



- COURSES -

Courses are being added monthly, so check out our website at certify-ed.com to view what's available and to preview the new courses that are coming.



ACTIVE courses

- Drones
- Criminal Justice
- Welding
- Nursing Assistant
- Medical Assistant
- Biotechnology
- Fundamentals of Robotics
- Promobotics
- Culinary Arts
- Carpentry
- The Art of Taekwon-Do
- Coding



UPCOMING courses

- Early Education
- Digital Media
- Plumbing
- Cosmetology
- HVAC



CONTACT US

If you have questions or you are interested in getting started with a course.

info@geeopr.com

(787) 621-6777



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CHOOSE A SIMULATION AND GET STARTED



LEVEL 4 Reconnaissance Mission

- Search for and identify points of interest (POIs).
- Drones are valuable data collectors. Practice using your drone's aerial photography capabilities.
- Practice control and stability in environments that offer varying degrees of weather conditions.

ENTER



LEVEL 1
Basic Drone Controls



LEVEL 2
Urban Obstacle Course



LEVEL 3
Search and Rescue



LEVEL 4
Reconnaissance Mission



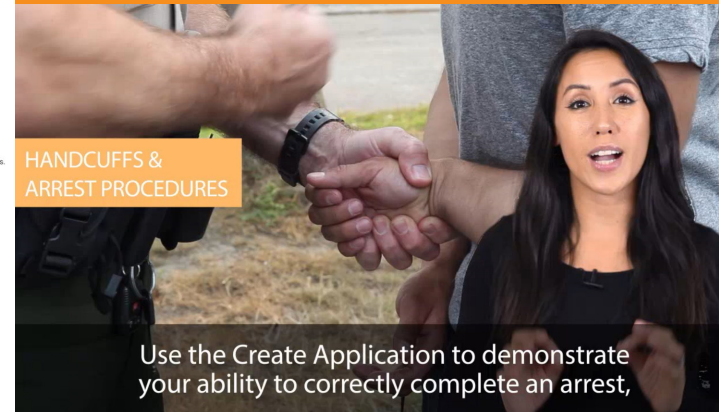
LEVEL 5
Extreme Weather Obstacle Course



LEVEL 6
Large Structure Inspection

Certify-Ed, LLC is excited to offer a revolutionary curriculum for high school students and adult learners all over the world. Our curriculum focuses on authentic learning experiences that are designed to provide learners with courses that will lead to industry certifications and/or college credit.

All lessons are delivered by engaging videos and interactive simulations that use virtual reality. The simulations offer students the ability to practice what they have learned. You can use a laptop, computer or a virtual reality headset to complete each of the courses.



Use the Create Application to demonstrate your ability to correctly complete an arrest,



LEARN

Watch a series of videos to learn about the designated topic. Each video will last from two to four minutes. After watching a video five assessment questions will be answered to ensure mastery of the lesson objective. Two hints can be used for each question if needed. After answering all of the questions, submit your answers and immediately be given a score. Incorrect answers give the reason that the answer is wrong.



APPLY

In the apply section of the course, you have the opportunity to practice what was learned from the videos. The simulations use realistic images, sounds, and other sensations that place you in the virtual environment. You are able to look around, move around and interact with the virtual features. These hands-on simulations give you proficiency, know-how, experience, and improved skills.



CREATE

The create application lets you produce and invent your own simulation. Record your video and upload it to the app. Once uploaded, place hot spots throughout, and then create a quiz to test other students' knowledge of your video. After you are satisfied with the final product, upload it to our library. You, your classmates, and others will be able to view all the videos that are created.



To Whom It May Concern,

This letter is to confirm that Certify-ED, LLC has partnered with Global Education Exchange Opportunities, Inc. We authorize and entrust GEEO to be the only company in Puerto Rico to represent Certify-ED and our CTE curriculum.

As the sole representative of Certify-ED curriculum it can only be purchased directly from GEEO. No other company makes a similar or competing product. Additionally, there is no other like items or products that would serve the same purpose or function of the Certify-ED curriculum.

