



**Paul V. Moore
High School
Welcomes the
Class of 2029!**

Mission Statement



"To empower all students to excel in a changing world"

**Mental Health
Support**

**Variety of
Extracurricular
Activities and Clubs**

**Courses that Involve
Hands-on Learning &
Modern Skills**

**Career Center
Discussions**



Parents and Future 9th Grade Students will be able to understand:

- ❑ Options for 9th Grade Course Selection
- ❑ Graduation Pathways
- ❑ Core Subjects Offerings
- ❑ Program Opportunities
- ❑ Layout of the Building



Introductions

Heidi Sweeney, Ed.D., Executive Principal

Mathew Penrod, Principal

Jessica Svoboda, Assistant Principal

Brooke Thomas, Assistant Principal

School Counselors:

Caitlin Kicak, Michelle Bergamo, Elizabeth Sorbello,
Timothy Wales and Alaina Wallace

Traditional Graduation Requirements



Area of Study	Credits
English	4
Social Studies	4
Science	3
Math	3
Physical Education	2
Health	.5
Art/Music	1
World Language	1
Electives	3.5
Total Credits	22

+

Required Regents	# of Regents exams scoring at at least a 65%
English (ELA)	1
Social Studies	1
Science	1
Math	1
*Pathway Assessment	1
Total	5

=

Class of 2029!



*Pathway Assessment: **Additional** Math, Science, Social Studies, CTE, World Lang., or Arts

Typical Freshman Course Selections



4 Core Content Classes

English

Social Studies

Science

Math

Available Course Options

- English 9
- English 9 H
- Global 9
- AP Human Geography
- Earth Sci
- CCC Earth Sci
- Environmental
- Algebra
- Alg. IA
- Geometry
- Geometry H

Non-Negotiable

- Physical Education

Electives Available

Art

- Studio in Art
- CCC Intro to Drawing and Painting

Music

- Music in Life
- Band
- Chorus

World Language

- Spanish I or II
- French I or II

Technology

- Transportation Land/Systems
- Manufacturing/Production Systems
- Design and Drawing
- Residential Structures
- Engineering I
- Video Editing
- Robotics

Business

- Google Apps for HS
- Introduction to Business
- Video Game/Web Design
- Fashion Marketing

Sample 9th Grade Schedule with Core Subject Area Options



"Sample Schedule"		
Block	A/C Day	B/D Day
1	<u>Social Studies</u> <ul style="list-style-type: none"> Global History 9 OR Global History 9Honors 	<u>Math</u> <ul style="list-style-type: none"> Algebra 1A OR Algebra 1 OR Geometry OR Geometry Honors
2	<u>ELA</u> <ul style="list-style-type: none"> English 9 OR English 9 Honors 	<u>Science</u> <ul style="list-style-type: none"> Environmental Science OR Earth Science OR CCC Physical Geology/Earth Science Honors
3	<u>Foreign Language</u> <ul style="list-style-type: none"> Spanish 1 OR Spanish 2 OR French 2 	<u>Physical Education</u>
4	<u>Study Hall</u>	<u>Elective</u>

9th Grade Elective Offerings (Choose One)

- 0504 Studio In Art (full year)
- 0516C CCC - Intro. to Drawing & Painting (full year)
- 0611 Introduction to Business (half year)
- 0602.5 Google Apps for High School (half year)
- 0648 Web Design (half year)
- 0609 Video Game Design (half year)
- 9979 Social Media In Business (half year)
- 0899 Band (full year)
- 0906 Concert Chorale (full year)
- 0902 Music in Our Lives (full year)
- 0774 Design & Drawing for Production/DDP (full year)
- 0790 Engineering 1: Foundations of Technology (full year)
- 0750 Production Systems 1- Beginning Woodworking (half year)
- 0753 Manufacturing Productions 2 - Advanced Woodworking (half year)
- 0761 Transportation Land - Automotive Mechanics (half year)
- 0760 Transportation Systems- Small Engine Mechanics (half year)
- 0767 Residential Structures- Construction (half year)



Schedule

- 4 Blocks per day
- Each block is 80 minutes
- 5 minutes between blocks
- “Advisement” each day for 30 minute extra help

Traditional 9th Grade Schedule

	A	B	C	D
Period 1 Time 7:55 - 9:15	EARTH SCIENCE lab Walsleben(2030)	EARTH SCIENCE Walsleben(2030)	PHYS ED Craig(GYM)	EARTH SCIENCE Walsleben(2030)
Period 2 Time 9:20 - 10:40	ENGLISH 9 H Jobin(1003)	GEOMETRY Jordan(G023)	ENGLISH 9 H Jobin(1003)	GEOMETRY Jordan(G023)
Period ADVISE Time 10:45 - 11:17	Advisement Jobin(1003)	Advisement Jobin(1003)	Advisement Jobin(1003)	Advisement Jobin(1003)
Period 3 Time 11:22 - 1:17	STUDIO IN ART Staats(1029)	SPANISH II Fersch(2121)	STUDIO IN ART Staats(1029)	SPANISH II Fersch(2121)
Period 4 Time 1:22 - 2:47	STUDY HALL 9-11 Jobin / Th(2113)	GLOBAL HISTORY 9 Benson(2215)	STUDY HALL 9-11 Jobin / Th(2113)	GLOBAL HISTORY 9 Benson(2215)

