



K-12 STEM & CTE COURSE OFFERINGS



COURSE OFFERINGS

AFNR (Agriculture, Food, & Natural Resources)

Foundations in AFNR & STEM Careers *Recommended Grades 9-12*

\$1500 | Year | Unlimited Seats

This course product contains the introductory course in the high school AFNR course series. The *Foundations in AFNR & STEM Careers* course introduces students to the range of agricultural opportunities and the pathways of study they may pursue. All four pillars of STEM (science, technology, engineering & math) along with reading, writing, and oral communication skills are integrated throughout this course.

Technical Skills in Agribusiness & AFNR *Recommended Grades 10-12*

\$1500 | Year | Unlimited Seats

The *Technical Skills in Agribusiness & AFNR* course dives into the technical side of agribusiness and AFNR through hands-on tools and project-based activities. The key focus of this course is on agribusiness, entrepreneurship, and applied technologies within agriculture. By the end of these two courses, students will have an impressive portfolio of technological projects and hands-on, real world business experience.

Capstone: Applications of AFNR *Recommended Grades 10-12*

\$1000 | Year | Unlimited Seats

The *Capstone: Applications of AFNR* course focuses on the cooperative business structure within agribusiness and allows students to develop and run a cooperative of their own. By the end of this course, students will have an impressive portfolio of technological projects and hands-on, real world business experience.

BUSINESS

Intro to Business Technology *Recommended Grades 9-12*

\$1000 | Year | Unlimited Seats

The *Intro to Business Technology* course is the first course in the STEM Fuse business CTE pathway. Students will learn foundational business concepts and gain hands-on experience using industry tools and technologies. This course is designed for high school students and is an exceptional foundation in business, technology, career exploration, and creative development.

Entrepreneurship & Innovation *Recommended Grades 9-12*

\$1500 | Year | Unlimited Seats

The *Entrepreneurship & Innovation* course is the second course in the CTE business pathway of high school courses. This course provides students with a foundation on how to assess business opportunities and transform ideas into a viable venture.



COURSE OFFERINGS

COMPUTER SCIENCE

GAME:IT Elementary *Recommended Grades K-5*

\$1000 | Year | Unlimited Seats

The *GAME:IT Elementary* course is designed for students in grades K through 5. The goal of the course is to offer 60+ hours of lessons, activities, and projects for K-5 classrooms to utilize to teach digital literacy, computer skills, and digital citizenship.

GAME:IT Junior *Recommended Grades 5-8*

\$2000 | Year | Unlimited Seats

GAME:IT Junior is an introductory course to computer programming and game design. Through project-based instructions, students will learn about major concepts and apply their knowledge through game design. Students will use the engineering design cycle to take games from concept to reality.

GAME:IT *Recommended Grades 9-12*

\$2000 | Year | Unlimited Seats

GAME:IT is a introductory level game design course that will engage students with project-based learning and get them excited about programming, game design, and technology. Students will build their foundational knowledge in areas of computer science and programming, physics, and graphic design to plan and create their own original games.

GAME:IT Intermediate *Recommended Grades 9-12*

\$2000 | Year | Unlimited Seats

GAME:IT Intermediate is an intermediate level course in game design and development that engages students in a real life game development company. Throughout the course, students act as a game development company to craft a game. In addition, students build several guided games that build on some functionality required in their own unique team game.

GAME:IT Advanced *Recommended Grades 10-12*

\$2000 | Year | Unlimited Seats

The *GAME:IT Advanced* course will act as an introduction to 3D game development, covering everything needed to take a game from concept to complete. With a wide range of topics, the course will provide opportunities for students to discover passions towards technology in ways that resonate with their interests. Students will use various technologies and skills including object-oriented programming, 3D modeling, and digital art.



COURSE OFFERINGS

COMPUTER SCIENCE (Continued)

Website Design *Recommended Grades 9-12*

\$1500 | Year | Unlimited Seats

Website Design is an introductory level website design and development course. No previous website design experience is required. Students will gain hands-on experience building custom websites using knowledge of HTML, CSS, graphic design, and the software development cycle.

