

2026-2027 Career Pathways Course Offerings

Warner Robins High School
401 S. Davis Drive
Warner Robins, Georgia 31088
478-929-7877

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Food Animal Systems Pathway

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 and Technology

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.



Animal Science & Biotechnology

Course #'s

02.4210010/20

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)

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.

Basic Ag. Science



Ag Animal Production & Management

Course #'s

01.4320010/20

DECA is an international association of high school and college marketing students who study marketing, management, and entrepreneurship in business, finance, hospitality, and Marketing, Sales, and Services.



Family, Career and Community Leaders of America (FCCLA) provides the opportunity for students to expand their leadership potential and develop skills for life (planning, goal setting, problem solving, decision making, and interpersonal communication) necessary in the home and workplace.



Future Business Leaders of America (FBLA) is an organization for business students in middle and high school. FBLA gives students opportunities to develop leadership and career skills while preparing for careers in business and business-related fields.



Georgia Future Farmers of America (FFA) is ranked in the top five for membership in the nation. Today's FFA encompasses more than 300 careers in everything from agriscience to biotechnology to turf grass management.



Health Occupations Student Association (HOSA) is a national organization of Future Health Professionals. Their mission is to promote career opportunities in health care and to enhance the delivery of quality health care to all people.



SkillsUSA provides students the opportunity to develop leadership and workplace skills and earn recognition through activities, conferences, and competitions.



Technology Student Association (TSA) is an organization of middle and high school students who aspire to be future engineers, scientists, and technologists.



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

Horticulture and Animal Systems Pathway

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)**

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**

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)**



**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**



Houston College and Career Academy (HCCA) is a joint effort between the Houston County Board of Education, Central Georgia Technical College, Middle GA State University, Robins Air Force Base, and the business community at large.

Students can earn high school credit and/or dual enrollment credit at **Central Georgia Technical College** while still in high school.

Artificial Intelligence
Audio /Video/Film
Automation Technology
Automotive
Barbering
Cosmetology
Culinary Arts
Cybersecurity
Education as a Profession
Engineering
Fine Furniture
Fire Science: Firefighting
Healthcare Science (*includes Emergency Responder, Nurse Aid, or Sports Medicine*)
HVAC
Information Technology
Law & Justice
Latin
Welding

Students can earn high school and/or dual enrollment credit at **Middle GA State University**. Course is offered at the Synergy Center.

Computer Programming

Work Based Learning

Work-Based Learning



Georgia's Future Workforce

Course #'s

XX.7114000/712 1 hour

XX.7115000/712 2 hours

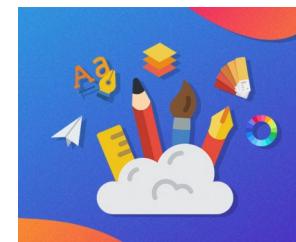
XX.7116000/712 3 hours

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.**

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Graphic Design Pathway



Introduction to Graphics and Design

Course #'s

48.5610010/20

This course is designed as the **foundational course** for the Graphic 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.

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

48.5620010/20

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

48.5280010/20

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.

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.

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.



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



Financial Literacy
Course #'s
07.4260010/20



Principles of Accounting
Course #'s
07.4110010/20

Marketing and Management Pathway

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 Principles
Course #'s
08.4740010/20



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



Introduction to Software Technology Course #'s 11.44600/20

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.



Computer Science Principles Course #'s 11.47100

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.



Game Design: Animation and Simulation Course #'s 11.42900

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 Pathway

Government and Public Safety



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



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

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.

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.

Sports and Entertainment Marketing Pathway

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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.



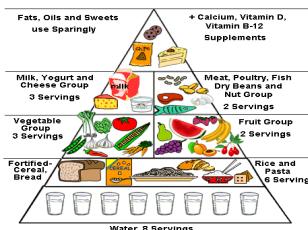
Advanced Sports & Entertainment Marketing Courses #'s 08.4850010/20

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

Nutrition and Food Science

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Food, Nutrition and Wellness is the **foundational course** in the nutrition and food science pathway. The focus of the course is centered on healthy food and lifestyle choices. Students will investigate the interrelationship of food, nutrition and wellness to promote good health.



Food, Nutrition and Wellness Course #'s 20.4161010/20

Food for Life is an advanced course that addresses the variation in nutritional needs at specific stages of the human life cycle: lactation, infancy, childhood, adolescence, and adulthood including elderly. The most common nutritional concerns, their relationship to food choices and health status and strategies to enhance well-being at each stage of the lifecycle are emphasized.

Prerequisite: Food, Nutrition, & Wellness



Food for Life Course #'s 20.4140010/20



Food Science Course #'s 20.4181010/20

Food science integrates many branches of science and relies on the application of the rapid advances in technology to expand and improve the food supply. Building on information learned in Nutrition and Wellness and Chemistry, students will evaluate the effects of processing, preparation, and storage on the quality, safety, wholesomeness, and nutritive value of foods. **Prerequisite:** Food, Nutrition, & Wellness **(Qualifies as 4th Year Science)**