



The Academy of Coastal Studies provides five pathways for students to empower themselves with the knowledge and skills needed to protect and preserve the environment and the livelihood of the beautiful Gulf Coast. Students may choose from Coastal Environmental Studies, Environmental Management – Plant Systems, Fisheries Management & Aquaculture,

Maritime & Industrial Technologies, and Recreation, Travel, & Tourism, and given the close connection between the pathways, students will be given the option to enroll in courses in multiple pathways. These five pathways are designed to provide a platform for collegiate and/or career opportunities.

Pathway Overview:

Recreation, Travel, & Tourism



The gulf coast economy relies heavily on the receipt of revenue from a successful recreation, travel and tourism industry. Enrolling in this pathway will introduce students to hospitality and tourism, recreation, travel and tourism, lodging, restaurants and food and beverage services, customer relations, and quality services that are so vital to our economy. Students will also learn about development and economics of the industry, research, packaging, promotion, marketing and operations, admissions, and safety and security.

Course Sequence

10th Grade	11th Grade	12th Grade
Hospitality and Tourism	Travel and Tourism I	Sports, Recreation and Entertainment Management

Course Descriptions

Hospitality and Tourism

Hospitality and Tourism is a one-credit course. This course is the prerequisite for all pathways included in the Hospitality and Tourism cluster. Major topics include introduction to hospitality and tourism, recreation, travel and tourism, lodging, restaurants and food and beverage services, safety and sanitation, customer relations, and quality services. The required school-based laboratory for the Hospitality and Tourism cluster is a commercial food service kitchen with a food serving and dining area.

School-based laboratory experiences are essential for students to develop skills in the hospitality and tourism industry.

Travel and Tourism 1

Topics focus on the development, research, packaging, promotion, and delivery of a traveler's experiences that may include creating guide books, planning trips and events, managing a customer's travel plans, or overseeing a convention center.

Sports, Recreation and Entertainment Management

This course helps students develop a thorough understanding of fundamental marketing concepts and theories as they relate to the sports, entertainment, and recreation industries. Students will investigate the components of branding, sponsorships and endorsements, as well as promotion plans needed for sports, entertainment and recreation events. The course also supports career development skills and explores career options.