careerTECHeducation

"Stepping into the future."

2024-2025 Career Pathways Course Offerings

Warner Robins High School

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Warner Robins, Georgia 31088

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Career Clusters and Pathway Courses

This course is designed as the **foundational course** for all Agriculture, Food & Natural Resources Pathways. The course introduces the major areas of scientific agricultural production and research. It presents problem solving lessons and introductory skills and knowledge in agricultural science and agri-related technologies. Classroom and laboratory activities in **all courses** are supplemented through supervised agricultural experiences at the FFA farm and greenhouse and leadership programs and activities.

Basic Agriculture Science

Course #'s

02.4710010/20

This course is designed to introduce students to the scientific principles that underlie the breeding and husbandry of agricultural animals, and the production, processing, and distribution of agricultural animal products. This course introduces scientific principles applied to the animal industry; it covers reproduction, production technology, processing, and distribution of agricultural animal products. **Prerequisite: Basic Ag Science (Qualifies as 4th Year Science)**

Animal Science & Biotechnology

Course #'s

02.4210010/20

This course is to provide students instruction in establishing and managing agricultural animal enterprises; includes instruction in selecting, breeding, feeding, caring for marketing beef and dairy cattle, horses, swine, sheep, and poultry. **Prerequisite: Basic Ag Science**

Ag Animal Production & Management

Course #'s

01.4320010/20

Basic Agriculture Science and Technology

Course #'s

02.4710010/20

This course is designed as the **foundational course** for all Agriculture, Food & Natural Resources Pathways. The course introduces the major areas of scientific agricultural production and research. It presents problem solving lessons and introductory skills and knowledge in agricultural science and agri-related technologies. Classroom and laboratory activities in **all courses** are supplemented through supervised agricultural experiences at the FFA farm and greenhouse and leadership programs and activities.

General Horticulture and Plant Science

Course #'s

01.4610010/20

The areas of the introductory course are explored in greater detail. In addition, students will also explore asexual reproduction, fertilization and irrigation methods, factors that affect plant development and growth, and careers in plant science and horticulture. This course includes classroom and supervised laboratory activities at the FFA farm and greenhouse. **Prerequisite: Basic Ag Science (Qualifies as 4th Year Science)**

Animal Science & Biotechnology

Course #'s

02.4210010/20

This course is designed to introduce students to the scientific principles that underlie the breeding and husbandry of agricultural animals, and the production, processing, and distribution of agricultural animal products. This course introduces scientific principles applied to the animal industry; it covers reproduction, production technology, processing, and distribution of agricultural animal products. **Prerequisite: Basic Ag Science (Qualifies as 4th Year Science)**

Agriculture, Food, and Natural Resources

Plant and Landscape Systems Pathway

Basic Agriculture Science and Technology
Course #'s
02.4710010/20

This course is designed as the **foundational course** for all Agriculture, Food & Natural Resources Pathways. The course introduces the major areas of scientific agricultural production and research. It presents problem solving lessons and introductory skills and knowledge in agricultural science and agri-related technologies. Classroom and laboratory activities in **all courses** are supplemented through supervised agricultural experiences at the FFA farm and greenhouse and leadership programs and activities.

General Horticulture and Plant Science
Course #'s
01.4610010/20
(Qualifies as 4th Year Science)

The areas of the introductory course are explored in greater detail. In addition, students will also explore asexual reproduction, fertilization and irrigation methods, factors that affect plant development and growth, and careers in plant science and horticulture. This course includes classroom and supervised laboratory activities at the FFA farm and greenhouse. **Prerequisite: Basic Ag Science**

Nursery and Landscape

Course #'s
01.4700010/20

This course is designed to provide students with the basic skills and knowledge utilized by the green industry in nursery production and management and landscape design and management. Classroom and laboratory activities are supplemented through supervised agricultural experiences at the FFA farm and greenhouse and leadership programs and activities. **Prerequisite: Basic Ag Science**

Arts, AV/Technology, and Communications

Graphic Design Pathway

This course is designed as the **foundational course** for both the Graphics Production and Graphics Design pathways. The Graphics and Design course provides students with the processes involved in the technologies of printing, publishing, packaging, electronic imaging, and their allied industries. In addition, the Graphics and Design course will focus on typography, visual arts and page layout.

