

Ringgold High School CTAE Career Pathways

Three classes taken in sequence equals a Pathway

Career Cluster: Arts, AV/Technology & Communications

Audio Video Technology and Film Pathway

10.51810 Audio Video Technology and Film I
10.51910 Audio Video Technology and Film II
10.52010 Audio Video Technology and Film III
(NOCTI 3527)

Graphic Design Pathway

48.56100 Introduction to Graphics and Design
48.56200 Graphics Design and Production
48.52800 Advanced Graphic Design
(NOCTI 2425)

Graphic Communication Pathway

48.56100 Introduction to Graphics and Design
48.56200 Graphics Design and Production
48.57000 Advanced Graphic Output Processes
(NOCTI 4342)

Career Cluster: Health Science

Therapeutic Services/Allied Health/Medicine Pathway

25.52100 Introduction to Healthcare Science
25.44000 Essentials of Healthcare
25.43700 Allied Health and Medicine
(FEMA EMI)

Career Cluster: Architecture and Construction

Carpentry Pathway

46.54500 Industry Fund/Occupational Safety
46.54600 Introduction to Construction
46.55000 Carpentry I
(NOCTI 4215)

Career Cluster: Agriculture, Food, Resources

Agriscience Systems Pathway

02.47100 Basic Agriculture Science
02.42100 Animal Science and Biotechnology
02.44100 Plant Science and Biotechnology
(Precision 183)

Food Animal Systems Pathway

02.47100 Basic Agriculture Science
02.42100 Animal Science and Biotechnology
01.43200 Agriculture Animal Prod/Management
(Precision 123)

Career Cluster: Business, Management, Administration

Business and Technology Pathway

07.44130 Introduction to Business and Technology
07.44100 Business and Technology
07.45100 Business Communications
(MOS)

Entrepreneurship Pathway

07.44130 Introduction to Business and Technology
06.41500 Legal Environment of Business
06.41610 Entrepreneurship
(NOCTI 1203)

Career Cluster: Law, Public Safety, Corrections, and Security

Law Enforce/Criminal Investigations Pathway

43.45000 Introduction to Law, Public Safety,
Corrections and Security
43.45100 Criminal Justice Essentials
43.45300 Criminal Investigation
(NOCTI 4181)

Law Enforce/Forensic Science Pathway

43.45000 Introduction to Law, Public Safety,
Corrections and Security
43.45100 Criminal Justice Essentials
43.45200 Forensic Science Criminal and Investigations
(Precision 570)

Career Cluster: Education and Training

Early Childhood Care and Education Pathway

20.52810 Early Childhood Education I
20.42400 Early Childhood Education II
20.42500 Early Childhood Education III
(NOCTI 4016)

Work-Based Learning and Youth Apprenticeship

1. Available to seniors and approved juniors.
2. Applicants required to complete a career pathway.
3. Applicants required to have a job and work 20 hours per week.
4. Applicants job must have pre-approval.
5. Applicants must complete a career portfolio



Career Cluster: Government and Public Administration

JROTC Army Pathway

28.03100 JROTC Leadership Education I
28.03200 JROTC Leadership Education II
28.03300 JROTC Leadership Education III
28.03400 JROTC Leadership Education IV
28.03500 JROTC Leadership Education V
28.03600 JROTC Leadership Education IV
28.03700 JROTC Leadership Education IIV
28.03800 JROTC Leadership Education IIIV

Note: Completion of 3 classes earns 1 PE credit.

Note: Completion of 3 classes earns advancement rank upon enlisting in any branch of service.

College and Career Prep: From Here to Career

1. Gateway to high school class required for all freshman.
2. *You Science* exam required.
3. Students required to create a graduation plan
4. Students required to declare a post-secondary plan: *college, military, tech school, apprenticeship, and/or workforce.*
5. Students will determine appropriate CTAE pathways to pursue.
6. Students will learn professional/employability skills.
7. Students required to develop an elevator pitch and practice professional skills in resume' writing, mock interviews, presentations, etc.

Career Cluster: Information Technology

Programming Pathway

11.44600 Introduction to Software Technology
11.47100 Computer Science Principles **OR**
11.01900 AP Computer Science Principles
11.47200 Programming, Games, Apps, and Society
(MTA:HTML5)

Game Design Pathway

11.44600 Introduction to Software Technology
11.47100 Computer Science Principles **OR**
11.01900 AP Computer Science Principles
11.42900 Game Design: Animation and Simulation
(Autodesk-Maya or Unity)

Other Pathways

Fine Arts: Chorus, Band, Performance

World Language

Advanced Academics

