



Waynesville Career Center

Course Offerings

All WCC classes are classified as Elective courses and can be used to satisfy Practical Arts requirements.

The fourth required Language Arts and Math unit may be earned while attending two years at WCC in programs earning 3 units of credit each year. **The following programs do not qualify – Health Science and Cosmetology.**

Career Path	WCC Program	Who Can Enroll	Units per year	Years to Complete
Arts & Communication	Commercial Printing I & II	11, 12	3	2
	Advertising Design I & II	10, 11, 12	2	2
	Advertising Photography	10, 11, 12	1/2	1
	Fashion Illustration	10, 11, 12	1/2	2
	Video Production I & II	11, 12	2	1
	Photography	10, 11, 12	1/2	1
	Animation	10, 11, 12	1/2	1
Business	Accounting I & II	10, 11, 12	1	2
	Business Law	11, 12	1	1
	Business Technology I & II	10, 11, 12	1/2 or 1	1
	Computer Applications	9, 10, 11, 12	1	1
	Introduction to Graphic Arts	10, 11, 12	1/2	1
	Multimedia	10, 11, 12	1/2	1
	Personal Finance	10, 11, 12	1/2	1
	Web Design	10, 11, 12	1/2	1
Computers & Technology	Computer Information Technology - C# Programing	10, 11, 12	2	1
	Video Game Development	11, 12	1	1
	Computer Hardware/Networking	11, 12	2	1
	Telecommunications Cabling	10, 11, 12	1	1
	Waynesville Tech Intern *Pending Approval*	10, 11, 12	1	2
Health Services	Health Science	12	3	1

Career Path	WCC Program	Who Can Enroll	Units per year	Years to Complete
Human Services	Culinary Arts I and II	11, 12	3	2
	Cosmetology (must start as a junior in this program)	11, 12	3	2
	Introduction to Education Professions *Pending Approval	10, 11, 12	1	1
	Career Embedded Educational Professions *Pending Approval	12	2	1
Industrial & Engineering Technology	Auto Collision Technology I & II	11, 12	2	2
	Automotive Detailing	10, 11, 12	1	1
	Automotive Service Technology I & II	11, 12	3	2
	Light Duty Diesel I & II	11, 12	3	2
	Construction Technology I & II	11, 12	3	2
	Heating, Ventilation, & Air Conditioning I & II	11, 12	3	2
	General Heating, Ventilation & AC	10, 11, 12	2	1
	Masonry I & II	11, 12	3	2
	General Masonry	10, 11, 12	2	1
Welding & Manufacturing I & II	11, 12	3	2	
JROTC	LET I	9, 10, 11, 12	1	1
	LET II	10, 11, 12	1	1
	LET III	11, 12	1	1
	LET IV	12	1	1
Marketing	Marketing I	11, 12	1	1
	Marketing II	12	1	1
	Entrepreneurship	12	1	1
	Business Management	12	1	1
	Cooperative Education (COOP)	12	1 or 2	1
Natural Resources & Agriculture	Agriculture Science I	9, 10, 11, 12	1	1
	Conservation	10, 11, 12	1	1
	Greenhouse & Landscaping	10, 11, 12	1	1
	Agriculture Construction	11, 12	1	1
	Animal Care/Veterinary Science	11, 12	1	1
All Career Paths	Career Exploration	9, 10	1/2	1

Waynesville Career Center - Course Descriptions

All Classes at WCC, except English IV & Math IV, will count as a Practical Arts credit.

Career Exploration

Grades 9, 10

½ Practical Arts credit

Students will have the opportunity to visit 18 different career and technical education programs and spend a few weeks in multiple programs to determine career interests. Students who take career and technical education courses benefit from the power of linking their academic studies to their career interests outside of school. Students will be able to apply what they are learning in real world situations. Other topics will include personal integrity, work ethic, professionalism, responsibility, flexibility, self-motivation; workplace communication, decision making, teamwork, multicultural sensitivity & awareness, planning, organizing, management, and leadership.

Agriculture

Agriculture Science I

Grades 9, 10, 11, 12

1 Practical Arts credit

Agriculture Science I is an introductory class open to freshmen through seniors who are interested in agriculture. Some of the topics covered include leadership, livestock industry, plant science, and agriculture mechanics. Students will also work with the instructor to create an out-of-school project involving animals, plants, or agricultural business. As part of this class, students will have the opportunity to participate in FFA activities in and out of school throughout the year.

Animal Care/ Veterinary Science

Grades 11, 12

1 Practical Arts credit

Prerequisite: *Agricultural Science I*

Students in Animal Care/Vet Science can expect to learn practical skills used in the livestock industry. This class is very beneficial for any student who is interested in a career in the livestock industry. Students will research animal husbandry practices and learn how to treat and prevent diseases. Students will also work with the instructor to create an out-of-school project involving animals, plants, or agricultural business. As part of this class, students will have the opportunity to participate in FFA activities in and out of school throughout the year.

