



SECTION 2

EGUSD EXPLORE

Career Technical Education (CTE)

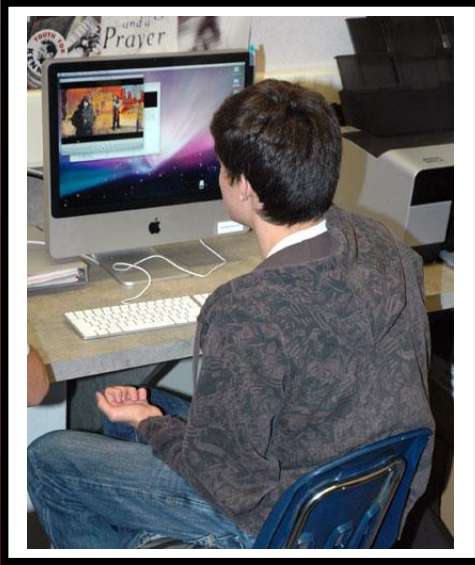
and

Career Academies and Pathways

EGUSD COMPREHENSIVE HIGH SCHOOL COURSE CATALOG and COLLEGE/CAREER PLANNING GUIDE

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Elk Grove Unified School District *Excellence by Design*



EGUSD EXPLORE Overview

EXPLORE prepares secondary students for higher education, career and life through career-themed **academy** and **pathway** programs that engage students with a blend of:

- Rigorous Academic Study
- Relevant Career Technical Education
- Wrap-around Student Support
- Work-Based Learning Opportunities

Each academy or pathway program focuses on one or more of California's 15 industry sectors and makes high school learning relevant for students. Research shows that compared with their peers, students in academies and pathways have higher GPA, graduation rates, and A-G completion rates, and say they are experiencing more rigorous, integrated and relevant instruction. Graduates of EXPLORE are better prepared for life after high school and ready to succeed.

EGUSD EXPLORE OVERVIEW (continued)

In addition to its academies and pathways, EGUSD offers over 140 career technical education (CTE) programs that students can take as electives. Also, about 20 intensive CTE courses are available for cross-district enrollment through our *Explore CTE* program, which replaces the ROP (Regional Occupational Program).

EXPLORE is EGUSD's implementation of the Linked Learning approach to preparing students for college and career success. EGUSD has been recognized as one of 20 Linked Learning agencies in California. Elk Grove also is one of 21 Ford Next Generation Learning Communities in the nation. Each of these recognitions serves as a testament to EGUSD's commitment to preparing all students for success in college, career, and life.

EGUSD students can access an EXPLORE career academy or pathway at every comprehensive high school campus. Alternative Education and continuation school students can enroll in EXPLORE CTE courses across the district. The academy and pathway descriptions in this section include information about each school's academy programs of study and career pathway technical course sequences.

Students enrolled in a career academy take most of their core academic (English, language arts, mathematics, science and social science) courses in a single cohort, along with a career technical or themed sequence of study. Each academy partners with community businesses that offer mentoring, job shadowing, internship and other work-based learning opportunities. All teachers in the academy collaborate to form a small learning community and support students in developing, monitoring and completing a college and career plan. Motivational activities related to the career theme, including field trips, college tours and guest speakers, make learning relevant and build a cohesive community of learners.

EGUSD's career pathway programs provide a sequenced series of three or four technical courses within a single industry pathway. Unlike a career academy, students complete their core academic coursework in the regular education program. Career pathway programs promote student/employer engagement through workplace experience and other real-world opportunities and often provide opportunities to earn industry-recognized certifications.

Students interested in enrolling in a career academy or pathway should contact their school site counselor for enrollment information.

Explore CTE courses provide students with job skill training, an opportunity to learn about related college majors, and hands-on experience in real-world environment. Some courses offer students the opportunity to earn free, transferrable college credits and/or industry-recognized certification. Many courses also are approved by UC for a-g credit. In some *Explore CTE* courses, students receive classroom orientation and instruction, followed by placement at a training site for several weeks.

EGUSD EXPLORE OVERVIEW (continued)

Please keep the following in mind regarding *Explore CTE* courses:

- *Explore CTE* courses require students to have junior or senior status. Age requirements exist for some *Explore CTE* courses/activities. Contact the EGUSD College and Career Options office at **686-7709** for specific information.
- Also, contact the College and Career Options office for specific information about the course schedule, including whether the course is offered before, during or after the regular school day, or go to the department website, www.egusdexplore.com.

