

A group of students are working on a STEM project. In the foreground, a student in a black hoodie is looking at a smartphone held by another student in a yellow hoodie. The phone screen displays a website with text and images. On the table, there are various electronic components, including a breadboard with wires, a soldering iron, and a container of small parts. The background is blurred, showing other students and a bright, indoor setting.

K-12 STEM & CTE COURSE OFFERINGS



COURSE OFFERINGS

AFNR (Agriculture, Food, & Natural Resources)

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

\$1750 | 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*

\$1750 | 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*

\$1250 | 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*

\$1250 | 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*

\$1750 | 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*

\$1250 | 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*

\$2250 | 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*

\$2250 | 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*

\$2250 | 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*

\$2250 | 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*

\$1750 | 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*

\$1750 | 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*

\$1750 | 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*

\$2250 | 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*

\$1250 | 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*

\$1250 | 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.

STEM / STEAM INTEGRATION

STEM:IT Elementary *Recommended Grades K-5*

\$2250 | 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.

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

\$2250 | 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*

\$2250 | 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