Thrive Career Pathways



DEFINING EXCELLENCE

Vision



2027

Every Edina High School graduate has had the opportunity to explore career options through

- Related Coursework
 - Internship / Apprenticeship
 - Microcredential



How Do We Define A Pathway?



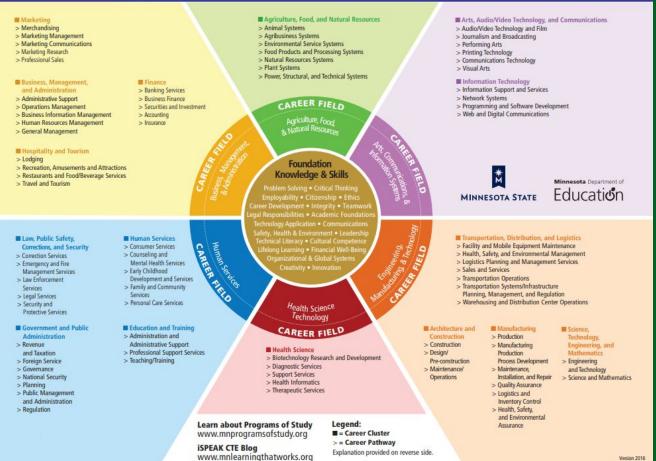
Purpose

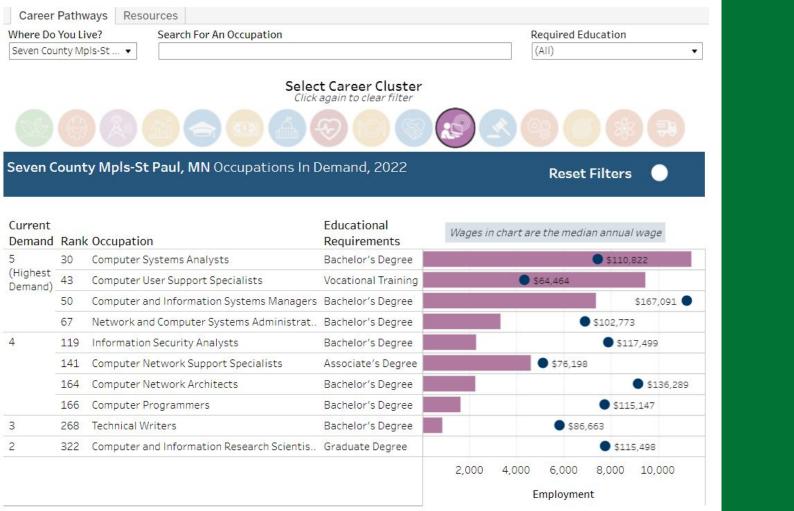


Youth Career Pathways: Purpose

- Over a century in the making (origin 1917)
- 2006 Carl Perkins Act Career and Technical Education
- MN Programs of Study <u>Career Wheel</u>
- Immersed in World's Best Workforce (2013)
- Embedded in Every Student Succeeds Act (ESSA, 2015)
- Talent Pipeline tied to Careers in Demand

Minnesota Career Fields, Clusters & Pathways



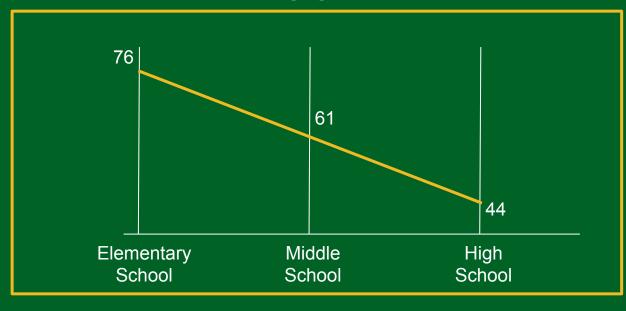






The Gallup Student Poll

Student Engagement Over Time



% Engaged

Pathways Design Process

Pathways Design Process:

- Strategic Plan Development
- Business Roundtable
- Stanford Design 6-12 Workshop
- CTE Advisory Team
- Pathways Project Team

Pathways Feedback Sessions:

- Special Education Advisory Committee
- SV Area Leaders
- VV Area Leaders
- EHS Area Leaders
- CTE Advisory
- K-12 Principals
- Cabinet
- World's Best Workforce
- 9th Grade Career Interest Survey
- Teaching and Learning Board Committee
- School Board

