



2024-2025

CTE Data



Source: TEA Summer Coding Report and Eduthings.



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Accountability/CCMR: Program of Study + IBC Class of 2024 & 2025

	Class of 2024		Class of 2025		
Campus	Graduates	Percentage	Graduates	Percentage	Change
UHS	567/905	63%	661/914	72.3%	9.3%
USHS	480/749	64%	619/798	77.6%	13.6%
LBJHS	373/749	50%	441/711	62.0%	12%
AHS	375/721	52%	459/777	59.1%	7.1%
UISD	1795/3124	57%	2180/3200	68.1%	11.1%
UISD Goal: 60%			UISD Goal: 65%		
Source: OnData Suites/Career Craft					





CCMR

Class of 2024 & 2025



	Class of 2024		Class of 2025		
Campus	Graduates	Percentage	Graduates	Percentage	Change
UHS	891/905	98.5%	889/914	97.3%	-1.2%
USHS	707/755	93.6%	763/798	95.7%	2.1%
LBJHS	705/745	94.6%	671/711	94.4%	-0.2%
AHS	686/729	94.1%	730/777	94%	-0.1%
UISD	2989/3134	95.4%	3053/3200	95.4%	0

Source: OnData Suites/Career Craft

2025-2026 CTE Goals

88% Program of Study Completers

75% Earned IBC's for graduates

75% Achievement for CCMR- Completers
with aligned IBC



2025-2026





ESPORTS IN CTE



WHAT IS ESPORTS

- Organized, competitive video gaming available at every educational level.
- Builds teamwork, communication, strategic thinking and soft skills.
- Expands student engagement in STEM and digital media careers.
- Offers cross-school, cross-district and statewide eSports competitions.
- Provides curriculum options aligned to CTE Programs of Study.



2025-2026

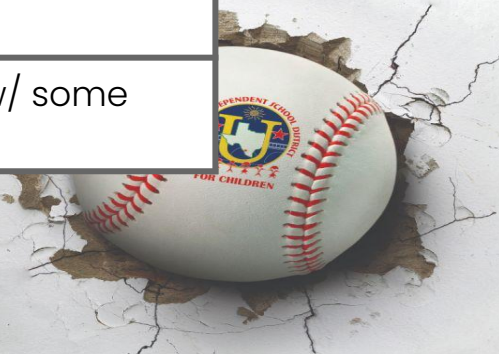


CURRENT PROGRAM STATUS

High School	Program of Study Status	eSports Club
USHS	Established Video Gaming Course Sequence	Established Club
LBJHS	Not Established (some courses available)	Unofficial Club w/ some activity
AHS	Not Established (some courses available)	Unofficial Club w/ some activity
UHS	Not Established (some courses available)	Unofficial Club w/ some activity



2025-2026



CTE Alignment

Revised-Jan 2025



Information Technology Career Cluster

The Information Technology (IT) career cluster focuses on the design, development, support, and management of hardware, software, multimedia, and systems integration services. This career cluster includes occupations ranging from Software Developer and Programmer to Cybersecurity Specialists and Network Analysts.

Statewide Program of Study: Programming and Software Development

The Programming and Software Development program of study focuses on occupational and educational opportunities associated with researching, designing, developing, testing, and operating systems-level software, compilers, and network distribution software for medical, industrial, military, communications, aerospace, business, scientific, and general computer applications. This program of study includes creating, modifying, and testing the codes, forms, and script that allow computer applications to run.

Course Name	Credits	Service ID
Fundamentals of Computer Science	1	03580140
Computer Science I	1	03580200
AP Computer Science Principles	1	A3580300
Ind. Study in Evolving/Emerging Technologies	1	03581500

New

IBC Certified User: Programmer #1065

Startup Costs Breakdown

Item	Description	Qty	Cost
Alienware Aurora Gaming Desktop	Computer required for gaming	4	\$10,000
Monitors/TVs	27" monitors for competitions	6	\$2,500
Gaming Consoles	Nintendo Switch consoles and Xbox Series X consoles	3 consoles each	\$4,000
Gaming Chairs	Ergonomic chairs for student practice and competition.	12 chairs	\$2,500
Miscellaneous	HDMI AV systems, mouse/keyboard setups	Assorted	\$1,000
Extra Costs (DLC & Games)	Digital content, downloadable expansions, and new games	Varies	\$2,000
		Total	\$22,000 (per campus)



USHS CLASSROOM



PLAN OF ACTION



- Identify source of funds.
- Evaluate master schedule – identify courses to convert/expand (Spring start option)
- Select possible pilot campus
- Develop implementation framework – equipment, staffing, budget, curriculum, club alignment
- Explore expanding district-wide.



2025-2026





Questions??



2025-2026

