Applied Arts

Driver Education
Driver Education

Family and Consumer Sciences
Creative Cuisine
Gourmet
Real-World Cooking for Seniors
Culinary Arts and Hospitality
Human Growth and Child Development 1 & 2
Fashion Construction

Project Lead The Way (PLTW)
Introduction to Engineering Design
Principles of Engineering
Civil Engineering and Architecture
Biotechnical Engineering
Digital Electronics

Technology Education
Introduction to Design Technology/Introduction to Computer Coding
Interior Design
Introduction to Architecture
Architectural Models
Architectural Studio
Architectural Building Design
Automotives 1, 2, & 3
Geometry, Design, and Construction
Wood & Metal Design
Furniture Making and Design

HOMEWORK

In the Applied Arts Department, homework can be an integral part of the learning process. Depending on class format, curriculum, equipment, and software used, course homework varies from zero assignments per week to a few assignments per week. Every applied arts course has a policy and expectations about projects and assignments that are not finished during class time. When work is not completed during class time, the expectation is that students will complete unfinished projects and assignments at home or during non-scheduled class time. Assigned homework will vary based on a student's enrollment in a course for major credit or for elective credit. Please note that students taking an applied arts course for elective credit do not take a final examination at the end of each semester. Students taking an applied arts course for major credit will be required to complete a final exam.

PROJECT LEAD THE WAY (PRE-ENGINEERING) COLLEGE CREDIT

Project Lead the Way (PLTW) is a sequential engineering program that can potentially lead to college credit transferable to universities such as Purdue, Bradley, Milwaukee School of Engineering, and the University of Illinois. Students may take one or all of the proposed courses during their high school career.

APPLIED ARTS ON THE WEB

Please visit our website for department objectives, course videos, and additional information: http://www.newtrier.k12.il.us/page.aspx?id=1024

DUAL CREDIT (NEW TRIER AND OAKTON COMMUNITY COLLEGE)

Students who take Interior Design, Introduction to Architecture, and Architectural Studio may elect to receive credit from Oakton Community College in addition to credit toward graduation from New Trier. In order to qualify for dual credit, students must be enrolled in one of these courses for a full year and must earn a C or higher each semester. Students interested in receiving dual credit for these courses should talk to their teacher.

4-Year Sequence in Applied Arts

Freshman	Sophomore	Junior	Senior
Introduction to Design Technology/Introduction to Computer Coding Fashion Construction	Introduction to Design Technology Interior Design Fashion Construction	Introduction to Design Technology Interior Design Fashion Construction	Introduction to Design Technology Interior Design Fashion Construction
Introduction to Architecture	Introduction to Architecture Architectural Models Architectural Studio Interior Design	Introduction to Architecture Architectural Models Architectural Studio Architectural Building Design Interior Design	Introduction to Architecture Architectural Models Architectural Studio Architectural Building Design Interior Design
Introduction to Engineering Design (PLTW)*	Introduction To Engineering Design (PLTW)* Principles of Engineering (PLTW) Civil Engineering and Architecture (PLTW)	Introduction To Engineering Design (PLTW)* Principles of Engineering (PLTW) Biotechnical Engineering Civil Engineering and Architecture (PLTW) Digital Engineering (PLTW)	Introduction To Engineering Design (PLTW)* Principles of Engineering (PLTW) Biotechnical Engineering Civil Engineering and Architecture (PLTW) Digital Engineering (PLTW)
	Automotives 1*	Automotives 1* Automotives 2	Automotives 2 Automotives 3
	Driver Education	Driver Education	Driver Education
Creative Cuisine	Gourmet	Gourmet Culinary Arts and Hospitality	Real-World Cooking for Seniors Culinary Arts and Hospitality
	Human Growth & Child Development 1*	Human Growth & Child Development 1* Human Growth & Child Development 2	Human Growth & Child Development 1* Human Growth & Child Development 2
	Geometry, Design, and Construction Wood & Metal Design	Geometry, Design, and Construction Wood & Metal Design Furniture Making and Design	Geometry, Design, and Construction Wood & Metal Design Furniture Making and Design

