



**Fountain Middle School Post-Secondary Pathways**

**Beliefs**

- Students who demonstrate an awareness of post-secondary opportunities can better prepared.
- Students who prepare for post-secondary readiness continually demonstrate high school-readiness through their exposure to potential career pathways and investing in their time and efforts within a designated pathway.
- Pathways are designed to help guide student exploration and make suggestions, not to require students to choose a life-committing track.

	<a href="#">Business, Marketing and Public Administration Pathway</a>	<a href="#">Agriculture, Natural Resources and Energy Pathway</a>	<a href="#">STEM, Arts, Design and Information Technology Pathway</a>	<a href="#">Skills Trades and Technical Sciences Pathway</a>	<a href="#">Health Science, Criminal Justice and Public Safety Pathway</a>	<a href="#">Hospitality, Human Services and Education Pathway</a>
Pathway Description	Students who are interested in pursuing a profession that meets the needs of the demanding labor market in Colorado, follows a track towards government-related supports, and desires to lead organizations and communities to prosper.	Students who are interested in pursuing a profession that meets the growing need for innovation to meet society's growing demands for agriculture, national and renewable resources, and	Students who are interested in pursuing a profession in information technology and media networks, art design and journalism/broadcasting, and advancing science, technology, engineering, and math.	Students who are interested in pursuing a profession involving a skilled trade or technical career to provide infrastructure support, transportation, and manufacturing.	Students who are interested in pursuing a profession in the world of health and medicine, criminal law enforcement and legal adventures, and coordinating public safety needs and emergency resources.	Students who are interested in pursuing a profession strengthening the well-being of individuals and families, managing resources, and functioning as a provider of consumer goods and services.
Pathway Domains	<ul style="list-style-type: none"> <li>• Management and Administration</li> <li>• Finance</li> <li>• Marketing</li> <li>• Government and Public Administration</li> </ul>	<ul style="list-style-type: none"> <li>• Agriculture, Food and Natural Resources</li> <li>• Energy</li> </ul>	<ul style="list-style-type: none"> <li>• STEM</li> <li>• Arts, A/V Technology and Communication</li> <li>• Information Technology</li> </ul>	<ul style="list-style-type: none"> <li>• Architecture and Construction</li> <li>• Manufacturing</li> <li>• Transportation, Distribution and Logistics</li> </ul>	<ul style="list-style-type: none"> <li>• Health Science</li> <li>• Law, Public Safety, Corrections and Security</li> </ul>	<ul style="list-style-type: none"> <li>• Hospitality and Tourism</li> <li>• Human Services</li> <li>• Education and Training</li> </ul>
YouScience Aptitudes	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Sequential Reasoning</li> <li>• Numerical Reasoning</li> </ul>	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Spatial Visualization</li> </ul>	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Spatial Visualization</li> <li>• Idea Generation</li> <li>• Numerical Reasoning</li> </ul>	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Spatial Visualization</li> <li>• Numerical Reasoning</li> </ul>	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Idea Generation</li> </ul>	<ul style="list-style-type: none"> <li>• Inductive Reasoning</li> <li>• Sequential Reasoning</li> <li>• Idea Generation</li> </ul>
YouScience Amplifiers	<ul style="list-style-type: none"> <li>• Numerical Computation</li> <li>• Visual Memory</li> </ul>	<ul style="list-style-type: none"> <li>• Hand-Eye Coordination</li> <li>• Pattern Memory</li> </ul>	<ul style="list-style-type: none"> <li>• Numerical Computation</li> <li>• Visual Memory</li> <li>• Pattern Memory</li> </ul>	<ul style="list-style-type: none"> <li>• Numerical Computation</li> <li>• Hand-Eye Coordination</li> <li>• Pattern Memory</li> </ul>	<ul style="list-style-type: none"> <li>• Associative Memory</li> <li>• Hand-Eye Coordination</li> </ul>	<ul style="list-style-type: none"> <li>• Associative Memory</li> <li>• Pattern Memory</li> </ul>
Foundation Courses	<ol style="list-style-type: none"> <li>1. Science</li> <li>2. PreAP Math</li> </ol>	<ol style="list-style-type: none"> <li>1. PreAP Science</li> <li>2. Math</li> <li>3. English Language Arts</li> </ol>	<ol style="list-style-type: none"> <li>1. PreAP Science</li> <li>2. PreAP Language Arts</li> <li>3. Math</li> </ol>	<ol style="list-style-type: none"> <li>1. PreAP Science</li> <li>2. PreAP Math</li> <li>3. English Language Arts</li> </ol>	<ol style="list-style-type: none"> <li>1. PreAP Science</li> <li>2. Math</li> <li>3. English Language Arts</li> </ol>	<ol style="list-style-type: none"> <li>1. Science</li> <li>2. Math</li> </ol>

