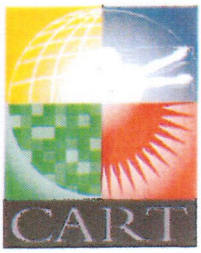


WHAT IS CART?

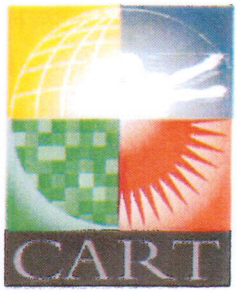
CART (Center for Advanced Research and Technology) is an **innovative learning environment** that enables juniors and seniors from the Fresno and Clovis Unified school districts to make connections with their future through academic programs and professional partnerships with real world relevance.

Students enrolled at CART attend **three hours each school day** (morning session from 7:30 to 10:30 and afternoon from 12:30 to 3:30) and receive **academic credit in four classes** which are related to their interest area *(Professional Science, Global Issues, Advanced Communication, or Product Development and Engineering)* selected by the student. The school districts provide transportation to and from each home school.

The CART experience **combines** all the traditional class-work components of a **college preparatory program** with practice in **project based applications** of their learning and enables students to be more able to combine critical areas of their lives and learning:

Academic (What do I know?)
Professional (What can I do?)
Personal (How can I perform?)

At CART students are connected with a **range of possibilities** for the present and future as they become immersed in a program of continuous improvement and begin to regard **education as an opportunity to think, learn, do, and - most of all, -"become" vital members of their communities.**



Why CART?
Why now?

WHY Advanced Research?

- The next century's workforce will not rely on those who have only acquired a "set of facts." The next generation's worker must have the knowledge and the know-how to solve problems multiple ways.
- Knowing the "right answer" is no longer the essence of employability; knowing how to find an answer when there isn't one is what will be expected of these students.
- Ever changing technology requires a workforce that knows how to learn and relearn and then learn again new ways of doing things.
- Life long learning that is pursued by the individual and not dependent on a "school setting" will be demanded of tomorrow's workers if they are to remain employable in their lifetimes.
- Schools must provide students with experience that mirrors real-life: students must learn to be collaborative problem-solvers who have the expertise to draw on their collective knowledge of science, math, English, history to find answers.
- Students must have access to more than academic instructors; they must learn to seek knowledge from business partners and industry.

WHY Technology?

- The number of Web users in the United States alone has gone from zero to about 80 million in five years and is still growing.
- Americans now send three times more e-mail than regular mail; by 2002 they are expected to send 8 billion e-mail messages a day.
- By 2003, revenue from Internet e-commerce transactions may exceed $100 billion.
- Technology is altering our sense of geographical borders. While 70% of the U.S. population will be Internet by 2005, they will only comprise 30% of the global Internet community.
- By 2006, it is estimated that almost half of the nation's workforce will be employed by industries "that are either major producers or intensive users of information technology products and services."[1]
- As a percentage of corporate capital expenditures, technology has grown from 5% in 1970 to almost 50% in 1999. By 2005, networked business-to-business revenue could reach $1.5 trillion.

Why now?

- Because the future is now.

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[1] U.S. Department of Commerce