

## **2013-2014 Blue Valley Center for Advanced Professional Studies (CAPS) Courses**

**Note: College credit available for all CAPS courses**

### **What is CAPS?**

A: Blue Valley School District's Center for Advanced Professional Studies (CAPS), is a recognized, innovative high school program created in partnership with seventy-four domestic and international business partners, hundreds of business mentors, six leading universities and education experts. Students fast forward into their future as if they already have a college degree and are fully immersed in a professional culture, solving real world problems, using industry standard tools and are mentored by real employers, which lead to substantial advanced contribution during the formative high school years. Students learn from global and local leaders, such as IBM, Black & Veatch, Cerner, Cisco, Sprint, Bayer and Garmin to name a few who have chosen to partner with CAPS and share the program's commitment to educate the future leaders of America. CAPS is an example of how business, community and public education can partner to produce personalized learning experiences that educate the needed workforce of tomorrow, especially in high skill, high demand jobs.

In 2005, the Blue Valley School District challenged itself to develop an innovative program that would increase the relevance of high school curriculum and propel students into high demand workforce areas like Engineering, Bioscience, Global Business, Technology, and Human Services. The program is grounded in profession-based learning with strong collaboration with business and industry and partnerships with post-secondary institutions. CAPS is focused on emerging economic markets and workforce development by engaging students in real project work for real businesses, all while receiving high school and college credit. Early career professional skills like project management, business ethics, time management, teamwork, creativity are instructed, role modeled and measured.

### **Frequently Asked Questions**

#### **Q: *Is CAPS a trade school or vocational program?***

**A:** No. CAPS provides students the opportunity to deeply explore professions of interest through a profession-based, inquiry learning method. Local and global business partners participate with highly skilled instructors to provide authentic exposure and skill acquisition in high demanding high skill 21<sup>st</sup> century professions. Students can earn college credit and/or certifications while earning elective high school credit.

#### **Q: *What type of credit can be received from a CAPS course?***

**A:** CAPS courses offer high school credit, and college credit is also available.

#### **Q: *What is the schedule in the CAPS program?***

**A:** CAPS courses are 2.5 hours long and meet five days a week for a semester. CAPS courses are offered in morning and afternoon sessions to better accommodate students' schedules.

#### **Q: *Where will the CAPS courses be located?***

**A:** CAPS courses are located on district office campus at the new state-of-the-art CAPS facility, which is located at 7501 W. 149<sup>th</sup> Terrace, Overland Park, KS 66223.

#### **Q: *What are the requirements to enroll?***

**A:** Students interested in the CAPS program need to:

- Have attained junior or senior status;
- Have successfully completed prerequisite requirements;
- Desire to work in a profession-based real world environment with other Blue Valley high school students;
- Be willing to comply with business ethics (e.g. attendance) and dress codes as determined by the type of CAPS study they are involved in;
- Be willing to spend 2.5 hours a day away from their home high school; and be able to provide their own transportation to the CAPS site and business partnerships.

**Q: *How do I apply for a CAPS course?***

- A :** 1. Complete the CAPS Online application at [www.bluevalleyk12.org/CAPS](http://www.bluevalleyk12.org/CAPS).  
2. Submit the application online.  
3. Students will be notified of acceptance into the program prior to enrollment. Space in the program is limited and students are encouraged to apply in a timely manner.

**Q: *How do I drop a CAPS course?***

**A: Schedule Changes/Withdrawals**

Schedule change may be requested during the first 5 days of the semester. The student must follow established building procedures and new courses will be added on a space availability basis.

Please note the following exception to the District drop policy.

