

School of Architecture and Construction Trades

Introduction to Career Cluster

The Academy of Architecture and Construction Trades offers students a basic understanding of all aspects of becoming an architect as well as becoming a builder or an engineer. Jobs in the architecture and construction career cluster involve designing, planning, managing, building, and maintaining the built environment. Graduates will be prepared to go to college and join the ranks of architects, engineers, and tradesmen and women that experience and enjoy these wonderful careers.

Design/Pre-Construction Pathway:

This pathway encompasses all the jobs that are done before a project can be built, including architect, civil engineering, cost estimator, contractor, developer, highway engineer, surveyor, specification writer, and urban planner.

Construction Pathway:

The construction pathway includes all the jobs involved in actual construction, from demolition to finish carpentry. Jobs include bricklayer, construction worker, demolition worker, heavy equipment operator, drywall installer, mason, lather, floor covering installer, pipefitter, rigger, and welder.

Maintenance/Operations Pathway:

This pathway contains all the jobs related to maintaining, repairing, and upgrading structures; such as electricians, plumber, painter, HVAC mechanic, building inspector, and architectural historian.

Possible Occupations

Architect

Construction Engineering

Contracting

Drafting

Electrical Engineering

Possible Courses

Survey Course – Construction Trades

Drafting I/Computer Aided Design (CAD)

Construction Trades I

Drafting II/ Computer Aided Design (CAD)

Auto Tech

Metal II

Metal I

Graphic Design I

Construction Trades II

Drafting III/Advanced Concepts in Computer Aided Design (CAD)

Construction Trades III

Advanced Concepts in Concepts in Computer Aided Design (CAD)

Auto Tech II

Advanced Auto

Advanced Metal

Possible Partnerships

- Higher Education
- Local Community Based Businesses
- Tri-State Area Businesses

Student Internships