Conservation

Grades 10, 11, 12

1 Practical Arts credit

Prerequisite: *Agriculture Science I*

If you like the outdoors, wildlife, hunting, or fishing, this course is for you. Throughout the year, the topics covered include fisheries biology, habitat management, ecology, forestry, and many other topics. Students will also work with the instructor to create an out-of-school project involving animals, plants, or agricultural business. As part of this class, students will have the opportunity to participate in FFA activities in and out of school throughout the year.

Greenhouse & Landscaping

Grades 10, 11, 12

1 Practical Arts credit

Prerequisite: *Agriculture Science I*

Students enrolled in this course will learn how to grow plants in a greenhouse. Students will grow a variety of plants and organize a plant sale in the spring. Subjects such as plant science and greenhouse procedures will be taught. Students will also work with the instructor to create an out-of-school project involving animals, plants, or agricultural business. As part of this class, students will have the opportunity to participate in FFA activities in and out of school throughout the year.

Agricultural Construction

Grades 11, 12

1 Practical Arts credit

Prerequisite: *Agricultural Science I*

This course utilizes welding in the development and construction of major metal and wood projects. Advanced skills in welding, woodworking and project construction provide students with entry-level agricultural construction skills. Students will work with their hands, in a shop setting, on a daily basis. Students will also work with the instructor to create an out-of-school project involving animals, plants, or agricultural business. As part of this class, students will have the opportunity to participate in FFA activities in and out of school throughout the year.

Business

Accounting I

Grades 10, 11, 12

1 Practical Arts credit

Students will build a basic understanding of manual and automated accounting principles, concepts, and procedures. Activities include using the accounting equation, completing the accounting cycle, entering transactions to journals, posting to ledgers, preparing end-of-period statements and reports, managing payroll systems, completing banking activities, calculating taxes, and performing other related tasks.

Accounting II

Grades 11, 12

1 Practical Arts credit

AP, Dual Credit, EOC, Quality Point, Embedded Technology Competencies

Prerequisite: *Accounting I*

A more thorough, in-depth knowledge of accounting procedures and techniques utilized in solving business problems and making financial decisions. Students will develop skills in analyzing and interpreting information common to partnerships and corporations, preparing formal statements and supporting schedules, and using inventory and budgetary control systems. Computer applications should be integrated in each appropriate instructional unit.

Business Law

Grades 11, 12

1 Practical Arts credit

Students will gain an understanding of basic legal principles relevant to their roles as citizens, consumers, and employees through a mixture of personal, business, and consumer law. The content includes the basic characteristics of basic elements of contracts, employer/employee relations, individual rights, wills and estates, family and juvenile justice law.

Business Technology I and II

Grades 10, 11, 12

½ Practical Arts credit each

Prerequisite: *Computer Applications*

Students will enhance computer application skills that include the use of technology to develop communication skills, the performance of office procedures tasks, the production of quality work using advanced features of business software applications, and the production of high quality employment portfolios and job-seeking documents. Students will learn how to manipulate text, art and graphics, photography, animation, audio, and video for presentations in various media formats to be prepared for today's technology driven world.

Computer Applications

Grades 9, 10, 11, 12

1 Practical Arts credit

Dual Credit with OTC for Grades 11 and 12

Students will master skills in the areas of word processing, database management, spreadsheet applications, presentations, internet usage, and security issues.

Introduction to Graphic Arts (Desktop Publishing)

Grades 10, 11, 12 ½ Practical Arts credit

Prerequisite: *Computer Applications*

Students develop proficiency in using graphic arts/desktop publishing software to create a variety of business publications such as t-shirt design, text usage, photo manipulation and placement, flyers, brochures, newsletters, and how to prepare images to be used on the web.

Multimedia

Grades 10, 11, 12 ½ Practical Arts credit

Prerequisite: *Computer Applications*

Students will work with multimedia software to develop electronic presentations from a variety of presentation software. They will learn how to manipulate text, art and graphics, photography, animation, audio, and video for presentations in various media formats.

Personal Finance

Grades 10, 11, 12 ½ Practical Arts credit

Students will gain an understanding of financial management skills relating to personal finance in preparation for future financial success. This required course is based on the Missouri Personal Finance Competencies and presents essential knowledge and skills to make informed decisions about real world financial issues.

Web Design

Grades 10, 11, 12 ½ Practical Arts credit

Prerequisite: *Computer Applications*

Students will develop a basic understanding of the HTML Web programming language and other Web building programs such as Adobe Muse to design, edit, launch, and maintain websites and pages.

JROTC

Junior Reserve Officer Training Corps (JROTC) (Open to Grades 9-12)

The JROTC Mission is "To Motivate Young People to be Better Citizens!"

The JROTC Vision is "Providing a quality citizenship, character, and leadership development program, while fostering partnerships with communities and educational institutions."