**CAPS course drops will not be permitted after the 5<sup>th</sup> day of the semester.**

## CAPS Course Offerings by Grade Level

Course Title	Credit	9	10	11	12	Prerequisite
CAPS Innovate	1 ½			X	X	None
<b>Bioscience Strand</b>						
Molecular Medicine and Bioengineering	1 ½			X	X	None
Environmental Science and Animal Health	1 ½			X	X	None
Bioscience Research	1 ½				X	None
<b>Global Business Pathway</b>						
Global Marketing & Business Development	1 ½			X	X	None
Global Business Leadership & Global Economics	1 ½			X	X	None
<b>Technology Pathway</b>						
Technology Solutions and Software Engineering	1 ½			X	X	None
<b>Media Pathway</b>						
iMedia	1 ½			X	X	None
Filmmaking	1 ½			X	X	None
Interactive Design	1 ½			X	X	None
<b>Engineering Strand</b>						
Civil Engineering and Architecture	1 ½			X	X	None
Digital Electronics	1 ½			X	X	None
Robotics	1 ½			X	X	None
Aerospace Engineering	1 ½			X	X	None
Computer Integrated Manufacturing	1 ½			X	X	None
<b>Teacher Pathway</b>						
2020 Instructor	1 ½			X	X	None
2020 Instructor – Internship	1 ½			X	X	None
Educational Technology and Gaming	1 ½			X	X	None
<b>Health Sciences Pathway</b>						
Sports Medicine	1 ½			X	X	None
Sports Medicine: Research and Innovation	1 ½			X	X	None
Foundations of Medicine	1 ½			X	X	None
Foundations of Medicine: Research and Innovation	1 ½			X	X	None
<b>Law &amp; Public Safety Pathway</b>						
American Justice for All	1 ½			X	X	None

<b>BC0282, BC0283, BC0452, BC0453</b>		<b>CAPS Innovate</b>
<b>Prerequisite:</b>	<b>None</b>	<b>Eligible for College Credit</b>
<b>Credit:</b>	<b>(Customized by student interest) 1 Innovation Elective Credit , 1/2 Technology or Advanced Engineering Mathematics</b>	
<b>Grade:</b>	<b>11, 12</b>	<b>Fee: \$40.00</b>

***This course fulfills one half of the Blue Valley technology graduation requirement.***

The CAPS Innovate course is designed for entrepreneurial minded students seeking high-tech resources and multi-talented teams to “Innovate” and “Accelerate” their ideas. Located in the recently developed CAPS Accelerator, students from varying backgrounds and interests will work together to explore and pursue opportunities such as new product inventions or services while connecting with a support network to act on those opportunities. Programming is modeled from top innovative labs such as the Babson Venture Accelerator, Harvard Innovation Lab and the MIT Media Lab, offering copyrighted curriculum and certification through our local Kauffman FastTrac® TechVenture™ program. Students will have the opportunity to work with and be mentored by both local and coastal design firms such as Google, Apple, and IDEO. Successful launching and growing of start-ups will be provided initial business and legal counsel by our partnering firms. The CAPS Innovate course concludes with the opportunity to pitch your business plan to a panel of investors in a “Shark Tank” style event.

## **CAPS Bioscience Strand**

<b>SC1138, SC1139</b>		<b>Molecular Medicine and Bioengineering</b>
<b>Prerequisite:</b>	<b>None</b>	<b>Eligible for College Credit</b>
<b>Credit:</b>	<b>1 1/2 Life Science</b>	
<b>Grade:</b>	<b>11, 12</b>	<b>Fee: \$30.00</b>

***This course can be used toward the Science graduation requirement.***

Molecular Medicine and Bioengineering will introduce you to the universe of molecules that are the foundations of human physiology in both health and disease, and introduce you to the techniques and skills necessary for becoming an active participant in solving molecular problems. Learning experiences consist of numerous hands-on laboratory activities and experiments, some computer modeling, as well as professional discussions with project mentors and guest speakers at the CAPS facility, and community partners during site visits to their institutions.

<b>SC1140, SC1141</b>		<b>Environmental Science and Animal Health</b>
<b>Prerequisite:</b>	<b>None</b>	<b>Eligible for College Credit</b>
<b>Credit:</b>	<b>1 1/2 Life Science</b>	
<b>Grade:</b>	<b>11, 12</b>	<b>Fee: \$30.00</b>

***This course can be used toward the Science graduation requirement.***

Explorations in Environmental Science and Animal Health will introduce you to a variety of professions that work with animals, including, developmental biology, genetics, wildlife and conservation biology, and veterinary medicine, and to the techniques and skills necessary for becoming an active participant in resolving environmental issues. Learning experiences will consist of numerous hands-on activities and experiments occurring in the laboratory and in the field, as well as professional discussions with project mentors and guest speakers at the CAPS facility, and community partners during site visits to their institutions.

<b>SC1192, SC1193</b>		<b>Bioscience Research</b>
<b>Prerequisite:</b>	<b>None</b>	<b>Eligible for College Credit</b>
<b>Credit:</b>	<b>1 1/2 Life Science</b>	
<b>Grade:</b>	<b>11, 12</b>	<b>Fee: \$40.00</b>

***This course can be used toward the Science graduation requirement.***

Bioscience Research will help you hone your technical skills while introducing you to the content knowledge and professional attributes associated with conducting authentic bioscience research. You may work at the CAPS Bioscience research laboratory or at the facility of one of our community partners, depending on your project. Community partners include KU Medical Center, UMKC School of Biological Sciences, Stowers Institute for Medical Research, Kansas Department of Wildlife and Parks, and Archer Daniels Midland.

