

Franklin High School High Quality Pathways

Student Last Name

Student First Name

Student ID #

Current Counselor

8 9 10 11
(Circle one) Current Grade

Want to explore possible career options? Franklin High School is offering 7 different High Quality Pathways for students to explore and learn real world applications and techniques to prepare for the future. Below are the 7 different options available to you, with pathway descriptions. **If you are interested in being a part of a High Quality Pathway, please mark which pathway you are interested in pursuing on your course selection form.**

Below are the course sequences and on the reverse are the pathway descriptions.

Please note that any pathway selected below will become your top elective priority.

DESIGN ARTS (Pathway 111)

- Digital Art and Graphic Design 1
- Digital Art and Graphic Design 2
- Advanced Graphic Communication

ANIMATION (Pathway 111)

- Animation 1
- Animation 2
- Animation 3

DIGITAL MEDIA (Pathway 113)

- Digital Media 1
- Digital Media 2 or Audio 1
- Broadcast Production

WEB DESIGN (Pathway 174)

- Exploring Computer Science
- Web Design and Development 1
- Web Design and Development 2

ENGINEERING DESIGN (Pathway 152)

- Computer Aided Drafting
- Engineering Design A
- Engineering Design B

ENGINEERING TECHNOLOGY (Pathway 153)

- Principles of Engineering A
- Robotics
- Principles of Engineering B

ENTREPRENEURSHIP AND INNOVATION
(Pathway 241)

- General Business
- Empowering Entrepreneurs 1
- Empowering Entrepreneurs 2



**Please see the reverse side for Pathway Descriptions.

**Course Descriptions are online at <http://www.egusd.net/academics/course-catalogs/>



Franklin High School



High Quality Pathways Course Descriptions

□ **DESIGN ARTS (Pathway 111)**

In the Design Arts Pathway students will acquire design skills while learning Adobe's Creative Cloud Suite (Photoshop, Illustrator, and InDesign) and will learn about career opportunities in the graphic arts.

□ **ANIMATION (Pathway 111)**

Animation provides an in-depth look at the history, principles, and production processes used in animation. Create 2D and 3D animation projects, short films, and learn how these skills are also used in both the game design and visual effects industries. Learn professional-level software and earn free college credit in both Animation 2 and 3.

□ **DIGITAL MEDIA (Pathway 113)**

Explore creative expression through digital storytelling! Learn the production processes used in filmmaking and television news production. This pathway gives students hands-on experience using professional-grade equipment and software while creating content for the Morning Bulletin broadcast and other special projects. Receive free college credit for DMA 2 and Broadcast Production.

□ **WEB DESIGN (Pathway 174)**

This pathway explores the many aspects of Web Design & Development, ranging from the aesthetic components of web design, to the creation and maintenance of a website. This includes varied coding skills, design elements, and current technological practices that are used to develop professional web pages and sites. This pathway also explores the creative nature of computing and how technology is used as a tool to solve problems.

□ **ENGINEERING DESIGN (Pathway 152)**

*Engineering Design provides a background in skill and theory to qualify the student for employment as a design draftsman. This pathway emphasizes the basic skills needed for success in **architectural, mechanical, and engineering** occupations. These skills include the design process, drafting standards and practices, technical communication, and design critique and presentation.*

□ **ENGINEERING TECHNOLOGY (Pathway 153)**

Engineering Technology is a project learning-based series of classes that teaches students various principles of mechanical, electrical, and civil engineering disciplines. Students apply individualized knowledge to a group project that simulates the real engineering world while producing prototypes based on a needs-based prompt. Robotics is included and teaches electro-mechanical design and programming.

□ **ENTREPRENEURSHIP AND INNOVATION (Pathway 241)**

Learn how to take an idea for a product or service to market and explore good business practices needed to make money. Start with a customer or business problem and develop a product or service to solve it. Get funding, make the product, and market it. Be the person who takes a good idea and develops it into a profitable business. See how to become a future entrepreneur and innovator!