry.

## **Academy of Internet Technologies & New Media . . . . .**

New Media specialists are an exceptional group of contemporary students. They must possess deep and far-ranging skills in their fields of concentration along with a broad understanding of the social and economic impact of all cutting-edge new media technologies. They must be consummate problem solvers, with the well-honed ability to teach themselves emerging technologies. And, finally, they must have the knowledge and composure to make informed, timely decisions in an arena of constant urgency and change: a huge challenge!

**Computing for College and Careers 1.0 Credit**

This course is designed to provide a basic overview of current business and information systems and trends and to introduce students to the basics and foundations required for today's business environments. Emphasis is placed on developing proficiency with touch keyboarding and fundamental computer applications, so that they may be used as communication tools for enhancing personal and work place proficiency in an information-based society. This also includes proficiency with computers using databases, spreadsheets,

presentation applications, and the integration of these programs using software that meets industry standards.

**Introduction to Information Technology** 1.0 Credit  
This course is designed to provide an introduction to information technology concepts and careers as well as the impact information technology has on the world, people, and industry and basic web design concepts. The content includes information technology career research; operating systems and software applications; electronic communications including e-mail and Internet services; basic web commands and design; and emerging technologies.

**Multimedia Foundations 1** 1.0 Credit  
This course is designed to provide a basic understanding of fundamentals of multimedia. Students learn to plan and create presentations that incorporate scanned images, and images created in various formats and mediums.

**Multimedia Foundations 2** 1.0 Credit  
This course is designed to provide a basic understanding of Web page layout and integration of video and animation into Web pages. Special emphasis is placed on good design, proper usage of typography and images for delivery on the Internet.

**Multimedia Foundations 3** 1.0 Credit  
This course is designed to FURTHER provide a basic understanding of Web page layout and integration of video and animation into Web pages. Special emphasis is placed on good design, proper usage of typography and images for delivery on the Internet.

**Web Design 1** 1.0 Credit  
This course is designed to provide a basic overview of the Internet, Intranet, and WWW. The content includes operating systems; basic HTML commands; navigation of the Internet, Intranet, and Web; and Web page design.

**New Media and Digital Imaging Fundamentals** 1.0 Credit  
This course provides an overview of presentation guidelines and design elements associated with various presentation types. Effective digital photography composition and digital imaging software features including optimizing digital photographs for Web publication are covered.

**Digital Video and Sound Fundamentals** 1.0 Credit  
This course covers advanced planning and video editing for multimedia presentations. Students design presentations through various steps of development, implementation, and final output.

**Web Design 2** 1.0 Credit  
This course provides advanced concepts for Internet, Intranet, and Web design. The content includes Internet/Intranet tools, Web site promotion, advanced HTML commands, advanced page design, and multimedia applications.

**Web Design 3** 1.0 Credit  
This course provides advanced concepts in HTML, design, and Internet tools.

**Web Design 4** 1.0 Credit  
This course provides advanced concepts in web site promotion, interactive web site development, and using scripting languages as they relate to WWW site.

**Web Design 5** 1.0 Credit  
This course is designed to present an overview of e-commerce, introduce scripting and increase proficiency in audiovisual techniques.

**Web Design 6** 1.0 Credit  
With the completion of this course the student will be able to plan, design, implement and promote a business web site using both individual and team talents. Students will demonstrate proficiency with industry standard software.

## Academy of Health Sciences . . . .

"What do I want to do when I graduate?" is a question most high school students face at one time or the other. And for some, the Crescent Prep's Health Science Careers program helps answer that

question. The Health Science Careers program enables juniors and seniors to earn college credits in preparation for a career in a health field.

**Fundamentals of Nursing** 1.0 Credit  
To expose students to a possible career in the healthcare industry especially nursing by giving them a snapshot of the skills and knowledge required in Nursing. To build a basic foundation & knowledge on simple nursing skills and procedures.