Science Pathways

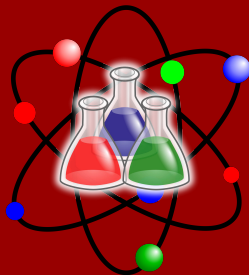
Traditional Pathway

9th Grade: Earth Science

10th Grade: Living Environment

11th Grade: Chemistry

12th Grade: Physics



Accelerated Pathway

8th Grade: Living Environment

9th Grade: CCC Earth

Science/Physical Geology

10th Grade: Chemistry

11th Grade: Physics

12th Grade: College Science
Course

College Courses with Pre-requisites

CCC/SUPA Biology

SUPA Forensic Science

OCC General Physics I

AP Chemistry

CCC Earth Science



Math Pathways

Traditional Pathway

9th Grade: Algebra

10th Grade: Geometry

11th Grade: Algebra II

**12th Grade: College Course or
Math Elective**

College Courses with Pre-requisites

OCC Exploring Statistics

OCC Precalculus with Trigonometry

SUPA Calculus I

Alternate Pathway

9th Grade: Algebra 1A

10th Grade: Algebra 1B

*Algebra regents exam taken in
January of 10th grade year*

11th Grade: Math Elective

Accelerated Pathway

8th Grade: Algebra

9th Grade: Geometry Honors

10th Grade: Algebra II Honors

11th Grade: College Math Course

12th Grade: College Math Course



Social Studies Pathways

Traditional Pathway

9th Grade: Global 9

10th Grade: Global 10

11th Grade: US History and Government

**12th Grade: Participation in Government
and Economics**

Accelerated Pathway

9th Grade: AP Human Geography

10th Grade: AP World History

11th Grade: AP US History

12th Grade: AP US Government

AP Human Geography

What: AP Human Geography

When: Offered next school year
2025-2026

Credit: 1 (Full Year Course)

Course Description:



AP Human Geography introduces high school students to college-level introductory human geography or cultural geography. The content is presented thematically rather than regionally and is organized around the discipline's main subfields: economic geography, cultural geography, political geography, and urban geography. The approach is spatial and problem oriented. Case studies are drawn from all world regions, with an emphasis on understanding the world in which we live today. Historical information serves to enrich analysis of the impacts of phenomena such as globalization, colonialism, and human–environment relationships on places, regions, cultural landscapes, and patterns of interaction.

In this class students will:

- Connect geographic concepts and processes to real-life scenarios.
- Understand information shown in maps, tables, charts, graphs, infographics, images, and landscapes.
- See patterns and trends in data and in visual sources such as maps and drawing conclusions from them.

English Pathways

Traditional Pathway

9th Grade: English 9

10th Grade: English 10

11th Grade: English 11

12th Grade: English 12 or OCC Freshman

Composition & Literature I



Accelerated Pathway

9th Grade: English 9 H

10th Grade: English 10 H

11th Grade: English 11 H

12th Grade: OCC Freshman

Composition & Literature I

Alternative Pathway

Speech Communication/Creative Writing



Alternative Pathways

Either pathway below is for students who may need extra academic support in the areas of math and science.

Mathematics Pathway

9th Grade: Algebra IA

10th Grade: Algebra IB

11th/12th Grade: options

Consumer/Personal Finance

Fundamentals of Geometry

Science Pathway

9th Grade: Environmental Science

10th Grade: Living Environment

11th/12th Grade: options

Applied Chemistry

Meteorology/Geology

Applied Physics

Science and Our Food Supply



Academic Intervention Services

AIS is generally scheduled for students who do not achieve proficiency on their regents exams in either math, science, ELA or social studies, but can also be to support students who are struggling at any grade level.

Entrance Criteria - 2 or more of the following data points:

- Failure of a regents exam
- STAR testing data below proficiency
- Teacher recommendations
- Failure of a core course

Exit criteria - 2 or more of the following data points:

- 75 or better for 2 quarters
- Teacher recommendation
- AIS teacher recommendation
- Growth on STAR assessment
- Passing of a regents



