

# ***F.Y.I. MODULE DESCRIPTIONS***

## **GRAPHIC DESIGN**

This module will not only expose students to the basics of “Graphic Design” but Photography, Printing and Silk Screening. The students will visit a printing and silk screen shop and they research photography and related fields via the internet. Performance tests will include; soliciting ideas, designing a logo and creating class tee shirts for each grade, plus, choosing an existing product and designing an entirely new ad campaign for it including; print ads, new logo/ slogan and creating and filming a 30 second commercial (with the help of the digital multi-media class)

## **LANDSCAPE ARCHITECTURE & DESIGN**

This module teaches not only the basics of landscape architecture and design but exposes students to 15 careers. Students will learn; how a wholesale green house works, the right plant for the right zone and the skills a florist needs. This modules performance test will be to solicit ideas from a homeowner, take what they’ve learned and design a complete landscape (hardscape, softscape, water features ECT) and using PUNCH! Landscape Design; create a presentation for the home owner that is within budget and on time

## **CRIMINAL JUSTICE**

This module exposes the students to 20 different professions related to the criminal justice field. They will learn the difference between evidence and fact, how to process a crime scene, tour the county jail and observe sentencing in the county court. The performance tests will include a solving an interactive DVD crime and solving a “crime” committed at school (with the help of the drama club)

## **SMALL ENGINE REPAIR**

This module exposes students to engine maintenance and repair, reading wiring and mechanical diagrams and how an engine works. The students will not only visit a garage but will also visit an upholsterer and a paint shop. The performance test will be to disassemble then reassemble a 2 cylinder Honda engine.

## **ALTERNATIVE ENGERY**

This module exposes students to 26 energy related careers and teaches them the difference between non-renewable energy sources (fossil fuels and nuclear) and renewable energy sources (solar, wind, water and geothermal) Students will be conduct numerous experiments on energy production and the performance test will be to design and create a working wind turbine

## *ENTREPRENEURSHIP*

This module teaches students the fundamentals of creating and starting a new business using “10 steps to open a business”. Students will solicit ideas, create a logo, manufacture, market and sell class tee shirts

## *ANIMATION*

This module introduces students to the world of Computer Animation. Feature films, television, computer games, simulated rides and virtual environments are just a few of the careers students will be exposed to in this field, which is predicted to grow by 60% in the next 5 years. Student’s performance test will be to create their own animated short film

## *COMMUNICATION TECHNOLOGIES*

This module exposes students to the various types of audio and video careers and their related fields. Students will write and produce and direct a short live action film as well as deliver the daily announcements throughout the year via the televisions in the commons. Students will create a 30 minute radio talk show including commercials