

2021-22 CTE Courses

Business

Accounting: Students will develop skills beginning with an understanding of the basic elements and concepts of double-entry accounting systems related to service businesses organized as a sole proprietorship.

BUS 1010 - Intro to Business: This is an introductory business course which will expose students in the diverse world of business. (This is a Concurrent Enrollment class)

Business Management: This course seeks to develop sound management skills in students. Participation in the FBLA youth organization may be an integral part of this course.

Business Office Specialist: [Class Fact Sheet](#) This course applies advanced concepts and principles using word processing, spreadsheets, databases, and electronic presentation software

Entrepreneurship: [Class Fact Sheet](#) Students will gain an understanding of the marketing and management principles necessary to start and operate their own business. (This is a Concurrent Enrollment class)

FIN 1050 - Personal Finance: The study of financial skills essential for economic success. Subjects: Financial planning, financial services, income taxes, consumer buying, insurance, retirement planning, and estate planning.

Fashion Design Merchandising: [Class Fact Sheet](#) The Fashion Design Merchandising course is an introductory course that teaches the concepts of entry-level business and fashion fundamentals.

Hospitality & Tourism: [Class Fact Sheet](#) The Hospitality and Tourism course provides the student with an understanding of one of the largest industries in Utah and the world. Specific applications include marketing, promoting, and selling the product of airlines, international travel, ground transportation, cruising, hotel and lodging, restaurants, and tours. Students will learn the importance of hospitality and tourism's impact on the economy.

Marketing 1: [Class Fact Sheet](#) Marketing I explores the seven core functions of marketing which include: marketing planning, marketing information management, product/service management, channel management and selling.

Real Estate: [Class Fact Sheet](#) Students will be introduced to real estate basics that include the scope of the real estate business, and use of advertising and the media. Exposure to real estate terminology, forms, and contracts is an integral part of this class.

Sports Entertainment Marketing: [Class Fact Sheet](#) This is an introductory course that will help students gain an understanding of marketing concepts as they apply to the sports and entertainment industry.

Family Consumer Science

Adult Roles/Finance: [Class Fact Sheet](#) This course prepares students to understand human relationships involving individuals and families integrated with general financial literacy.

Child Development: [Class Fact Sheet](#) Students will understand the aspects of child growth and development, positive guidance techniques, and child-related issues.

Early Childhood Education 1: [Class Fact Sheet](#) This semester course introduces students to child-related careers and the child Development Associate Credential (CDA). Instruction is given regarding developmentally appropriate practices (DAP) and curriculum and facility design for young children. ECE lab training may be a part of the course.

Early Childhood Education 2: [Class Fact Sheet](#) This course provides students an opportunity to work with children in a lab setting. (Students will be working with Preschool age children)

Early Childhood Education 3: [Class Fact Sheet](#) This course provides students an opportunity to work with children in a lab setting. (Students will be working with Preschool age Children)

Culinary Arts

Foods Nutrition 1: [Class Fact Sheet](#) This course is the foundational course in the Culinary Pathway and Food Science, Dietetics and Nutrition Pathway. Experiences will include food safety and sanitation, culinary techniques, food selection, and basic nutrition with a focus on career readiness. Student leadership and competitive events (FCCLA) may be integrated into this course.

Culinary 1: [Class Fact Sheet](#) This course is the second step in the Culinary Pathway. Experiences will highlight food safety and sanitation careers, introduce knife skills and cooking techniques, and basic culinary skills related to stocks, sauces, and yeast breads. There will be a focus on career readiness. Student leadership and competitive events (FCCLA) may be integrated into this course.

Culinary 2: [Class Fact Sheet](#) This course will train students for career opportunities in the food service/culinary arts industry. Safety and sanitation procedures will be implemented and practiced, as well as knowledge of use and care of commercial food service equipment.

CHEF 1110 – Sanitation: [Class Fact Sheet](#) Students will develop an understanding of basic principles of sanitation and safety. Be able to apply them in food service operations. Reinforce personal hygiene habits, protecting consumer's health. Class is prerequisite/concurrent for any lab class. (This is a Concurrent Enrollment class)

CHEF 2520 – Nutrition: [Class Fact Sheet](#) In this course students learn about basic nutrients, food labeling, current issues in nutrition, and application of nutritional principles to menu development. (This is a Concurrent Enrollment class)

Apparel

Sewing Construction Textiles 1: [Class Fact Sheet](#) This course introduces students to basic apparel design and construction skills. These skills prepare students for the exciting global apparel industry and entrepreneurial opportunities. Students will sew apparel and accessory projects. This course will strengthen comprehension of concepts and standards outlined in Sciences, Technology, Engineering and Math (STEM) education. Student leadership and competitive events in a CTSO may be integrated into this course.

