

Participating ISD:	Pioneer Technology & Arts Academy		Career Pathway Program – 4-yr Plan		Participating Colleges:		Brookhaven and Richland Colleges					
Participating HS:	Mesquite and Greenville		(Recommended Graduation Plan)		Certificate:							
HS Plan:	IT / Computer Information Tech (STEM)		Academic Year 2018 – 2019		AAS Degree:		Interactive Simulation/Game Techn AAS					
HIGH SCHOOL/SECONDARY						COLLEGE/POSTSECONDARY						
Periods	9 th		10 th		11 th		12 th		Year 5		Year 6	
	Fall	Spring	Fall	Spring	Fall	Spring	Fall	Spring	Semester I (Fall)	Semester II (Spring)	Semester III	Semester IV
1	English I		English II		English III		#1520 English IV (I) ENGL 1301 Composition I	#1521 English IV (II) ENGL 1302 Composition II	** - Students must have 4 science credits in order to graduate at the distinguished level of achievement.	(+) Dual Credit Fine Arts Appreciation options: See counselor/advisor for placement #4403 Studio Art I (DC) Sem1 ARTS 1301 – Art Appreciation #8878 Dance Appreciation 1 (DC) DANC 2303 – Dance Appreciation I #8845 Theatre I (DC) Sem1 DRAM 1310 – Introduction to Theatre #8853 Theatre I (DC) Sem2 DRAM 2361 -- History of Theater #8837 Music Appreciation (DC) Sem2 MUSI 1306 -- Music Appreciation I		
2	Geometry		Algebra II		#2723 AQR (*) MATH 1332 Contemporary Math	#2724 Independent Study Math I (*) MATH 1324 Mathematics for Bus & Social Science	#TBD Objective C Fundamental GAME 1373 Objective C Fundamentals	#5018 Project Development I GAME 2334 Project Development 1				
3	World History		US History		US Government		Economics					
4	Biology		Chemistry		Physics <i>**If a student takes Physics in Grade 8, then that student will need to choose another science credit in Grade 11 in order to receive 4 science credits.</i>		#7897/7898 Project Development I GAME 2332 Project Development 1	#7899/7900 Educational/instructional Media Design IMED 1391 Educational/Instructional Media Design	#TBD - Dual Credit Course Number to Be Decided	(*) Dual Credit MATH options: See counselor/advisor for placement Any one course required for AAS; options for second Math required for high school: #2723 Advanced Quantitative Reasoning MATH 1332- Contemporary Math I #2918 Independent Study MATH 1324- Math for Business & Social Science #2619 Statistics MATH 2342- Elementary Statistical Methods #2850 Pre-Calculus (Sem 1) MATH 1314 - College Algebra #2850 Pre-Calculus (Sem 2) MATH 1316 - Plane Trigonometry		
5	#7838 MAPS (TSI Preparation)		World Languages I		World Languages II							
6	Fine Arts		PE (0.5 credit)	#1943 Comm. Applications SPCH 1311 – Intro to Speech Communications	Fine Arts Appreciation, Art, Music or Dance (+)	#2430 Psychology PSYC 2301 General Psych.	Game and Simulation Program II GAME 1459 Game and Simulation Program II	New course request GAME 2359 Game and Simulation Group Project				
7	#7731/7732 Introduction to Game Design Game 1303 Intro to Computers (not required in AAS or certificate A)	PE (0.5 credit)	#7814/7815 Computer Programming I ITSE 1429 Programming Logic and Design	#TBD Computer Science I ITSE 2417 Java Programming TECH APPS	#6113 Game and Simulation Program 1 GAME 1443 Game and Simulation Program 1	#7739/7740 Advanced Game Programming GAME 2347 Advanced Game Programming	#TBD IOS Application Programming ITSE 2310 IOS Application Programming	#TBD Practicum in #D Modelling and Rendering I ARTV 1345 Modeling and Rendering 1				
8			Health (0.5 credit)									
Total possible college credits completed in high school = 71												
High School Courses			Certificate A (Dual Credit)		Certificate B (Dual Credit)		Dual credit courses		Courses in red are NOT part of the Certificate or AAS degree.		College courses that are NOT taught as dual credit	