Kind Regards,

A handwritten signature in black ink that reads 'Lynne Henderson'.

Lynne Henderson

CEO/CO-Founder



Certify-ED

COURSE DESCRIPTIONS

Certify-Ed, LLC is excited to offer a revolutionary curriculum for high school students and adult learners all over the world. Our curriculum focuses on authentic learning experiences that are designed to provide learners with courses that will lead to industry certifications and/or college credit.



BIOTECHNOLOGY This competency-based course provides the students with a solid foundation in biotechnology. Students will engage in interactive videos designed to teach students about career paths, research, data analysis, laboratory safety, and the use of laboratory equipment in the field of biotechnology. Additionally, students will examine topics that include Polymerase Chain Reaction (PCR), analysis of DNA structure, DNA replication, and the DNA purification process. Students will use virtual reality to demonstrate their knowledge of laboratory equipment by exploring the use of micropipettes, serological pipettes, and spectrophotometers. Students will also discover how to make a molar solution using virtual reality. Upon completion of this course, the students will be equipped with work-related knowledge and the skills necessary for careers in biotechnology. They will also earn a digital badge in biotechnology, and will be better prepared for the Biotechnology Certification Exam.



CARPENTRY This competency-based course provides the students with a solid foundation in carpentry. Students will engage in virtual reality and interactive videos designed to teach students how to use basic measuring tools, hand tools and machines commonly used in carpentry, to construct basic projects. Additionally, students will examine various wood construction materials and their properties. Throughout the course, students will learn components of site and personal safety, and how to interpret detailed drawings used for construction. Upon completion of this course, the students will be equipped with work-related knowledge and the skills necessary for careers in carpentry, a digital badge in Carpentry, and will be better prepared for the Carpentry Certification Exam.



CODING This competency-based course introduces computer programming concepts. In this course, students will learn basic programming concepts, terminology, and programming design. An emphasis will be placed on how to code programs, create testing plans, and write documentation. Using virtual reality, students will learn how to use variables, arrays, conditions and loops when programming. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Computer Programming, and will be better prepared for the certification exam.



CRIMINAL JUSTICE This competency-based course is designed to provide students with an overview of the criminal justice system. In the Criminal Justice course, students will engage in virtual reality and interactive videos designed to test their visual memory and ability to apply their skills to effectively manage a crime scene. Students will become immersed in topics that include criminal and constitutional law, security, and communications. Students will review basic law enforcement skills, which cover tactics, methods, and skills utilized by law enforcement. These concepts should be taken into consideration when taking this course and assessing implementation options. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Criminal Justice, and will be better prepared for the certification exam.



CULINARY ARTS This competency-based course provides an overview of the basic culinary fundamentals and standard practices leading into a career pathway to Culinary Arts. In this course, students will learn culinary techniques, such as knife handling skills and the recognition, selection and proper use of tools and equipment. An emphasis will be placed on identifying and preparing a variety of foods and recipes, as well as mastering conversions through the use of proper scaling and measurement techniques. Using virtual reality, students will prepare standard recipes while effectively managing time, accurately measuring ingredients, and appropriately using kitchen equipment. Food safety and sanitation techniques will align to industry-recognized certifications. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Culinary Arts, and will be better prepared for the certification exam.



DRONES This competency-based course is designed to prepare students with the knowledge and skills to obtain the Federal Aviation Administration Remote Pilot Certificate. In this course, students will engage in virtual reality and interactive videos designed to teach students the skills and qualities of a pilot. Students will learn how weather affects the drone and will develop an understanding of the physics involved with flying, and much more! Students are immersed in topics that include emergency procedures, preflight inspection, radio communication, VLOS operations, sectional charts, aerial photography and search and rescue operations. Upon completion of this course, the students will be equipped with the knowledge and skills necessary to earn a digital badge in Drones, and will be better prepared to obtain a Remote Pilot Certificate.