PROGRAM SUMMARY:

1. The Army Junior Reserve Officer Training Corps (JROTC) is a program offered to high schools that teaches students (Cadets) character education, student achievement, wellness, leadership, and diversity. Collectively, these lessons motivate students (Cadets) to be better citizens. In addition to promoting citizenship, JROTC also prepares students (Cadets) for college.
2. The outcomes of the JROTC program are:
 - Act with integrity and personal accountability as they lead others to succeed in a diverse and global workforce.
 - Engage civic and social concerns in the community, government, and society.
 - Graduate prepared to excel in post-secondary options and career pathways.
 - Make decisions that promote positive social, emotional, and physical health.
 - Value the role of the military and other service organizations.
3. JROTC is a HS elective. Students can take JROTC for all 4 years. Cadets receive .05 elective credit per semester (4 credits over 4 years). Cadets receive 0.5 credit for PE (Physical Education) upon successful completion of the LET-2 year and the approval of their instructor. Cadets also meet their Missouri DESE Personal Finance requirement during their LET-3 year, subject to successfully passing the MO DESE Personal Finance Exam.

Leadership Education Training (L.E.T.) - I (Open enrollment)

Grades 9, 10, 11, 12

1 Elective credit

The program of instruction consists of a maximum of 130 core hours with 50 optional hours per school year. The program of instruction will include the following topics: Introduction to JROTC, Citizenship in Action, Leadership Theory and Application, Foundations for Success, Communications Skills, Conflict Resolution, Multiple Intelligences, Career Planning, Health and Wellness, Uniform Appearance, Mandatory Core Service Learning, Physical Fitness, Microsoft Office Basics, Reading for Meaning, Brain Structure and Function, Personal growth Plan, Drill and Ceremonies, Study skills and Study Habits, Google Drive Applications, Learning Styles and Processing Preferences, Thinking Maps, Financial Goal Setting, Appreciate Diversity, Project Based Learning, Sexual Harassment/ Assault, Use of Educational Applications on Electronic Devices, Leadership Skills, Principles of Leadership, and Becoming an Active Listener.

Leadership Education Training (L.E.T.) - II

Grades 10, 11, 12 1 Elective credit

Gives ½ Physical Education credit with instructor approval

Prerequisite: *Successful completion of L.E.T. I*

This second-level class is intermediate leadership development. The student works in intermediate leadership, first aid, map reading, techniques of oral communications, marksmanship and safety, drill and ceremonies, the U.S. Army, people, places and times, services/ROTC opportunities, the role of the Army, and selected optional subjects. Requires instructor permission for enrollment. Students earn .5 credits for PE this year via an embedded credit.

Leadership Education Training (L.E.T.) - III

Grades 11, 12 1 Elective credit

Meets the MO DESE Personal Finance requirement

Prerequisite: *Successful completion of L.E.T. II*

This class is designed for juniors. This third-level class is applied leadership development. The student learns leadership, history, map reading/navigation, techniques of oral communications, and safety, service/ROTC opportunities, the role of the Army, and selected optional subjects. In addition, Juniors complete their MO DESE personal finance requirement, subject to their passing the DESE personal finance end of course exam. Requires instructor permission for enrollment.

Leadership Education Training (L.E.T.) - IV

Grades 12 1 or ½ X credit, 3 college credit hours **Required for Graduation**

AP, Dual Credit, EOC, Quality Point, Embedded Technology Competencies

Prerequisite: *Successful completion of L.E.T. III*

This class is designed for seniors. This fourth-level class is advanced leadership theory and application. The student applies leadership theory and techniques, works on advanced leadership techniques, oral and written communications, staff planning, staff functions and procedures, leadership theory, history, and selected optional subjects. The focus of the LET-IV year is planning and executing all battalion activities and events. The LET-IV's function as the Battalion Senior Leadership and Staff. Requires instructor permission for enrollment.

Marketing

These are one-year classes designed for high school juniors and seniors who are interested in the business or marketing fields. Marketing II is open only to seniors who have successfully completed or are currently enrolled in Marketing I.

Marketing I

Grades 11, 12

1 Practical Arts credit

Marketing I, the introductory course in the Marketing Education Program, is offered to students who are interested in entry-level employment in the field of marketing. Students will be exposed to an overview of marketing including the basic concepts and theories fundamental to this field. Presentations of work will be done regularly both in the classroom and outside the classroom. DECA is an important component of the program, offering students the opportunity to participate in competitive events, leadership, civic and social activities. All students enrolled in the Marketing Education Program may join DECA, and are encouraged to participate in DECA activities.

Marketing I is designed to increase the student's knowledge of the following topics:

- Money Handling
- Selling & Sales Promotion
- Interpersonal Skills
- Economics
- Marketing Concepts

Marketing II

Grade 12

1 Practical Arts credit

Prerequisite: must be a senior and have completed or be enrolled in Marketing I

Marketing II is for seniors who are preparing a career in the field of marketing and management. In today's market-driven economy, there are numerous career opportunities available to those students who have a marketing background.

Marketing II classes are designed to increase the student's knowledge of the following topics:

- Assessing the Marketplace
- Marketing Operations
- Business and Society
- Channel Management
- Management Skills

Entrepreneurship

Grade 12

1 Practical Arts credit

Prerequisite: Marketing I and teacher approval

Entrepreneurship is a one-year training program designed for high school seniors who have successfully completed Marketing I and have a recommendation from the Marketing instructor. Students will explore various aspects of starting and/or operating their own business. Students will create their own business plan for a business of their choosing. Researching various career opportunities and aspects of the sports and entertainment industry will be completed during the second semester.

