

## BUSINESS & INDUSTRY

### 2018 & BEYOND FOUNDATION + ENDORSEMENT Graduation Requirements

	9	10	11	12
4.0 ENGLISH	<b>ENGLISH I</b>	<b>ENGLISH II</b>	<b>ENGLISH III</b>	<b>ADV ENGLISH</b>
4.0 MATH	<b>ALGEBRA I</b>	<b>GEOMETRY</b>	<b>ALGEBRA II</b>	<b>ADV MATH</b>
4.0 SCIENCE	<b>BIOLOGY</b>	<b>CHEMISTRY</b>	<b>ADV SCIENCE</b>	<b>ADV SCIENCE</b>
3.0 SOCIAL STUDIES	W Geography	World History or Political Science	<b>US HISTORY</b>	<b>GOV'T/ECON</b>
0.5 HEALTH		<b>HEALTH (.5)</b>		
1.0 PE	<b>PE</b>			
1.0 FINE ARTS		<b>FINE ART</b>		
2.0 OTHER LANGUAGES	<b>LANGUAGE 1</b>	<b>LANGUAGE 2</b>		
6.5 ELECTIVES	Elective credits must be selected from any state approved course for which a student may receive credit and does not satisfy a specific course requirement.			
26.0	<b>Electives that satisfy endorsement requirements must be selected from the options listed below.</b>			

	OPTION 1	OPTION 2	OPTION 3
	CTE	English	Combination
<b>BUSINESS &amp; INDUSTRY ENDORSEMENT</b> Students may earn a Business & Industry endorsement by selecting and completing the requirements from among these 3 options:	Earn 4 credits by taking at least 2 courses from the same cluster with at least 1 advanced (3rd year or higher) in one of the following areas:		Take 4 English ELECTIVE credits to include 3 levels in one of the following areas:
	<b>Business Management &amp; Administration</b>	<b>Arts, A/V Technology, and Communication</b>	Yearbook I, II, III
	Principles of BMF	Principles of Arts, AV Tech & Comm	Newspaper I, II, III
	BIM I, II	Fashion Design	Reading I, II
	Business Management	Graphic Design & Illustration	Business English
	<b>Marketing</b>	Graphic Design & Illustration II	Creative Writing
	Principles of BMF	Graphic Design & Illustration Lab	Oral Interpretation I, II, III
	Social Media Marketing	Animation	Journalism
	Advertising	Animation II+Lab	Photojournalism
	Advanced Marketing	Advanced Graphic Design	OnRamps Rhetoric
	Sports and Entertainment Marketing	Audio/Video Production	
	Fundamentals of Real Estate	Audio/Video Production II	
	Practicum in Marketing	Practicum in Animation	
	Practicum of Real Estate	Web Game Development	
		Digital Arts & Animation	
		Advanced Video Programming	
		Practicum in Video Game Design	
	<b>Carpentry</b>	<b>Masonry</b>	
	Principles of Construction	Principles of Construction	
	Construction Tech I	Masonry Tech I	
Construction Tech II	Masonry Tech II		
Practicum in Construction Tech	Practicum in Masonry Tech		
<b>Electrical</b>			
Principles of Construction			
Electrical I Tech			
Electrical II Tech			
Practicum in Electrical Tech			