

BUSINESS

INTRODUCTION TO BUSINESS

037350

Grades: 9-10
INTRO TO BUS
1/2 CTE Credit
Prerequisite: None

This course will provide a solid foundation in business principles which are immediately applicable to students' lives. Through the use of interactive technology, presentations, and project management students are made aware of the integral role that they play in today's ever-changing global economy. The units presented are economics, entrepreneurship, marketing, international business. The experiences students gain in this course will help them to succeed in future personal and business endeavors.

FUNDAMENTALS OF IT/COMPUTER MAINTENANCE

037400

Grades: 9 -12
IT COMPUT MAIN
1/2 CTE Credit
Prerequisite: None

In this introductory course, you will learn the basics of computer hardware, software, networking, troubleshooting, and emerging technologies. You will learn about configuring operating systems, file and folder management, networks and network configuration, and the role of the OSI model in networking and troubleshooting. Through presentations, demonstrations, and knowledge-based exercises, you will gain a fundamental understanding of local and wide area network technologies and protocols, web browsers, identifying security risks and troubleshooting errors, and system maintenance. You will also learn about cutting-edge technologies such as cloud computing and green IT. This course will also prepare you for the CompTIA Strata IT Fundamentals certificate exam and also serves as launch pad for taking other IT courses, such as A+ Computer Maintenance, Network+, & Computer Science.

INTRODUCTION TO COMPUTER TECHNOLOGIES

037010

Grades: 9-12
INTRO TO COMPUTER TECH
1/2 CTE Credit
Prerequisite: None

The purpose of this course is to provide students with an opportunity to develop a strong foundation in computer and information literacy. This course is a broad introduction to the use of computers as tools for creativity, communications and organizing information. Students will learn about online tools, word processing and spreadsheet software, as well as publishing and presentation software. Students will learn how to use computers flexibly, creatively and

purposefully. All learners will be able to recognize what they need to accomplish and determine how they can utilize their digital literacy skills and knowledge to best approach the task.

MULTIMEDIA

037590

Grades: 9-12
MULTIMEDIA
1/2 CTE Credit
Prerequisite: It is recommended that students complete Integrated Computer Literacy (ICL)

This course provides the skills needed to create high quality video content for today's world. Students will learn the phases of video production, effective use of a camcorder, video editing techniques, and application of video effects using industry software. This course is project oriented allowing students to develop creative thinking skills while producing unique video. This course will prepare students for the workplace or further education by developing their skills in the latest software and making multimedia products that could be included in a personal portfolio.

MULTIMEDIA 2: DIGITAL PRODUCTION

037290

Grades: 9-12
MULTIMEDIA2
1/2 CTE Credit
Prerequisite: Multimedia

This course is going to build upon the skills learned in Multimedia but will go much deeper into the focus on production. Students will learn about pre-production considerations and production techniques that were not learned before. Areas of focus will include: video space, time, composition, language, sound and communication, program planning and development, camera systems and operations, lighting tools, design and applications and audio. Also included will be a focus on directing and on new tricks in video editing.

WEB DESIGN 1

037570

Grades: 9-12
WEB DESIGN 1
1/2 CTE Credit
Prerequisite: None

Web Design 1 provides the student with a solid knowledge base to design, build, manage and publish dynamic content for the web. This course focuses on the overall production process with particular emphasis on design elements involving layout, navigation and interactivity. The students will create web pages that effectively communicate a message to a variety of audiences. Prior computer experience is recommended.

BUSINESS

WEB DESIGN 2

037580

Grades: 9-12

WEB DESIGN 2

1/2 CTE Credit

Prerequisite: Web Design 1

A continuation of Web Design 1, Web Design 2 focuses on the advanced techniques for communicating a message via the web. These techniques include vector animation, templates and forms, applying spry menus and other behaviors. College credit is available through an articulation agreement with St. Louis Community College.

VIRTUAL FOUNDATIONS OF VIDEO GAME DESIGN

037900V

Virtual Offering Only

Grade: 9-12

1/2 CTE Credit

Prerequisite:

This virtual course will provide students with a complete understanding of the creative and technological sides of video game design. The course will introduce students to the different areas of game design. From design, integration, and marketing, students will be introduced to the complete cycle of video game design. Along with exploring the profession of video game design, students will be introduced to another avenue of computer science. This course is an introductory course for students with an interest in computer programming, computer science, web design and multimedia. **All classwork will be completed online. Students who are interested should contact their counselor regarding the process for enrolling in an online course.**

COMPUTER SCIENCE: APPLICATION DESIGN AND DEVELOPMENT

037320

Grade: 9-12

1/2 CTE Credit

Prerequisite: Intro to Computer Science

Learn the basics of app design, and take the first step on your journey to becoming an app developer! This course is designed for students who are new to programming, and want to learn how to build applications. A basic background in Java programming is recommended. Your experience and knowledge gained in the Intro to Computer Science course will provide a strong foundation for developing an application. If you love being creative, learning to code, and using technology, then you're our perfect target student! By the end of the course, you'll build a fully functioning, yet powerful, application that can be shared with others. In summary, this course lays the foundation for people who want to better understand the overall role of an application

developer and become a skilled creator, not just a consumer, of technology.