FUNDAMENTALS OF ROBOTICS Robotics continues to grow, and so will the demand for people who work with them. This competency-based course is designed to provide students with the fundamentals of electronics, computer programming, and engineering design that will lay a foundation on which to build a solid knowledge base about robotics. Students will become immersed in topics that include Ohm's Law, series and parallel circuits, direct and alternating current, DC motors, robot sensor operation, and much more! The students will use interactive video and virtual reality to learn how to program a robot. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Fundamentals of Robotics, and will be better prepared for the certification exam.



MEDICAL ASSISTANT This competency-based course is designed to prepare students with the knowledge and clinical skills necessary to assess, plan, provide, and evaluate care to patients in varied healthcare settings. Students will engage with interactive videos learning first aid principles, diagnostic testing, and laboratory procedures. Emphasis will be placed on safety, medical law, and medical interventions. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge as a Medical Assistant, and will be better prepared for the certification exam. Ultimately, this course was designed to provide students with a competitive edge for entry into the healthcare global marketplace.



NURSING ASSISTANT This competency-based course is designed to prepare students with knowledge of the basic nursing assistant skills which are necessary to assess, plan, provide, and evaluate care to patients in various healthcare settings. Students will engage with interactive videos, while learning about infection control, personal care skills, mental health needs, and legal responsibilities. Using virtual reality, students will learn how to obtain and record standard vital signs, identify basic body parts, demonstrate wheelchair assistance and ambulation, and perform a modified bed bath. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge as a Nursing Assistant, and will be better prepared for the certification exam. Ultimately, this course is designed to provide students with a competitive edge for entry into the healthcare global marketplace.



PROMOBOTICS Promobot is an autonomous robot, designed for a variety of business applications. This competency-based course is designed to teach students how to program the Promobot. Students will apply the knowledge and skills necessary to program and operate the Promobot in virtual reality, or by using the Promobot itself. Through interactive videos, the students will learn robotic operations and system configurations. Students will code, compile, and debug programs using the robotic programming language. Upon completion of this course, students will be equipped with knowledge and skills to earn a digital badge in Promobotics, and will be better prepared for the certification exam.



THE ART OF TAEKWON-DO: EARNING A YELLOW BELT The Tenets of Taekwon-Do include: Courtesy, Integrity, Perseverance, Self Control, and Indomitable Spirit. In this competency based course, students will use these tenants as they learn the original Taekwon-Do from an 8th Degree Black Belt, Grand Master, who is a 9-time U.S. Open Grand Champion. An emphasis will be placed Taekwon-Do basic movements, patterns, blocking, and kicking techniques. Using virtual reality, students will practice these Taekwon-Do basic movements, which have been designed to perfect their skills and to prepare them to test for their yellow belt. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in the Art of Taekwon-Do, and will be better prepared for their yellow belt test.



WELDING This competency-based course is designed to provide students with knowledge of the basic manufacturing processes, properties of metals, and safe operating skills needed to demonstrate use of equipment in oxyfuel, shielded metal arc welding (SMAW), and gas metal arc welding (GMAW). The students will use virtual reality to perform oxyfuel cuts, shielded metal arc welding (SMAW), gas metal arc welding (GMAW), and Gas Tungsten Arc Welding (GTAW). The students will perform welds using SMAW and GMAW to current industry standards. Welding symbols will be used to interpret detailed drawings used for fabrication. Upon completion of this course, the students will be equipped with work-related knowledge and the skills necessary for careers in welding, a digital badge in welding, and will be better prepared for the Welding Certification Exam.

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Coming Soon

Financial Literacy This competency-based course provides students with a solid foundation in financial literacy. Students will engage in virtual reality and interactive videos designed to teach financial responsibility, decision making, money management, and investing. In addition, the course covers credit, debt, risk management, insurance, strategies for becoming an informed consumer, and much more. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in financial literacy. They will also be better prepared to manage their finances effectively in the future.

Early Childhood Education Early Childhood Education is a foundational course that prepares students for employment in early childhood education and services. In this competency-based course, students will gain knowledge, skills, attitudes, and behaviors associated with supporting and promoting optimal growth and development of infants, toddlers, and children. An emphasis will be placed on health and safety, cognitive, language, physical, social, and emotional development. Students will build on the developmental factors to develop stakeholder relationships and create a positive learning environment using an effective curriculum. Using virtual reality, students will practice curriculum planning, room arrangement, presenting a lesson, and engaging in a gross motor stretching activity to engage children. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Early Childhood Education. They will also be better prepared for the Early Childhood certification exam.