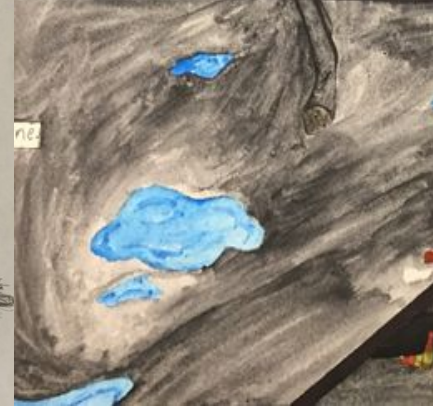
Art Electives

- Studio in Art
- CCC Intro to Drawing and Painting

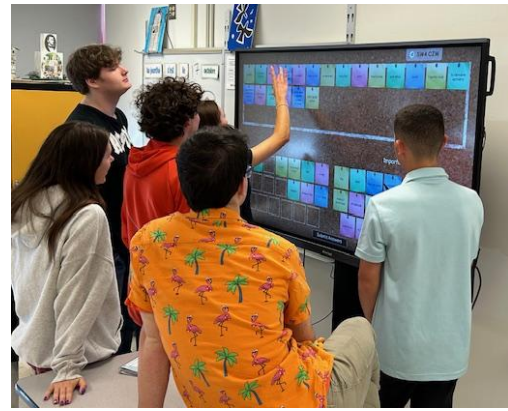


Studio in Art

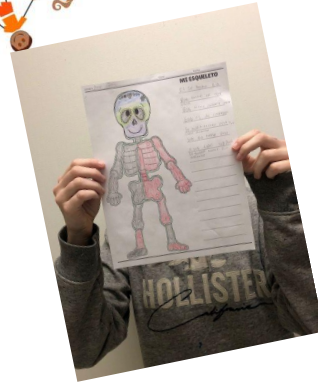




Drawing and Painting



World Languages



World Languages at PVM High School



<u>Level 1: Spanish 1 or French 1</u>	<u>Level 2: Spanish 2 or French 2</u>
<p>Intended for</p> <ul style="list-style-type: none">● students who do not pass the 8th grade course or proficiency exam● students enrolled in the reading program at CSMS● students moving in from another district● students who would like to start a new language <p>Fulfills NYS World Language credit requirement for graduation</p>	<p>Intended for</p> <ul style="list-style-type: none">● 9th graders who passed the 8th grade course <u>and</u> proficiency exam <p>Continuation of the middle school program (7th & 8th grade = level 1)</p> <p>Students will continue to develop interpretive, interpersonal, and presentational skills in Spanish or French as well as cultural studies</p>

Future World Language Opportunities at PVM High School



Spanish 3	French 3
Spanish 4 (*Spanish 201)	French 4 (*French 201)
Spanish 5 (*Spanish 202)	French 5 (*French 202)

***Your child has the possibility of graduating from PVM with 6 transferrable World Language credits from SUNY Oswego.**

***Seal of Biliteracy is offered during senior year!**



Music Department Electives



Music in Our Lives - Basic Music Theory, History and Performance based activities ie: Beginner Guitar and Keyboard (is not a substitute for Band or Chorus)

Symphonic Band - High School entry level Band

Concert Chorale - High School entry level Chorus









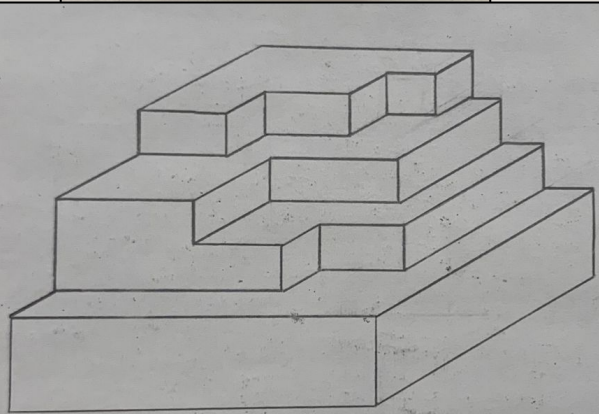
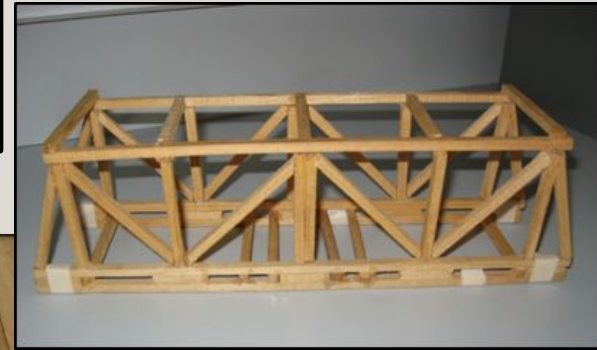
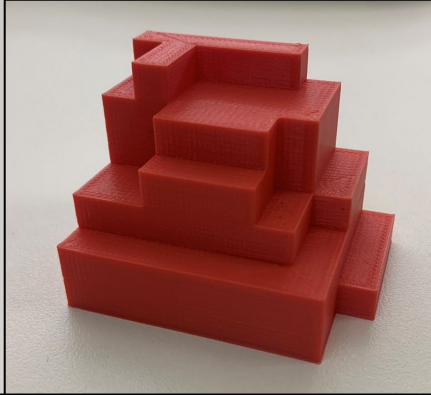
*Technology Education
Classes at
PVM High School!*

*Do any of these
opportunities sound
like something your
student would enjoy??*

Draw, Design and Test Your own Inventions!

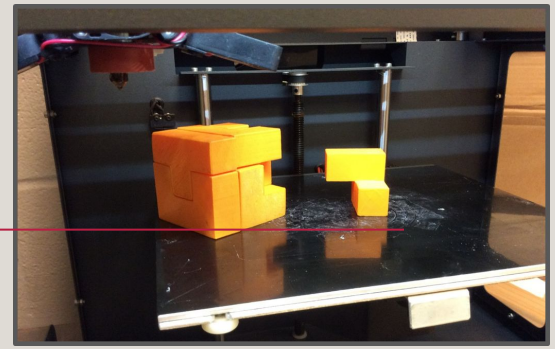
- ➔ Prerequisite to **College AutoCAD**
- ➔ Satisfies **1 Art Credit** Requirement