Introduction to Graphics and Design
Course #'s
48.4610010/20

This course builds on knowledge and skills learned in the Introduction to Graphics and Design course and focuses on procedures commonly used in the graphic communication and design industries. Students will gain more experience in creative problem solving and the practical implementation of those solutions across multiple areas of graphic design and graphic communications. **Prerequisite: Intro to Graphics and Design**

Graphic Design and Production
Course #'s
48.4620010/20

Students will continue to explore in an increasingly independent manner, the principles of design and layout procedures relating to the field of graphic design. Content will cover electronic systems and software programs used in graphic design, page composition, image conversion, and digital printing. **Prerequisites: Intro to Graphics and Design and Graphic Design and Production**

Advanced Graphic Design
Course #'s
48.4280010/20

Business Accounting

Business Accounting Pathway

This is the **foundational course** for Business Accounting, Business and Technology, Entrepreneurship, and Human Resources Management pathways. The course is designed to provide an overview of business and technology skills required for today's business environment. Emphasis is placed on developing proficient fundamental computer skills. After mastery of the standards in this course, students should be prepared to earn an industry recognized credential: Microsoft Office Specialist for Word Core Certification.

Introduction to Business and Technology
Course #'s
07.4413010/20

How money smart are you? Step into this course specifically designed for high school students to understand the importance of the financial world, including planning and managing money wisely. Based on the hands-on skills and knowledge applied in this course, students will develop financial goals, and create realistic and measurable objectives to be MONEY SMART!
Prerequisite: Intro to Bus & Tech

Financial Literacy
Course #'s
07.4260010/20

Where does all the money go? As a person would not go to a foreign country and not learn the language, accounting is the "language of business." Principles of Accounting 1 is a skill-level course that is of value to all students pursuing a strong background in business, marketing, and management. Using financial information, students will learn how to make decisions about planning, organizing, and allocating resources using accounting procedures.
Prerequisite: Intro to Bus & Tech

Principles of Accounting
Course #'s
07.4110010/20

Government and Public Safety

AFJROTC

This course is for first time cadets. It is designed to acquaint students with aerospace science and leadership. It introduces key military customs and courtesies and the principles of ethical and moral behavior. It focuses on Milestones in Aviation History, specifically the development of flight throughout the centuries. It starts with ancient civilizations and flight, then progresses through time to future developments, with an introduction into cyber technologies.

Journey into Aviation History and Leadership
Course #'s
28.4170010/28.4110020

These courses are for second, third, and fourth year cadets. The course builds on the areas of the intro courses. It is designed to acquaint the student with the aerospace environment, the science of flight, communication, cultural studies, life skills, career opportunities, awareness, and leadership. In addition, the Wellness/PT Program is to motivate cadets to lead healthy, active lifestyles beyond program requirements and into their adult lives. Cadets who remain in the AFJROTC program for three years can be awarded PE and Health credit with the physical training requirement.

Aerospace Science and Leadership
Course #'s
28.4180010/28.4160020
28.4130010/28.4140020
28.4190010/28.0120010
28.01200/28.01910

Marketing Management

Marketing Principles
Course #'s
08.4740010/20

This **foundational course** addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students learn basic marketing concepts and the role of marketing in our economy. Students also develop skills in applying economic concepts to marketing, distribution and logistics, marketing information management, finance in marketing, product/service planning, pricing mixes, promotional strategies, and personal selling.

Marketing and Entrepreneurship
Course #'s
08.4410010/20

This course begins an in-depth and detailed study of marketing while also focusing on management with specific emphasis on small business ownership. This course builds on the theories learned in Marketing Principles by providing practical application scenarios which test these theories. Marketing and Entrepreneurship focuses on the role of the supervisor and examines the qualities needed to be successful. **Prerequisite: Marketing Principles**

Marketing Management
Courses #'s
08.4420010/20

Through the school based enterprise, students assume a managerial perspective of applying economic principles in marketing, analyzing operation's needs, examining channel management and financial alternatives, managing marketing information, pricing products and services, developing products and services, purchasing, and professional sales. **Prerequisites: Marketing Principles and Entrepreneurship**

Hospitality and Tourism

Marketing Principles
Course #'s
08.4740010/20

This **foundational course** addresses all the ways in which marketing satisfies consumer and business needs and wants for products and services. Students learn basic marketing concepts and the role of marketing in our economy. Students also develop skills in applying economic concepts to marketing, distribution and logistics, marketing information management, finance in marketing, product/service planning, pricing mixes, promotional strategies, and personal selling.

