

Did you know 1 in 20 California jobs is in ICT, and they pay twice the average? Do you know that employers are having trouble filling all those high-paying jobs?

Information and communication technologies (ICT) is the fastest growing job sector in San Francisco. Working with computers, information, communication and digital media technologies leads to exciting, high quality jobs, lifestyles and futures!

Do you like:

- Computers
- Internet
- Teamwork
- Gaming
- Creating images
- Videos
- Broadcasting
- Sound Production
- Information Technologies
- Software
- Computer Science
- Digital Media
- \$\$\$\$

If you said yes to any of these, this is where to start!

No matter what you study, and no matter what work you pursue, ICT knowledge and skills are important success factors. Learn about ICT education pathways to develop these skills to help you succeed, no matter what you do!

To get started, go see Mr. Tan in Room 102 or Mr. Machtay Room 101.

Information and Communication Technologies (ICT) is a term used around the world that encompasses all of the rapidly emerging, evolving, and converging computer, software, networking, telecommunications, Internet, programming, information systems and digital media technologies.



ICT at
Galileo Academy of
Science & Technology
www.galileoweb.org
(415) 749-3430



ICT AT GALILEO ACADEMY OF SCIENCE & TECHNOLOGY

What do you
want to do
with your life?



TAKE CLASSES AT GALILEO!

Academy of Information Technology (AOIT)

- ◆ Courses focus on learning computer science concepts through inquiry and projects
- ◆ Themes and practices include the creative nature of computing, problem-solving using technology as a tool, and seeing the relevance and impact of computer science
- ◆ College and career skills are built into the courses to prepare students for higher education and future work as computing professionals

Exploring Computer Science

10th Grade – Mr Tan

- ◆ Societal impacts of computing
- ◆ Algorithms and abstraction
- ◆ Connections between math and computer science
- ◆ Programming
- ◆ Models of intelligent behavior
- ◆ Web page design and development
- ◆ Data and information
- ◆ Robotics

Intro to Computer Programming

11th Grade – Mr. Tan

- ◆ Fundamental computer programming concepts and skills
- ◆ Computer programming
- ◆ App inventor for mobile app design
- ◆ Python programming language
- ◆ User interface design
- ◆ Game programming
- ◆ Design cycle
- ◆ Creative computing
- ◆ Professional norms of the software development industry
- ◆ Career opportunities in programming

Advanced Placement Computer Science

12th Grade – Mr. Tan

- ◆ Java programming language
- ◆ Object-oriented program design
- ◆ Program implementation
- ◆ Program analysis
- ◆ Standard data structures
- ◆ Standard algorithms
- ◆ Computing in context

Media Arts & Communication Pathway

- ◆ This program is preparation for college majors in communication & marketing, graphic design, multi-media, web production, video or animation

- ◆ These classes are project-based and student grades are portfolio-based
- ◆ Students will develop skills in problem solving, teamwork, leadership and deal with authentic learning assignments

Digital Communicaton 1-2

10th/11th grade – Mr. Machtay

- ◆ Web-based graphic design
- ◆ Advanced Photoshop
- ◆ HTML5
- ◆ Apply CSS for formatting and layout
- ◆ Adobe Flash animations
- ◆ Web-based portfolios
- ◆ Work collaboratively
- ◆ Learn the power of media persuasion
- ◆ Research and present information on contemporary art, design, graphics and industrial design

Point of View; Video Production

12th grade – Mr. Machtay

- ◆ State-of-the-art video camcorders
- ◆ FinalCut Pro 10
- ◆ Adobe Premiere Elements 11
- ◆ Produce live TV broadcasts
- ◆ Effectively record sound and adjust audio levels
- ◆ Create and follow storyboards
- ◆ Write scripts
- ◆ Promote school activities, programs, and projects with video commercials
- ◆ Meet deadlines, work with teams, take leadership and solve problems
- ◆ Understand Aristotle's persuasions and his elements of dramatic structure
- ◆ Videotape all school activities and edit highlight videos for broadcast and for the yearbook DVD
- ◆ Develop and create ambitious short video projects on topics of interest
- ◆ Research / present information about major film directors

TAKE COLLEGE CLASSES WHILE IN HIGH SCHOOL!

Get a jump on your college education with a dual or concurrent enrollment course.

- ◆ Fun, hands-on college courses after school
- ◆ Get both high school and college credit
- ◆ Save money and move ahead with your college career

For more information about dual and concurrent enrollment, contact Valerie Abaunza, Academy/Pathway Counselor/Coordinator:
415-550-4422, vabaunza@ccsf.edu

PARTICIPATE IN AFTER-SCHOOL COMMUNITY-BASED PROGRAMS!

BAVC

BAVC's youth programs offer a pathway for young people into digital media.

- ◆ Learn to tell your stories using video, audio, and 3D gaming technologies
- ◆ Develop your artistic and digital media skills
- ◆ Programs tailored to your interests
- ◆ Create professional portfolios
- ◆ Learn career-readiness skills you'll need for internships
- ◆ Classes are free and interns are paid

For more information, visit www.bavc.org or call **415-861-3282**.

BAYCAT

BAYCAT offers free classes in media and design, too!

- ◆ Learn while you work on projects using the latest digital technologies
- ◆ Learn to use professional media applications
- ◆ Discover your untapped artistic abilities
- ◆ Become a team player, collaborating on project with classmates, your family and friends, and our community and the world around you

To learn more, visit www.baycat.org or call **415-701-8228**.

Internships

Internships are fun and they can lead to jobs and letters of recommendation for college! There are lots of internships available for the summer - and a few during the school year.

Go to your College and Career Office to get more information.

Learn on Your Own!

There are also many opportunities to experience and learn ICT through the Internet and through self-study. Have you heard about MOOCs and digital badges?! Search, explore and experiment!