DESIGN AND DRAWING FOR PRODUCTION

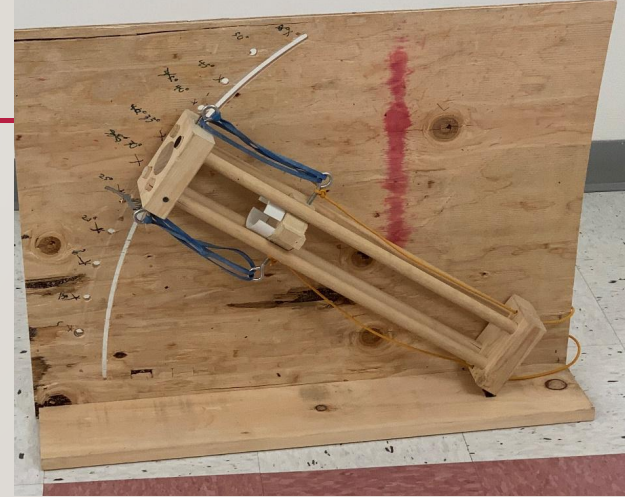
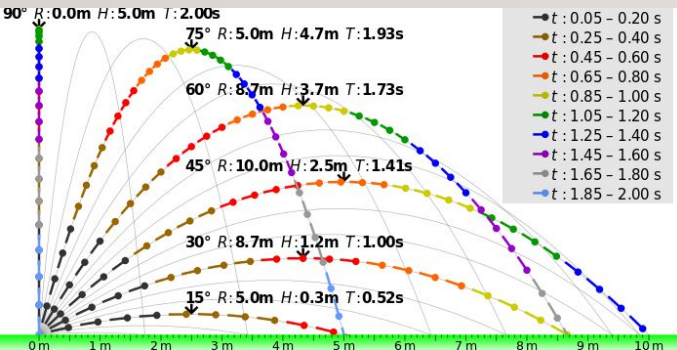


Push the Boundaries of
What You Can Create and
Do The Impossible!

ENGINEERING I



FOUNDATIONS OF ENGINEERING



Learn To Use
Woodworking
Equipment And
Create Keepsakes!

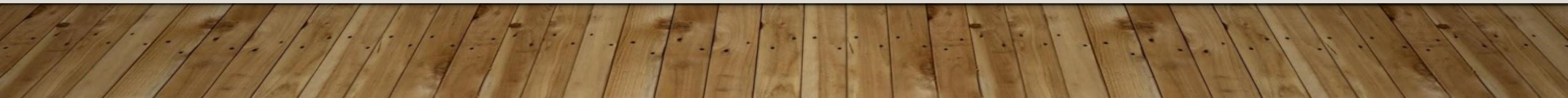


WOODWORKING CLASSES



Production Systems 1 and 2

Learn How To Take
Care of Your
Vehicle or Small
Engine!



AUTOMOTIVE AND SMALL ENGINE REPAIR



TRANSPORTATION I and 2

Learn To Build a
House From the
Foundation To the
Roof!



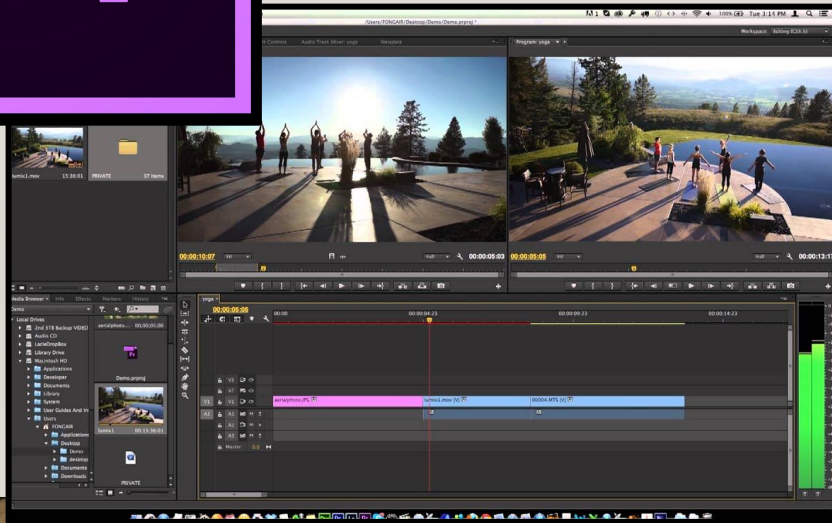
HOME CONSTRUCTION

RESIDENTIAL STRUCTURES



Learn To Create
professional looking
videos to post online
or share with friends?

VIDEO EDITING AND CREATION



Use Algebra And The
Design Process To Plan,
Build, and Code Robots
To Perform Tasks!





Robotics!

