



Why Choose a Career Academy?

- career academies prepares students for careers and college.

What is the benefit of a Career Academy?

The Academy is a small learning community

- academy students are a group of students within the larger high school, they take classes together for at least two years
- academy students are taught by a team of teachers that teach different subjects

The Academy offers college prep classes in Multimedia and Engineering

- academy students see how Multimedia and Engineering relate to other school subjects
- academy students learn by receiving hands-on experience in the field of Multimedia or Engineering

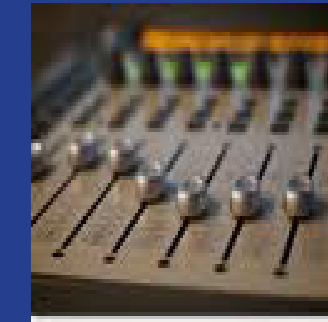
The Academy has partnerships with local employers, community leaders, and Antelope Valley College

- academy students are exposed to resources from outside the high school



LANCASTER
HIGH SCHOOL

LEARNING AND ACHIEVING IN
MULTIMEDIA PRODUCTION
AND ENGINEERING



Lancaster High School
44701 32nd Street West • Lancaster, CA 93536
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Inhs.org/LTC/lampe.html

LAMP

Multimedia 1

Students learn: Photoshop, Illustrator, InDesign, Dreamweaver, Flash, Garageband, and iMovie.

This one-year course is an integration of communication skills and artistic proficiencies using contemporary media arts as a focus. Students will create logos, webpages, animation, photo galleries, and video.

This integrated curriculum forms a solid groundwork from which students may build upon in Multimedia Contemporary Design 2.

Multimedia 2

Students learn: Logic, Reason, Pro Tools, Cinema 4D, Audio and Video Production.

This class will strengthen students background in visual communication, as well as technology used in digital audio workstations. Students will be exposed to the technology of digital music recording and sequencing, music mixing and production, digital artwork for CD's and production skills through hands-on experience with mixing boards, digital audio workstations, keyboard controllers, control surfaces and microphones.

Students run and operate the school's internet radio station, tv station and digital recording studio.

LAMPE FACTS

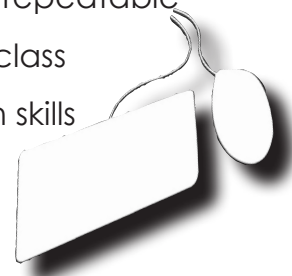
Certifications in Photoshop • Dreamweaver • Flash
College Prep Classes • AVC college credit
State-of-the-art equipment
Project - based • hands-on learning
Careers in Web Design • Game Design • Mobile Technology • Interactive Media • Digital Photography
Student Internships
Studio 32 West • InhsRadio • InhsTV • the lab

Visual Imagery

This course is an integration of communication skills and artistic proficiencies using photography as a focus. Emphasis is placed on creative, expository, and instructional writing using comprehensive photographic and design concepts. Students learn color management, graphic design and/or selection of typography, texture, and layout design. This course covers production techniques, aesthetics in Photography and develops production skills through hands-on experience with cameras, studio lighting, film, imaging software Digital and conventional darkroom equipment. This course explores the uses of photography in the humanities, emphasizing commercial and documentary photography and there social and historical significance.

Design Productions

- Students run a Graphic Design business
- Advanced class of the Academy
- 11th and 12th graders only
- 2 year course - repeatable
- Project-based class
- Graphic Design skills
- Business skills
- Design skills
- Hands-on learning
- Certificate of Completion



Introduction to Engineering Design (IED)

Designed for 9th or 10th grade students, the major focus of the IED course is to expose students to the design process, research and analysis, teamwork, communication methods, global and human impacts, engineering standards and technical documentation. Students use 3D solid modeling design software to help them design solutions to solve proposed problems and learn how to document their work and communicate solutions to peers and members of the professional community.

Principles of Engineering (POE)

This survey course of engineering exposes students to major concepts they'll encounter in a postsecondary engineering course of study. Students employ engineering and scientific concepts in the solution of engineering design problems. They develop problem-solving skills and apply their knowledge of research and design to create solutions to various challenges, documenting their work and communicating solutions to peers & members of the professional community.

Digital Electronics (DE)

Digital electronics is the foundation of all modern electronic devices such as cellular phones, MP3 players, laptop computers, digital cameras and high-definition televisions. The major focus of the DE course is to expose students to the process of combinational and sequential logic design, teamwork, communication methods, engineering standards and technical documentation. This course is designed for 10th or 11th grade students.

Aerospace Engineering (AE)

Aerospace Engineering engages students in engineering design problems related to aerospace information systems, astronautics, rocketry, propulsion, the physics of space science, space life sciences, the biology of space science, principles of aeronautics, structures and materials, and systems engineering. Using 3-D design software, students work in teams utilizing hands-on activities, projects and problems and are exposed to various situations encountered by aerospace