

Middle School Health Technologies Courses

		Curriculum Code/Hours		
Subject Code	Course Title	VT	V3	VM
Exercise Science (J6)				
072001	Health Science and Technology	120-280	60	30-120
072000	Exercise and Athletic Training	120-280	60	30-120
990364	Career Connections			30-60
Allied Health and Nursing (JM)				
072001	Health Science and Technology	120-280	60	30-120
072035	Principles of Allied Health	120-280	60	30-120
990364	Career Connections			30-60
Medical Bioscience (J0)				
072001	Health Science and Technology	120-280	60	30-120
072110	Principles and Practices of Biomedical Technology	120-280	60	30-120
990364	Career Connections			30-60
Health Information Management (J7)				
072001	Health Science and Technology	120-280	60	30-120
072135	Health Information Technology	120-280	60	30-120
990364	Career Connections			30-60

Curriculum Code	Grades	CT Funded	Assessment	Counts toward Concentrator
VT	7-12	Yes	Required	Yes
V3	7-12	Yes	Not required	No
VM	7-9	Yes	Not Required	No

- Career-Technical Middle School Courses require schools to complete a CTE-26 and program of study*.
- Students enrolled in Career-Technical Middle School Courses (VT, VM) are eligible for participation in Career-technical Student Organizations (CTSO).
- Granting High School credit for Career-Technical Middle School Course high school courses is a local school district decision.
- VM Courses do not count towards four course minimum.

*If you have a 7-12 grade building with a current CTE26 on file, no additional CTE26 is required, unless you add a new program to that building IRN.

Career Connections

Subject Code: 990364

This course shows students how classroom learning translates into marketable skills. Through hands-on learning and local business involvement, students will engage in career-related experiences to acquire basic skills in various career fields. This provides students with tangible experiences to begin career decision making. Teachers have the flexibility to select career fields related to Ohio's in-demand jobs represented in the community.