A student in a red shirt and safety glasses is kneeling on the floor, operating a LEGO Mindstorms robot on a track. The robot is a white and grey construction with a blue sensor unit on top. The track is a black frame with a blue surface. There are several yellow star-shaped obstacles on the track. An orange bag is also visible on the track. Other students are sitting on the floor in the background.

```

1  # -----
2
3  # Project:
4  # Author:
5  # Created:
6
7  # Configuration: V5 Clawbot (Drivetrain 2-motor,
8                    claw_motor on Port 3
9                    arm_motor on Port 8)
10 # -----
11
12 # Library imports
13 from vex import *
14
15 # Motor objects
16 motor1 = V5Motor(
17     port=PortB1,
18     name="Claw Motor",
19     gear="20T",
20     encoder=True,
21     feedback=FeedbackMode.POSITION)
22
23 motor2 = V5Motor(
24     port=PortB3,
25     name="Arm Motor",
26     gear="20T",
27     encoder=True,
28     feedback=FeedbackMode.POSITION)
29
30 # Encoder objects
31 encoder1 = V5Encoder(
32     port=PortA1,
33     name="Claw Encoder",
34     feedback=FeedbackMode.POSITION)
35
36 encoder2 = V5Encoder(
37     port=PortA3,
38     name="Arm Encoder",
39     feedback=FeedbackMode.POSITION)
40
41 # Motion objects
42 motion1 = V5Motion(
43     motor=V5Motor,
44     encoder=V5Encoder,
45     feedback=FeedbackMode.POSITION)
46
47 # Control objects
48 control1 = V5Control(
49     motor=V5Motor,
50     encoder=V5Encoder,
51     feedback=FeedbackMode.POSITION)
52
53 # Sensing objects
54 sensing1 = V5Sensing(
55     motor=V5Motor,
56     encoder=V5Encoder,
57     feedback=FeedbackMode.POSITION)
58
59 # Motion objects
60 motion2 = V5Motion(
61     motor=V5Motor,
62     encoder=V5Encoder,
63     feedback=FeedbackMode.POSITION)
64
65 # Control objects
66 control2 = V5Control(
67     motor=V5Motor,
68     encoder=V5Encoder,
69     feedback=FeedbackMode.POSITION)
70
71 # Sensing objects
72 sensing2 = V5Sensing(
73     motor=V5Motor,
74     encoder=V5Encoder,
75     feedback=FeedbackMode.POSITION)
76
77 # Motion objects
78 motion3 = V5Motion(
79     motor=V5Motor,
80     encoder=V5Encoder,
81     feedback=FeedbackMode.POSITION)
82
83 # Control objects
84 control3 = V5Control(
85     motor=V5Motor,
86     encoder=V5Encoder,
87     feedback=FeedbackMode.POSITION)
88
89 # Sensing objects
90 sensing3 = V5Sensing(
91     motor=V5Motor,
92     encoder=V5Encoder,
93     feedback=FeedbackMode.POSITION)
94
95 # Motion objects
96 motion4 = V5Motion(
97     motor=V5Motor,
98     encoder=V5Encoder,
99     feedback=FeedbackMode.POSITION)
100
101 # Control objects
102 control4 = V5Control(
103     motor=V5Motor,
104     encoder=V5Encoder,
105     feedback=FeedbackMode.POSITION)
106
107 # Sensing objects
108 sensing4 = V5Sensing(
109     motor=V5Motor,
110     encoder=V5Encoder,
111     feedback=FeedbackMode.POSITION)
112
113 # Motion objects
114 motion5 = V5Motion(
115     motor=V5Motor,
116     encoder=V5Encoder,
117     feedback=FeedbackMode.POSITION)
118
119 # Control objects
120 control5 = V5Control(
121     motor=V5Motor,
122     encoder=V5Encoder,
123     feedback=FeedbackMode.POSITION)
124
125 # Sensing objects
126 sensing5 = V5Sensing(
127     motor=V5Motor,
128     encoder=V5Encoder,
129     feedback=FeedbackMode.POSITION)
130
131 # Motion objects
132 motion6 = V5Motion(
133     motor=V5Motor,
134     encoder=V5Encoder,
135     feedback=FeedbackMode.POSITION)
136
137 # Control objects
138 control6 = V5Control(
139     motor=V5Motor,
140     encoder=V5Encoder,
141     feedback=FeedbackMode.POSITION)
142
143 # Sensing objects
144 sensing6 = V5Sensing(
145     motor=V5Motor,
146     encoder=V5Encoder,
147     feedback=FeedbackMode.POSITION)
148
149 # Motion objects
150 motion7 = V5Motion(
151     motor=V5Motor,
152     encoder=V5Encoder,
153     feedback=FeedbackMode.POSITION)
154
155 # Control objects
156 control7 = V5Control(
157     motor=V5Motor,
158     encoder=V5Encoder,
159     feedback=FeedbackMode.POSITION)
160
161 # Sensing objects
162 sensing7 = V5Sensing(
163     motor=V5Motor,
164     encoder=V5Encoder,
165     feedback=FeedbackMode.POSITION)
166
167 # Motion objects
168 motion8 = V5Motion(
169     motor=V5Motor,
170     encoder=V5Encoder,
171     feedback=FeedbackMode.POSITION)
172
173 # Control objects
174 control8 = V5Control(
175     motor=V5Motor,
176     encoder=V5Encoder,
177     feedback=FeedbackMode.POSITION)
178
179 # Sensing objects
180 sensing8 = V5Sensing(
181     motor=V5Motor,
182     encoder=V5Encoder,
183     feedback=FeedbackMode.POSITION)
184
185 # Motion objects
186 motion9 = V5Motion(
187     motor=V5Motor,
188     encoder=V5Encoder,
189     feedback=FeedbackMode.POSITION)
190
191 # Control objects
192 control9 = V5Control(
193     motor=V5Motor,
194     encoder=V5Encoder,
195     feedback=FeedbackMode.POSITION)
196
197 # Sensing objects
198 sensing9 = V5Sensing(
199     motor=V5Motor,
200     encoder=V5Encoder,
201     feedback=FeedbackMode.POSITION)
202
203 # Motion objects
204 motion10 = V5Motion(
205     motor=V5Motor,
206     encoder=V5Encoder,
207     feedback=FeedbackMode.POSITION)
208
209 # Control objects
210 control10 = V5Control(
211     motor=V5Motor,
212     encoder=V5Encoder,
213     feedback=FeedbackMode.POSITION)
214
215 # Sensing objects
216 sensing10 = V5Sensing(
