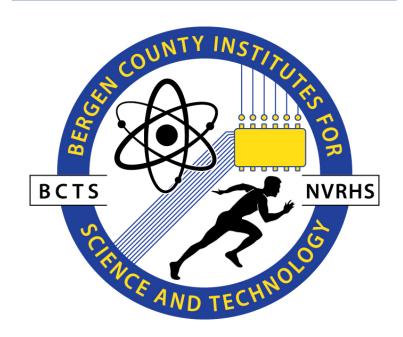
# BERGEN COUNTY TECHNICAL SCHOOLS / NORTHERN VALLEY REGIONAL HIGH SCHOOL

# BERGEN COUNTY INSTITUTES FOR SCIENCE & TECHNOLOGY

Institute for Interactive Design Technology / Institute for Sports Medicine & Exercise Science

@ Northern Valley Regional High School—Demarest





A Bergen County Technical Schools

Career & Technical Education

satellite high-school program of choice

### **UX/UI DESIGN**

Interactive Design is a Career & Technical Education program that introduces students to the exciting field of UX/UI Design. UX refers to User Experience Design, while UI refers to User Interface Design. This evolving multidisciplinary field underlies many of today's fastest growing industries, including web-based communications, advertising, and entertainment. UX/UI design is driven by the imperative to design something that meets a user's needs, and inspires consumers to want to engage with a digital product.

Today's designers must be entrepreneurs observing market trends, exploiting innovation, creating intellectual property, and applying aesthetic solutions to enhance the value of a product, service or experience. In this course, students will witness UX design at work and evaluate its effectiveness through movies and television, video games, mobile technology, hardware, museum exhibits and of course, the web. Throughout, students will also be introduced to a variety of technology hardware and software, including virtual reality, app design, and 3D modeling software, to name a few.

#### CTE Courses

Essentials of Interactive Design—A comprehensive overview of Interactive Design. Students will become well-versed in the principles of user-centered design, including the underlying psychology

and sociology that guides user design.

Design Strategy and Information Architecture—A hands-on course where the primary focus will be to design a user interface that addresses a problem or need.

Visual Design—A course focusing on the aesthetics behind successful design.

Interactive Design Studio—A projectdriven and product-based capstone course.

## Scope and Sequence

#### 9TH GRADE:

CTE Course—Essentials of Interactive Design

Science—Biology

Math—Algebra I, Geometry, or Algebra II Honors \*\*

Social Studies—U.S. History I

Language Arts—English I

World Language—Multiple World Languages are Available

Health & PE—Health & PE 9

#### 10TH GRADE:

CTE Course—Design Strategy and Information Architecture

Science—Chemistry

Math—Geometry, Algebra II, or Pre-Calculus Honors \*\*

Social Studies—U.S. History II

Language Arts—English II

World Language—Multiple World Languages are Available

Health & PE—Drivers' Ed & PE 10

#### 11TH GRADE:

CTE Course—Visual Design

Science—Physics

Math—Algebra II, Pre-Calculus, AP Calculus AB or BC, or AP Stats \*\*

Social Studies—World History

Language Arts—English III

World Language—Additional World Languages/Elective Available

Visual & Performing Arts—Requirement fulfilled through CTE Course

Health & PE—Health & PE 11

#### 12TH GRADE:

CTE Course—Interactive Design Studio

Science—Electives Available

Math—AP Stats (Recommended), or Pre-Calculus, Calculus, AP Calc AB or

BC, Discrete Math, or Trigonometry and Statistics \*\*

Social Studies—Financial Literacy

Language Arts—English IV

World Language—Additional World Languages/Elective Available

Health & PE—Health & PE 12

Financial Literacy—PFL requirement fulfilled through virtual, hybrid, or approved electives

Optional electives offered in each grade. AP Comp Sci recommended as senior year elective.

- \* Course titles in red represent dual-enrollment classes where students earn both high school and college credits.
- \*\* Courses are contingent upon placement test results. Students must score a 4 or 5 on the Algebra 1 NJSLA in order to take Geometry in freshman year.

Scope and sequence details are subject to change

# Profile of an Institute for Interactive Design Technology Student

- A student who desires both an academic and technical educational environment that focuses on the application of visual design, psychology, business, and technology to improve human-computer interaction.
- A student with a 3.0-3.4 gpa and proficient scores on the NJSLA/ Terra Nova who demonstrates the desire to challenge her/himself in college-level career and academic coursework.