* Prerequisite
Highlighted areas = Sequential courses

Applied Arts Department Courses and College, Career, and Exploratory Paths		
Areas of Interest	Courses Offered at Northfield	Courses Offered at Winnetka

Architecture	Introduction to Architecture	• Introduction to Architecture
		  • Architectural Studio
		  • Architectural Models
		  • Interior Design
		  • Architectural Building Design
		  • Civil Engineering and Architecture (PLTW)

Interior Design	Introduction to Architecture	• Interior Design
		  • Architectural Studio
		  • Architectural Models
		  • Wood & Metal Design
		  • Furniture Making and Design

Engineering	Introduction to Engineering Design (PLTW)	• Introduction to Engineering Design (PLTW)
		  • Civil Engineering and Architecture (PLTW)
		  • Principles of Engineering (PLTW)
		  • Biotechnical Engineering
		  • Digital Electronics (PLTW)
		  • Research Design and Development through Engineering (Summer School)

Automotives		• Automotives 1
		  • Automotives 2
		  • Automotives 3

Applied Design and Technology	Fashion Construction Introduction to Architecture Introduction to Design Technology/ Introduction to Computer Coding	• Introduction to Design Technology • Introduction to Architecture • Geometry, Design, and Construction • Wood & Metal Design • Furniture Making & Design • Fashion Construction
Human Growth		• Human Growth & Child Development 1 • Human Growth & Child Development 2
Culinary and Hospitality	Creative Cuisine	Gourmet (Sophomores, Juniors) Culinary Arts and Hospitality (Juniors, Seniors) Real-World Cooking for Seniors

Highlighted areas = Sequential courses

Project Lead the Way (PLTW) is a national organization that has developed, in conjunction with professional engineers, an innovative pre-engineering curriculum for high school students. Similar to Advanced Placement courses, PLTW has an end-of-course exam. If students successfully complete the course and pass requirements on the exam, they can be eligible for university credit and/or scholarship opportunities. Please see our website for more information.

Family and Consumer Sciences Courses

Fashion Construction

OPEN TO FRESHMEN, SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This hands-on lab course introduces students to the world of fashion. Through an integrated approach, the course combines machine work to construct clothing as well as personal and household items with the study of textiles, history, and trends in fashion. Students complete five projects throughout the course; the final project is the student's choice. *This course fulfills the graduation requirement for fine and/or practical arts.*

Creative Cuisine

OPEN TO FRESHMEN
PREREQUISITE: NONE
.5 ELECTIVE CREDIT

This course teaches the basic techniques used in the preparation of food. Students work together in the culinary lab to plan, prepare, and serve meals every day. Students learn to prepare breads, appetizers, soups, sauces, casseroles, pies, eggs, poultry, and meat. Course favorites include crepes, Santa Fe chicken salad, calzones, and chocolate cream pie. *This course fulfills the graduation requirement for fine and/or practical arts.*

Gourmet

OPEN TO SOPHOMORES AND JUNIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

In this cooking class, students with or without experience explore the hows and whys of preparing delicious foods. Students work together in the culinary lab to plan, prepare, and serve meals every day. Student input is an invaluable component of this course, and students propose recipes of their own to add to the curriculum. Course favorites include homemade pasta, brownie parfaits, steak tacos, dumplings, and pumpkin spice lattes. In addition, current food trends, cooking methods, and nutrition are discussed. *This course fulfills the graduation requirement for fine and/or practical arts.*

Real-World Cooking for Seniors

OPEN TO SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course is designed for seniors who are preparing for their post-high school lives in college or independent living. Students receive a hands-on overview of foods while focusing on food preparation, knowledge of cooking equipment and appliances, nutrition, time management, and budgeting. Cooking labs expose students to all types of food preparation, including make-ahead, grab-and-go meals, grilling, healthy drink preparation, sautéing, broiling, steaming, roasting, and baking. *This course fulfills the graduation requirement for fine and/or practical arts.*