To register for an *Explore CTE* course:

- Contact your School Counselor for information about these courses and to approve your course selection.
- Pick up an application in the EGUSD College and Career Options office or Career Center at your home school or download it from the College and Career Options website, www.egusdexplore.com.
- Fill out application properly, including parent and counselor signatures and student ID number.
- Return the application to the College and Career Options office or school's Career Center as soon as possible.
- List "Explore CTE" as your elective on your school course selection sheet.

WORK EXPERIENCE

Prerequisites:

1. Students may enroll in 20 credits (10 per semester) of work experience during regular school time in the SENIOR year only. Work experience may occur outside the regular school day, for credit, during the junior year. The principal may approve hardship cases for juniors to allow Work Experience to be earned during the regular school day.
2. Students who are minors must obtain/renew their Work Permits at least two weeks before the term starts, or counselor will schedule alternate electives.
3. Students must attend a Work Experience orientation meeting and complete all required documents.
4. Students must be covered by Workers Compensation Insurance provided by their employer.
5. Students and job stations must be approved by Work Experience Coordinator.
6. Students must have a job that pays minimum wage or more.

Students should be aware of the following:

1. Students can earn a maximum of 10 credits per semester, and a total of 40 credits in the high school career.
2. The amount of credit earned will vary with the amount of days spent on the job and attendance in classroom instruction.
3. Students may NOT be enrolled as a School Aide and in Work Experience at the same time during the school year.
4. Newspaper delivery, newspaper solicitation (door to door or telephone), telephone solicitations, domestic housework, lawn and yard work, or self-employment and wages paid in cash do not qualify for Work Experience education.
5. Students with three or more truancies within a school year will have their work permit revoked. Employers will be notified of the revocation of the work permit.
6. Students with a current GPA below 2.0 will have their work permit revoked. Employers will be notified of the revocation of the work permit.
7. Students must have a current GPA of 2.0 to obtain a work permit.

Some schools provide students with the opportunity to gain work-based experience through the Work Experience program. Please consult your counselor for more information. Work Experience encourages students to secure employment while still in high school. It can help them develop job skills, good attitudes, and experience. In addition, students are assisted in becoming productive, responsible workers through supervised, part-time, paid employment, not necessarily related to their occupational goals, as part of their total school program. Students participate in weekly classroom training designed to contribute to their career guidance and to further prepare them for future employment opportunities.

EXPLORE CTE Courses

Course	Class Restrictions	Credit	Description
<p>Advanced Computer Animation (Game Design)</p> <p>Sheldon High</p> <p style="text-align: right;">Course #16106</p>	<p>Senior</p>	<p>20</p>	<p>This course will offer participation, discussion, guest presentations, and projects on the developing culture and technology of computer and video game design. Class contexts include: entertainment media, computing technology, applications of gaming technology, business history, strategy guide writing; video game design, promotion, marketing, play testing, and team competition; games from Chess to Spacewar; the role of artificial intelligence research; history of computer graphics and sound technology; the evolution of techniques and genres of computer game design; business competition; games and the microcomputer revolution; networked gaming; gadgets and games as factors in the evolution of software and hardware; virtual worlds; simulation; video and computer game industries. Students should come away from the course with an understanding of the various possibilities of employment within the video game industry, as well as insights into design, production, marketing, and socio-cultural impacts of interactive entertainment and communication.</p> <p>Adopted curricular materials: No textbook assigned.</p>
<p>Agriculture Sales and Service</p> <p>Elk Grove High Florin High</p> <p style="text-align: right;">Course #16200</p>	<p>Junior Senior</p>	<p>Elk Grove: 20</p> <p>Florin: 10</p>	<p>This course offers a working knowledge of any of the wide variety of Ag-businesses in the area. Develop skills in the Agri-business field of your choice, as well as many skills that are common to all age-businesses. Become prepared for the most important industry in California. Sites may include: veterinary practices, horse training facilities, and feed stores.</p> <p>Adopted curricular materials: No textbook assigned.</p>
<p>Careers with Children</p> <p>Daylor High School</p> <p style="text-align: right;">Course #16400</p>	<p>Junior Senior</p>	<p>20</p>	<p>This course trains preschool teachers and elementary instructional aides. Students practice guidance, lesson planning and presentation, age appropriate activities and classroom management. Following pre-training, students work with a training site teacher and children to practice skills and explore classroom teaching as a career. Course qualifies students for Early Childhood Education units at local community college and alternative teacher qualification for preschool programs. Community internships may include placement in preschools, daycare centers, infant centers, elementary schools, licensed family daycare homes, and recreational settings.</p> <p>Adopted curricular materials: No textbook assigned.</p>