217     motor=V5Motor,
218     encoder=V5Encoder,
219     feedback=FeedbackMode.POSITION)
220
221 # Motion objects
222 motion11 = V5Motion(
223     motor=V5Motor,
224     encoder=V5Encoder,
225     feedback=FeedbackMode.POSITION)
226
227 # Control objects
228 control11 = V5Control(
229     motor=V5Motor,
230     encoder=V5Encoder,
231     feedback=FeedbackMode.POSITION)
232
233 # Sensing objects
234 sensing11 = V5Sensing(
235     motor=V5Motor,
236     encoder=V5Encoder,
237     feedback=FeedbackMode.POSITION)
238
239 # Motion objects
240 motion12 = V5Motion(
241     motor=V5Motor,
242     encoder=V5Encoder,
243     feedback=FeedbackMode.POSITION)
244
245 # Control objects
246 control12 = V5Control(
247     motor=V5Motor,
248     encoder=V5Encoder,
249     feedback=FeedbackMode.POSITION)
250
251 # Sensing objects
252 sensing12 = V5Sensing(
253     motor=V5Motor,
254     encoder=V5Encoder,
255     feedback=FeedbackMode.POSITION)
256
257 # Motion objects
258 motion13 = V5Motion(
259     motor=V5Motor,
260     encoder=V5Encoder,
261     feedback=FeedbackMode.POSITION)
262
263 # Control objects
264 control13 = V5Control(
265     motor=V5Motor,
266     encoder=V5Encoder,
267     feedback=FeedbackMode.POSITION)
268
269 # Sensing objects
270 sensing13 = V5Sensing(
271     motor=V5Motor,
272     encoder=V5Encoder,
273     feedback=FeedbackMode.POSITION)
274
275 # Motion objects
276 motion14 = V5Motion(
277     motor=V5Motor,
278     encoder=V5Encoder,
279     feedback=FeedbackMode.POSITION)
280
281 # Control objects
282 control14 = V5Control(
283     motor=V5Motor,
284     encoder=V5Encoder,
285     feedback=FeedbackMode.POSITION)
286
287 # Sensing objects
288 sensing14 = V5Sensing(
289     motor=V5Motor,
290     encoder=V5Encoder,
291     feedback=FeedbackMode.POSITION)
292
293 # Motion objects
294 motion15 = V5Motion(
295     motor=V5Motor,
296     encoder=V5Encoder,
297     feedback=FeedbackMode.POSITION)
298
299 # Control objects
300 control15 = V5Control(
301     motor=V5Motor,
302     encoder=V5Encoder,
303     feedback=FeedbackMode.POSITION)
304
305 # Sensing objects
306 sensing15 = V5Sensing(
307     motor=V5Motor,
308     encoder=V5Encoder,
309     feedback=FeedbackMode.POSITION)
310
311 # Motion objects
312 motion16 = V5Motion(
313     motor=V5Motor,
314     encoder=V5Encoder,
315     feedback=FeedbackMode.POSITION)
316
317 # Control objects
318 control16 = V5Control(
319     motor=V5Motor,
320     encoder=V5Encoder,
321     feedback=FeedbackMode.POSITION)
322
323 # Sensing objects
324 sensing16 = V5Sensing(
325     motor=V5Motor,
326     encoder=V5Encoder,
327     feedback=FeedbackMode.POSITION)
328
329 # Motion objects
330 motion17 = V5Motion(
331     motor=V5Motor,
332     encoder=V5Encoder,
333     feedback=FeedbackMode.POSITION)
334
335 # Control objects
336 control17 = V5Control(
337     motor=V5Motor,
338     encoder=V5Encoder,
339     feedback=FeedbackMode.POSITION)
340
341 # Sensing objects
342 sensing17 = V5Sensing(
343     motor=V5Motor,
344     encoder=V5Encoder,
345     feedback=FeedbackMode.POSITION)
346
347 # Motion objects
348 motion18 = V5Motion(
349     motor=V5Motor,
350     encoder=V5Encoder,
351     feedback=FeedbackMode.POSITION)
352
353 # Control objects
354 control18 = V5Control(
355     motor=V5Motor,
356     encoder=V5Encoder,
357     feedback=FeedbackMode.POSITION)
358
359 # Sensing objects
360 sensing18 = V5Sensing(
361     motor=V5Motor,
362     encoder=V5Encoder,
363     feedback=FeedbackMode.POSITION)
364
365 # Motion objects
366 motion19 = V5Motion(
367     motor=V5Motor,
368     encoder=V5Encoder,
369     feedback=FeedbackMode.POSITION)
370
371 # Control objects
372 control19 = V5Control(
373     motor=V5Motor,
374     encoder=V5Encoder,
375     feedback=FeedbackMode.POSITION)
376
377 # Sensing objects
378 sensing19 = V5Sensing(
379     motor=V5Motor,
380     encoder=V5Encoder,
381     feedback=FeedbackMode.POSITION)
382
383 # Motion objects
384 motion20 = V5Motion(
385     motor=V5Motor,
386     encoder=V5Encoder,
387     feedback=FeedbackMode.POSITION)
388
389 # Control objects
390 control20 = V5Control(
391     motor=V5Motor,
392     encoder=V5Encoder,
393     feedback=FeedbackMode.POSITION)
394
395 # Sensing objects
396 sensing20 = V5Sensing(
397     motor=V5Motor,
398     encoder=V5Encoder,
399     feedback=FeedbackMode.POSITION)
400
401 # Motion objects
402 motion21 = V5Motion(
403     motor=V5Motor,
404     encoder=V5Encoder,
405     feedback=FeedbackMode.POSITION)
406
407 # Control objects
408 control21 = V5Control(
409     motor=V5Motor,
410     encoder=V5Encoder,
411     feedback=FeedbackMode.POSITION)
412
413 # Sensing objects
414 sensing21 = V5Sensing(
415     motor=V5Motor,
416     encoder=V5Encoder,
417     feedback=FeedbackMode.POSITION)
418
419 # Motion objects
420 motion22 = V5Motion(
421     motor=V5Motor,
422     encoder=V5Encoder,
423     feedback=FeedbackMode.POSITION)
424
425 # Control objects
426 control22 = V5Control(
427     motor=V5Motor,
428     encoder=V5Encoder,
429     feedback=FeedbackMode.POSITION)
430
431 # Sensing objects
432 sensing22 = V5Sensing(
433     motor=V5Motor,
434     encoder=V5Encoder,
435     feedback=FeedbackMode.POSITION)
436
437 # Motion objects
438 motion23 = V5Motion(
439     motor=V5Motor,
440     encoder=V
```