Sewing Construction Textiles 2: [Class Fact Sheet](#) Students will further strengthen and broaden apparel design and production techniques. In this course they design and construct intermediate level projects using various construction techniques.

Sewing Construction Textiles 3: [Class Fact Sheet](#) This course will provide students with apparel or interior design opportunities using soft goods/textiles and construction/production skills which will focus on entrepreneurial opportunities and careers in design fields.

Fashion Design Studio: [Class Fact Sheet](#) This course explores how fashion influences everyday life and introduces students to the fashion industry. Topics covered include: fashion fundamentals, elements and principles of design, textiles, consumerism, and fashion related careers, with an emphasis on personal application. This course will strengthen comprehension of concepts and standards outlined in Sciences, Technology, Engineering and Math (STEM) education. Participation in a CTSO may be an integral part of this course.

Interior Design 1: [Class Fact Sheet](#) This course explores the field of interior design through engaging learning activities. Identification and use of the elements and principles of design are emphasized.

Interior Design 2: [Class Fact Sheet](#) This course provides students the opportunity to develop skills in applying the elements and principles of design to interiors. Projects are integrated throughout the course to provide application as the students' study: architecture, furniture styles and constructions, surface treatments and backgrounds, design and function of space and lighting.

Interior Design 3: [Class Fact Sheet](#)

Health Science

Health Science Intro: This semester course is designed to create an awareness of career possibilities in health care and inform students of the educational options available for health science and health technology programs. Instruction includes beginning anatomy and physiology, medical terminology, medical ethics, diseases, and disorders. The course prepares students for the Medical Anatomy/Physiology course and/or for a variety of health technology programs.

Exercise Science/Sports Medicine: This course is designed to introduce the student to the area of physical therapy and athletic training. Students will also learn components of sports medicine including human anatomy and physiology, injury prevention, first-aid practices, injury evaluations, healing processes, therapeutic modalities, sports nutrition, performance skills and career options. Participation in HOSA youth organization may be an integral part of this course.

Med Terminology: This is a one-semester course that helps students understand the Greek- and Latin- based language of medicine and healthcare. Emphasis is placed upon word roots, suffixes, prefixes, abbreviations, symbols, anatomical terms, and terms associated with movements of the human body. This course also stresses the proper pronunciation, spelling, and usage of medical terminology. This class is helpful to anyone considering going into a healthcare field.

Med. Anatomy/Physiology: This full-year course provides students with an in-depth study of health care careers including clinical experience in a variety of health care settings. Instruction includes intermediate anatomy and physiology, medical terminology and abbreviations, diseases and disorders, medical ethics, and first aid.

MA 1100 (Med Term CE): Course uses videos supplemented with lecture and discussion covering more than 350 medical word roots, suffixes, and prefixes. Emphasis is placed on the pronunciation, spelling, and proper usage of medical terminology. Medical abbreviations are also introduced. (This is a Concurrent Enrollment class)

IT

Exploring Computer Science 1: [Class Fact Sheet](#) Exploring Computer Science is designed to introduce students to the breadth of the field of computer science through an exploration of engaging and accessible topics.

Computer Programming 1: [Class Fact Sheet](#) An introductory course in computer programming/software engineering and applications. The course introduces students to the fundamentals of computer programming.

Computer Programming 2: [Class Fact Sheet](#) This course introduces students to more complex data structures and their uses, including sequential files, arrays, and classes. Students will learn to create more powerful programs within a specific programming language: Java, Python, C++, C#, Swift.

Game Development Fund 1: This course is designed to provide students with classroom knowledge and project-based experience of fundamental gaming development concepts relating to STEM. These concepts include game design, scripting, creation of digital assets, graphic resources, animations, understanding hardware, problem-solving, critical thinking, collaboration, and project management.

Digital Media 1: Digital media is the process of analyzing, designing and developing interactive media. Digital Media 1 is the first-year digital media course where students will create and learn digital media applications while using elements of text, graphics, animation, sound, video, and digital imaging for various formats.

3D Graphics: 3D Graphics is a one-semester course. Students will use 3D graphics software to produce 3D models. This course will introduce students to 2D and 3D modeling, the creation and application of textures, mapping, lighting, camera techniques, and rendering of 3D models.

3D Animation: 3D Animation is a one-semester course using 3D graphics software to produce 3D models and animations. This course will introduce students to 2D and 3D, animation planning, storyboard development, and the animation process. Participation in the Skills-US youth organization may be an integral part of this course.

Digital Graphic Arts Intro: This course is designed to provide students with the basic knowledge and skills related to the graphic design industry. It is intended to serve as a starting point for several pathways including Digital Media, Graphics and Printing, 3D Animation, and Game Development.

