

Digital Curriculum for the 21st Century

Teacher Friendly

- Includes Teacher's Guides, Pacing Guides, Grading Rubrics, Answer Keys and Teacher's Solutions to reduce prep time.
- Curriculum includes EVERYTHING needed to teach the course (discussion topics, presentations, assignments, step-by-step instructions for projects, assessments, group projects, etc.)
- Includes free online Teacher Training (On-site Professional Development is also available)

Cost Effective

- Affordable Campus-wide subscriptions
- Unlimited Student & Teacher licenses during subscription period
- District discounts available for added savings



Digital Delivery

STEM Fuse's course material is fully digital and interactive, providing an excellent learning experience for your students. It can be delivered on any device or integrated with your school's LMS. It can also be delivered "old school" in a .pdf format to allow for physical copies or projection of the material.

Full Curriculum

It's not just the framework or supplemental apps, STEM Fuse curricula includes everything you'll need to teach a full semester class or incorporate STEM into all subject areas.

Aligns with State and National Standards

Our courses are currently taught in all 50 states and align with state, national, TEKS or Common Core standards.

Teaches Current Technology

Our courses are project-based and feature current technology to engage students and expose them to what industry is using right now.

- Unity / C# Programming & Advanced Game Design
- Blender for 3D Modeling & Texturing
- Android Studio / Java Programming & Mobile App Development
- Scratch & Construct 2 Game Engines
- Object Oriented & Event Driven Programming
- HTML / Cascading Style Sheets / Content Management System
- 3D Printing



Elementary School Curricula

GAME:IT Elementary 1 year Campus License

Recommended for students in grades 3rd – 5th (Semester)

Cloud Based / PC or Mac

Teaches the fundamentals of computer programming and game design using the popular Scratch game engine. Students will build games that incorporate if/then statements, loops, user input, animation, graphing and more! Materials are perfect for use in a technology class, after-school club or summer program.

STEM:IT Elementary 1 year Campus License

Incorporate STEM activities into core subject areas in grades K - 5

Cloud Based / PC or Mac

This course combines programming lessons, unplugged STEM challenges and 3D printing projects into a valuable tool that incorporates project-based, STEM lessons into the core elementary subjects (ELA, Math, Science and Social Studies). Includes 3 lessons per core subject area for a total of 12 lessons per grade (K-5) – 72 lessons total. The lessons align with grade-level standards.

Middle School Curricula

GAME:IT Junior 1 year Campus License

Recommended for students in grades 5th – 8th (Semester)

Requires installation of Construct 2 Software / PC only

Students are introduced to the math and physics theories used in game development, use of the engineering design cycle and computer programming concepts as they build 5 games. They'll learn about loops, arrays, variables, if-then statements, events and actions, animation and more in our programming lessons.

STEM:IT Junior 1 year Campus License

Cross-curricular STEM Challenges for grades 6th – 8th

Cloud Based / PC or Mac

Cross-curricular STEM projects where students will use the engineering design cycle to complete a variety of challenges. Each challenge aligns with grade-level standards and incorporates multiple subject areas and includes post challenge reflection, 3D design & print projects and career exploration. 20 Challenges total.

High School Curricula

*GAME:IT 1 year Campus License

Recommended for students in grades 9th – 12th (Semester)

Requires installation of Construct 2 Software / PC only

In this project-based STEM course, students follow step-by-step instructions to build 5 games to learn the programming skills needed to complete the final project, designing an original game. In addition, students will explore careers in the game design industry and learn about the math & physics concepts that are critical to making realistic games.

*GAME:IT Intermediate 1 year Campus License

Recommended for students in grades 9th – 12th (Semester)

Requires installation of Construct 2 Software / PC only

Students will get the experience of being part of a Game Development team, including conducting market research, storyboarding, presenting ideas to a focus group and making changes accordingly, working together as a team while assuming individual roles, testing, and hitting deadlines while programming original games.

*GAME:IT Advanced 1 year Campus License

Recommended for students in grades 10th – 12th (Semester)

Requires installation of Unity & Blender Software / PC or Mac

This course introduces students to C# programming and advanced game development using Unity. Students will also gain experience in 3D modeling and texturing with Blender. There is a strong focus on collaboration, problem solving, critical thinking, and troubleshooting in this course.

*Mobile App:IT 1 year Campus License

Recommended for students in grades 10th – 12th (Semester)

Requires installation of Android Studio Software / PC or Mac

This course introduces students to fundamentals of the Java programming language and development of mobile applications for Android devices. Through hands-on projects, students will learn about Types & Variables, If/Then Statements, Methods, Loops, Classes and more. Finally, they will develop and publish apps.

Website Design 1 year Campus License

Recommended for students in grades 9th – 12th (Semester)

Cloud Based / PC or Mac

Students will learn technical skills like coding (HTML & CSS), site building using a GUI, website development processes, testing, debugging, project management and deployment. Students will work individually and in teams to design, publish and promote fully functional websites of varying difficulty using a project based-approach.

STEM:IT 1 year Campus License

Cross-curricular STEM Challenges for grades 9th – 12th

Cloud Based / PC or Mac

Cross-curricular STEM projects where students will use the engineering design cycle to complete a variety of challenges. Each challenge aligns with grade-level standards and incorporates multiple subject areas and includes post challenge reflection, 3D design & print projects and career exploration. 20 Challenges total.

COMPUTER
PROGRAMMING

GAME DESIGN

MOBILE APP
DEVELOPMENT

WEBSITE
DESIGN

STEM
CHALLENGES



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