Culinary Arts and Hospitality

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: CREATIVE CUISINE OR GOURMET
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

In this course, students learn about the multiple facets of the culinary industry, including the preparation of food, knife skills, creative presentation, daily restaurant operations, and customer relations. At the end of the year, students display their knowledge and skills by designing and operating a one-day, pop-up restaurant. In addition, students have the opportunity to earn a ServSafe Certificate, an important industry credential. Please visit our website for more information. *This course fulfills the graduation requirement for fine and/or practical arts.*

Human Growth and Child Development 1

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course explores the social, emotional, physical, and intellectual development of young children. The first semester concentrates on prenatal development to age 2; the second semester concentrates on development from ages 2 to 5. Topics also include parenting, teenage pregnancy, and child-centered careers. Students study human growth through the use of technology, including programmable baby simulators and an empathy belly. *This course fulfills the graduation requirement for fine and/or practical arts.*

Human Growth and Child Development 2

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: HUMAN GROWTH AND CHILD DEVELOPMENT 1
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course explores the social, emotional, physical, and intellectual development of children from ages 5 to 13. The first semester concentrates on child development from ages 5 to 10; second semester concentrates on development from ages 10 to 13. Classes meet for *one period three days a week* and for a *double period two days a week*. During the double-period classes, students have the opportunity to work at the New Trier Child Care Center. *This course fulfills the graduation requirement for fine and/or practical arts.*

Pre-Engineering Courses

Introduction to Engineering Design (PLTW)

OPEN TO: FRESHMEN, SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

Through a hands-on, design-thinking approach, students learn to think like engineers in this introductory Project Lead the Way (PLTW) pre-engineering course. The major focus of IED is on the engineering design process, introduced through activities that provide experience with brainstorming, technical sketching, computer-aided design (CAD) software techniques, and technical documentation. Students learn how to use 3D printers and scanners, laser cutters, and various other tools to bring their ideas to prototype and products to life; they create personal engineering notebooks to document their skills and designs. In addition, teamwork and technical communication skills are developed through group projects. **Students who earn qualifying grades may be eligible to receive engineering college credit.** *This course fulfills the graduation requirement for fine and/or practical arts.*

Principles of Engineering (PLTW) levels 9 & 4

OPEN TO: SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: INTRODUCTION TO ENGINEERING DESIGN OR DEPARTMENTAL APPROVAL
1.0 MAJOR CREDIT

In this course, students learn about engineering and technology by creating solutions for actual engineering problems. They must apply their knowledge, research, and design skills to each challenge and explain their work to their peers and professional engineers. Strong emphasis is placed on group work and communication, essential skills for future engineering students. Each unit includes an in-depth group project; at the end of the year, groups work together on one large class project. The course gives students the opportunity to work on projects in a variety of engineering fields. **Students who earn qualifying grades may be eligible to receive engineering college credit.** *This course fulfills the graduation requirement for fine and/or practical arts.*

Biotechnical Engineering levels 9 & 4

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: PRINCIPLES OF ENGINEERING AND BIOLOGY (MAY BE TAKEN CONCURRENTLY)
1.0 MAJOR CREDIT

Biotechnical Engineering is a specialized course that requires students to apply engineering skills learned in Introduction to Engineering Design and Principles of Engineering to problems in a diverse set of biotechnical engineering fields, including biomedical devices, orthopedic prosthetics, genetic engineering in agriculture and medicine, bioremediation, biofuels, and bioethics. The Biotechnical Engineering course is designed to challenge students in unstructured problem solving within a project-based format in a lab setting. *This course fulfills the graduation requirement for fine and/or practical arts.*

Civil Engineering and Architecture (PLTW) levels 9 & 4

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: INTRODUCTION TO ENGINEERING DESIGN OR A CAD COURSE
1.0 MAJOR CREDIT