## CAPS Business Strand

### **Global Business Pathway**

#### **BC0480, BC0481, BC0488, BC0489, BC0490, BC0491 Global Marketing & Business Development**

**Prerequisite:** None, recommend Marketing & Accounting      **Eligible for College Credit**  
**Credit:** 1 Global Marketing, 1/2 Technology  
**Grade:** 11, 12      **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

This course will be offered as a part of the CAPS Business Strand. In an ever-expanding world, understanding how marketing decisions must be adapted to be global rather than just domestic is essential for successful careers in business. This course will continue to build upon the prerequisite courses of accounting, marketing and business law while presenting current frameworks, research, and marketing strategies that will prepare students to develop a domestic business with the intention to take it global. Students will have the opportunity to have virtual internships with CAPS global business partners (i.e., Garmin, Motorola, McDonalds, Accenture, Owens Corning, and Wal-Mart).

#### **BC0478, BC0479, BC0486, BC0487 Global Business Leadership & Global Economics**

**Prerequisite:** None, recommend Global Business:      **Eligible for College Credit**  
**Marketing and Business Development**  
**Credit:** 1 Global Economics, 1/2 Technology  
**Grade:** 11, 12      **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

This course will be offered as a part of the CAPS Business Strand. Political, technological, market, cost and competitive change have driven many businesses to expand operations globally, creating an explosion in the growth rate of global business. Students will be introduced to domestic and global business operations, economic and cultural factors, political systems and a survey of marketing within the global economy. Students will have the opportunity to have virtual internships with CAPS global business partners (i.e., Garmin, Motorola, McDonalds, Accenture, Owens Corning, and Wal-Mart).

### **Technology Pathway**

#### **BC0484, BC0485, MA0850, MA0851 Technology Solutions and Software Engineering**

**Prerequisite:** None, recommend Algebra II or concurrent      **Eligible for College Credit**  
**Credit:** 1 Technology, 1/2 Discrete Math (Can be used as a math graduation credit)  
**Grade:** 11, 12      **Fee: \$30.00**

***This course fulfills the Blue Valley technology graduation requirement.***

This course is ideal for students who are interested in developing the professional and technical skills and knowledge required to forge forward in exploring all areas of technology. Discover a vast array of specialty areas available in technology careers where professionals utilize technology to solve business problems and design products. Immerse yourself in a professional environment while you tackle and solve real-world problems. Explore the following areas as they relate to PCs and mobile devices: software engineering, web development, operating systems, hardware technologies, network design/technologies, management information systems and emerging technologies. Gain insights from a diverse group of technology professionals who will serve as guest instructors and mentors. Discrete mathematics topics, which are integral to technological development, will be embedded for core mathematics credit. Students will have the opportunity to have mentors and client based projects with CAPS Technology Solutions business partners (i.e., Garmin, Cisco, Sprint, Cerner, and other technology companies.)

## Media Pathway

### AR0148, AR0149, BC0452, BC0453

### iMedia

**Prerequisite:** None, recommend one of the following:  
Media Productions I, Desktop Publishing,  
Web Design, Journalism, Photography,  
Newspaper, Digital Imaging

**Eligible for College Credit**

**Credit:** 1 Fine Art, 1/2 Technology  
**Note:** Course can be retaken for credit

**Grade:** 11, 12

**Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

iMedia is mobile, on demand, and interactive. Students will become backpack journalists who can videotape, edit, write, report, blog, and post their products on the web. Students will have the opportunity to explore three main communication areas: multimedia reporting, live show production, and utilizing video, photography, graphics, and print in a web environment. In addition to the CAPS website, students will use social media such as Facebook, you tube, flickr, and twitter to distribute their product. Internships with business partners such as Metro Sports, 435 South Magazine, Channel 41, and Sun Publications will provide real-life project based work assignments.

