**STEM Fuse Computer Science Pathway**

Below is a list of the STEM Fuse Computer Science courses listed in suggested progression. You will find the suggested grade levels, industry software used within the course, device requirements, corresponding industry exams, and a brief course description.

To learn more about each course, click into the course folder to view a full course outline and sample lesson plans. You can also request full access to any of our courses for 15 days using the form below.

[15 Day Course Trial Form](https://forms.gle/r7WedFGasvtEKgGd9)

**CTE Clusters Aligned:** Arts, A/V Technology & Communication, Information Technology, STEM

**Computer Science Pathway K-12th grade**

**Game:IT Elementary (60+ Hours)-**

Recommended grades: K-5

Software: Scratch, TinkerCAD, CoSpaces Edu, GSuite

Device Requirements: Chrome / PC or MAC

Description: This program helps teachers of all K-5 grade levels use scaffolded lesson plans to create a course introducing digital literacy, computer and programming skills, and digital citizenship.

**Game:IT Junior (semester)-**

Recommended grades: 6th-8th

Software: Construct3

Device Requirements: Tablet / Chrome / PC or MAC

Description: This semester long cross-curricular course introduces students to STEAM and Computer Science through a variety or digitally interactive, project-based, and group learning activities. Students explore numerous concepts, formulas, and foundational programming skills related to Game Development.

**IT Exploration (Modular Based – 155Hrs of Content)-**

Recommended grades: 6th-12th

Software: Construct3/Android Studio/Visual Studio Code

Device Requirements: Tablet / Chrome / PC or MAC

Aligned to Industry Exam/Certification: Precision Exam 801 and IC3 Exam

Description: This Modular Based program is designed to introduce students to the fastest growing IT fields. Students will learn the basic skillsets as well as career outlook for the following 9 Modules – Office Productivity/Digital Media/IT Services/Networks and Security/Game Development/App Programming/Data Analytics/IT Careers and Capstone/Industry Exam Preparation

**Game:IT (semester)-**

Recommended grades: 9th - 12th

Software: Construct3

Device Requirements: Tablet / Chrome / PC or MAC

Aligned to Industry Exam/Certification: Precision Exam 896

Description: This semester long cross-curricular course introduces students to STEAM and Computer Science through a variety or digitally interactive, project-based, and group learning activities. Students explore numerous concepts, formulas, and foundational programming skills related to Game Development.

**Game:IT Intermediate (semester)-**

Recommended grades: 9th - 12th

Software: Construct3

Device Requirements: Tablet / Chrome / PC or MAC

Aligned to Industry Exam/Certification: Precision Exam 896

Description: This semester course introduces students to a variety of different positions associated with Game Development teams. Students will be put into groups, select a role, and work together to develop an original game for publishing. Students are responsible to fulfill the requirement of their role. Students end the course learning about industry software and programming languages.

**Website Design (semester)-**

Recommended grades: 10th - 12th

Software: Visual Studio Code and Google Chrome

Device Requirements: PC or MAC

Aligned to Industry Exam/Certification: Precision Exam 893

Description: This semester course will cover HTML, CSS, and JavaScript and use these tools to build websites and explore programming. The course will focus on the development of real world portfolio projects that students can use to demonstrate their workplace skills. In addition, long time users of our web course can expect a more iterative learning cycle with streamlined projects and clear learning targets for each lesson.

**Mobile App:IT (semester)-**

Recommended grades: 10th - 12th

Software: Android Studio

Device Requirements: PC or MAC

Aligned to Industry Exam/Certification: Precision Exam 820

Description: This semester course introduces students to application development for the worlds most popular operating system using the worlds most popular programming language. Students will learn to develop apps using the industry used Android Studio software and Java programming language.

**Game:IT Advanced (semester)-**

Recommended grades: 10th - 12th

Software: Unity 3D, Blender, and Visual Studio

Device Requirements: PC or MAC

Industry Exam: Certification Alignment Coming Soon

Description: This semester course introduces students to advanced 3D Game Development through the industry used Unity 3D game engine and C# programming language. On top of the programming skills used in game development, students learn to design and texture 3D objects and characters.

[**Click here to Request a 15 Day Trial, Webinar Demo, or Quote**](https://forms.gle/r7WedFGasvtEKgGd9)