In this course, students learn about various aspects of civil engineering and architecture and apply their knowledge to the design and development of residential and commercial properties and structures. In addition, students use 3D design software to design and document solutions for major course projects. Students present their solutions to their peers and professional engineers. Topics include, but are not limited to, building components and systems, structural design, road construction and design, storm water management, site design, utilities and services, cost estimation, and energy and efficiency. **Students who earn qualifying grades may be eligible to receive engineering college credit.** *This course fulfills the graduation requirement for fine and/or practical arts.*

Digital Electronics (PLTW) levels 9 & 4

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: PRINCIPLES OF ENGINEERING OR DEPARTMENTAL APPROVAL
1.0 MAJOR CREDIT

Digital Electronics is a pre-engineering course for students interested in computer engineering, electrical engineering, and/or computer science. In this course, students learn the systematic approach used by engineers to design and create the electronics we use every day. They also become familiar with the engineering design and troubleshooting techniques used in the electronics field through designing circuitry and building with fundamental components, such as transistors, gates, and flip-flops. Later in the course, students design, code, and build machines controlled by programmable logic devices, such as Arduino and Raspberry Pi microcomputers. In all of these projects, students develop an understanding of how machines "think." **Students who earn qualifying grades may be eligible to receive engineering college credit.** *This course fulfills the graduation requirement for fine and/or practical arts.*

Technology Education Courses

Introduction to Design Technology/ Introduction to Computer Coding

OPEN TO FRESHMEN
PREREQUISITE: NONE
.5 ELECTIVE CREDIT

This course introduces students to two areas: computer coding and design technology. In the semester of computer coding, students learn fundamental computer science concepts by creating programs that solve problems, interact with users, perform complicated calculations, and control robots. The semester of design technology introduces students to the variety of courses offered in technology education. Students are exposed to design concepts in engineering, architecture, and woodworking and use hands-on technologies, such as laser cutters, 3D printers, CAD software, and power tools, to solve problems by designing, creating, and building. *This course fulfills the graduation requirement for fine and/or practical arts.*

Introduction to Design Technology

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
.25 ELECTIVE CREDIT

This one-semester course introduces students to the variety of courses offered in technology education. Students are exposed to design concepts in engineering, architecture, and woodworking and use hands-on technologies, such as laser cutters, 3D printers, CAD software, and power tools, to solve problems by designing, creating, and building. *This course fulfills the graduation requirement for fine and/or practical arts.*

Interior Design

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This project-based course introduces students to the field of interior design and the current 3D computer-aided design (CAD) software used by interior designers. Students are given design projects similar to those featured on HGTV. Units include room design (kitchens, great rooms and foyers), commercial and house redesign, and furniture and lighting design. Through class discussions, group work, hands-on experiences, guest presenters, and field trips to the Merchandise Mart, students gain an understanding of interior design concepts and encounter the challenges that interior designers face. Interior design is integrated with CAD software, design principles, construction, and presentation techniques. This course qualifies for dual credit at Oakton Community College. *This course fulfills the graduation requirement for fine and/or practical arts.*

Introduction to Architecture

OPEN TO FRESHMEN, SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

Design your own house plans just like an architect! Using the same software that architects and designers use, students learn how to design 3D and 2D drawings and build models from those drawings. Following a curriculum developed by the Chicago Architecture Foundation, students build their portfolios with outside-the-box designs and complete a set of blueprints for a house they design from scratch using AutoCAD and Revit. This course qualifies for dual credit at Oakton College. *This course fulfills the graduation requirement for fine and/or practical arts.*