### AR0150, AR0151, BC0452, BC0453

### Filmmaking

**Prerequisite:** None, recommend Media Production I  
**Credit:** 1 Performing Art, 1/2 Technology

**Eligible for College Credit.**

**Note:** Course can be retaken for credit

**Grade:** 11, 12

**Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

This course will be offered as part of the CAPS Media Pathway. This class will guide students through every aspect of the filmmaking process from story development to the production of their own short films. Students will build sets (and break them down), shoot on location, hold casting calls, work on the actors' make-up, and create special effects to enhance their films. Then, when the film is in the can, students will edit, work on visual effects, polish the sound, and prepare the film for viewing on the big screen. Students will execute every position on a film and television production set – from director, cinematographer, and producer, to key grip, set dresser, and electrician.

### AR0160, AR0161, BC0452, BC0453

### Interactive Design

**Prerequisite:** None, recommend Graphic Design I  
**Credit:** 1 Fine Art, 1/2 Technology

**Eligible for College Credit**

**Note:** Course can be retaken for credit.

**Grade:** 11, 12

**Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

Interactive Design students are paired with two or more local, national, or international organizations for which they prepare materials such as logos, print materials, websites, apps, animations, games, and social media. Non-Profits, Start-Ups and Small Businesses provide the perfect forum for a creative thinker to bring his or her thoughts into the public eye for marketing and advertising campaigns. Students take on the role of a 'professional creative consultant' when working with these organizations. This is an ideal class for any student who has taken classes utilizing Photoshop, Illustrator, Dreamweaver, Flash, or MAYA, and wants to take their skills to a professional level. Each student will have a fully developed professional portfolio by the end of the semester.

Returning Interactive Design students have the opportunity to set up a professional design business during the course of the class period. This student will not only develop his or her own branded company but develop a list of client whom they may work with well into their future and professional careers. This student will work one on one with professional design mentors who will assist them in setting up the financial, legal and creative aspects of owning and running one's own business.

Returning Interactive Design students can also be fully immersed in a creative field of his or her choosing for an entire semester. The student reports directly to the business for which he or she has chosen to work during the duration of the CAPS class period. The student has an opportunity to work on an array of products for the business that will be used with real clients. This is an unpaid internship but provides the student with experiences equal to and above those offered at the college level. A professional portfolio is required to apply for internships.

## CAPS Engineering Strand

### **IT0726, IT0727, BC0452, BC0453 Civil Engineering and Architecture (CEA)**

**Prerequisite:** None, recommend IED or Drafting I **Eligible for College Credit**  
**Credit:** 1 Engineering elective, 1/2 Technology  
**Grade:** 11, 12 **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

This course will be offered as a part of the CAPS Engineering Strand. Students will be involved in a long-term project that develops a local property site. As students learn the various aspects of civil engineering and architecture, they apply what they learn to the design and development of this property. It is structured to enable all students to have a variety of experiences that provide an overview of both fields. Students work in teams exploring hands-on projects and activities to learn the characteristics of civil engineering and architecture while being mentored by engineers from Black & Veatch. College credit can be obtained by completing Civil Engineering and Architecture.

### **IT0728, IT0729, BC0452, BC0453 Digital Electronics (DE)**

**Prerequisite:** None, recommend Algebra II (or concurrent) **Eligible for College Credit**  
**Credit:** 1 Engineering elective, 1/2 Technology  
**Grade:** 11, 12 **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

This course will be offered as a part of the CAPS Engineering Strand. Students will cover the fundamentals of analog and digital electronics. Students learn about the number of different systems used in the design of digital circuitry. Students design circuits to solve open ended problems, assemble their solutions and troubleshoot them as necessary. Simplifications of Boolean expressions, application of truth tables and mapping techniques are also covered. Students use combinational logic, integrated circuits, and microprocessors to solve open-ended problems. Business partners from Garmin, Sprint and Honeywell will provide mentoring and authentic projects. College credit can be obtained by completing Digital Electronics.

### **IT0730, IT0731, BC0452, BC0453 Robotics**

**Prerequisite:** None, recommend CAPS Digital Electronics **Eligible for College Credit**  
**Credit:** 1 Engineering elective, 1/2 Technology  
**Grade:** 11, 12 **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

Students will interface electronics to real world robotic applications in hands on research and design applications. Using current industry software and hardware the student will learn how to use microcontrollers, programmable logic controllers, sensors and actuators to control electromechanical systems. Student will complete several projects while encountering an in-depth exploration of the engineering process and industry protocols. This course supports the student with the knowledge necessary to take an idea from concept to realization. You will dream it, design it, build it and test it. Robotic competitions will be used as activities to support the coursework.