Business Management

Grades 12 1 Practical Arts credit

Dual Credit available through Missouri State - West Plains

Prerequisite: *Marketing I, concurrent enrollment with Marketing II and teacher approval*

Business Management is a one-year training program designed for high school seniors who have successfully completed Marketing I and have a recommendation from the Marketing instructors. Students taking this class will learn the skills necessary to manage a business. This class also allows time for completion of written competitive event projects for DECA competitions.

Cooperative Education (CO-OP)

Grade 12 1 Practical Arts credit

Prerequisite: *Concurrent enrollment with Marketing II and teacher approval*

Cooperative Education is an optional add-on to the regular Marketing II curriculum. It is open only to high school seniors who are concurrently enrolled in Marketing II. This program allows Marketing II students to move from WCC classroom experiences into a business where they can learn marketing skills first hand. They can earn up to two high school credits, release time from the high school campus and earn a wage while being employed at a marketing related workstation.

Cosmetology

Cosmetology I and II

Grades 11, 12

3 Practical Arts credits

Must start program junior year and commit to two years, 2 Year Certificate Program

Prerequisite: 85-95% attendance rate, interview, and teacher approval

Cosmetology is a straight to work program. The program is designed to prepare students for job opportunities to become a hairstylist, makeup artist, hairstyle consultant, product distributor or salon owner. Students will receive a certificate of completion, entry level skills and knowledge to successfully pass their State Board exam.

Students learn practical skills and gain a basic understanding of theory related to cosmetology. Theory lessons focus on professional behavior, infection control, how to recognize diseases and disorders, as well as, safety according to the State Board of Cosmetology.

Practical learning will be nail care, hair care, chemical use, hairstyling, massage, makeup application, proper equipment use and demonstration of leadership skills.

Additionally, students have an opportunity to receive four online advance training certifications.

Attendance requirements are strictly enforced and poor attendance will result in removal from the program. Standard school absences do not apply.

Student Fee(s): \$800 for student kit

Down payment of \$200 is due by **May 10, 2019**.

Remaining \$200 payments are due:

1. October 11, 2019
2. March 13, 2020
3. October 9, 2020

Student kits will be issued at the end of the two year program in **May 2021**.

Health Science

Health Science

Grade 12

3 Practical Arts credits

Dual Credit

Prerequisite: *Recommended prior to enrollment Anatomy & Physiology and Biology*

Health Science is a one year program offered to high school seniors who wish to investigate and observe a variety of healthcare occupations. This course will provide students with skills related to the healthcare industry such as taking vital signs, body mechanics, medical terminology, and other entry level skills.

Students will receive training in American Heart Association First Aid and Health Care Provider Basic Life Support. Qualifying students will also be given the opportunity to take the state Certified Nurse Assistant examination.

English IV & Math IV

Note: Students in Health Science and Cosmetology will not be enrolled in either English IV or Math IV.

English IV at WCC

Students enrolled in a three block program will earn a $\frac{1}{2}$ credit of Language Arts 12 as a year one student (junior) and a $\frac{1}{2}$ credit of Language Arts 12 as a year two student (senior).

This Language Arts credit will count as a student's 4th Language Arts Credit. The credit will be awarded to the student at the end of the school year – English IV. All students will be enrolled in this class regardless of credits needed.

Math IV at WCC

Students enrolled in a three hour block will earn $\frac{1}{2}$ credit of Math IV as a year one student (junior) and $\frac{1}{2}$ credit of Math IV as a year two student (senior). This credit will be awarded to the student at the end of the school year – Math IV. All students will be enrolled in this class regardless of the credits needed.

The course covers instruction and training in mathematical thinking and methods of contextual mathematical instruction directly related to the corresponding 3-hour block class.

Arts & Communications

Commercial Printing 1 & 2

Grades 11, 12

3 Practical Arts credits each

Printing is the third largest industry in the world. It has many Job opportunities. The median annual salary for printing workers was \$34,100 in 2012.

Commercial Printing students will learn the fundamentals of Screen Printing, T Shirt design, Laser Engraving, Dye Sublimation, Embroidery, Bindery, Paper Cutting, Digital Printing, Pad Printing. We combine those areas to develop advertising specialty items for the promotion of the Waynesville Career Center. Each student will have the opportunity to create designs and printed items of their own. One of the large projects they will do is to create a complete advertising and promotional pack for a business of their own creation.

The class consists of hands on training and prepares students for entry level employment or college readiness in the graphics field. Some of the careers in the industry include Screen Printer, Finish and Bindery Operator, Sublimation Tech Screen Tech, Digital Press Operator, Embroidery Tech, just to name a few. Students have the opportunity to compete in SkillsUSA and the SGIA screen printing design and printing contest.