ART 1080 - Photoshop & Digital Media: This course offers an opportunity to become intermediate users of the world's leading professional CG application and gain a familiarity of skills required to develop and produce digital media at a professional level within the life-long learning expectations of a General Education environment. (This is a Concurrent Enrollment class)

Skilled and Technical Sciences

Automotive

ASE Brakes: This is a program with a sequence of courses that prepare individuals to engage in the servicing and maintenance of all types of automobiles. Instruction includes training in safety, the diagnosis of malfunctions and repair of brake systems. This course is based on the Automotive Service Excellence (ASE) task list.

ASE Engine Performance: This course is part of a sequence that prepares individuals to engage in the servicing and maintenance of all types of automobiles. Instruction includes training in safety, the diagnosis of malfunctions and repair of steering and suspension systems. This course is based on the Automotive Service Excellence (ASE) task list.

Intro to Auto: This is an entry-level course in Automotive Service. Demonstrations, lectures, research, and practical experiences are designed to introduce the student to a broad experience in the use of equipment, tools, materials, processes, and techniques of automotive service.

Small Engine Repair: This is a course that prepares individuals to apply technical knowledge and skill to maintain and repair small internal-combustion engines used on portable power equipment, such as lawnmowers, chain saws, rotary tillers, motorcycles, ATV vehicles, and snowmobiles. Work ethics, productivity, and safety are an integral part of the classroom and laboratory activities of this course. Participation in a CTSO may be an integral part of this course.

Woodworking

Woodworking 1: [Class Fact Sheet](#) This is the first instructional course in a sequence that prepares individuals to apply technical knowledge and skills to lay out and shape stock, assemble projects, finish and sand projects. The course stresses the safe use of a variety of hand and power tools and machinery. Recommended projects would be anything that would allow students to incorporate all joints and tools.

Woods 2-Cabinetmaking: [Class Fact Sheet](#) The second instructional course in a sequence of courses that prepares individuals to apply technical knowledge and skills, set up and operate industrial woodworking machinery, and use such machinery to design and fabricate custom cabinets and architectural millwork.

Woods 3-Furniture Design: [Class Fact Sheet](#) The third instructional course in a sequence that prepares individuals to apply technical knowledge and skills to prepare and execute furniture design projects, assemble and finish furniture articles, repair furniture, and stresses the safe use of a variety of hand and power tools and machinery. Recommended projects would be anything that would allow students to incorporate all joints and tools.

Woods 1-Acoustic Guitar: [Class Fact Sheet](#) In this course, students will make and set up an acoustic guitar.

CMGT 1220 (Concurrent Enrolment- Woods 3): [Class Fact Sheet](#) This course explores the basic principles of woodworking. Safety will be discussed in depth. Topics include the theory and hands-on application of joinery, design, cut-lists, stock preparation and assembly. (This is a Concurrent Enrollment class)

Engineering & Technology

Architectural CAD 1: [Class Fact Sheet](#) The first in a sequence of courses that prepare individuals for careers in the Architecture, Engineering, and Construction (AEC) industry. This course includes instruction in 2D or 3D Computer-Aided Design (CAD) software to draw a small residential home with an emphasis on blueprint reading.

CAD Mechanical 1: The first in a sequence of courses that prepares individuals to develop technical knowledge and skills required to plan and prepare scale pictorial interpretations and technical documentation of engineering and design concepts. This includes instruction in the use of 2D Computer-Aided Design (CAD) software, sketching, drawing layout, geometric construction, orthographic projection, and dimensioning.

CAD Mechanical 2: The second in a sequence of courses that prepares individuals with an emphasis in developing technical knowledge and skills to develop 3D models in support of mechanical and industrial engineers, and related professionals. This includes instruction in the use of 3D Computer-Aided Design (CAD) software, model creation, and technical communication.

Transportation Technology: [Class Fact Sheet](#) An introductory course that focuses on the transportation industry and the associated technologies. Students will gain an understanding of transportation technologies and the impact they have on society, the environment and the economy. Students will develop a foundation of knowledge and skills that will open them to the many careers within the transportation industry.

Engineering Principles 1: This is the first in a sequence of "hands-on" courses that tie observations and concepts common to a variety of different engineering disciplines in order to develop a better understanding of basic math and science principles used in engineering. By utilizing problem-solving skills in a laboratory environment, students will develop skills and attitudes that impact and expand occupational opportunities.

Engineering Principles 2: This is the next course in the Engineering Pathway.

Robotics 1: The first in a sequence of courses that prepares individuals with a lab based, hands-on curriculum combining electrical, mechanical and engineering design principles. Students will learn to design, build, program, and control robotic devices.

Robotics 2: The second in a sequence of courses that prepares individuals with a lab based, hands-on curriculum combining electrical, mechanical and engineering design principles. Students will learn to design, build, program, and control robotic devices.