Academy Benefits

Students enrolled in a career academy have the opportunity to...

- **gain exposure** to specific high school career academy opportunities,
- **develop the skills** needed for success in high school,
- **participate in** project-based learning opportunities designed to simulate real-world situations,
- **earn high school credit** while in selected academies, and
- **earn Digital Tool and industry certification**.

How to Apply

The School Choice Application will be available on the Workforce Education website during the application window at:

[ecsd-fl.schoolloop.com/career](ecsd-fl.schoolloop.com/career)

All applicants will receive notification of their acceptance status from the Office of School Choice once all applications have been reviewed.

Requirements

All students must have a “C” average, no recurring or serious discipline problems, and acceptable attendance. Waivers are considered; parents may appeal if the student does not meet one or more of the requirements. Students must have room in their schedules to accommodate career academy courses. Space is limited. If school is at capacity, in-zone student applications receive preference.

No matter what your plans, we offer the opportunities your child needs to succeed. If you have questions call:

**Office of School Choice**
850.469.5580 or 850.469.5448
Career Academy Descriptions

Agriscience
Through the use of Science, Technology Engineering, and Mathematics (STEM) activities focusing on agriculture, food, and natural resources, students will be prepared to transfer into high school Agriscience coursework.

Culinary Arts
Students explore the career field of Hospitality and Tourism. Curriculum includes nutrition and wellness, basic food preparation, food safety and sanitation, proper use of culinary tools and equipment, interpreting recipes, developing menus, and using technology in the culinary field.

Cyber-IT
Students are given the opportunity to learn about computers and IT. Curriculum includes keyboarding, Internet Business Associate certification, Key Applications, Living Online and Computer Fundamentals digital tool certifications and an introduction to cybersecurity. High school credit available.

Fabrication & Engineering
This program focuses on transferable skills and stresses understanding and demonstration of the technological tools, machines, instruments, materials, processes and systems in business and industry.

Game & Application Development
Students explore game and simulation conceptualization, design, storyboarding, development methods and software. Mathematics and physics are integrated into the curriculum. Internet Business Associate certification is offered. High school credit available.

Graphic Arts
Students gain knowledge related to the world of visual design and learn how to use Adobe Photoshop. Curriculum also includes Internet Business Associate certification. Critical thinking skills are used to build leadership, manage resources, and develop teamwork skills. High school credit available.

Health
Students are provided with an opportunity to explore a number of health and nutrition careers. Medical skills, consumerism, characteristics of health care workers, community health agencies, culinary arts, and basic computer literacy are a focus in the curriculum.

Information Technology (IT)
Students are given the opportunity to learn about computers and IT. Curriculum includes keyboarding, Internet Business Associate certification, ICT Gaming and Computer Fundamentals digital tool certifications. High school credit available.

Multimedia
Students learn to incorporate graphics, sound, video, animation, text, and still images to produce fine art, marketing presentations, digital designs, web publishing, and TV production. Software training includes Adobe Photoshop and Premiere Pro Elements. Multimedia Internet Business Associate certification is offered. High school credit available.

NFA-ACE Flight
Students solve problems in an immersive, game-based learning environment, applying the fundamentals of STEM. In the classroom, students are challenged with “missions,” or assignments where they acquire new skills and discover real world applications for math, science, and physics skills.

Pre-Engineering/STEM
Students are introduced to the field of Science, Technology, Engineering, and Mathematics (STEM) through applied learning and hands-on projects. Curriculum includes the design and completion of engineering-related projects.

Robotics & Energy
In the Robotics and Energy Academy, students will explore the scientific fundamentals of various forms of energy and their usage in technical applications. Students will explore robotics as they design, build, and program robots in both classroom activities and robotics competitions.