Phase I Bundle Existing Opportunities



Phase 1 - Four Pathways 2024 - 2025 EHS Registration

Career Fields 2024-25	Clusters	Pathways	
Engineering, Manufacture & Technology	Transportation and STEM	Engineering Aviation/Aerospace	
Agriculture, Food	Agriculture, Food, and Natural Resources	Environmental Sustainability	
Arts & Comm	Information Technology	Programming & Software Development	

General Experiences an Edina Student May Have in ALL Pathways

Early Learning	Elementary	Middle	High
 Projects, challenges 	 Projects, challenges, 	Course Options	Course Options
 Professional Guest Speakers 	competitionsProfessional Guest	 Project work based on career fields, competitions 	 Project work based on career fields, competitions
Daily Routines	SpeakersClassroom Lessons	 Learning Profiles: Interest Inventories 	Self-assessments
 Experiential Learning 	aligned with	 Career discussion/exploration during Advisory 	MentorsCareer based field trips
 Curriculum Based Units of 	 Media Specialist Instruction 	 Career based field trips 	 Professional Guest speakers
Study		 Professional Guest Speakers 	 Internships, Micro-apprenticeships
		Microcredentials	 Industry certifications
PLAY	EXPLORE	ENRICH	ENGAGE

Programming Pathway: Current School Day Sponsored Opportunities

Early Learning	Elementary	Middle	High
Un-plugged instruction building foundational programming skills are embedded into daily routines and experiential learning. Curriculum based camera study	Media Specialists <u>K-2</u> Block Coding: -Robot movement -Digital Animation <u>3-5</u> Coding for Problem solving: -Robot tasks -Basic Programming Foundational programming skills are embedded into Math and Science curriculum.	Elective Course Options: <u>6th Grade</u> Engineering Exploration <u>7th Grade</u> Design & Modeling Robotics & Automation Media Arts/Coding <u>8th Grade</u> Coding	 AP Computer Science Principles with 4 possible certifications AP Computer Science Java with 2 possible certifications Game Design Independent Language Design with College Credit and certification options Work Based Learning - Ex. Genesys and Target Internships
PLAY	EXPLORE	ENRICH	ENGAGE

Proposed Programming Pathway Experiences - Using Existing Courses

	Grade 9	Grade 10	Grade 11	Grade 12
Required Course Options for Programming	Ap Comp Science Principles Algebra 1	AP Comp Science Java Algebra 2	Game Design	Work Based Learning Independent Design Language
Programming Elective Course Options	N/A	N/A	DECA Digital Design Personal Finance	Cybersecurity Web Page Coding
Clubs & Competitions	Robotics and Coding, Shark Tank			
Internship / Apprenticeship	N/A	N/A	TBD	Ex. Genesys Works Target
Credentials	Program 1 CS Principles Program 2 Python AV Program Python	Program 2 for Java AV Program for Java	CS Program 2	

2022-23 Ninth Grade Career Interest Survey

- Over 700 student responses in the survey
- Option to select interest in 16 different career areas
- Alignment with Phase I
 - 7.5% or 55 selected engineering
 - 5% opted for information technology

Phase II career highlights - healthcare (23% or 168), management (16.6% or 121), and education (7% or 51)

Phase II

Bundle Existing Opportunities+ Build Where Needed



Phase 2 2025 - 2026 EHS Registration

Career Fields 2025-26	Clusters	Pathways	
Business, Management & Administration	Business, Hospitality, Finance	TBD	
Health Science Technology	Health Science	TBD	
Human Services	Education Teacher, Professional Suppo		

Programming Pathway: Current Community Education Sponsored Opportunities

Early Learning	Elementary	Middle	High
PLAY	EXPLORE	ENRICH	ENGAGE
	Coding Code Championship Tournament	Architecture & Design 3D MInecraft Creations (4-8)	
	Minecraft Engineering (2-8) STEAM TEAM Club (K-2) Robots and	Coding Hacking Java Games Web Design Rocket Builder Design	
	Machines (K-5))		

Credentialing Process

- Two ways to earn credentials
 - EPS Coursework
 - EPS Coursework + Work
 Experience
- Credentialing Agency
 - YouScience Credentialing Program
 - Others?

- Examples of Credentials/License
 - Biliteracy Seal State of MN
 - EMT Dept of Transportation
 - Computer Programming (Java) -Exam
 - Travel Logistics Certification: GDS (Global Distribution System is through the International Air Transport Association)



Thank you!