Advertising Design I and II

Grades 10, 11, 12

2 Practical Arts credit each

Dual Credit available through OTC

Advertising designers create advertisements, logos, brochures, and other business branding and marketing materials. To achieve this, students will learn Adobe Illustrator, InDesign and Photoshop. This is a two-year course; year 1 students learn the basics of illustration, motion graphics, social media pieces and advertising. Year 2 students work with real world clients, photographing them and creating real design work to be printed. Year 2 students will also create a website portfolio to be used for scholarship applications and potential internships.

Advertising Photography

Grades 10, 11, 12

½ Practical Arts credit

Students will learn the basics of camera settings, when and how to capture the light. Student photographers will focus on food and fashion photography. At the end of the year, students will have the opportunity to create a portfolio showcasing final work.

PENDING APPROVAL Fashion Illustration

Grades 10, 11, 12

½ Practical Arts credit

Prerequisite: Art 1 or Drawing

Fashion Illustration is a one semester course to outline the foundations of digital illustration. This course is appropriate for students who want to use their artistic abilities to create illustrations of clothes, accessories and create sewing pattern catalogs. They will use computer software illustration tools such as Adobe

Illustrator. At the end of this course the fashion illustrator will develop sketches, shoes illustrators and fabric abstract designs for a portfolio.

Video Production I

Grades 11, 12

2 Practical Arts credits

Dual Credit

Prerequisite: *Recommended high school cumulative GPA of 3.0 or above*

Are you a creative person who likes electronics and computers? If so, Video Production I is the class for you. Video Production I is the first year course of the two year Video Production program offered at WCC.

In this class, you learn how to make your own videos and movies using the latest professional tools and technology. Students learn the same Adobe software used to make Hollywood films including Photoshop, Premiere Pro, and After Effects. You learn the entire creative process from brainstorming and writing, to recording audio and video clips, and then using editing software to finish your story. Students learn to create graphics, animation, audio mixes, and more while working on projects including commercials, news reports, and short films.

You also learn about live television production as you work on the Channel 12 live TV crew televising sporting events that air on local cable TV and stream online. Students in Video Production I produce videos for TigerTV News, our school newscast. You can also audition to be on TV for TigerTV News but it is not a requirement of the class.

Video Production I students also have the opportunity to earn college credit through the University of Central Missouri. Credit applies towards UCM's Bachelor of Science in Digital Media Production degree. Credit is transferable to any 2 or 4-year public college in Missouri. Most private colleges in Missouri and out of state colleges will also recognize the credit. Students who complete both years of Video Production can earn up to 7 hours of credit. A high school cumulative GPA of 3.0 or higher is recommended for admission into UCM's dual credit program. A cumulative GPA of 2.50 or higher is required.

Students who complete both years of the Video Production program can become Adobe Certified Associates in Video Communication.

Students are encouraged to enroll in Photography and Animation to complete the 3-hour block.

Video Production II

Grade 12

2 Practical Arts credits

Dual Credit

Prerequisite: *C or above in Video Production I, recommended high school cumulative GPA of 3.0 or above*

Video Production II is the second-year course of the two year Video Production program offered at WCC. Students who enroll in Video Production II are high school seniors who have earned a B or higher in Video Production I. Students in Video Production II are strongly considering continuing their education in the field of video, film, or television or plan to enter the workforce after graduation.

In Video Production II, you build upon, enhance, and refine the skills you learned in Video Production I. Students learn more about animation and special effects while focusing more intently on creating film or news content. Students in Video Production II create a portfolio of projects they can use to show colleges or employers. Video Production II students can graduate high school as Adobe Certified Associates in Video Communication.

Video Production II students also have the opportunity to earn college credit through the University of Central Missouri. Credit applies towards UCM's Bachelor of Science in Digital Media Production degree. Credit is transferable to any 2 or 4-year public college in Missouri. Most private colleges in Missouri and out

of state colleges will also recognize the credit. Students who complete both years of Video Production can earn up to 7 hours of credit. A high school cumulative GPA of 3.0 or higher is recommended for admission into UCM's dual credit program. A cumulative GPA of 2.50 or higher is required.

Students are encouraged to enroll in Photography and Animation to complete the 3-hour block.

Photography

Grades 10, 11, 12

½ Practical Arts credit

Do you love to take pictures with your phone but want to improve your skill set and become more professional? Photography explores the principles of digital image acquisition and manipulation. In the course students will learn proper image composition and framing. Explore how shutter speed, aperture, ISO, and lens selection combine to create stunning images. Learn to operate a camera manually like professional photographers do. Throughout the course students will work with professional cameras in studio and on location. Students will learn how to photograph action, still life, product, studio portraits and more. Students will also learn lighting principles as well as photo touch up and manipulation in Adobe Photoshop.

Animation

Grades 10, 11, 12

½ Practical Arts credit

Animation will offer students an opportunity to learn 2D and 3D animation using industry-standard software. In the course, you will learn how to keyframe animate in 2D and 3D space using Adobe After Effects. Students will also explore special effects and video compositing using Adobe After Effects. Learn how to use facial recognition and motion capture technology to animate 2D characters using Adobe Character Animator. Students will also receive an introduction to 3D animation using Maxon Cinema 4D.