HVAC This competency-based course provides the students with a solid foundation in HVAC. Students will engage in virtual reality and interactive videos designed to teach students the primary duties of an HVAC technician, including identifying parts, sequence of operations, troubleshooting, finances, and air conditioning. Additionally, students will examine basic electricity, heating, cooling, and fundamental copper and plastic piping practices. Students will learn worksite and personal safety components and basic mathematical operations throughout the course. Upon completion of this course, the students will be equipped with work-related knowledge and the skills necessary for careers in HVAC, a digital badge in HVAC. They will also be better prepared for the Level I HVAC Certification Exam.

HVAC II This competency-based course is preceded by HVAC I. This course builds on the students' knowledge of electricity, heating, cooling, air distribution, equipment, and air quality. Using interactive videos and virtual reality, students will practice testing heating, ventilation, and air conditioning systems, enabling the students to perform routine maintenance on these systems. Upon completion of this course, the students will be equipped with work-related knowledge and the skills necessary for careers in HVAC, a digital badge in HVAC II. They will also be better prepared for the Level II HVAC Certification Exam.

Construction Occupational Safety and Health Learning the safety basics is critical, as construction sites can be hazardous. This competency-based course is designed to provide students with the basic knowledge to function safely on and around a construction site. Students will become immersed in topics that include an introduction to OSHA, foundations of safety, job safety, safety regulations, equipment safety, and much more! The students will use interactive videos and virtual reality to identify job site hazards and act upon the proper resolutions to correct the hazards. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in construction occupational safety and health. They will also be better prepared for the certification exam.

Electrical Electrical provides knowledge, fundamental skills, and systems used by an electrician. This competency-based course is designed to teach students the concepts of basic electricity and safety. Students will apply the knowledge and skills necessary to install switches, receptacles, dimmers, switch boxes, and more! Through interactive videos and virtual reality, the students will learn electrical circuits, transformers, conductors, resistors, and the tools used in the industry. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in Electrical. They will also be better prepared for the Level I Electrical certification exam.

Introduction to Animal Science This competency-based course introduces students to the scientific principles in animal behavior, the growth and development of animals, and basic animal body systems. The scientific principles are applied in animal management, proper nutrition, and disease prevention. Using virtual reality and interactive videos, students will practice basic livestock surgical procedures and injection techniques and understand the digestive system and basic animal terminology. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in animal science. They will also be better prepared for the Animal Science certification exam.

Agricultural Science This competency-based course is designed as the foundational course for Agriculture. The course introduces the major areas of scientific agricultural production, research, and introductory skills and knowledge in agricultural science and agriculture technologies. Using virtual reality, students will practice crop leaf identification, determining genotypes and phenotypes, determining medication dosages, vehicle maintenance, and financial applications in agriculture. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in agriculture. They will also be better prepared for the Agricultural Science certification exam.

Veterinary Science The agricultural education course in veterinary science covers the basics of animal care. This competency-based course covers animal behavior, anatomical structures, animal body systems, safety, disease, parasites, feeding, animal control and restraint, and general animal care. Using virtual reality, students will practice equipment identification, standard veterinary procedures, and filling prescriptions, and more. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in veterinary science. They will also be better prepared for the Veterinary Science certification exam.

Plumbing This competency-based course introduces students to the foundational skills of the plumbing trade. Topics covered include general plumbing practices, drainage, traps, water systems, estimating, and storing materials used in the plumbing. Using interactive videos and virtual reality, students will practice interpreting construction drawings related to plumbing installation, joining pipes and fittings, installing fixtures, and plumbing service and repair. Upon completion of this course, students will be equipped with the knowledge and skills to earn a digital badge in plumbing. They will also be better prepared for the Level I Plumbing certification exam.

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