

COMPUTER SCIENCE & STEM PATHWAYS

LOWER ELEMENTARY GRADES K - 2

PARTS OF A COMPUTER
COMMUNICATING WITH
DIGITAL RESOURCES
CYBERSAFETY
PROBLEM SOLVING
CODING



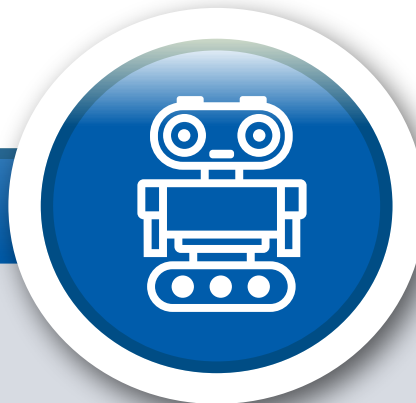
UPPER ELEMENTARY GRADES 3 - 5

DIGITAL CITIZENSHIP
CODING
DATA & ANALYSIS
ALGORITHMS & PROGRAMMING
IMPACTS OF COMPUTING



MIDDLE SCHOOL GRADES 6 - 8

(6) APP CREATOR
(7) ROBOTICS
(7) MANUFACTURING TECHNOLOGY
(8) CODING FOR INNOVATORS
& MAKERS
(8) DESIGN & MODELING
ESPORTS



HIGH SCHOOL GRADES 9 - 10

AP COMPUTER SCIENCE PRINCIPLES
CODING & PROGRAMMING
COMPUTER AIDED DESIGN (CAD)
3D MECHANICAL CAD
INTRO TO ENGINEERING DESIGN
PRINCIPLES OF ENGINEERING
METALS TECHNOLOGY
WOODS MANUFACTURING
ESPORTS



HIGH SCHOOL GRADES 11 - 12

AI FOUNDATIONS
ALGEBRA II STEM
AP COMPUTER SCIENCE A - JAVA
DIGITAL ART & DESIGN
BIOMEDICAL SCIENCE:
MEDICAL INTERVENTIONS
CYBERSECURITY
ESPORTS