See Something You Like?

**SCHEDULE YOURSELF FOR
A HANDS-ON
TECHNOLOGY CLASS
NEXT YEAR!**

Why Business Courses in High School?



The 5 Most Popular College Majors

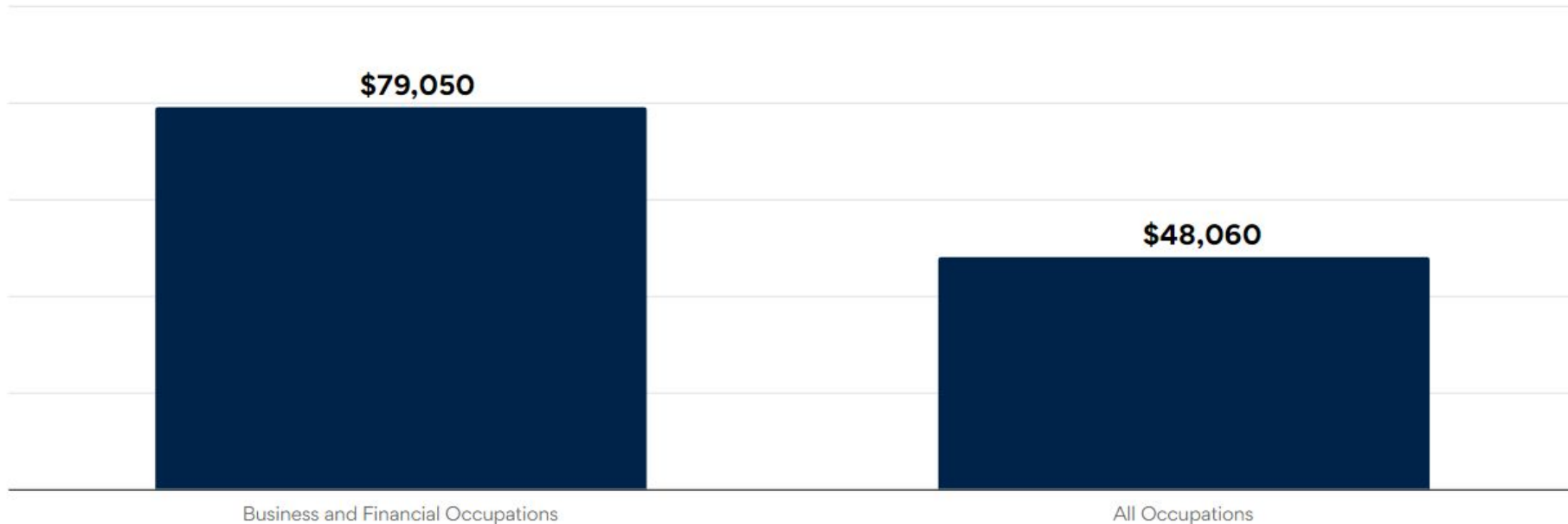
(National Center for Education Statistics - 2022)

1. Business -19%
2. Health Professions - 13%
3. Social Sciences and History - 7%
4. Psychology - 6%
5. Engineering - 6%

Why Business Courses in High School?