### **IT0732, IT0733, BC0452, BC0453 Aerospace Engineering (AE)**

**Prerequisite:** None **Eligible for College Credit.**  
**Credit:** 1 Engineering, 1/2 Technology  
**Grade:** 11, 12 **Fee: \$30.00**

***This course fulfills one half of the Blue Valley technology graduation requirement.***

CAPS Aerospace Engineering focuses on a wide variety of Aerospace concepts that allow students to utilize cutting edge equipment and industry leading flight simulation software to design aircraft and test flight characteristics. Activities will engage students in engineering design problems related to wind tunnel testing, astronautics, rocketry, propulsion, space life sciences, principles of aeronautics, structures and materials, and remote robotic systems engineering. In addition to many other hands on projects, students will have the opportunity to build and fly radio control models to demonstrate aircraft structures and the physical forces that act on aircraft during flight.

**IT0734, IT0735, BC0452, BC0453 Computer Integrated Manufacturing (CIM)**

Prerequisite: None, recommend IED Eligible for College Credit  
 Credit: 1 Engineering elective, 1/2 Technology  
 Grade: 11, 12 Fee: \$40.00

*This course fulfills one half of the Blue Valley technology graduation requirement.*

Computer Integrated Manufacturing (CIM) is part of the Project Lead the Way™ course sequence in which students study current manufacturing practices and the use of robots and automation. Students use the Design Process and rapid prototyping techniques to design three dimensional models in AutoCAD Inventor or SolidWorks software and then machine those models on Computer Numerical Control (CNC) machines. Students build on solid modeling skills initially developed in Introduction to Engineering Design (IED) or Drafting courses. In addition to producing models of their designs, students learn programming methods for several types of industrial robots while creating working models of simulated manufacturing cells. The course includes site visits to manufacturing firms to see working industrial robots and automation. College credit can be obtained by completing Computer Integrated Manufacturing.

**CAPS Human Services Strand****Teacher Education Pathway**

**FC0570, FC0571, BC0452, BC0453 2020 Instructor**  
 Prerequisite: None, recommend Child Development Eligible for College Credit  
 Credit: 1 Teacher Education Elective, 1/2 Technology  
 Grade: 11, 12 Fee: \$30.00

*This course fulfills one half of the Blue Valley technology graduation requirement.*

This program will immerse the students in a project-centered field of study in the area of teacher education. Students in this program will be participating in internships, mentorships, networking, and futuristic modeling. Students will be immersed in practices of educational technology and will incorporate 21<sup>st</sup> century skills into every aspect of observation and coursework. Students will study educational pedagogy as the basis for the profession and will experience the true essence of the teacher-classroom experience.

**FC0572, FC0573, BC0452, BC0453 2020 Instructor - Internship**  
 Prerequisite: None, recommend 2020 Instructor Eligible for College Credit  
 Credit: 1 Teacher Education Elective, 1/2 Technology  
 Grade: 11, 12 Fee: \$30.00

*This course fulfills one half of the Blue Valley technology graduation requirement.*

2020 Instructor Internship is similar to a pre-lab or student teaching experience that allows students to focus on at least one subject area/grade level for in-depth study and project-based learning. Students will take the information acquired and skills developed in 2020 Instructor and apply their learning into a real-life, hands-on relationship among teaching peers, students, and administration. Students in this course will exit with similar skills and portfolio credentials to those of students in collegiate teacher education preparatory programs.

**FC0578, FC0579, BC0452, BC0453 Educational Technology and Gaming**  
 Prerequisite: None Eligible for College Credit  
 Credit: 1 Teacher Education Elective, 1/2 Technology  
 Grade: 11, 12 Fee: \$30.00

*This course fulfills one half of the Blue Valley technology graduation requirement.*

This course will explore educational technology through the latest research and will provide opportunities for students to work with teachers and students to substantiate the power of technology, specifically gaming, in education. Developments in gaming, digital story-telling and authoring tools, and collaborative virtual experiences are creating powerful new opportunities in the area of education. These games have positive social and cognitive value when used in an educational setting. This course will go beyond the coursework structure started in 2020 Instructor and 2020 Instructor Internship and will continue to incorporate students into the practice of teaching while incorporating 21<sup>st</sup> Century skills.