Architectural Models

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: INTRODUCTION TO ARCHITECTURE OR INTERIOR DESIGN
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course focuses on the creation of studio models through the process of developing architectural designs and responding to challenges presented by the instructor. Students learn architectural processes and develop design skills using different materials, software, technologies, and building techniques. Students are challenged to create spaces based on positive and negative space, form and function, and design principles. All methods, concepts, and technologies taught are currently utilized by architecture firms and universities. Architectural models is a course for students interested in a future that includes architecture and interior design. All work created in this course can be used for a personal portfolio. *This course fulfills the graduation requirement for fine and/or practical arts.*

Architectural Studio

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: INTRODUCTION TO ARCHITECTURE OR, FOR SENIORS, DEPARTMENTAL APPROVAL
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course introduces students to a full range of design concepts, current trends, and architectural techniques through drawing exercises, analyses of precedents, and exploration of design methods. Design skills are developed by conceptualizing and representing architectural theories through sketching, drawing on board, abstract models, and CAD. Discussions about architecture's role in culture, nature, and technology help students develop architectural vocabulary. In the second semester, students develop a "green" architectural structure, following LEED standards. All work created in this course can be used for a personal portfolio. This course qualifies for dual credit at Oakton College. *This course fulfills the graduation requirement for fine and/or practical arts.*

Architectural Building Design

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: INTRODUCTION TO ARCHITECTURE AND ONE OTHER ARCHITECTURE COURSE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This advanced architectural design studio course introduces students to a broad range of architectural concepts and issues through drawing exercises, exploration of design methods, and model building. Students continue to develop design skills by conceptualizing and representing architectural ideas through various media. Projects vary in size and scope and range from sketching and drawing to computer renderings using the latest professional design software; however, all projects require the same design process. Students discuss and critique their work with their peers and professional architects through blogs and video conferencing. All work created in this course can be used for a personal portfolio. *This course fulfills the graduation requirement for fine and/or practical arts.*

Geometry, Design, and Construction-Team Level 9

OPEN TO FRESHMEN AND SOPHOMORES
PREREQUISITE: ALGEBRA 1
MATH DEPARTMENTAL APPROVAL REQUIRED
1.0 MAJOR CREDIT IN MATHEMATICS AT LEVEL 9
1.0 MAJOR CREDIT IN APPLIED ARTS AT LEVEL 9

In this *team-taught, double-period* course, students learn plane geometry concepts by applying real-world construction concepts through Computer Aided Design as they create and build small projects, such as playhouses and gazebos. Throughout the course, students develop skills in teamwork, problem solving, and project management. This course covers all necessary plane geometry concepts and will prepare students to enter an Algebra 2 course in the following year. Prior experience in woodworking is not required. *This course fulfills the graduation requirement for mathematics and fine and/or practical arts.*

Wood and Metal Design

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

In this course, students learn how to design and construct projects made from wood and/or metal through hands-on experiences. Students develop skills in working with both materials, such as wood turning and welding, through the use of tools that enable them to design and build a wide variety of DIY projects ranging from candlesticks to decorative boxes to furniture. The skills acquired in this course can be applied to hobbies, home improvement projects, and careers in design, architecture, and engineering. *This course fulfills the graduation requirement for fine and/or practical arts.*

Furniture Making and Design

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: WOOD & METAL DESIGN OR A CAD COURSE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

In this course, students increase the depth of their skills by designing and making their own furniture projects. They learn how to create their own individual plans of procedure for design projects. Projects are developed from concepts learned in Wood and Metal Design. New technologies such as a CNC Router and CNC Plasma CAM are used in this course. *This course fulfills the graduation requirement for fine and/or practical arts.*

Automotives 1

OPEN TO SOPHOMORES, JUNIORS, AND SENIORS
PREREQUISITE: NONE
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This introductory course, designed for anyone who intends to own and maintain his or her car, emphasizes engine fundamentals, the operation of automotive components, preventative maintenance practices, and consumer awareness. Through the hands-on experience of working on vehicles and small engines, students develop diagnostic and problem-solving skills that they will use throughout their lives as car owners. *This course fulfills the graduation requirement for fine and/or practical arts.*