EXPLORE CTE Courses (continued)

Course	Class Restrictions	Credit	Description
Certified Nurse Assistant (CNA) Valley High <p style="text-align: right;">Course #16506</p>	Junior Senior	15	This course, which is approved by the State Department of Health Service, is designed for people seeking employment in a variety of medical facilities and/or home care agencies. This course encompasses classroom didactics and clinical work in the areas of basic nursing care, direct personal care, vital signs, medical/ surgical asepsis, human body and its function, and nutrition. Upon successful completion of this course, students are eligible to test with the State to become a Certified Nurse Assistant and a Home Health Aide. <p>Adopted curricular materials: No textbook assigned.</p>
Computer Animation “a-g” “f” or “g” approved Sheldon High <p style="text-align: right;">Course #16101</p>	Junior Senior	20	This course prepares students for entry-level occupations in the visual communications field. Students will gain skills in a computer laboratory in the areas of animation, film making, video, and advanced computer graphics. Students will also produce a professional portfolio, which includes a sketchbook, a storyboard example, and a videotape selection of work. <p>Adopted curricular materials: <i>The Encyclopedia of Animation Techniques, Quarto</i></p>
Computer Graphics/Graphic Design “a-g”/ “f” or “g” approved Las Flores High <p style="text-align: right;">Course #16110</p>	Junior Senior	20	This course allows students to learn a fundamental understanding of computerized graphic art design, illustration, and production techniques and become knowledgeable in the use of software for publication design and production, illustration, and digital imaging. Major projects may be retained for inclusion in a student portfolio. <p>Adopted curricular materials: No textbook assigned.</p>
Culinary Arts Florin High <p style="text-align: right;">Course #16421</p>	Junior Senior	20	This course provides students with practical skills and knowledge for effective management of food and beverage services in outlets ranging from cafeterias and coffee shops to room service, banquet areas, and fine dining. It presents basic service principles while emphasizing the special needs of guests. In addition, the course will provide the techniques and procedures of quality, international cooking styles. The course includes written and hands-on experience, including off-campus, on-the-job training. <p>Adopted curricular materials: No textbook assigned.</p>
EKG Technician Valley High <p style="text-align: right;">Course #16511</p>	Junior Senior	15	This course is designed to train students to set up and run a 12 lead EKG and attach a Holter monitor. Instruction is provided in the anatomy and physiology of the heart and terminology common to the cardiovascular system. Interpretation of EKGs includes heart rate, basic rhythm strips, and the identification of rhythm abnormalities. Students are trained to recognize changes in EKGs, heart blocks, hypertrophy, infarction, and emergency situations that require immediate action. Hands-on training is an integral part of this training. English language arts and math are reinforced throughout the course. <p>Adopted curricular materials: No textbook assigned.</p>

EXPLORE CTE Courses (continued)