Mobile App:IT *Recommended Grades 9-12*

\$1500 | Year | Unlimited Seats

Mobile App:IT is an introductory mobile application design & programming course using Java and Eclipse for Android devices. Students gain foundational knowledge in app development and design. By the end of the course,, students are able to successfully build and share working mobile applications for Android devices.This is an 18-week course (1 full semester) that can be taught as a stand-alone technology course, CTE course or supplement to an existing programming course.

HEALTH SCIENCE

Intro to Health Science & Careers *Recommended Grades 9-12*

\$1500 | Year | Unlimited Seats

The *Introduction to Health Science & Careers* course is a semester course is designed to create an awareness of career possibilities within the five designated CTE career clusters in health care. Students will cover and review essential foundations of knowledge and skills within health science fields. This is the first course in the STEM Fuse Health Science CTE pathway of courses. Additional coursework in health science technology, research, informatics, and patient care will be available for students.

IT & MULTIMEDIA

IT Exploration *Recommended Grades 6-12*

\$2000 | Year | Unlimited Seats

The *IT Exploration* course serves as a hands-on survey and introduction to information technology and the associated skills and competencies within the industry. The course focuses on the development of real world projects that students can use to demonstrate their IT skills and exposes students to careers within the field in areas of office productivity, digital media, computing systems and IT services, programming, game design, and data analytics through hands-on technology challenges.



COURSE OFFERINGS

IT & MULTIMEDIA (Continued)

Intro to Esports *Recommended Grades 9-12*

\$1000 | Year | Unlimited Seats

The *Intro to Esports* course is designed to introduce students to esports. Throughout the course, students will produce digital and technology artifacts to lead to the hosting of an esports event at their high school. This curriculum can be taught and implemented as an introduction to technology course, multimedia coursework, or as part of a local or school esports club.

Esports: Inside the Games *Recommended Grades 9-12*

\$1000 | Year | Unlimited Seats

The *Esports: Inside the Games* course is the second course in the Esports pathway. It is intended to build upon the existing skills of the first course and provide students with additional industry experience and skills within the areas of multimedia, marketing, game development, business, and more. At the conclusion of the course, students will have completed a robust portfolio of their work.

PROFESSIONAL DEVELOPMENT

\$2500 | Year | Ongoing PD and Training

Teaching Computer Science (K12) FTCE Prep & Workshop

Recommended Technology Educators

STEM Fuse in partnership with Miami EdTech has developed a menu of options that meets, and exceeds, the criteria set in the State of Florida RFA related to training FL teachers for the established computer science certification exam. Our ability to offer training – custom designed for the certification exam, along with continued support and content access to your teachers after the initial exam - is unique to us a provider as well as important for your teachers and district. The following options have been created to meet the specific requirements listed in the RFA under “Project Design Narrative”.

Option I: \$1,200.00 / attendee and includes

- Instructor led distance training and access to online content for the certification exam (6 sessions of 3 hours each) We will work with your individual district to accommodate training dates and times. Teachers can also request additional individual sessions to ensure mastery of skills.
- Individual online account access during the training period loaded training content and projects designed to prepare for the cert exam – this also includes usage & login reporting for the district!



COURSE OFFERINGS

PROFESSIONAL DEVELOPMENT (Continued)

Teaching Computer Science (K12) FTCE Prep & Workshop

\$2500 | Year | Ongoing PD and Training

Recommended Technology Educators

Option II: \$2,500.00 / attendee and includes

- Instructor led distance training and access to online content for the certification exam. (6 sessions of 3 hours each) We will work with your individual district to accommodate training dates and times. Teachers can also request additional individual sessions to ensure mastery of skills.
- Full 12 months individual online account access loaded training content and projects designed to prepare for the cert exam – this also includes usage & login reporting for the district! Very valuable resource for the teacher to return to as they teach computer science courses
- Exam fee included
- Also includes full semester long computer science course for the classroom with continued PD, hosted and preloaded on the STEM Fuse Educate platform allowing for unlimited student usage for one year. Teachers will choose from a variety of courses that are available at the elementary, middle and high school levels.

