

# BUSINESS

Course Title	Grade 8	Grade 9	Grade 10	Grade 11	Grade 12
<b>Required Courses:</b>					
21st Century Technology	X				
<b>Electives:</b>					
Computer Science		X	X	X	X
Game Programming		X	X	X	X
Advanced Game Programming			X	X	X
Personal Money Management			X	X	X
Intro to Business	X	X	X	X	X
Yearbook (Application Required)				X	X
Accounting I & II			X	X	X
Intro to Marketing		X	X	X	X
Sports Marketing			X	X	X
Marketing I/ DECA			X	X	X
Marketing II/ Adv. DECA				X	X
Entrepreneurship			X	X	X
Westonka Tech Intern I & II (Application Required)			X	X	X



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## 21st Century Technology

**Course#:** 0258 – Semester Required Course

**Grade Levels:** 8

**Prerequisites:** None

**Course Description:** Students will learn applications of the Microsoft Office suite and technologies that will prepare them to learn and work in the 21st century. Specifically students will work in Microsoft Word, Excel and PowerPoint. Other topics will include the use and safety issues of the Internet, search engines, email etiquette, blogs, social networking, bookmarking, infographics, video, coding, augmented and virtual reality, and other Web 2.0 tools. The Google Apps experience will include Docs, Slides, Sheets, Forms, Drawing, Calendar, Maps, Email, and Sites inside of our 277apps.org Google domain. Increasing keyboarding speed and accuracy will also be an emphasis of this course.

**Instructional Methods and Assessments:** Instructional methods included interactive discussions and lectures, collaborative group projects, simulation activities, quizzes and independent daily work.

**Basis for Student Success:** Students need the ability to follow written instructions and to work independently. Good listening skills and completing work on time are also an essential skill.

## Computer Science

**Course#:** 0259 – Semester Elective

**Grade Levels:** 9 - 12

**Prerequisites:** Successful completion of 21st Century Technology or instructor approval

**Course Description:** Computer Science is a course designed for those students who show an interest in computer programming and problem solving. The PC computer and Python language are studied. If-Then, Loops and other commonly used programming statements are learned. Students will develop Windows-based computer programs. In learning to write programs and better understand how computers function, students will be challenged with programming problems that lead them to understanding subroutines, block-structured language, decision structures, and loops.

**Instructional Methods / Assessments:** Instructional methods include interactive discussions and lectures, computer-based lessons, assigned projects and readings and one-on-one coaching will be used to teach the course. Students will be assessed on programming projects, homework and chapter tests.

**Basis for Student Success:** Students should have a strong interest in problem solving.



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## Game Programming

**Course#:** 0260 – Semester Elective

**Grade Levels:** 9 - 12

**Prerequisites:** Successful completion of 21st Century Technology or instructor approval

**Course Description:** Game Programming will expose students to a wide range of concepts and technical skills in five separate areas that will greatly help them succeed in the future.

1. Technical skills related to software development, computer programming & graphic design
2. Creative, innovative & critical thinking
3. Communication and collaboration as an individual and part of a team
4. Using appropriate and accessible digital tools for research and learning

Games will be developed using Blitz Basic 3D programming language. Students will eventually have the foundation necessary to allow them to design and program their own games from scratch.

**Instructional Methods and Assessments:** Instructional methods include interactive discussions and lectures, computer-based lessons, assigned projects and readings and one-on-one coaching will be used to teach the course. Students will be assessed on programming projects, homework and chapter tests. The final will consist of a collaborative group original game created using the techniques and functions learned throughout the course.

**Basis for Student Success:** Students should have an interest and ability in problem solving and game development.

## Advanced Game Programming

**Course#:** 0261 – Semester Elective

**Grade Levels:** 10 - 12

**Prerequisites:** Game Programming

**Course Description:** Advanced Game Programming continues to build upon the student's game programming experience. The programmers will transition from 2D game development to 3D game programming. Students will be able to design and program original games using Blitz 3D programming language.

**Instructional Methods and Assessments:** Instructional methods include interactive discussions and lectures, computer-based lessons, assigned projects and readings and one-on-one coaching will be used to teach the course. Students will be assessed on programming projects, homework and chapter tests. The final will consist of a collaborative group original game created using the techniques and functions learned throughout the course.

