

Anchor Bay School District

Applied Technology

This course offers students the opportunity to engage in the lively art of communication, generating commercials, PSA's and daily school news broadcasts. Students gain exposure to and knowledge of this media by using technology. Students use a variety of resources in order to create their finished and publicly viewed products. Students film sporting events, produce and edit commercials and public service announcements. They also produce a daily broadcast that is shown to the school and played on Comcast Channel 6 two times a day.

Auto Service Technology

The courses in this area are designed to provide the skills and training needed to enter the workforce as an Auto Service Technician. Students completing 3 or more semesters in this program will be prepared to take the State of Michigan or ASE Certification Tests and be prepared to seek employment as an Auto Technician. They may also qualify to receive advanced credit in a post-secondary training program to become certified and industry qualified in one or two years depending on the choice of Degree or non-Degree programs. (Counselors or the Auto Instructor can provide more details; please contact them). Students interested in other careers related to the Auto Service industry, or interested in learning about servicing their own cars are encouraged to take these classes, but these classes are not designed to just work on their own car. Students will be required to participate in Skills USA, will have the opportunity to participate in the Ford/AAA Student Skills Contest, in the MITES Auto Competition, and building project cars for Autorama and the high School Drag Race Day. Students will be provided all tools and equipment needed to complete the class. Coveralls and safety glasses will be provided. Students need to wash and care for the coveralls. Students will work on donated vehicles that are owned by the school, customer vehicles, and may have the opportunity to work on their own/family owned cars if the repair is related to class work at the time. Students will be responsible for parts used to repair their own vehicles.

Business Computer Technology

A project based course designed to allow students to explore and learn various computer applications for personal and professional use. Skills acquired will help prepare students for success throughout higher levels of education. Microsoft Office 2010 (Word, Excel, and PowerPoint) and/or various uses of technology will be used to complete all assignments. Also introduced in this class is an introduction to Accounting and Stock Market (using Excel Spreadsheets).

Marketing

Marketing is an instructional program that prepares individuals to perform marketing and management functions and tasks that can be applied broadly in any marketing environment. Principles, practices and procedures are taught, but without particular identification with a specific kind of business, product or service. Content addresses the functions of marketing. The marketing education core curriculum is the basis for program instruction. Additional competencies (or assignments) may be made to individual students to allow for specialization. Areas of specialization may include general merchandising, apparel and accessories, food marketing, advertising/display, finance and credit, hotel/motel, restaurant marketing and other areas. Students are encouraged to join DECA (Marketing Club).

Business Website Design 1 & 11

This course is an introduction to the world of Website Design! Students will start with learning the basics, HTML and JavaScript. Students will also learn Macromedia Products, including Dreamweaver, Fireworks and Flash. In addition, principals, practices, and procedures are taught in a broad sense that will apply to many different types of businesses. Students will enhance their skills through direct hands on projects, labs, open-book quizzes and research. Students will participate in many projects, which include, building a few websites of their own. Design II: Business Website Design II is a one-semester course, which builds upon Business Website Design I course. Students will enhance their existing website design skills through direct hands on projects, open-book quizzes, and simulation projects. Programs that may be covered are Dreamweaver, Fireworks, Flash and Freehand. Students will use digital cameras and camcorders to design an individual website during the semester. Students will assist teacher and other students in projects. Business Web Design I & II may be taken both semesters to have a full year of web design.

Child Development I & II

Child Development I: Students will study factors that affect the growth and development of young children from conception through the first year of life. This includes a thorough study of prenatal influences and possible problems, pre and postnatal care, labor and delivery and the needs of the child newborn to 12 months. The four areas of development (physical, social, emotional and intellectual) will be a focus on the study of the whole child along with appropriate care and guidance for each stage discussed. Students may use the simulated baby. Child Development II: This class is a continuation of Child Development I. Students will study the four areas of a child's development from ages one to twelve. Theory, health and safety, positive guidance, special needs of children and careers with children will all be thoroughly addressed. Students will have the opportunity to observe in our high school childcare setting.

Computer Science

This course is designed to teach students how to use computers as a tool to streamline the daily activities of life. Based upon the MicroSoft operating system, the students will

be exposed to computer terminology, general information about computer components, networking, blue tooth technology, mobile technology and the integrated software package of MS Office. The aspects of MS Office covered are Word, Excel, Access, Publisher, and PowerPoint. They will also learn how to effectively search the Internet, obtain e-mail addresses and will discuss the impact technology has on our society. If time permits, students will design and develop a simple website using software to generate the proper code.

Construction Trades I & II

Course I: This course will provide skill development and experiences in the areas of Woodworking and Residential Construction. Students will gain experience in the Construction field in masonry, concrete, rough and finish carpentry, plumbing, electrical, siding, roofing, drywall and others. A safe and functional use of portable and stationary power equipment and hand tools will be emphasized in the shop and on the job site. Projects and exercises will be of the instructors/school district choice, and may vary from semester to semester. Students will be required to wear proper footwear (leather/work type shoes or boots). All other safety equipment and tools will be provided. Outdoor work clothing may be necessary during various times of the year. Course II: Construction Trades II will focus on Site Planning, Codes and Ordinances, Green Technology, Highway, Bridge and Heavy Construction Careers, and the Business of Construction. This class is more research and informational orientated than Construction Trades/Woods Technology, but students will be involved in hands on projects dealing with site development; heights, elevations, or lines, use of transits and measuring equipment and finishing job sites, i.e.: driveways, walkways, landscaping, etc. Students will be building site models, for residential homes, industrial parks, park and recreational facilities, etc. Green Technology in Construction Trades will be emphasized and explored. Careers with MDOT will be explored and model bridges, roadways, etc. will be built. Guest Speakers, Field Trips and On Line learning will be used to expose students to the career opportunities available in the Construction Trades Industry. Recommended to students seriously interested in Construction Trades/Woods Technology is a pre-requisite.