Automotive

Auto Collision Technology I & II

Grades 11, 12

2 Practical Arts credits each

Every day thousands of vehicles are involved in traffic accidents. Though many are damaged beyond repair, many others can be made to look and drive like new.

Students will learn to:

- Use hand tools and equipment
- Straighten damaged panels
- Fabricate sheet metal panels
- Use plastic fillers
- Prepare surfaces for paint refinishing

Advanced students will add the following skills:

- Frame straightening and repair to factory specifications
- Damage assessment, parts, glass and panel replacement
- Writing repair estimates
- Refinishing with single stage & base coat/clear coat systems

Auto Detailing

Grades 10, 11, 12

1 Practical Arts credit

This course is designed to teach the student technician skills needed to enter the field of reconditioning on new and used cars. It includes buffing and polishing the exteriors, cleaning and detailing the interior, cleaning and painting the engine compartment and installing body accent stripes and molding. This course will cover the characteristics of hazardous wastes and its safe handling, storage, and disposal.

Automotive Service Technology I & II

Grades 11, 12

3 Practical Arts credits each

Provides an in depth study of basic automotive vehicle systems. This course provides basic operational knowledge, care and maintenance of engine, fuel, ignition, suspension, brakes, electrical, and drivetrain systems.

Employment of automotive service technicians is expected to grow 6 percent from 2016 to 2026. As the number of vehicles in use continues to grow, more entry-level service technicians will be needed to do basic maintenance and repair, such as brake pad replacements and oil changes. The increasing lifespan of late-model cars and light trucks will further increase demand for qualified workers.

Examples of careers in this field:

- Automotive air-conditioning technicians
- Brake technicians
- Front-end mechanics
- Transmission technicians and rebuilders
- Tune-up technicians

Automotive Service Technology is a two-year training program for high school juniors and seniors. Automotive Service Technology I is intended for high school juniors that wish to learn entry-level skills for the automotive service and repair industry. Only seniors who have successfully completed Automotive Service Technology I may enroll in Automotive Service Technology II.

Students will cover all eight areas of study recommended by the Automotive Service of Excellence (ASE) for national certification of automotive technicians:

- Automatic Transmission and Transaxle
- Manual Drivetrain and Axle
- Brakes
- Engine Performance
- Engine Repair
- Electrical Systems
- Heating and Air Conditioning Systems
- Steering and Suspension Systems

Light Duty Diesel I and II

Grades 11, 12

3 Practical Arts credits each

Light Duty Diesel Technology Program is designed with the increased popularity and growing demand of the light duty diesel market. Improvements in diesel technologies and emissions have created a large skills gap in today's automotive and light duty truck market. This two year course is designed to give students the opportunity to identify maintenance and service components found on light duty diesel vehicles under one and a half ton classification. Students will learn the basic theory and operations, controls, regulations and fuels that make today's diesel engine a large part of our transportation technology. It also provides the basic hands-on skills needed for an entry level technician in an auto/light duty repair facility, and helps prepare the student for taking the ASE (A-9) Light Duty Diesel certification test. Topics of instruction include shop

safety and operations, electrical systems, engine repair related to the light duty diesel vehicle, diesel engine performance and diagnostics, emission systems, transmission service, brakes, and Steering and suspension.

Computers & Technology

Computer Information Technology – C# Programming

Grades 10, 11, 12 2 Practical Arts credits

Dual Credit

Prerequisite: *Algebra 1 (or equivalent), and/or teacher recommendation*

Are you interested in building apps and games? In CIT you'll do just that while you learn a skill that is in high-demand and well-paid. In CIT you will learn to code in Microsoft's Visual C# programming language as you build simple business apps and desktop games. This class does not require any previous coding experience. Upon completion, students will have an opportunity to earn the Microsoft Technology Associate (MTA) 98-361 Certification in Software Development Fundamentals.

Video Game Software Development

Grades 11, 12 1 Practical Arts credit

Dual Credit

Prerequisite: *Prior computer programming class in a language such as C#, Java, C++, JavaScript and/or teacher recommendation*

Want to build a 3D video game? This course is an introduction to the process of video game development based upon the Unity 3D game engine and the C# programming language. Students will gain hands-on experience in simple game development. Working independently as well as in a team, students will learn to develop and design game-play for video game production.

Computer Hardware/Networking

Grades 11, 12 2 Practical Arts credits

Dual Credit available through Missouri State – West Plains

Do you enjoy using your computer? Have you ever wondered what goes on inside that small box? In Computer Hardware & Networking you will learn just that. Computer Hardware is designed for students to gain an understanding of basic electronics, computers, and network systems. Students will have the opportunity to learn from curriculum composed by an industry leader, TestOut, as well as have an opportunity to work hands-on in our computer lab.

Students will learn the basics of maintaining, building, and repairing PCs. Students will also learn about basic networking and security, which is used in almost every business. Students will have the opportunity to work with 3D printing, creating and printing their own designs. Upon completion of this class students will have the opportunity to receive an industry recognized certification in computer maintenance.

What will you learn in this class?

