

JPII Electives Guide

CTE 2026-2027



JPII Career and Technical Education (CTE) programs offer hands-on learning, real-world skills, and clear pathways that help students explore interests and prepare for future college and career opportunities.

Principles of Applied Engineering

Introduces engineering concepts such as design, prototyping, and problem-solving using hands-on tools and technology.
Credits: 1

Game Development- Unity

Students learn to design, code, and build interactive games using the Unity game engine.
Credits: 1
Prerequisite: Princ. of Comp. Sci., Computer Science Honors, or Princ. of AV Tech & Comms

STEAM Epics

Students work collaboratively on real engineering challenges integrating science, technology, art, and design.
Credits: 1
Prerequisite: Princ. of App. Engineering

Robotics & CAD / Honors

Teaches robot design, coding, and engineering through hands-on building and programming challenges.
Credits: .5 each

Public Service Courses

Foundations of Law

Provides an introduction to the American legal system, rights, responsibilities, and careers in law and justice.
Credits: 1

Forensic Science

Applies scientific principles to crime scene investigation and evidence analysis.
Credits: .5
Prerequisite: Biology + Chemistry

STEM Courses

Principles of Computer Science

Introduces programming, problem-solving, and foundational computer science concepts.
Credits: 1, Technology Credit

Computer Science Honors

Covers all principles of Computer Science, plus preparation for the PCEP certification. No coding experience needed.
Credits: 1, Technology Credit
Prerequisite: instructor approval

AP Computer Science-A

Teaches object-oriented programming and algorithmic thinking using the Java language.
Credits: 1
Prerequisite: Computer Science Honors or AP Computer Science-Principles

AP Computer Science-Principles

Explores how computing, programming, and digital information impact real-world innovation.
Credits: 1
Prerequisite: Principles of Comp. Sci. or Computer Science Honors

Advanced Graphics Programming

Builds advanced software development skills through graphics, animation, and interactive programming projects.
Credits: 1
Prerequisite: AP Computer Science- A

Digital Media Courses



Principles of AV Technology & Communications

Introduces students to careers and industry-standard technology in graphic design, broadcasting, photography, media production, and communication fields.

Credits: 1, Technology Credit

Graphic Design I

Students learn the essentials of digital design, layout, typography, and image creation using industry-standard software.

Credits: 1, Technology Credit

Prerequisite: Principles AV Tech & Comm.

Principles of Architecture

Introduces architectural design, drawing, 3D modeling, and construction concepts.

Credits: 1, Technology Credit

Prerequisite: Principles AV Tech & Comm.

Introduction to Music Production

Explores audio recording, digital music creation, and sound editing using modern production tools.

Credits: 1, Technology Credit

Debate I & II

Introduces argumentation, public speaking, and competitive debate skills.

Credits: 1, Speech

AV Production I & II

Explores journalism, media writing, broadcasting, video production, and digital storytelling across various communication platforms.

Credits: 1, Technology Credit

Prerequisite: Principles of AV Tech & Comm.

Yearbook I & II

Teaches students to plan, design, photograph, and produce a professional yearbook publication.

Credits: 1, Technology Credit



Health Science Courses

Principles of Health Science

Introduces health-care careers, medical systems, and basic skills needed in the health science field.

Credits: 1, Health

Anatomy & Physiology

Examines the structure and function of the human body and its major systems.

Credits: 1

Prerequisite: Biology

Small Animal Management

Small Animal Management focuses on the care, health, and handling of small animals, with an emphasis on veterinary practices, animal welfare, and basic medical skills.

Credits: .5

Prerequisite: None

Business Courses

Principles of Business, Marketing & Finance

Provides an overview of how businesses operate, market products, and manage financial decisions.

Credits: 1

Personal Finance

Teaches students how to budget, manage money, understand credit, and make informed financial choices.

Credits: .5

Prerequisite: None

Sports & Entertainment Marketing

Focuses on how marketing strategies are used in sports, entertainment, events, and promotional industries.

Credits: .5

Prerequisite: Principles of BMF

Social Innovation Lab

Students design and develop creative solutions to real-world problems through entrepreneurship and innovation.

Credits: 1

Prerequisite: None

Professional Communications

Develops speaking, writing, and presentation skills used in academic and workplace settings.

Credits: .5, Speech

Business Calculus

Business Calculus uses calculus to analyze and solve real-world problems involving cost, revenue, profit, and economic change.

Credits: 1

Prerequisites: Algebra I, Geometry, Algebra II, Pre-Calculus