Median Business and Financial Sector Annual Wages, 2023



Source: BLS^[6]

Business Department Electives



**EXTRA-CURRICULAR CLUB THAT
PREPARES EMERGING LEADERS AND
ENTREPRENEURS FOR COLLEGE AND
CAREERS**

**PVM DECA TYPICALLY HAS CLOSE TO
150 MEMBERS WHO COMPETE IN
BUSINESS, FINANCE AND
MARKETING RELATED EVENTS**



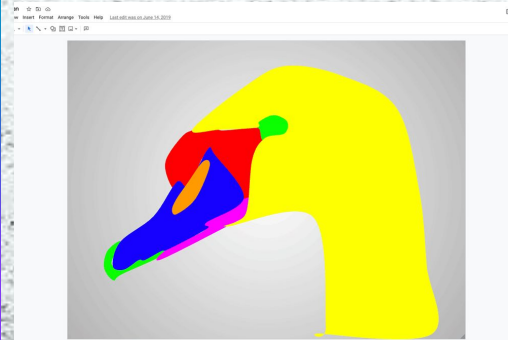
Business Electives



Google Apps for High School

Have fun becoming an expert with all Google Applications.

There is so much more to know about Drive, Gmail, Docs, Slides, Forms, Sheets, Drawings and more!



Business Electives



- **Introduction to Business**

- Each unit introduces a main field of business:
Economics, Ethics, Entrepreneurship, Marketing,
and more!

Run your own virtual business.
Design and manage your own
restaurant from start to finish!



Business Electives



- **Fashion Marketing**

- Each unit introduces a fun concept of Fashion including fashion branding, consumer behaviors, careers in fashion marketing and more!



Business Electives

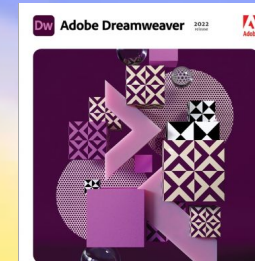


- Video Game Design
 - Design Video Games with Game Maker
 - Design Animations with ALICE



- Web Design
- Learn how to create a professional Website using HTML
- You will use the Dreamweaver program and Google Sites to create fun impactful Websites

Google Sites





Life at Paul V Moore High School

- Enjoy more freedom, which comes with more responsibility.
- Grades towards GPA and post-high school plans start now.
- Students should be doing homework the night that is assigned.
- The workload can be greater/more challenging.
- Don't be afraid to ask for help. It is all manageable, if you stay on top of it.
- Minimum grade to pass a class is 65%.
- Many opportunities to join clubs and organizations...Get involved!



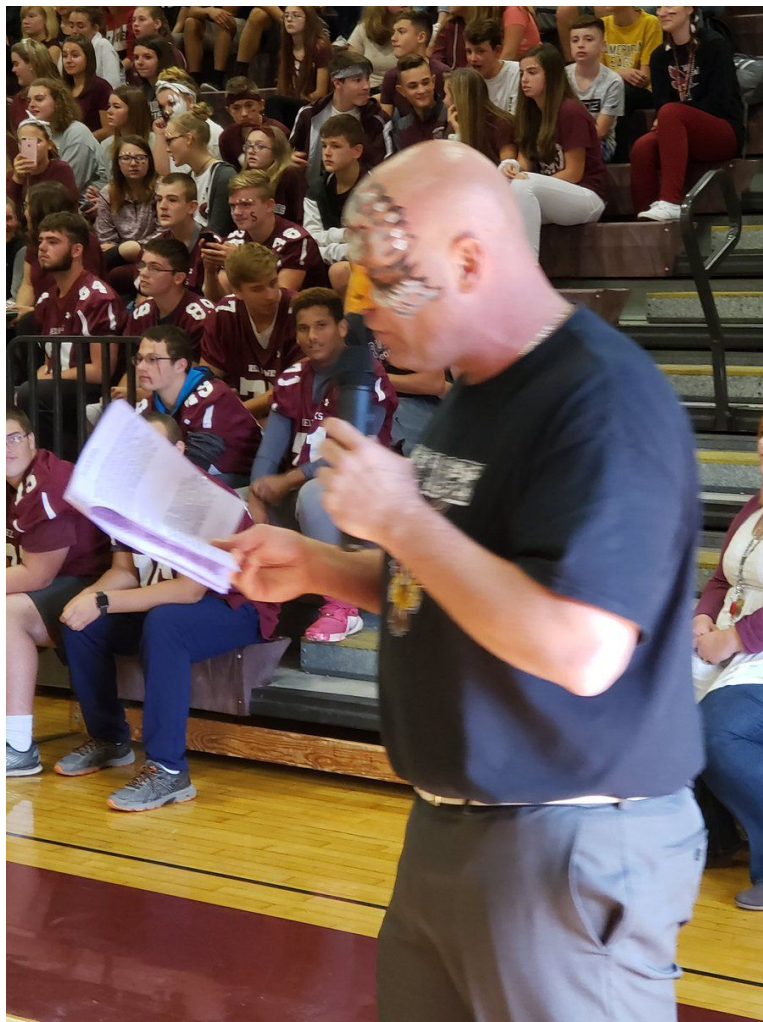
Course Selection Process

- Students will meet individually with Mrs. Winchek to select 9th grade courses. This will occur during Social Studies and homebase classes, and begin after the 8th grade visit to PVM High School.
- Mrs. Winchek will send home a copy of the course selection with your child to be signed by a parent or guardian and returned to her.
- If you have questions, please contact Mrs. Winchek at Pwinchek@cssdapps.org













Thank you for attending this evening!
Please take a few moments to visit areas of
the building and speak with one of our
student representatives.