## Scope and Sequence

#### 9TH GRADE:

CTE Course—Sports Medicine & Athletic Training

Science—Biology

Math—Algebra I, Geometry, or Algebra II Honors \*\*

Social Studies—U.S. History I

Language Arts—English I

World Language—Multiple World Languages are Available

Health & PE—Health & PE 9

#### 10TH GRADE:

CTE Course—Anatomy & Physiology

Science—Chemistry

Math—Geometry, Algebra II, or Pre-Calculus Honors \*\*

Social Studies—U.S. History II

Language Arts—English II

World Language—Multiple World Languages are Available

Health & PE-Drivers' Ed & PE 10

#### 11TH GRADE:

CTE Course—Movement & Performance

Science—Physics

Math—Algebra II, Pre-Calculus, AP Calculus AB or BC, or AP Stats \*\*

Social Studies—World History

Language Arts—English III

World Language—Additional World Languages/Elective Available

Visual & Performing Arts—Video Editing & Analysis

Health & PE—Health & PE 11

#### 12TH GRADE:

CTE Course—Energy Systems

Science—Electives Available

Math—AP Stats (Recommended), or Pre-Calculus, Calculus, AP Calc AB or BC, Discrete Math, or Trigonometry and Statistics \*\*

Social Studies—Financial Literacy

Language Arts—English IV

World Language—Additional World Languages/Elective Available

Health & PE—Health & PE 12

Financial Literacy—PFL requirement fulfilled through virtual, hybrid, or approved electives

Optional electives offered in each grade. AP Comp Sci recommended as senior year elective.

- \* Course titles in red represent dual-enrollment classes where students earn both high school and college credits.
- \*\* Courses are contingent upon placement test results

Scope and sequence details are subject to change

# Profile of an Institute for Sports Medicine & Exercise Science Student

- A student who desires both an academic and technical educational environment that focuses on the study and application of the scientific principles that underpin physical performance.
- A student with a 3.0-3.4 gpa and proficient scores on the NJSLA/ Terra Nova who demonstrates the desire to challenge her/himself in college-level career and academic coursework.

# SPORTS MEDICINE & EXERCISE SCIENCE

The Institute for Sports Medicine & Exercise Science offers a four-year sequence of courses involving the study and application of the scientific principles that underpin physical performance. The program will incorporate the traditional disciplines of anatomy and physiology, biomechanics, sport psychology, athletic training, and nutrition. Students will cover a range of topics and carry out experimental investigations in both laboratory and field settings to acquire the knowledge and understanding necessary to critically analyze human performance, optimize athletic output, and minimize injury.

#### CTE Courses

#### **Sports Medicine & Athletic**

Training—A hands-on, introductory course on athletic training techniques including stretching, joint wrapping, icing, injusy cause and prevention, and emergency injury management. Studnets will be exposed to various career opportunities in the field of sports medicine.

## Anatomy & Physiology—An

introduction to body systems including the skeletal, muscular, cardiovascular, and respiratory systems. Students will examine the interaction of these systems as they relate to sport and performance.

Movement & Performance—A course allowing students to perform movement analysis, examining the neuromuscular function and biomechanics of athletes and how they affect speed, agility, balance, and coordination.

Energy Systems—An introduction to energy production through the Kreb's cycle, nutrition, biochemistry of muscle fatigue, and carbohydrate and fat metabolism, as well as the importance of a balanced diet in relation to wellness and athletic performance.

## **Clubs & Activities**

Academic Decathlon All School Production

Archery Club Art Club **Band Groups** Biology Club Book Club **Building Report** Chess Club Chinese Club

**Computer Science** Dance Team Debate Team Drama Club

Earth Club **EMS FBLA** Foods Club

Film Making Club French Club

Freshman Advisor Gifted and Talented Hand in Hand Club

Heroes and Cool Kids **Honor Society** 

Instrumental Group **Intramurals** Investment Club

Italian Club Japan Club Jazz Club Junior Advisor

Latin Club Library Council Literary Magazine

**Mathematics Team** 

Media Club Media Tech Club Military History Club Multicultural Club National Art Society **New Traditions** 

Newspaper Organic Gardening Club

Panda

Peer Mediation Peer Mentor Photography Club School Photographer Science Team-Biology Science Team-Chemistry Science Team-Physics Senior Class Advisor

Ski Club

Sophomore Class Advisor

Spanish Club Spectrum Stage Crew Student Council Student-Faculty Senate

**Technology Student Asociation** 

Tri Music Honor Society

**Vocal Groups** Yearbook

# **Athletics**

FALL:

Football Boys/Girls Soccer Boys/Girls Cross Country Girls Tennis Girls Volleyball

Cheerleading Field Hockey

WINTER:

Boys/Girls Basketball Boys/Girls Bowling Boys/Girls Indoor Track & Field Ice Hockey

Boys/Girls Swimming

Wrestling

SPRING:

Baseball Softball

Boys/Girls Golf Boys/Girls Lacrosse

**Boys Tennis** 

Boys/Girls Track& Field