Zero to CS Hero

\$1200 | Year | Ongoing PD & Training

Recommended K-12 Teachers interested in becoming Computer Science Certified

Based on the success of our award-winning Computer Science certification training in Florida, where we've doubled the number of certified teachers in the 4th largest school district in the country, we've decided to expand the opportunity to districts across the country. This course is intended to provide teachers with a journey into the world of Computer Science while also creating an interactive hands-on experience with Java, one of the most popular programming languages in the world.

Career Readiness Series

\$2500 | Three One Hour Sessions

Recommended High School Educators

Option I: \$2,500.00 / Three one hour sessions

Educators will learn ways to better prepare students for their future. Teachers will be given ideas and resources to help students:

Plan and explore career pathways

- Explore Post Secondary options
- Prepare finances Develop a talent portfolio
- Learn how to properly apply for employment

HARDWARE: Any computer, laptop, tablet

**Educators will receive a variety of lessons to use with students as well as a work based learning platform to help students store career artifacts in their portfolio.*



COURSE OFFERINGS

PROFESSIONAL DEVELOPMENT (Continued)

SNAP Back In!

\$2500 | Per Session

Recommended K-5 Educators

Option I: Three hour virtual or *in person / \$2,500 per session

Does your school currently have Snap Circuits that aren't being used? Let us give you ideas, tips and tricks as well as 15 fully created lessons to make your science classes come alive!

HARDWARE: Snap Circuits

**Educators will receive lessons and tools to use with their students following this PD.*

STEM Careers in AFNR

\$2500 | Per Session

Recommended Agriculture, Food, and Natural Resource Educators

Option I: Three hour virtual or *in person / \$2,500 per session

Educators will learn how to introduce students to a variety of careers in AFNR and will be given specific resources to help set up work-based learning in this field. Career fields that will be explored are:

- Agribusiness systems and Marketing
- Animal systems
- Biotechnology systems
- Food production and processing
- Natural Resources and Environmental Services
- Plant Systems and Horticulture
- Ag Power, Structure and Technology

HARDWARE: Any computer, laptop, tablet (3D printers optional)

**Educators will receive lessons and tools to use with their students following this PD.*

Using Esports to Enhance your Business Pathway

\$2500 | Per Session

Recommended High School Business and Multimedia Educators

Option I: \$2,500.00 / Three hour virtual or *in person

Option II: \$5,500.00 + Travel / Full day in person session includes training on hardware and software

Esports is a very popular industry today! Business and Multimedia teachers will learn how to teach students about the vast amount of careers that are available in this industry. Some of the careers focused on will be::

- Digital Media Design
- Streaming & Shoutcasting
- Video & Audio Production
- Business Development and Marketing
- Event Management

HARDWARE: Any computer, laptop, tablet, (esports equipment optional)

**Educators will receive lessons and tools to use with their students and will even learn how to set up an esports event in their school!*



COURSE OFFERINGS

PROFESSIONAL DEVELOPMENT (Continued)

Utilizing your Maker Space Across the Curriculum

\$2500 | Per Session

Recommended K-12 Educators

Option I: \$2,500.00 / Three hour virtual or *in person

Option II: \$5,500.00 + Travel / Full day hands-on and 3D printing in person

Educators will be divided into groups by grade level to practice hands-on activities to teach problem solving and critical thinking while focusing on their core subjects. (Science, math, social studies, ELA, AFNR, Health, Business, the Culinary arts, etc.)

In the full day option, educators will receive specific training on how to incorporate 3D printing across the curriculum.