**Hematology** 1.0 Credit  
Hematology is the study of blood and an important part of clinical pathology and the diagnostic process. It includes not only the examination of the cellular and fluid portions of blood, but also includes a study of the tissues that form, store and circulate blood cells. An introduction to hematology and coagulation.

**Anatomy & Physiology for Nursing - Respiratory System** 1.0 Credit  
The function of the respiratory system is to deliver necessary oxygen to the body and remove carbon dioxide and other waste products from the tissues. The anatomy and physiology of the respiratory system, which is well suited to this task, is the topic of this course.

**Anatomy & Physiology for Nursing - Gastrointestinal System** 1.0 Credit  
The digestive system, also referred to as the gastrointestinal or alimentary tract, contains the organs involved in the ingestion and processing of food. The digestive system plays a role in four major functions: ingestion, digestion, absorption, and elimination. This suite describes the anatomy and physiology of the gastrointestinal system as well as diseases that can affect it.

**Anatomy & Physiology for Nursing - Neurological System** 1.0 Credit  
The nervous system controls, organizes and communicates with the various tissues that make up an organism. It is the primary command center of the body. Every perception, be it taste, touch, smell, or sight is mediated through the nervous system, and every action begins with nervous system activation. The various components of the nervous system integrate sensory information gathered from the body and relay it to the brain, which ultimately determines the appropriate response. The course describes the anatomy and physiology of the nervous system, and how individual nerve cells communicate with one another.

**Dental Assisting I** 1.0 Credit  
This course prepares students to provide chair side assistance to the dentist in all phases of general and specialty dentistry. Topics include principles of four handed dentistry, instrument use and identification, exposure control, OSHA regulations, and hazard control recommendations. Students explore dental ethics, jurisprudence, and manipulation of chair side intraoral materials. Students gain a familiarity with a professional dental setting through a 12 -hour externship in a local dental office.

**Dental Technology** 1.0 Credit  
This course prepares students to provide chair side assistance to the dentist in all phases of general and specialty dentistry. Topics include principles of four handed dentistry, instrument use and identification, exposure control, OSHA regulations, and hazard control recommendations. Students explore dental ethics, jurisprudence, and manipulation of chair side intraoral materials. Students gain a familiarity with a professional dental setting through a 12 -hour externship in a local dental office.

**Oral Pathology** 1.0 Credit  
This course is an introduction to the etiology, incidence, and disease process of common oral and dental pathological conditions. Students gain familiarity with diseases of the teeth and supporting structures, developmental disturbances of the oral cavity, and neoplasm's; and, distinguish normal from abnormal tissue.

**Dental Assisting 2 - Instrument Setup** 1.0 Credit  
This course prepares students to provide chair side assistance to the dentist in all phases of general and specialty dentistry. Topics include

principles of four handed dentistry, instrument use and identification, exposure control, OSHA regulations, and hazard control recommendations. Students explore dental ethics, jurisprudence, and manipulation of chair side intraoral materials. Students gain a familiarity with a professional dental setting through a 12 -hour externship in a local dental office.

### Dental Assisting 3 - (Fundamentals of Dental Materials)

1.0 Credit

This course prepares students to provide chair side assistance to the dentist in all phases of general and specialty dentistry. Topics include principles of four handed dentistry, instrument use and identification, exposure control, OSHA regulations, and hazard control recommendations. Students explore dental ethics, jurisprudence, and manipula-

tion of chair side intraoral materials. Students gain a familiarity with a professional dental setting through a 12 -hour externship in a local dental office.

### Dental Radiology

1.0 Credit

This course prepares students to provide chair side assistance to the dentist in all phases of general and specialty dentistry. Topics include principles of four handed dentistry, instrument use and identification, exposure control, OSHA regulations, and hazard control recommendations. Students explore dental ethics, jurisprudence, and manipulation of chair side intraoral materials. Students gain a familiarity with a professional dental setting through a 12 -hour externship in a local dental office.