



**NEW  
TRIER**

# APPLIED ARTS

College, Career, Exploratory, Hobby, and Experiential Learning Paths

AREAS of INTEREST	COURSES OPEN to FRESHMEN	COURSES OPEN to SOPHOMORES, JUNIORS, and SENIORS
ARCHITECTURE INTERIOR DESIGN DESIGN	Introduction to Architecture	Introduction to Architecture Interior Design Urban Design & Civic Engagement *Architectural Studio *Architectural Models *Furniture Making and Design *Makerspace: Industrial Design
CULINARY HOSPITALITY	Creative Cuisine	Gourmet (Sophomores, Juniors) → *Culinary Arts and Hospitality Real-World Cooking for Seniors (Seniors) Consumer Mathematics and Culinary Arts (Consumer Credit)
ENGINEERING STEM	Introduction to Engineering Design	Introduction to Engineering Design *Principles of Engineering *Biotechnical Engineering *Digital Electronics *Urban Design and Development *Makerspace: Industrial Design
CODING & TECHNOWEAVING	Intro to Computer Coding & Design Technology	Digital Electronics
FASHION	Fashion Construction	Fashion Construction → *Advanced Fashion Design
CONSTRUCTION & DIY	Geometry, Design, & Construction (Math Credit)	Skilled Trades & Emerging Careers → *Skilled Traded & Emerging Careers 2 Geometry, Design, and Construction (Math Credit)
EDUCATION	Any Applied Arts Hands-on Course	Human Growth & Child Development 1 → *Human Growth & Child Development 2
AUTOMOTIVES & FABRICATION	Any Applied Arts Hands-on Course	Automotives 1 → *Automotives 2
WOODWORKING	Any Applied Arts Hands-on Course	Wood & Metal Design *Furniture Making & Design *Makerspace: Industrial Design

**Graduation Requirements Filled:** Fine/Practical Arts = All Courses  
 Civics = Urban Design & Civic Engagement  
 Consumer Education: Consumer Math & Culinary Arts  
 \* Indicates prerequisite required

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create.



make.



solve.



build.



analyze.



grow.



inspire.