

Business Department - Essential Standards

Personal Finance

- F. Careers and Income
- G. Budgeting and Financial Planning
- H. Banking Services
- I. Banking and Checking Accounts
- J. Credit and Debt
- K. Credit and Loans
- M. Independent Living
- O. Financial Responsibility and Decision Making
- P. Investments

Game Design

- F. Know game design and development terminology; identify gaming genres; history of games
- G. Understand the game design process and steps involved; identify and collect and create game structures; evaluate basic game play; understand the narratives and stories and pertainment to game design; develop objectives and outcomes of a game; create technical documentation
- H. Create characters, environment, mapping, assets, tutorial; develop variables,fields,methods, code, implement, and instantiate objects, manipulate objects, use collections to simplify coding; animate characters to respond to controls, code decision structures, code collision detection logic, code looping structures; code gravity, velocity, acceleration, friction with formulas; code direction and rotation; use constraints
- I. Incorporate sound effects; develop a reward system

Entrepreneurship

F. Characteristics of Entrepreneurs

G. Forms of Business Ownership

H. Financing a Business

I. Business Economics

N. Business Plan

Fundamentals of Computing Essential Standards

- F.** Know key computing terms, explain impact of computing on society
- G.** Identify key functional components, understand hardware terminology, manipulate binary data, understand digital representation of data, compare operating systems, understand hardware and software and system components
- H.** Define a problem and create a solution using an algorithm
- I.** Define a program and use block-based programming: variables, events, functions, operators, conditional control, repetition and iteration, text and numerical data; edit, run, test and debug a program
- J.** Plan and create a web page that contains HTML and CSS styles.

Digital Publication Design

F. Introduction to Computer Illustration and Design

G. Design & Layout Principles

H. Digital Imaging

I. Creating Publications

J. Proofreading

K. Career & Portfolio Development