# Computer Science
## Career & Technology Program Pathway 2023 – 2024

| | 9th | 10th | 11th | 12th |
|---|---|---|---|---|
| **Program Courses** | | | **Computer Science I**<br>• Visual Programming *<br>• Programming ^* | **Programming & Software Development II**<br>• Game Design *<br>• Object-Oriented Programming ^*<br>*Advanced Placement Object-Oriented Programming also available* |
| **Other Required Courses** | | | | |
| **Recommended Courses** | Robotics | 3D Animation | | |
| | Art Foundations or Other Art Course | | | |

### Career Tech Student Organization (CTSO)

**Business Professionals of America (BPA):** Students participate in BPA activities and competitions.

### Work-Based Learning

Students participate in work-based learning through the following options:

- Job Placement
- Internship
- Simulated Work Environment
- Entrepreneurship

### Industry Recognized Credentials

- **Microsoft Technology Associate Developer** (6 points)
- **Microsoft Office Specialist Word Associate 2019** (3 points)
- **Unity Certified User: Programmer** (4 points)

### College Credit Opportunities

Programming – CTPROG001 – Computer Logic (3 credit hours)
Object-Oriented Programming – CTPROG002 – Java Programming (3 credit hours)
Object-Oriented Programming – CTPROG003 – C++ Programming (3 credit hours)

### Webxam

N3 Programming and Software Development (83MD) – Four total webxams

| Key | + = CCP | ^ = CTAG | @ = Articulation Agreement | * = Webxam Tested Course |
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