



Electronic file located in Xello - "Course Planner"  
 Located at Olathe Northwest  
 X: @Olathe\_eComm  
 Apply at: [olatheschools.org/careerpathways](https://olatheschools.org/careerpathways)



Graduation Requirements	9th Grade	Credits	10th Grade	Credits	11th Grade	Credits	12th Grade	Credits	Y 13
English (x4 credits)	English 9 <b>OR</b> Honors English 9	1	English 10 <b>OR</b> Honors English 10	1	English 11 <b>OR</b> AP English Language	1	English 12 <b>OR</b> College Prep English <b>OR</b> AP English Literature	1	
Math (x3 credits)	Must take 1 math 9th gr year as recommended by facilitator & math teacher	1	Must take 1 math 10th gr year as recommended by facilitator & math teacher	1	Must take 1 math 11th gr year as recommended by facilitator & math teacher	1	Student Choice: College-bound students should enroll in math all four years as recommended by facilitator & math teacher	1	
Science (x3 credits) (1 Life; 1 Physical; 1 Elective)	Honors Biology	1	Chemistry <b>OR</b> Honors Chemistry	1	Physics <b>OR</b> AP/College Level Science	1	Student Choice: College-bound students should enroll in science all four years as recommended by facilitator & science teacher	1	
Social Studies (x3 credits) (1 World; 1 US; 0.5 Govt; 0.5 elective)	World History <b>OR</b> Honors World History	1	Student Choice	.5	US History <b>OR</b> AP US History	1	US Govt <b>OR</b> AP US Govt	.5	
Communications (0.5 credit)	All Academy <b>Capstone Courses</b> will fulfill the Communications Requirement								Y 14
Financial Literacy: (0.5 credit)	Financial Literacy								
Fine/Performing Arts (1 credit)	Students fulfill Fine Arts graduation requirement through <b>4-Year Academy Courses</b> Recommend: Drawing I & II, Basic & Adv Digital Photography, Acting I & II, Novice Debate, AP Music Theory, Interscholastic Speech & Drama								
Health: (0.5 credit)	Health Education <i>Optional</i> : Health may be taken online through eAcademy if space is needed in student's schedule. This can be scheduled during the summer - grades 10-12 only. <i>Other online classes are available at eacademy.olatheschools.com</i>								
Language Applications: (1.0 credit)	Using the PPG - Identify courses that fulfill this requirement								
Life Studies: (0.5 credit)	<b>4-Year Academy</b> coursework fulfills this requirement								
Physical Education (0.5 credit)	PE Concepts <b>OR</b> Cheer/Dance Team <b>OR</b> Strength & Conditioning	.5	<i>Optional</i> : P.E. Concepts may be taken online through eAcademy if space is needed in student's schedule. This can be scheduled during the summer - grades 10-12 only. <i>Other online classes are available at eacademy.olatheschools.com</i>						
STEM (1.0 credit)	Students fulfill STEM graduation requirement through <b>4-Year Academy Courses</b>								
Individual Focus (5.5 credits) <b>Four-Year Academy Coursework</b>	Foundations of e-Communication	1	<b>Choose Strand &amp; Focus:</b> 2D Animation I & 3D Animation I Graphic Design I & II Intro to Journalism & VideoProduction I Web Design I & II	1 or 2	<b>Choose Strand &amp; Focus:</b> 2D Animation II & 3D Animation II Graphic Design III & IV Sports Information Directors I & II Video Production II Web Design III & IV	1 or 2	e-Communication Capstone I & II	2	
Total Credits: (24 total needed for graduation)	9th grade total:	7	10th grade total:	7	11th grade total:	7	12th grade total:	3+	
<b>NOTE:</b> Credits beyond requirements in any category will fall under individual focus.									
Students may earn an endorsement on their transcript for completing all Academy requirements, including successful completion of coursework, outside-the-classroom learning opportunities, field experiences, and capstone projects. Refer to the Academy's Endorsement Requirements provided by facilitator or found on the web at <a href="https://olatheschools.org/careerpathways">olatheschools.org/careerpathways</a>									

# e-Communication

## Four-Year Academy



**Animation. Graphic Design. Video. Web Design.**

### WHO WE ARE:

e-Communication Academy is where creativity and technology come together. e-Communication gives students the chance to communicate, collaborate, innovate, and design in real-world ways. Animators, graphic designers, web designers, filmmakers, and broadcasters go beyond classroom projects to create media that serves the school, community, and even professional clients. At e-Communication, you won't just learn skills—you'll build a portfolio, work as part of a team, and discover your voice as a creator.

### WHAT WE DO:

At e-Communication, students turn ideas into media that inspires, informs, and entertains. Our Academy offers six unique pathways where creativity meets real-world experience:

- **Animation** — From 2D storytelling to 3D modeling and special effects, students bring characters and worlds to life.
- **Convergent Journalism** — Covering stories through broadcasting, video, and written news, students keep audiences informed and engaged.
- **Entertainment Video** — From short films to episodic series, documentaries, music videos, and more, students dive into the world of filmmaking through powerful writing, directing, cinematography, editing, and post-production.
- **Graphic Design** — Designing logos, layouts, and illustrations students become visual communicators who shape how the world sees ideas.
- **Sports Information** — Students combine sports, media, and technology to deliver live broadcasts, stats, updates, and a weekly show highlighting athletic stories.
- **Web Design** — Building and coding websites, students create interactive spaces for information, business, and creativity.