**SENIOR HIGH SCHOOL SPECIALIZED TRACKS AND STRANDS**

**A. ACADEMIC TRACK**

1. **ACCOUNTANCY, BUSINESS AND MANAGEMENT (ABM) STRAND**
   a. Applied Economics
   b. Business Ethics and Social Responsibility
   c. Fundamentals of Accountancy, Business and Management 1
   d. Fundamentals of Accountancy, Business and Management 2
   e. Business Math
   f. Business Finance
   g. Organization and Management
   h. Principles of Marketing
   i. Work Immersion/Research/Career Advocacy/Culminating Activity i.e. Business Enterprise Simulation

2. **HUMANITIES AND SOCIAL SCIENCES STRAND (HUMSS)**
   a. Creative Writing/ Malikhaing Pagsulat
   b. Introduction to World Religions and Belief Systems
   c. Creative Nonfiction
   d. Trends, Networks, and Critical Thinking in the 21st Century Culture
   e. Philippine Politics and Governance
   f. Community Engagement, Solidarity, and Citizenship
   g. Disciplines and Ideas in the Social Sciences
   h. Disciplines and Ideas in the Applied Social Sciences
   i. Work Immersion/Research/Career Advocacy/Culminating Activity

3. **SCIENCE, TECHNOLOGY, ENGINEERING AND MATHEMATICS (STEM) STRAND**
   a. Pre-Calculus
   b. Basic Calculus
   c. General Biology 1
   d. General Biology 2
   e. General Physics 1
   f. General Physics 2
   g. General Chemistry 1
   h. General Chemistry 2
   i. Work Immersion/Research/Career Advocacy/Culminating Activity

4. **GENERAL ACADEMIC STRAND**
   a. Humanities 1*
   b. Humanities 2*
   c. Social Science 1**
   d. Applied Economics
   e. Organization and Management
   f. Disaster Readiness and Risk Reduction
   g. Elective 1 (from any Track/Strand)***
   h. Elective 2 (from any Track/Strand)***
   i. Work Immersion/Research/Career Advocacy/Culminating Activity

*Select from HUMSS Strand Subjects a to d.
**Select from HUMSS Strand Subjects e to h.
***Schools must present/offer a range of subjects from which students can choose.
B. **SPORTS TRACK**

a. Safety and First Aid  
b. Human Movement  
c. Fundamentals of Coaching  
d. Sports Officiating and Activity Management  
e. Fitness, Sports and Recreation Leadership  
f. Psychosocial Aspects of Sports and Exercise  
g. Fitness Testing and Basic Exercise Programming  
h. Practicum (in-campus)  
i. Work Immersion/Research/Career Advocacy/Culminating Activity i.e. Apprenticeship (off-campus)

C. **ARTS AND DESIGN TRACK**

a. Creative Industries I: Arts and Design Appreciation and Production  
b. Creative Industries II: Performing Arts  
c. Physical and Personal Development in the Arts  
d. Developing Filipino Identity in the Arts  
e. Integrating the Elements and Principles of Organization in the Arts  
f. Leadership and Management in Different Arts Fields  
g. Apprenticeship and Exploration of Different Arts Fields  
   i. Media Arts and Visual Arts  
   ii. Literary Arts  
   iii. Dance  
   iv. Music  
   v. Theater  
h. Work Immersion/Research/Career Advocacy/Culminating Activity i.e. Exhibit for Arts Production/Performing Arts Production  
   i. Performing Arts Production  
   ii. Exhibit for Arts Production  
      • Media and Visual Arts  
      • Literary Arts

1. **MUSIC**
   • Singing  
   • Solo Vocal Performance  
   • Live Sound Technician

2. **THEATER**
   • Acting  
   • Technical Lights Crew  
   • Props and Set Designing  
   • Scriptwriting

3. **VISUAL ARTS**
   • Illustration  
   • Product Designing  
   • Production Designing  
   • Graphic Designing

4. **MEDIA ARTS**
   • 2D Animation Artist  
   • 3D Animation Artist  
   • Web Designing  
   • Film Video Utility  
   • Game Arts Developing  
   • Photography

5. **DANCE**
   • Dancing  
   • Ballroom Dancing  
   • Dance Choreography  
   • Dance Instruction
D. **TECHNICAL-VOCATIONAL LIVELIHOOD TRACK**

1. **HOME ECONOMICS**
   a. Hairdressing
   b. Tailoring
   c. Caregiving
   d. Food and Beverage Services
   e. Bread and Pastry Production
   f. Housekeeping
   g. Tour Guiding Services
   h. Tourism Promotion Services
   i. Attractions and Theme Parks Tourism
   j. Handicraft

2. **INFORMATION AND COMMUNICATIONS TECHNOLOGY**
   a. Computer Programming
   b. Medical Transcription
   c. Animation

3. **AGRI-FISHERY ARTS**

   **Agricrop Production**
   a. Horticulture
   b. Landscape Installation and Maintenance
   c. Organic Agriculture Production
   d. Pest Management
   e. Rice Machinery Operation

   **Animal Production**
   a. Animal Production 11
   b. Artificial Insemination- Large Ruminants
   c. Artificial Insemination- Swine
   d. Slaughtering

   **Fish Production**
   a. Fish Nursery Operation
   b. Fish or Shrimp Grow Out Operation
   c. Fishport/Wharf Operation
   d. Fish Processing

4. **INDUSTRIAL ARTS**
   a. Automotive Servicing
   b. Refrigeration and Air-Conditioning
   c. Consumer Electronics Servicing
   d. Electrical Installation and Maintenance
   e. Shielded Metal-Arc Welding
   f. Carpentry
   g. Plumbing
   h. Tile Setting