



A Revolution in STEM Education

CTE courses from STEM Fuse:

- ▶ Align with industry Certification Exams
- ▶ Contain Authentic Capstone Projects
- ▶ Works on Any Device
- ▶ Perfect for hybrid, remote, and in-class learning
- ▶ Easily integrated into your school's platform



Affordable



Works on ANY Device



Easy To Use

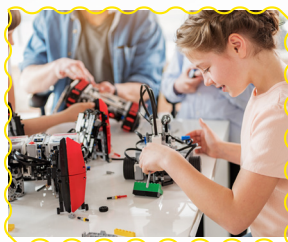


Comes with Initial and ongoing PD and support



Highly Engaging

STEM, Engineer Design, 3D Design & Career Pathways



STEM:IT Middle School

Designed as a comprehensive library of topic-based challenges across core subjects of English language arts, math, science, social studies, fine arts, health, business, and AFNR for students in grades 6 through 8.



Feeds into core content, CTE & business courses.

STEM:IT High School

Designed as a comprehensive library of topic-based challenges across core subjects of English language arts, math, science, social studies, fine arts, health, business, and AFNR (agriculture, food, natural resources) for students in grades 9 through 12.

AFNR Pathways



Foundations in AFNR

Serves as a hands-on survey and introduction to AFNR fields, technology, and the skills and competencies within the industry. Students will explore the seven AFNR sub-clusters.



Capstone:

Applications of AFNR

Serves as a capstone to the AFNR course series, focusing on cooperative business development.



Technical Skills in Agribusiness & AFNR

Serves as an introduction to agribusiness in the AFNR course series, focusing on the technical skills aligned with business.

Computer Science & Game Design Pathways



GAME:IT Junior

An introductory level computer programming and digital citizenship course for middle school students in grades 6 through 8. Students will learn computer programming concepts and skills through game design and development.



GAME:IT

A foundational computer programming and game design course for high school students in grades 9 through 12. Students will build their understanding in game physics and math concepts and computational thinking.



GAME:IT Intermediate

An intermediate level course in computer programming and game development designed for high school students in grades 10 through 12. Students act as a game development company to follow an original game idea.



GAME:IT Advanced

An advanced level programming course in mobile game design and development designed for high school students in grades 10 through 12. Students expand upon advanced physics and JavaScript programming in mobile game development.

Technical/Multi-Media Pathways



IT Exploration

A hands-on survey course designed for middle and high school students in grades 6 through 12. Serves as an introduction to information technology and the associated skills and competencies within the industry.



Intro to Esports

An introductory course and esports multimedia survey designed for high school students in grades 9 through 12. Focuses on introducing students to the tools and skills utilized throughout the esports industry.



Esports: Inside the Games

Is a deeper dive into the creative tools and technologies within the esports industry. Students will build a robust portfolio of digital industry artifacts and prepare to hold a community esports tournament event.



Web Design

An introductory level web design and development course geared towards high school students in grades 9 through 12. This course covers HTML, CSS, and JavaScript programming and students will use these tools to build original webpages/websites.



Mobile App:IT

An introductory mobile application design & programming course using Java and Eclipse for Android devices. Takes students through the history of mobile applications, current industry standards, Java programming fundamentals

Business Pathways



Intro to Business Technology

An introductory survey course designed to introduce high school students in grades 9 through 12 to the foundations of business and associated technologies. Students will gain hands-on experience with business fundamentals.



Entrepreneurship & Innovation

A high school course that explores how technology can be used to start a business. The course covers all concepts of entrepreneurship and business planning, as well as introduces and trains students on industry technologies.



International Business & Management

An advanced business course for high school students to help further develop the appreciation, knowledge, and skills needed to live and work in the global marketplace. Students will discover the geographic, social, cultural, political, logistical, and legal challenges of running a global business.

Health Science Pathways



Introduction to Health Science & Careers

Course is a semester course 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.