Health Occupations I, II & III

Course I: This course is designed to give students an opportunity to explore many different health careers through class work, and speakers. They will learn how they can make a difference in the health of their community. Students will study medical abbreviations and medical word parts. They will learn to communicate properly using medical terminology. They will learn safety procedures relating to medical facilities. Students will learn the responsibilities and roles as members of a health care team. They will understand how the role of health care professional fits into their department, their organization, and the overall health care environment. Students will learn the legal responsibilities, limitations, and implications of their actions within the health care setting. Students will understand the fundamentals of wellness and the prevention of disease processes. Course II: Students will continue to research and study different health occupations during this two-hour block class. They will explore several jobs in depth, such as nurse assistant, physical therapy assistant, dental assistant, etc. Students go off site to job shadow at a local area health facility. Students will study

Anatomy & Physiology. They will know the various methods of giving and obtaining information using medical terminology. Students will apply technical skills required for all career specialties and demonstrate skills and knowledge as appropriate. In this class students will learn employability skills. Students will learn how to use information technology applications required in the health care field. Students can qualify for our Internship Program through this class. Course III: Students will continue their studies in Medical Terminology and Human Anatomy and Physiology. Upon completion of their third year of Medical Terminology students may qualify for college credit through Articulation Agreements with various area colleges and universities. Students will choose a particular career and study it in depth at a beginning college level. Students also study Dimensional Analysis for Meds to prepare them for work in the medical field. Students will be helping to organize a blood drive here at the high school.

Hospitality Management I & II

Course I: This course has a hands-on approach where students will acquire skills ranging from customer service to food production and safety to successful operation of our full service student-run restaurant. The Shoreliner Restaurant is open to the public for lunch as well as monthly buffets and other special catering events. Course can be taken multiple times. Course II: Building upon skills and knowledge acquired in Hospitality Management I, students will learn recipe development, menu writing, cost control and staff scheduling. In addition, students are expected to take on leadership roles and serve as managers and Sous Chefs in the student-run restaurant.

Applied Horticulture

Applied horticulture science is the study of plants, flowers, turf grass and greenhouse production of plants in the landscape. Students learning will blend plant botany and natural resources with “hands on” activities that include landscape and floral design, turf care/renovation, greenhouse plant production and marketing of horticultural products. Field trips to commercial businesses and trade shows allow students a first-hand look at career opportunities in sustainable agriculture. Completion of course study includes college articulation credits and initial industry certification.

Introduction to Computer Aided Design

This course will allow students to explore the many technology related careers in the fields of engineering, architecture, digital animation, and video game design. Students will focus on the employability and technical skills necessary for success, and lifelong employment in any of the above career fields. Students will utilize state of the art computer aided drafting equipment and learn to create and edit industry standard drawings. Most of the instruction, assessment and communication in this course are delivered in an “on-line” learning environment utilizing “Cloud” computing tools such as Microsoft®, Skydrive and Office Suite™. Students who think they want to explore projects in career fields beyond basic mechanical drafting should take Drafting/Design & Engineering 1 instead of this course.

Drafting/Design & Engineering I, II and Advanced

Drafting/Design & Engineering I This course will allow students to explore the many technology related careers in the fields of engineering, architecture, digital animation, and video game design. Students will focus on the employability and technical skills necessary for success, and lifelong employment in any of the above career fields. Students will utilize state of the art computer aided drafting equipment and learn to create and edit industry standard drawings. Most of the instruction, assessment and communication in this course are delivered in an “on-line” learning environment utilizing “Cloud” computing tools such as Microsoft®, Skydrive and Office Suite™. The first semester of this course is identical to the Engineering Career Explorations course. The second semester of this course is project based allowing those students that qualify to pursue projects in one or more of the career fields they studied first semester. Drafting/Design & Engineering II This course will introduce industry design and drafting standards, topics will include orthographic projection, 3D Parametric modeling, and Engineering Drawing. Students will utilize state of the art computer aided drafting equipment and learn to create and edit industry standard drawings. Most of the instruction, assessment and communication in this course are delivered in an “on-line” learning environment utilizing “Cloud” computing tools such as Microsoft®, Skydrive and Office Suite™. Advanced Drafting/Design & Engineering This course will expand upon topics from earlier courses and cover topics such as manufacturing materials and processes as well as Engineering Drawings. Students will utilize state of the art computer aided drafting equipment and learn to create and edit industry standard drawings. Students will be given the opportunity to take a certification exam in the 3D Parametric Modeling Software Solid Works®. Most of the instruction, assessment and communication in this course are delivered in an “on-line” learning environment utilizing “Cloud” computing tools such as Microsoft®, Skydrive and Office Suite™.

Introduction to Robotics Engineering

This comprehensive curriculum provides 20 weeks of robotics instruction and serves as an exhaustive introduction to the Lego Mindstorms Education NXT system and all concepts associated with mobile robotics. Students’ progress through activities designed to teach programming, behaviors, systems, control sensors, feedback and more. Along the way they will address key technology, math and science concepts. The curriculum focuses on applied inquiry, motivated design, communications technology, scanning, mapping and more.