- You will learn basic electronics and soldering
- You will learn software applications and maintenance
- You will learn to build, fix, and configure computers
- You will learn how to design and troubleshoot computer networks

Telecommunication Cabling

Grades 10, 11, 12

1 Practical Arts credit

Have you ever wondered how online information travels from one location to the next? In

Telecommunication Cabling, you will learn the means of how information is sent over the web.

Telecommunication Cabling is designed for students to learn the backbone of the web and communications.

Students will have the opportunity to learn curriculum from the Electronic Technicians Association as well as work hands-on in our lab.

Students will learn the basics of how internet and telephone cables are created. They will also learn how the web is dependent on cabling infrastructures throughout the world.

What will you learn in this class?

- Internet Cable Creation
- Telecommunication Troubleshooting
- Wiring communication cabling throughout buildings
- Basic Networking design and troubleshooting

PENDING APPROVAL Waynesville Tech Intern

Grades 10, 11, 12

1 Practical Arts credit

Students can repeat the course up to three times (3 years)

Prerequisite: *Students should have earned one full credit in a technology course prior to enrolling. Students are required to attend a one-day WTI boot camp over the summer.*

Waynesville Tech Intern (WTI) class is a hands-on study of technology integration, problem solving and Chromebook repair. Students will be required to assess problems and define the best approach to addressing or solving the problem. In addition, WTI students will choose a Pathway Project in a technology field.

Course Requirements: Students will learn how to repair Chromebooks utilized in Project Edge 1:1 Plan. Repairs include monitor replacement, key replacement and replacement of internal parts. WTI students will learn how to troubleshoot student and teacher problems related to the Chromebook and other network/software issues.

Abuse of these privileges or purposeful destruction of any district equipment will result in a removal to the office and possible removal from the class. WTI students will also have the opportunity to pursue an individual WTI Pathway Project. Students get to decide what pathway to pursue.

Construction & Masonry

Construction Technology I & II

Grades 11, 12

3 Practical Arts credits each

Dual Credit available through OTC

Prerequisite: *C or above in Class*

Every year more than \$400 million is spent on new construction. The construction industry employs more than five million people. Construction of new commercial and industrial plants and renovation and modernization of existing structures is creating a tremendous need for individuals trained in the field.

In addition to learning on-the-job safety and the use of standard trade tools, students will learn to:

- Read Blueprints
- Install Windows & doors
- Estimate Materials for Projects
- Finish Interior Work
- Lay Out a Foundation
- Finish Exterior Work
- Frame a Structure

Students enrolled in the Construction Technology program for two years will actually be the construction crew that builds a complete residence. Completers of the program will also earn their OSHA Safety Certification and their Bobcat Certification.

Masonry I & II

Grades 11, 12

3 Practical Arts credits each

Dual Credit available through OTC

Prerequisite: *C or above in Class*

The Masonry program is designed to provide students with the specialized background needed to become a qualified brick and block mason. The program provides education and training experiences in current and emerging technology that will enable students to enter employment. The content standards are based on the Associated General Contractors (AGC) and National Center for Construction Research (NCCER) national standards and are designed to provide the specialized skills, attitudes and technical knowledge relevant to masonry.

Instruction includes but is not limited to, safely cutting, chipping and positioning blocks and bricks using bonding materials. In addition, instruction is provided in reading architectural plans, planning, and estimating. Instruction and training are provided in the proper care, maintenance, and use of tools and equipment and in all applicable local, state, and federal safety and environmental regulations.

Typical Tasks of a Mason:

- Lays and aligns bricks, blocks, or tiles to build and repair structures
- Applies and smooths mortar or other mixtures over work surfaces
- Examines brickwork and structures to determine the need for repair
- Measure distances from reference points and mark guidelines to lay out work, using a plumb bob and level
- Calculate angles and determines the vertical and horizontal alignment of courses
- Mixes specified amount of sand, clay, dirt and mortar powder with water
- Fastens brick and other building materials to structures with wire clamps, anchor holes, or cement
- Breaks or cuts brick, tiles, and blocks to size, using a trowel, hammer, or power saw
- Cleans working surfaces to remove scale, dust, soot, or chips of brick and mortar, using a broom, wire brush, or scraper

General Masonry

Grades 10, 11, 12

2 Practical Arts credits

Not eligible for English IV

This class is designed to give students “hands-on” skill training and technical information needed to begin a career in the masonry industry.

Students will:

- Learn the basics of hand and power tools
- Measure and estimate materials needed to complete a project
- Use different methods to mix mortar and lay brick and block walls
- Identify and repair masonry structures

Culinary Arts

Culinary Arts 1 & 2

Grades 11, 12

3 Practical Arts credits each

Dual Credit available through OTC

Welcome to the professional cooking industry. The culinary arts courses at WCC are a fast paced, career building series of classes with a steep learning curve. Success in these classes requires dedicated students willing to commit to their learning. Upon completion of this course you will have the skills needed to test for your Certified Fundamentals Cook certificate, from the American Culinary Federation. You will also have the opportunity to become nationally certified in sanitation with the ServSafe certification. The class also focuses on professional behavior in the workplace. The class frequently participates in buffets and sit-down dinners throughout the year. These catered events are held during and after school hours that require student attendance and provide critical learning opportunities in an industry setting. We explore all aspects of the fundamentals of cooking, and learn about quality food production. Culinary Arts 1 is offered to students in 11th grade. In order for a student to advance to Culinary Arts 2 you must have a C average in this course. Students will earn 3 credits for completing this course as well as ½ an english credit. Culinary Arts also offers Dual credit through Ozarks Technical Community College, as well as articulation with private Culinary Arts Schools all over the country.