## Health Sciences Pathway

### SC1184, SC1185, SC1186, SC1187

### Sports Medicine

**Prerequisite:** None

**Eligible for College Credit**

**Credit:** 1 1/2 Sports Medicine elective

**Grade:** 11, 12

**Fee: \$30.00**

The health care industry is exploding with exciting changes, which will provide unlimited opportunities for qualified health and fitness professionals. Sports medicine is a health care profession devoted to the prevention, management and rehabilitation of injuries in the physically active population along with looking to improve the lifestyle and performance of these individuals, both mentally and physically. Introduction to Sports Medicine is a comprehensive survey of the basic principles of sports medicine and athletic training. This course is designed for students who have an interest in pursuing a profession in sports medicine such as athletic training, physical therapy, orthopedics, chiropractic medicine, sports performance, sports nutrition and sports psychology.

### SC1180, SC1181, SC1182, SC1183

### Sports Medicine: Research and Innovation

**Prerequisite:** None, Recommend Sports Medicine

**Eligible for College Credit**

**Credit:** 1 1/2 Sports Medicine elective

**Grade:** 11, 12

**Fee: \$30.00**

This course provides a supervised, clinical experience at multiple approved clinical settings of the student's choice. Examples of past clinical rotation settings are: Shawnee Mission Medical Center, Orthopedic surgery, Performance Rehab, Johnson County Community College and Mid America Nazarene University. Students will also have the opportunity to create a research project involving experts from the academic and/or professional community who will provide mentoring and guidance. The research and/or product can be from a rehabilitative aide to a new prosthetic device to an interactive app for your mobile device. Anything is possible in these courses because the student determines the projects and what they want to work on. Each student will be encouraged to enter regional and national competitions, apply for patents and even submit for published work. Experts from the academic and/or professional community will be available to mentor students in the successful development and completion of their project(s).

### SC1148, SC1149, SC1150, SC1151

### Foundations of Medicine

**Prerequisite:** None, recommend chemistry

**Eligible for College Credit**

**Credit:** 1 1/2 Life Science

**Grade:** 11, 12

**Fee: \$30.00**

***This course can be used toward the Science graduation requirement.***

Foundations of Medicine is an engaging, hands-on experience that examines the field of medicine. It is designed to advance the student's understanding of patient care, human physiology and disease process, professionalism and ethics, and finally, provide an exposure to several career pathways in health care.

In the classroom, students will expand upon principles of human physiology by creating life like models of organ systems, formulating treatment plans for patients, and practicing life-saving procedures on patient simulators. All of these activities are designed to enhance student analysis and problem solving skills.

**SC1188, SC1189, SC1190, SC1191****Foundations of Medicine: Research and Innovation****Prerequisite: None, recommend Chemistry****Eligible for College Credit****Credit: 1 1/2 Life Science****Grade: 11, 12****Fee: \$30.00*****This course can be used toward the Science graduation requirement.***

Students that chose to take a second semester of Foundations of Medicine will create a list that outlines their interests in medicine. Every effort will be made to pair them up with mentors and clinical supervisors in the “real world” that correlates with this list. Students will experience case-based instruction similar to top tier medical schools by attending local medical schools. Clerkships, shadowing, and community service could be a part of the experience based on student interest and expertise. Clinical Skills Centers with multiple exam rooms will be frequent site visits for students.

Students will perform in an interprofessional team, responding to computerized human mannequins simulators. During medical simulations, students will have the opportunity to perform a self-analysis of videotapes made in standardized patient encounters. Students will gain wet-lab exposure to some basic techniques that are widely used in cellular and molecular research.

***Law & Public Safety Pathway*****SS1256, SS1257****American Justice For All****Prerequisite: None****Eligible for College Credit****Credit: 1 1/2 Law elective (This course can be used to fulfill the Social Studies Elective)****Grade: 11, 12****Fee: \$30.00**

The course is part of CAPS Human Services Strand. Students who successfully complete the course will have a fundamental working knowledge of the major substantive and procedural aspects of civil and criminal law, public safety, public policy, and social services. The course includes the basics of legal topics of constitutional issues, criminal law, ethics, torts, contracts, family and juvenile law. Students will be exposed to broad concepts of our justice system through in depth case study approach of past and historical cases plus current, live trials as well as legal research and writing. Students will learn and grow from experts while participating in field visits to municipal, state and federal courthouses, juvenile detention center, prisons, crime scene labs, tactical support teams (SWAT), firearms range, local and federal law enforcement departments (namely DEA, US Secret Service), fire departments, state and federal prosecutors' offices, local law firms, policy makers, public and private social service agencies. Students will expand their understanding and experiences of the varied and diverse careers opportunities and tracks of our American Justice System from experts, practitioners, mentors, and experiential projects.