HARDWARE: 3D printers

**Educators will receive lessons and tools to use with their students following this PD.*

READING & LITERACY

READ:IT Program *Recommended Grades K-5*

\$2000 | Year | Per Grade Level

The *READ:IT* reading program aligns with all five components recommended by the National Reading Panel—phonemic awareness, phonics, vocabulary, fluency, and comprehension. Written in a format ready for RTI (Response to Intervention) implementation, this research-based curriculum provides a step by step multi-sensory approach that is more teacher-friendly than any other program of its kind. Teachers are provided with 6-9 hours of training prior to implementing READ IT. Ongoing professional development is also provided for as long as the school and/or district has a subscription to READ IT. Teachers are also provided with short videos to refresh the strategies and techniques that are unique to READ:IT.



COURSE OFFERINGS

ROBOTICS & CIRCUITRY

Snap Into Electronics *Recommended Grades K-8*

\$1000 | Year | Unlimited Seats

The *Snap Into Electronics* is a hands-on electronics project library for students in grades K-8. The projects in this course teach foundational science, electronics, and circuitry concepts and are designed to get students excited about applied electronics and engineering! Each topic includes an introductory lesson, activity materials list, a Snap Circuits® project, and open-ended STEM Challenge for students to collaborate, create, and problem solve. The course includes a hardware kit complete with Snap Circuits® and Meeper components.

STEM:IT ES with Robotics *Recommended Grades K-5*

\$5000 | Year | Unlimited Seats

The *STEM:IT ES with Robotics* comprehensive package includes the STEM:IT Elementary + robotics and circuitry lessons featuring Meeper Technology and Snap Circuits. ROBOT:IT complements the STEM:IT curriculum by adding robotics, coding, and circuitry to the series and includes all required hardware to run the course.

STEM:IT MS with Robotics *Recommended Grades 6-8*

\$5000 | Year | Unlimited Seats

The *STEM:IT MS with Robotics* comprehensive course includes the STEM Fuse STEM:IT Middle School Challenges and 3D Print Projects + 10 featured robotics and circuitry projects featuring Meeper Technology and Snap Circuits. This course includes all required hardware to run the course.

Remote Robotics *Recommended Grades 6-12*

\$800 | Year | Per Classroom

The *Remote Robotics* course is a foundations course in remote coding, circuitry, and robotics. Students will dive into these introductory concepts in the form of lessons and projects. Then, they'll apply their knowledge through a novel STEM Design Challenges centered around the engineering design cycle (EDC). This course is aligned to standards for students in grades 6-8, 9-10, and 11-12. Includes one robotics/circuit kit. Additional kits may be purchased for \$300.

STEM / STEAM INTEGRATION

STEM:IT Elementary *Recommended Grades K-5*

\$2000 | Year | Unlimited Seats

STEM:IT Elementary is a supplementary program that uses core curriculum topics to introduce how STEM skills are needed and used in every subject. This course contains a library of core aligned topics in ELA, math, science, social studies, and AFNR. Each topic contains hands-on activities, a STEM Challenge, coding activity, and 3D print project(s) to help students work together to apply their knowledge to real world challenges.



COURSE OFFERINGS

STEM / STEAM INTEGRATION (Continued)

STEM:IT Middle School *Recommended Grades 6-8*

\$2000 | Year | Unlimited Seats

STEM:IT Middle School is a supplementary program that uses core curriculum topics to introduce how STEM skills are needed and used in every subject. This course contains a library of core aligned topics in ELA, math, science, business, the fine arts, FCS, health, social studies, and AFNR. Each topic contains an interactive lesson, STEM Challenge, career focus, and 3D print project to get students applying their knowledge together.

STEM:IT High School *Recommended Grades 9-12*

\$2000 | Year | Unlimited Seats

STEM:IT High School is a supplementary program that uses core curriculum topics to introduce how STEM skills are needed and used in every subject. This course contains a library of core aligned topics in ELA, math, science, business, the fine arts, FCS, health, social studies, and AFNR. Each topic contains an interactive lesson, STEM Challenge, career focus, and 3D print project to get students applying their knowledge together.



QUESTIONS?

We'd love to hear from you! Contact us at customerservice@stemfuse.com with any questions, for more information about our curriculum offerings, or additional pricing information.



www.STEMFuse.com