

# Advanced Career Innovations in STEM Curriculum

Innovations in Science and Technology will appeal to students who want to use a hands-on approach to solving STEM-related projects and problems that are authentic to the real world and the global workforce.

## Course 1: The Nature of Science and Technology

This is a contextual-based course that introduces students to the core fundamental concepts of science and technology through authentic projects. Through these projects, students will develop an understanding of the relationship between the physical, biological and social world. Students will gain an understanding of the differences between science and technology, and learn that technology is a process for applying science. Students will develop a deeper understanding of scientific inquiry and the engineering design process when solving real-world problems. Students will experience the interaction of science, technology, engineering, math and literacy through a problem-based learning environment. Finally, the process will require students to use mathematics to analyze costs, develop budgets and make precise measurements to successfully implement project goals.

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## Course 2: Core Applications of Science and Technology

This course uses the concepts learned from Course 1 to further develop students' problem-solving strategies and skills needed by the 21st century workforce. Students will continue to explore emerging technologies and techniques in the context of addressing authentic projects. Key concepts introduced in this course include sustainability and environmental trends, systems thinking, and trend analysis and prediction. Through engagement, students will experience the necessary connection between literacy, mathematics and science in a variety of hands-on, real-world projects requiring them to apply academic and technical concepts and skills and technology to complete.

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## Course 3: Impacts of Science and Technology

This course will examine the past, present and future impact of science and technology on culture, society and the environment. Students will explore how their predecessors worked to solve some problems that still exist today, and examine the potential of using modern technology to solve those problems. From these explorations, students will engage in a variety of hands-on design projects that will address tradeoffs, optimization, interconnectivity and the nature of complex systems.

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## Course 4: Creativity and Innovations

This course will allow students to brainstorm, use invention, innovation, creativity, predictive analysis and use technology to solve real-world problems. Dimensions covered will include research and development, troubleshooting, experimentation, design failures, patents and trademarks, and design under constraints.

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