

MTCHS Career Pathway	Career Example	SKILLS Learned at MTCHS
Computer Networking/PC Repair	Computer Supprt Specialist	USING COMPUTERS: working with computers by using programs or entering data.
		TROUBLESHOOTING: Test equipment, software, or procedures to determine the cause & solution of an error
		REPAIRING: Rixing, servicing, aligning, setting up & adjusting machines, devisces, parts & equipment
		INSTALLING: Setting up equipment, machines, or structures to meet specifications
		PROGRAMMING: Writing computer programs
		ACTIVE LEARNING: Working with new material or information to understand the implications
		TECHNOLOGY DESIGN: Developing or adapting equipment & technology
		USING KNOWLEDGE: Using work-related experiences
		CREATIVITY: Originating, designing, or creating new ideas, relationships, systems, artworks, or products
		TEAM WORK: Working cooperatively with others
Computer Programming	Computer Programmer	USING COMPUTERS: working with computers by using programs or entering data
		PROGRAMMING: Writing computer programs
		ACTIVE LEARNING: Working with new material or information to understand the implications
		TECHNOLOGY DESIGN: Developing or adapting equipment & technology
		USING KNOWLEDGE: Using work-related experiences
		TEAM WORK: Working cooperatively with others
		DECISION MAKING: understanding information & reaching a conclusion to solve problems
		TROUBLESHOOTING: Test equipment, software, or procedures to determine the cause & solution of an error
		MATH REASONING: Using mathematical methods to understand and solve problems
		ANALYZING: Examining information and using logic to solve problems
		WRITING: Communicating information and ideas in writing
		READING: Understanding information & ideas in writing
		INFORMATION GATHERING: Locating and identifying information
		CREATIVITY: Originating, designing, or creating new ideas, relationships, systems, artworks, or products
		ATTENTION TO DETAIL: Checking each item or task carefully
Media Arts	Graphic Designer	USING COMPUTERS: working with computers by using programs or entering data
		ACTIVE LEARNING: Working with new material or information to understand the implications
		TECHNOLOGY DESIGN: Developing or adapting equipment & technology
		USING KNOWLEDGE: Using work-related experiences
		ATTENTION TO DETAIL: Checking each item or task carefully
		VISUALIZING: Forming a mental image of how something will look after it is moved or when its parts are moved
		CREATIVITY: Originating, designing, or creating new ideas, relationships, systems, artworks, or products

		WORKING WITH THE PUBLIC: Representing the organization and communicating with customers or clients
Electronics/ Pre-Engineering	Electronics/ Engineering Technician	USING COMPUTERS: working with computers by using programs or entering data
		CALCULATING: Adding, subtracting, multiplying & dividing
		MATH REASONING: Using mathematical methods to understand and solve problems
		SCIENCE REASONING: Using scientific methods to understand & solve problems
		INFORMATION GATHERING: Locating and identifying information
		INSPECTING: Checking and evaluating equipment, structures, & procedures
		TROUBLESHOOTING: Test equipment, software, or procedures to determine the cause & solution of an error
		VISUALIZING: Forming a mental image of how something will look after it is moved or when its parts are moved
		TECHNOLOGY DESIGN: Developing or adapting equipment & technology
		READING: Understanding information & ideas in writing