ENTREPRENEURIALISM PROGRAM

"The House of Entrepreneurs…learning to connect, create, and explore in today's business world."

Overview

The two-year Entrepreneurial program at Mountain Sky is an innovative new option for students to develop skills to make them a successful member of the career world. Learn how money systems work, how businesses are organized, and how to communicate ideas in a confident manner. Students will learn how to someday take control of their financial future and create a business plan of their own.

To those ends, students who choose the Entrepreneurial path will build on their critical thinking skills, financial awareness, leadership and team work skills, communication skills, organizational planning, community activism, and goal setting skills. Our goal is to help students lay the foundation for their own business or career of interest.

At the end of the two-year course of study, students will demonstrate their learning in a capstone event like "Shark Tank" to present their business model.

Course Offerings

7th Grade

Communications – one semester

In this class you will fine tune your communication skills through active listening, conflict resolution, team communication, debate and public speaking, and marketing and advertising. Professional writing such as resumes, job applications, letters and emails will be included. Finally, we will explore the role technology plays in communications through Google Docs, Microsoft Office Suite (Word, Excel, and PowerPoint) as well as learning about the basics of making a website!

Personal Finance/Economics– one semester

This course explores how to make good purchasing decisions, how businesses make financial decisions, and how you can take control of your financial future. Personal finance subjects include banking, credit cards, loans, leases and insurance. The economics lessons will include supply and demand, opportunity cost, and the "Economic Way of Thinking".

8th Grade

Entrepreneurialism 1 – one semester

In Entrepreneurialism 1, students will learn about the entrepreneurial spirit and what it takes to start a business. Leaning how to put together a business plan, a marketing plan, and read financial reports will lay the foundation for the next semester. Students will start to incorporate their financial skills by running the student store.

Entrepreneurialism 2 (Lab) – one semester

Take all the skills learned over the three semesters and apply them to real-life projects in this entrepreneurship lab! Students will work with each other and within the community to create and execute a service learning project and business plan. The program concludes with a "Shark Tank" type presentation as the capstone project, and will include an externship to a local business to understand the culture of work.

Art – Media Production Studio – one semester

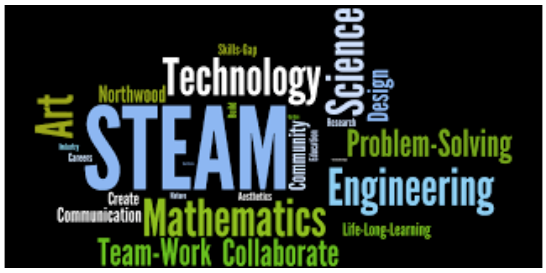
Students begin this class by learning the elements and principles of design and how to use art to visually communicate ideas for marketing, advertisements, and other promotional campaigns created in the Entrepreneurship Lab. They will apply the knowledge they acquired in Communications to create intermediate digital products such as websites, computer animations, banner/poster creations, video and sound productions. Students will use Photoshop and MS Publisher.

We know that creative leaders will need to inspired to build tomorrow's careers and economy, and the entrepreneurs we foster today will be critical members of our communities. Of course, not every child will be an entrepreneur when he or she enters the working world, but we can "inspire every child to have an entrepreneurial spirit: to lead confidently, think critically and creatively, be financially responsible, and understand the value of teamwork".

STEAM PROGRAM

STEAM Science Technology Engineering Arts and Mathematics

Overview



This two-year program is a comprehensive program of study that exposes all students to the real-world application of technological, computational and design skills.

Students will take part in hands-on/project-based experiences that focus on key computer applications, computer programming, three-dimensional printing, robotics, engineering, design, and systems integration with a mathematics focus.

Students who choose the STEAM path will build on their computational thinking skills, technological application and innovation, key engineering and robotic problem-solving, and an overarching emphasis on the impact of future technology for a more connected world. Our goal is to help students lay the foundation for careers in computer sciences, engineering and design fields of study.

At the end of the two year course of study, students will demonstrate their learning in a cap-stone event called a "Maker Faire" to show their proposed solutions to a real world problem.

Course Offerings

7th Grade

Computer Science (CS) Applications – one semester

In the (CS) applications class students will take part in the exploration of current and future computer science applications, programming, and systems communication and integration techniques. Students will learn to proficiently work and apply various computer programs for effective work-flow and productivity. The students will build on existing computer skills and develop and learn advanced computing trouble-shooting and critical thinking skills in a lab-based/espace collaborative environment.

Computer Science (CS) Programming – one semester

In the (CS) programming class students will learn basic, intermediate, and advanced computer coding and programming languages to better understand how computing software is connected with computer hardware. In a collaborative team-based environment, students will complete various levels of CODE and CODEHS curriculum from CODE.org. Students work independently and collaboratively to advance through interactive modules with a one-to-one student to technology ratio in a lab-based/espace environment.

8th Grade

Engineering – one semester

This engineering course will engage students in rigorous curricula that will help them develop career and life competencies such as collaboration, critical thinking and problem solving, adaptability, innovation and creativity, communication, initiative, and information literacy. Through problem-based learning and real-life applications, students will be given the opportunity to practice 21st century skills in relation to scientific, technological and design aspects of engineering.

Robotics – one semester

This is a beginning course in robotics utilizing a combination of VeX, Lego Mindstorms and custom robotics kits along with various programming applications. The objective of this course is to introduce the students to simple applied programming as well as problem solving strategies. Students will work hands-on in teams to design, build and program robots and document their progress. Topics may include motor control, gear ratios, torque, friction, sensors, timing, program loops, decision-making, propulsion systems and binary number systems.

Art – Production Design Lab – one semester

Students begin this class by learning the elements and principles of design. Utilizing this design approach, technology is integrated as students learn drafting techniques, Auto Cad, and 3-D printing. Using skills from the engineering class, students create finished products to solve structural needs on campus and in the community for their capstone "Maker Faire" projects

STEAM careers are truly "helping" professions that build communities and transform nations. As future professionals, kids will be in charge of solving the complex world problems like global warming, cancer, hunger, disappearing habitats, outdated infrastructure and water crises in an interdependent world economy. They will make up the STEAM teams of researchers and engineers building state-of-the-art equipment for businesses working with cutting-edge technologies.