DIGITAL ANIMATION

037490

Grade: 9-12

DIGITAL ANIMATION

1/2 CTE Credit

Prerequisite: None

In this course, students will use Adobe Flash, Blender, and other applications to develop rich media content utilizing vector graphics, 3D animation. Students will learn to develop storyboards, create and manipulate graphics and text, develop animation using the timeline, and create interactive elements using Actionscript 3.0. This course gives students a competitive edge in today's technologically driven society as they acquire skills using the leading industry software. Upon completion of this course, students are eligible to become Adobe Certified in Flash.

INTRODUCTION TO COMPUTER SCIENCE

Grades: 9-12

037310

INT COMP SCI

1/2 CTE Credit

Prerequisite: None

This course is designed to provide students with a solid introduction to programming language. The course will provide students with a base of fundamentals in software development. Emphasis is placed on the development of problem solving algorithms and logic. Students learn to develop real life applications that involve the prerequisite to the AP Computer Science course.

A+ COMPUTER MAINTENANCE

037411/037412

Grades: 10-12

A+ CMP MAINT

1 CTE Credit

Prerequisite: None

A+ Certification is an industry recognized credential that certifies the competency of PC service specialists. The certification program is supported by over 50 major computer hardware and software manufacturers including HP, Cisco, IBM, Sun and Microsoft. A+ Certification provides a wealth of benefits to any person seeking a job in the computer industry. To obtain A+ Certification, the student must pass two exams, a core hardware exam and an operating systems technologies exam. This course provides two semesters of training that focus on the core knowledge and hands on skills necessary to prepare the students for taking and passing an independently administered A+ Certification exam.

BUSINESS

ACCOUNTING 1

Grades: 10-12

ACCOUNTING 1

1 CTE Credit

Prerequisite: None

037111/037112

Students interested in learning how businesses operate, students interested in accounting or business as a major in college, and students interested in learning about keeping the financial records for their own business in the future, can all benefit from taking Accounting I. Students will learn financial accounting concepts including the accounting equation, the accounting cycle, entering transactions, posting to ledgers, preparing financial statements and payroll systems. Students will learn to utilize spreadsheet programs and automated accounting software to perform accounting procedures. Connections between accounting principles, the business world, as well as career opportunities in Accounting are provided. Sophomores and juniors are encouraged to take this course so they may elect to take Accounting II. College credit is available for students, meeting certain criteria, through an articulation agreement with St. Louis Community College. Senior students may also participate in the Business Internship Program.

Administration, Accounting/Finance, Sales, Marketing, Human Resources and IT. The class selects a CEO and managers who oversee each department. Working in teams to make decisions about how to complete their departmental tasks in support of company goals and objectives, students learn from both their successes and mistakes.

MARKETING 1

Grades: 10-12

MARKETING 1

1 CTE Credit

Prerequisite: None

047751/047752

Marketing 1 introduces the student to the field of marketing. Students will know the principles of marketing which include product, price, place, and promotion. Students will be able to apply the principles of marketing to develop marketing strategies and plans in a global marketplace. This course will offer a competitive edge to those students pursuing a marketing career and/or a business major in college. Course work includes individual and group projects, guest speakers, field trips, leadership activities, business, and community involvement.

ENTREPRENEURSHIP: VIRTUAL ENTERPRISE INTERNATIONAL

Grade: 10-12

Entrepreneurship: Virt Ent Int

1 CTE Credit

Prerequisite: 1.0 credits in business education courses

037661 / 037662

Virtual Enterprises International (VEI) is an **in-school** entrepreneurship program and global business simulation that draws on the European tradition of apprenticeships, transforming students into business professionals with an entrepreneurial mindset by bringing the workplace into the classroom. Students learn about business by doing business with coaching from industry professionals. Open to all students, VEI empowers and motivates participants to develop a range of academic, business, technology and professional skills that prepare them for success in postsecondary education, employment and the community. The VEI Approach Using a student-centered approach that emphasizes project-based collaborative learning, VEI replicates the functions and demands of real businesses in both structure and practice. With the guidance of a teacher-facilitator and a business partner, VEI students establish and manage a virtual company, conducting business with other firms domestically and internationally. Students are involved in all aspects of running the business, including human resources, accounting, product development, production, distribution, marketing, and sales. Guided by a task-based curriculum rather than a textbook, VEI students produce the key deliverables that are required in a real business. Students are assigned to work in different departments, typically