Automotives 2

OPEN TO JUNIORS AND SENIORS
PREREQUISITE: AUTOMOTIVES 1
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course is a continuation of Automotives 1. Additional theory is provided along with a strong emphasis on hands-on lab activities. Students refine their diagnostic and repair skills in a lab setting and have the opportunity to spend additional time working on personal or extended projects. In the classroom a variety of technical topics are covered, including high performance systems, alternate fuels and energies, and fabrication. Automotive careers within the automotive field are explored and discussed. Careers examined range from technician, engineering and design, to sales and marketing. *This course fulfills the graduation requirement for fine and/or practical arts.*

Automotives 3

OPEN TO SENIORS
PREREQUISITE: AUTOMOTIVES 2
1.0 MAJOR CREDIT AT LEVEL 9 / .5 ELECTIVE CREDIT

This course provides students with an opportunity to apply what they have learned during Automotives 1 and 2 to real-world situations. Under the direction of the instructor, the students gain a greater appreciation for the automotives field through hands-on independent activities. Projects include working with OBD systems, brake system components, welding techniques, body work, brakes and engine rebuilding/modifications, and automotive furniture designs. *This course fulfills the graduation requirement for fine and/or practical arts.*

Driver Education

Driver Education

.5 ELECTIVE CREDIT

The driver education program consists of three phases of instruction: theory (classroom), behind-the-wheel, and simulation. Students learn about traffic laws and enforcement, driving skills, and the responsibilities of vehicle ownership. The behind-the-wheel portion develops students' basic driving skills, techniques, and decision-making abilities while driving.

Advisers of students who register for only the theory (classroom) portion of Driver Education must notify the department chair. These students will not be offered behind-the-wheel instruction at a later date or receive an Instructional Driving Permit. Theory-only students will fulfill the graduation requirement at New Trier. Theory only must be taken as a pass/no-credit option.

Please see our website for an FAQ and more information about our Cooperative Driver Testing Program.

All students must be at least 15 years old to be enrolled in Driver Education.

Cutoff Dates:
Semester 1 (birthday before 8/21/2003)
Semester 2 (birthday before 1/22/2004)
Summer School (birthday before 6/1/2004)

APPLIED ARTS Course Classifications

Each course has a six-digit number. The first two digits, "14," identify the department. The fourth digit, "1," indicates the year the course is usually taken. The fifth digit, "3," identifies the semester(s) in which the course is offered; full-year courses are assigned a "3" to represent both semesters. The sixth digit, "8," indicates the level. **Initial course selection for applied arts courses can *only be at level 8*.** Students who want to take a course offered at the Winnetka campus for major credit may complete the Contract for Applied Arts Major form during the first two weeks of the semester.

Driver Ed 130218
Cutoff Birthday 8/21/2003

Driver Ed 130228
Cutoff Birthday 1/22/2004

Fashion Construction 121138
Creative Cuisine..... 121238
Human Growth/Child Dev 1.....122338
Human Growth/Child Dev 2 122438
Gourmet..... 123338
Real-World Cooking for Seniors 123438
Culinary Arts and Hospitality.....124338
Intro Design Tech/Coding.....140138
Intro Design Tech 140218
Intro Design Tech 140228
Intro to Architecture.....141138
Architect Studio.....142238
Architect Models 142338
Intro Engineer Design (PLTW) 143338
Principles Engineer (PLTW).....143439
Principles Engineer (PLTW).....143434
Civil Engineer/Architect (PLTW) 143539
Civil Engineer/Architect (PLTW) 143534
Biotech Engineer.....143639
Biotech Engineer.....143634
Digital Electronics (PLTW) 143739
Digital Electronics (PLTW) 143734
Architect Bldg Design 144338
Design/Construct-T: Geom/Design/Construct .140239
Wood/Metal Design 145238
Furniture Making/Design.....145338
Interior Design 146238
Automotives 1.....148338
Automotives 2.....148438
Automotives 3.....148538