

Game Design Academy (GDA)					
Four Years-At-A-Glance   Shaded areas represent cohort classes					
Academic Courses	9 <sup>th</sup> Grade Cohort	10 <sup>th</sup> Grade Cohort	11 <sup>th</sup> Grade Cohort	12 <sup>th</sup> Grade Cohort	Recommended Electives
English	English I <b>or</b> English I (H)	English II <b>or</b> English II (H)	English III <b>or</b> English III (H)*	English IV <b>or</b> English IV (H)*	Marketing, Sports & Entertainment Marketing, Principles of Business & Finance, Interior Design, Visual Arts, Creative Writing, Public Speaking, Speech, Psychology, Sociology, Adobe Video Design I (Academic or Honors) Advanced Game Art and Design, AP Computer Science
Social Studies Students must complete one of the two full 4-year sequences	World History (Academic or Honors)	Civic Literacy (Academics or Honors)	American History (Academic or Honors)	**Economics/Personal Finance (Academic or Honors)	
		*AP Government and Politics	APUSH		
Science	Earth & Environmental Science (H) <b>or</b> Biology (H)	Biology <b>or</b> Biology (H) <b>or</b> Chemistry (H)	Chemistry <b>or</b> Chemistry (H)	AP Science Elective	
Math (NC Math 1 and NC Math 2 are required plus 2 other Math credits)	NC Math I <b>or</b> NC Math II (H)	NC Math II <b>or</b> NC Math II (academic <b>or</b> H) <b>or</b> Math III	NC Math III <b>or</b> NC Math III (academic <b>or</b> H) <b>or</b> Pre-Calculus	Advanced Functions & Modeling, <b>or</b> Pre-Calculus, <b>or</b> Advanced Placement Calculus AB, BC	
<b>Note:</b> Digital Design and Animation I would be the academy foundation course. <b>All shaded courses will be all or majority GDA students. If students select AP courses, they do not have to take the Academy cohort class.</b> <b>^AAVC Academy Honors Internship Course #WB115XoC   The 120-hour Internship (non-seated class; yet credited) can start the summer of the junior year and continue in the fall of the senior year. This is a WCPSS graduation requirement for Academy Students.</b>					C++ - <a href="#">Career &amp; College Promise</a>
Game Art Design Elective Classes	3D Modeling & Animation I	3D Modeling & Animation II	Game Art and Design (Academic or Honors)	^Career Academy Internship Honors (year long course)	
Elective	Adobe Visual Design I	Adobe Visual Design II (Academic or Honors)	Student Choice	Student Choice	
Elective	Health & Physical Education (H) (required course - can be taken another year)	Student Choice	Student Choice	Student Choice	
Elective	Student Choice	Student Choice	Student Choice	Student Choice	

\*\*History courses are subject to change due to changes in graduation requirements. Two semesters of a world language are no longer required by North Carolina universities/colleges

**Notice of Non-Discrimination:** In compliance with federal law, Wake County Public School System administers all education programs, employment activities, and admissions without discrimination against any person on the basis of gender, race, color, religion, national origin, age, or disability.

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