Course	Class Restrictions	Credit	Description
Fire Control Technician I Pleasant Grove High <p style="text-align: right;">Course #16610</p>	Senior	10	This course provides an overview of fire service related careers and basic skills. The first or fall semester is classroom and drill ground training in basic firefighting knowledge and skills. Students who achieve a minimum of 80% in the first semester are assigned to a fire station during the second semester. <u>Adopted curricular materials:</u> <i>Essentials of firefighting and Fire Department Operations</i> , Insta/Brady
Fire Control Technician II Pleasant Grove High <p style="text-align: right;">Course #16611</p>	Senior	10	This course builds upon Fire Control Technician I. It includes one day of classroom instruction and four days of training at a fire station or other related job site. Students will gain the knowledge to prepare them for a fire service career. Pre-requisite Fire Control Technician I <u>Adopted curricular materials:</u> <i>Essentials of firefighting and Fire Department Operations</i> , Insta/Brady
Floral Design and Merchandising Florin High <p style="text-align: right;">Course #16215</p>	Junior Senior	20	This course allows students to learn professional florist skills for employment in the floral field. Students will learn: proper care and handling of flowers, plants, and foliage; to evaluate floral materials and arrangements; to utilize floral tools, supplies, and products; to apply design principles to floral medium; to construct arrangements for all occasions; to display, price, and market floral designs; to preserve floral materials. After this class, students will be prepared to secure a job in the floral industry. <u>Adopted curricular materials:</u> <i>The Art of Floral Design</i> , Delmar
Manufacturing Technology – Metals Elk Grove High Florin High <p style="text-align: right;">Course #16213</p>	Junior Senior	20	This course emphasizes welding safety, weld designs, basic framing, oxygen/acetylene welding and brazing, oxygen gas cutting, arc welding, arc air cutting, pipe welding, hard surfacing, weld testing, metal identification, blueprint reading, measurement and layout skills, and use of fabrication equipment. <u>Adopted curricular materials:</u> No textbook assigned.
Medical Assistant Valley High (2 sections) <p style="text-align: right;">Course #16505</p>	Junior Senior	30	This two-semester course divides a medical assistant's role into administrative and clinical semesters. For three quarters, the students will learn front (administrative) and back (clinical) procedures and CPR. The fourth quarter will consist of an internship with a local medical office four days each week with related classroom instruction the fifth day. Students may opt to take the State Certification test with a fee. Uniform is required. <u>Adopted curricular materials:</u> <i>The Medical Assistant</i> , Elsevier

EXPLORE CTE Courses (continued)

Course	Class Restrictions	Credit	Description
<p>Medical Terminology</p> <p>Rio Cazadero High</p> <p style="text-align: right;">Course #16501</p>	<p>Junior Senior</p>	<p>5</p>	<p>In this semester-long course, students will learn structure of the human body, as well as terms relating to body system, radiology, pharmacology and surgery word parts and how to combine the parts to form medical terms during this sequenced course. Students will analyze, define, pronounce, and comprehend medical terms. This course serves as a prerequisite for various entry-level health care positions. This 90-hour course is taught in the classroom through a series of lectures, group activities, and course related video/software.</p> <p><i>Prerequisite(s): None</i></p> <p>Adopted curricular materials: No textbook assigned</p>
<p>Phlebotomy</p> <p>Rio Cazadero High</p> <p style="text-align: right;">Course #16510</p>	<p>Junior Senior</p>	<p>15</p>	<p>This semester-long course explores 10 modules in the area of phlebotomy. The modules address the State Certification requirements for limited Phlebotomy Technician, Certified Phlebotomy Technician I, Certified Phlebotomy Technician II, and additionally the role of the Laboratory Assistant. Students must be 18 years old to qualify for phlebotomy certification examination. This course is licensed by the State of California Department of Health Services.</p> <p>Adopted curricular materials: <i>Phlebotomy Essentials, Williams and Wilkins</i></p>
<p>Visual Communications and Graphics Portfolio</p> <p>“a-g”/ “f” or “g” approved</p> <p>Sheldon High</p> <p style="text-align: right;">Course #16105</p>	<p>Junior Senior</p>	<p>20</p>	<p>This course allows students to prepare a portfolio of original artwork, which will include digital imaging, multi-media presentations, logo design, printmaking, and 3-dimensional package product design. Students will experience hands-on computer training utilizing <i>Adobe, Photoshop, Adobe Illustrator, and Fractal Painter</i>, in addition to other traditional design media such as airbrush, ink, colored pencil, and watercolor. Instruction will be provided through lecture, demonstration and one-on-one training in a studio environment as well as community-based internships. Students will be expected to critique and assess their own work as well as that of their peers in a collaborative way using both oral and written formats. A portfolio of student work will be completed in slide, disk, and CD format and evaluated on an ongoing basis. The course culminates with a slide presentation of the students' concentrated efforts.</p> <p><i>Prerequisite: One year of high school Art I, or equivalent is required.</i></p> <p>Adopted curricular materials: <i>Airbrush Painting: Art, Techniques, & Projects, Hartman</i></p>