Heating, Ventilation, & Air Conditioning

Heating, Ventilation & Air Conditioning I & II

Grades 11, 12

3 Practical Arts credits each

Dual Credit available through OTC

HVAC is a 2 year program designed for juniors and seniors. The purpose of this course is to prepare students to enter the workforce as a HVAC helper or apprentice and give them the foundation of knowledge needed to further their education in the HVAC field.

During this course students will learn safety, refrigeration process, piping practices, basic electricity, electrical motors, controls, residential and light commercial cooling/heating, installation and preventive maintenance, troubleshooting, customer relations, leadership, and job seeking skills.

Students will gain hands-on experience installing and repairing heating/cooling systems, electrical systems, and ventilation systems. Ventilation systems are also designed and fabricated in our shop. WCC Construction Technology students build a house and the HVAC, electrical, and plumbing systems are installed in the house by the HVAC students.

In addition to classroom study, students will have numerous lab experiences troubleshooting and correcting mechanical problems. Students also learn to plan and install the heating, cooling, sheet metal, plumbing, and electrical systems.

Students will study these Basic Principles of Mechanical Technology:

- Basic Electricity
- Residential Wiring
- Electrical Motors
- Basic Plumbing
- Residential and Light Commercial Heating and Cooling
- Sheet Metal Work
- Refrigeration
- On-The-Job Safety

General Heating, Ventilation and Air Conditioning

Grades 10, 11, 12

2 Practical Arts credits

Not eligible for English IV

This class is designed to provide an introduction to the basics of heating/cooling, plumbing, and electrical industries as well as provide some lab experiences with an introduction to troubleshooting and correcting minor mechanical problems. Students will receive an introduction to the following:

- Basic HVAC Practices
- Basic Electricity
- Residential Wiring
- Electrical Motors
- Basic Plumbing
- Residential and Light Commercial Heating and Cooling

- Sheet Metal Work
- Refrigeration
- On-The-Job Safety

Welding

Welding & Manufacturing I & II

Grades 11, 12

3 Practical Ars credits

Dual Credit available through OTC

Would you like to have the power of a Greek GOD? Control electrical lighting like Zeus? If the answer is yes you need to check out WCC's Welding and Manufacturing program -- we can teach you how!

WCC's Welding and Manufacturing Program maintains the American Welding Society (AWS) Entry Level I & II Certification. Welding Technology prepares the student with occupational skills in the field of industrial welding. Students will have the opportunity to earn two AWS prequalified welding certifications.

Few career choices offer such vast options for employment and personal development as welding. From industry production lines, to the laboratory, to research and development, to national defense, to sales and repair, the varied welding industry impacts virtually every industry on the globe. From deep in the oceans to high above the planet, there is a position within the welding industry for ambitious, smart professionals ready to excel and achieve new heights!

Year two is a continuation of Welding Technology I including information related to safety, gases, filler materials, and equipment set-up with more advanced training on previous processes. Students will receive further instruction in arc welding of plate and pipe, more detailed blueprint reading, welding symbols, metallurgy, and welding codes and manufacturing skills for the welding industry. Possible opportunities for internships are available.

Waynesville Career Center - Certificates

WCC Passport Requirements

Must earn a minimum of three (3) credits in one program area

- Attend 95% of WCC classes
 - 9 days per year
 - 18 days for 2 year program
- Earn no semester grade lower than a “B -”
- Master a minimum of 90% of the core competencies
- Receive a recommendation from the instructor

WCC Certificate of Completion Requirements

Must earn a minimum of three (3) credits in one program area

- Attend at least 90% of the school days
 - 17 days per year
 - 34 days for 2 year program
- Earn no semester grade lower than a “C -”
- Master a minimum of core competencies in his/her program

Industry Recognized Credentials

Students who complete a career and technical program area may have the opportunity to earn an Industry Recognized Credential (IRC). These exams are industry driven and exemplify industry knowledge.

These programs currently offer Industry Recognized Credentials (IRC's)

- Agriculture – MOASK
- Auto Collision Technology – ASE Student Certifications
- Auto Service Technology – ASE Student Certifications
- Business – ASK
- Computer Information Technology – MTA
- Computer Hardware/Networking - MTA
- Construction – NCCER
- Cosmetology – Board of Cosmetology Theory and Practical Examination
- Culinary Arts – ACF Culinary Federation
- Graphic Design – Adobe Certified Associate
- Health Science – CNA
- Heating Ventilation & Air Conditioning – HVAC Excellence
- Light Duty Diesel – ASE Student Certifications
- Marketing – ASK
- Masonry – NCCER
- Video Production – Adobe Certified Associate
- Welding – AWS