Fountain Middle School Pathway Model of High School Readiness

Name: \_\_\_\_\_

Graduation Year: \_\_\_\_\_

		3. PreAP English Language Arts 4. PreAP Social Studies	4. PreAP Social Studies	4. Social Studies 5. Intro to Programing 6. Intro to Cyber Security	4. PreAP Social Studies 5. Construction Management	4. PreAP Social Studies	3. PreAP English Language Arts 4. Social Studies
	Supporting Courses	1. Digital Art 2. Digital Photography 3. Intro to Programing 4. Intro to Cyber Security 5. Spanish/Foreign Languages 6. Literature Alive 7. Video Production 8. Personal Finance (Digital) 9. Intro Accounting (Digital) 10. Economics (Digital)	1. PLTW Energy and the Environment 6 <sup>th</sup> Grade Science Enrichment 2. Art 3D 3. Agriscience 1 (Digital) 4. Principals of Agriculture, Food, and Natural Resources (Digital)] 5. Renewable Technologies (Digital) 6. Forestry an Natural Resource Energy (Digital)	1. STEM 2. Drones and Robotics 3. CS Discovery 4. Digital Art 5. Digital Photography 6. Journalism 7. Video Production 8. Computer Science for Makers 9. Medical Technology (Digital) 10. Medical Terminology (Dig)	1. PLTW Design ad Modeling 2. PLTW Science of Technology 8 <sup>th</sup> Grade Science Enrichment 3. Computer Science for Makers 4. Intro to Pluming (Digital)	1. PLTW Medical Detectives 7 <sup>th</sup> Grade Science Enrichment 2. Advanced Sports and Conditioning 3. Lifetime Fitness 4. Partners in PE & Partners in Art 5. Journalism 6. Band 7. Choir 8. Medial Technology (Digital) 9. Medical Terminology (Dig) 10. Veterinary Science (Digital) 11. Criminology (Digital)	1. Journalism 2. Partners in PE & Partners in Art 3. Sources of Strength 4. Literature Alive 5. Video Production 6. Digital Art 7. Band 8. Choir 9. Psychology (Digital) 10. Sociology (Digital)
	Supporting Activities	1. Student Council 2. NJHS 3. WEB 4. Sources of Strength 5. Creative Writing Club 6. D&D Club 7. Knowledgeable Bowl Team 8. Board Games Club 9. Drama & Theater Club 10. FCA 11. AVID 12. Ticket to Success 13. UCC Pre Collegiate 14. PSAT Assessment	1. TikTok Club 2. Gamers Club 3. Knowledgeable Bowl Team 4. Art Club 5. Board Games Club 6. Makerspace 7. FTC Robotics 8. Rubik's Cube Club 9. Marine Biology Summer Learning Experience Trip to Florida 10. Ticket to Success 11. UCC Pre Collegiate 12. PSAT Assessment	1. TikTok Club 2. Comic Con Club 3. Creative Writing Club 4. Gamers Club 5. Harry Potter Club 6. Knowledgeable Bowl Team 7. Art Club 8. Makerspace 9. FTC Robotics 10. Rubik's Cube Club 11. AVID 12. UCCs Pre Collegiate 13. PSAT Assessment	1. Sports and Athletics 2. Wrestling Club 3. Cheer Club 4. Knowledgeable Bowl Team 5. Art Club 6. Makerspace 7. FTC Robotics 8. Rubik's Cube Club	1. Student Council 2. NJHS 3. WEB 4. Sources of Strength 5. Sports and Athletics 6. Wrestling Club 7. Creative Writing Club 8. Cheer Club 9. Knowledgeable Bowl Team 10. Board Games Club 11. Drama & Theater Club 12. FCA 13. Ticket to Success 14. UCC Pre Collegiate 15. PSAT Assessment	1. Student Council 2. NJHS 3. WEB 4. Sources of Strength 5. Comic Con Club 6. Creative Writing Club 7. Cheer Club 8. D&D Club 9. Harry Potter Club 10. Knowledgeable Bowl Team 11. Drama & Theater Club 12. BBSH (Band) 13. Jazz Band 14. FCA 15. AVID
	High School Pathways	1. <a href="#">Marketing</a> 2. Management and Administration 3. Finance	1. Agriculture, Food and Natural Resources	1. STEM 2. Arts, A/V Technology and Communication 3. Information Technology	1. Architecture and Construction	1. Health Science	1. Hospitality and Tourism 2. Human Services 3. Teaching and Training

