



# MVLA Career Technical Program

Presented to the Board of Trustees  
January 25, 2021



## A Model Program in the Making

- ❖ Our Vision is still in tact
- ❖ CTE has been more impacted by COVID than other areas of the curriculum
- ❖ It is difficult to simulate hands-on projects in a remote learning environment



# Our Vision recapped--Preparing all Youth for Success in college, Career and Life

A first-rate program, based on Industry Standards, with options for ALL students

Awareness  Exploration  Preparation  Productive Future

Pathways:

- ❖ Software Systems and Development ( Intro to CompSci, AP CompSci, Adv CompSci)
- ❖ Games and Simulations (App&Game Design)
- ❖ Engineering (I, II, Architectural Design, Design & Prototyping, Design & Fabrication, Robotics, Aerospace Engineering, Capstone)
- ❖ Arts, Media & Entertainment. (Film, Animation, Digital Media, Design, Publication Design)
- ❖ Hospitality (Culinary Arts)



## Thoughts for Future Pathways

### Yet to be explored...

- ❖ Health Science and Careers (Sports Medicine, etc.)
- ❖ Bio Technology (Forensics, Bio Tech, etc.)



## Other Features

### Industry Advisory Councils

- ❖ Strong Workforce Preparation, with consideration of Local/Regional Economies
- ❖ Advise and Collaborate on Curriculum Design and Enhancement
- ❖ Guest Speakers and Classroom Support
- ❖ Judging Capstone Project Proposals and Exit Portfolios
- ❖ Field Trips and future WBL Opportunities



## Other Initiatives and Aspirations

### Work Based Learning, Career Awareness and Exploration

- ❖ Earn and Learn
- ❖ Dual Enrollment
- ❖ Expand Collaboration with local Community Colleges/Pathways Coordinator
- ❖ Maintain Grant Funding and Partnerships with COE and SCC Consortium of Schools



## Impact of COVID-19

- ❖ Access to Equipment and Tools
- ❖ Access to Software and Implementation of Virtual Platforms
- ❖ Hands-on Activities limited by whatever personalized kits could be sent home to students
- ❖ Group work challenging in a Zoom environment
- ❖ Material/Equipment cost increased due to individual usage
- ❖ Curriculum scaled back or totally modified
- ❖ Design Projects have morphed into “Digital Design”



## How Can We Ensure Success Now, in a Remote Environment, and When We Return to the Classroom ?

- ❖ Review and Reteach
- ❖ Shop training to learn how to use tools
- ❖ Instructional materials used for distance learning will become supplemental resources
- ❖ Access to consumables will enhance learning and make the experience more authentic
- ❖ Some online tools will continue to be used to make instruction and grading easier
- ❖ Create a more empathetic, inclusive community
- ❖ Reap the benefits from individualized and small group instruction to enhance learning



## Questions??

### Next Steps:

- ❖ Discuss Additional Pathways with Sites
- ❖ Continue to Innovate and Create
- ❖ Share further information with the Board

Thank You!