Introduction to Sports & Entertainment Marketing
Course #'s
08.4780010/20

This course introduces the student to the major segments of the Sports and Entertainment Industry and the social and economic impact it has on the local, state, national, and global economies. The products and services offered to consumers and the impact of marketing on these products and services are examined. **Prerequisite: Marketing Principles.**

Advanced Sports & Entertainment Marketing
Courses #'s
08.4850010/20

This course provides students opportunities to develop managerial and analytical skills and deepen their knowledge in sports/entertainment marketing. Project-based instruction will include: Marketing-Information Management, Selling, Publicity/Public Relations, Sales Promotion, Management of Promotion, Product Mix, Pricing, Positioning, and Marketing Planning. **Prerequisites: Marketing Principles and Intro to Sports Entertainment Marketing**

Human Services

This **foundational course** introduces the student to the basic fundamentals of design and the interior design profession. The skills taught throughout the course will allow the student to investigate and explore the various careers within the aspects of interior **design**. Students will gain knowledge of the history of interior furnishings. Individual work, teamwork and presentation skills will also be incorporated into the curriculum.

Foundations of Interior Design
Course #'s 20.4410010/20

The Fundamentals of Fashion course introduces the students to the fascinating world of how textiles are woven into the fabric of everyday life. This course is designed to advance student skills in the selection, purchase, design, care, and construction of textile products. The course emphasizes critical-thinking skills needed for making wise consumer choices and career decisions. **Prerequisite: Foundation of Interior Design**

Fundamentals of Fashion
Course #'s 20.4450010/20

This course introduces students to the fascinating world of fabrics, fibers, dyes and fabric construction. Textiles for apparel, interior furnishings, and industrial applications are investigated. Testing methods, labeling laws, trends, applications, and color forecasting are all included. Projects will involve individual work, team work, verbal presentations, fabric swatches, and computer applications. **Prerequisite: Foundations of Interior Design**
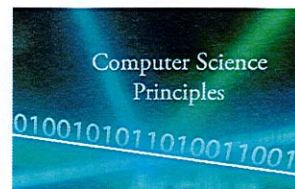
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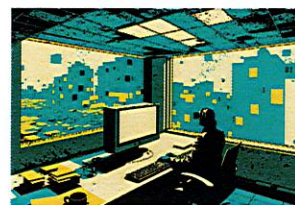Course #'s
20.4470010/20

Information Technology

Introduction to Software Technology is the foundational course for Cloud Computing, Computer Science, Game Design, Internet of Things, Programming, Web and Digital Design, and Web Development pathways. This course is designed for high school students to understand, communicate, and adapt to a digital world as it impacts their personal life, society, and the business world. Exposure to foundational knowledge in programming languages, software development, app creation, and user interfacing applications are all taught in a computer lab with project-focused tasks.

Introduction to Software Technology
Course #'s 11.44600/20

Computer Science (CS) Principles is an intellectually rich and engaging course that is focused on building a solid understanding and foundation in computer science. This course emphasizes the content, practices, thinking and skills central to the discipline of computer science. Through both its content and pedagogy, this course aims to appeal to a broad audience. The focus of this course will introduce students to computational thinking practices. **Prerequisite: Intro to Software Tech**

Computer Science Principles
Course #'s 11.47100

Students completing this course will gain an understanding of the fundamental principles used at every stage of the game creation process. First, game genres and modes of play are explored in terms of the psychology of incentives, motivation to play, and social networking. Next, virtual characters and non-player characters are reviewed from concept drawing to 2D and 3D art, rigging, and animation. **Prerequisite: Intro to Software Technology**

Game Design: Animation and Simulation
Course #'s 11.42900

Work Based Learning

Work-Based Learning

WBL

Georgia's Future Workforce

Work Based Learning is an opportunity for the student to receive clinical, internship, or on-site training in career related jobs. To qualify for a WBL placement, a student must have a job, be in grades 11 or 12 and at least 16 years old. Students must also have a defined Career Pathway in order to participate in the Work-Based component of Career-Related Education. **Must have approval from the WBL instructor.**

Course #'s

XX.7114000/712	1 hour	
XX.7115000/712	2 hours	
XX.7116000/712	3 hours	