**Basis for Student Success:** Problem solving and game programming technique and skills are a requirement for success in this class. A strong emphasis is placed on developing the ability to create larger, well-structured programs. An ability to work well independently is a requirement.



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## Personal Money Management

**Course#:** 0265 – Semester Elective

**Grade Levels:** 10 - 12

**Prerequisites:** None

**Course Description:** Students will learn financial decision-making skills in order to make sound financial decisions and to understand the (consequences - opportunity cost) of impulsive, thoughtless spending. This course covers the various ways to effectively use one's personal finances and to plan for future expenditures. Topics include types of personal income, budgeting, checking & savings accounts, using credit, insurance (life, health, homeowners, auto, and renters), stock/bond investments, housing, personal income taxes & retirement. Microsoft Excel software will be used throughout the course. Additionally, students will compete in a Stock Market Game Simulation to understand the basics of investing.

**Instructional Methods and Assessments:** Instructional methods include interactive discussions and lectures, individual assignments and several hands on exercises to learn the material. Students will have the opportunity to participate in the Stock Market Game. Assessments include daily work, tests, and projects.

**Basis for Student Success:** Students must be motivated and must be willing to participate in group learning activities. Basic computer skills are recommended.

## Introduction to Business

**Course#:** 0257 – Semester Elective

**Grade Levels:** 8-12

**Prerequisites:** None

**Course Description:** This is a basic business course designed to acquaint students with the major activities associated with operating a business. Students will examine economics, marketing, finance, management and entrepreneurial aspects of business. Career exploration will also be emphasized in this course. Overall, the course gives students a broad exposure to business operations and a solid background for enrolling in additional business courses.

**Instructional Methods and Assessments:** Instructional methods include both small and large group discussions, case studies of individual businesses and franchises, and analysis of current business trends and how they affect the direction of the business world. Assessments include daily work, tests, and completion of a business plan for the final project. This class is a self-paced class for a majority of the semester.

**Basis for Student Success:** Students should have basic grammar skills, technology skills, and the ability to complete projects in a timely manner.



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## Yearbook

**Course#:** 0432 – 1st or 2nd Semester Elective

**Grade Levels:** 11 - 12

**Prerequisites:** Teacher Approval --- Please complete [THIS APPLICATION](#) to be considered for the Yearbook staff for the following school year. Students who do not complete the form will not be allowed to join Yearbook.

**Course Description:** Yearbook is a challenging course in which students have the unique opportunity to write a book, prepare a publication for printing, run a business, and record history. The course is designed to provide students the opportunity to work with technology, strengthen their analytical and problem-solving skills, improve their communication skills, and manage tremendous responsibility. Students will use Jostens software for designing and producing the yearbook. Yearbook students practice the artistic fundamentals of multimedia design, journalistic writing, photojournalism, graphic design and budget management. Students will also develop their abilities to work as a team as they produce the yearbook.

**Instructional Methods and Assessments:** Instructional methods include hands-on instruction in the use of digital cameras and photo editing software, small and large group evaluation of projects, self-evaluation of projects, and analysis of current print production methods. Assessments include daily work, tests, event coverage, and projects.

**Basis for Student Success:** Students should have basic grammar skills, technology skills, time and commitment to attend out-of-school events for photo opportunities, the ability to complete projects in a timely manner, and the self-discipline to complete assignments during the class hour on the computer without constant supervision. Students wishing to take this course must complete the application linked above.

## Accounting I & II

**Course#:** 0266 & 0267 – Semester Elective

**Grade Levels:** 10 - 12

**Prerequisites:** Accounting I: None, Accounting II: Prerequisite Accounting I

**Course Description:** *Accounting is the language of business* and many post-secondary institutions REQUIRE this knowledge prior to attendance into business degree programs. This course will prepare students who need a foundation to continue studying business and accounting at the postsecondary level. Accounting will teach students how to apply accounting theory to typical business transactions. Accounting I covers basic accounting concepts such as the accounting cycle for a sole proprietorship: business transactions, general journal entries, posting to the general ledger, worksheet preparation, financial statements and closing entries using Google Sheets.

**Instructional Methods and Assessments:** Instructional methods include interactive discussion and lectures followed by substantial hands-on practice using the computer lab and Microsoft Excel. Assessments include daily work, tests, participation and group projects. The final will consist of a



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collaborative group project where the student will do all the accounting work for a month for a sole proprietor type of business.

**Basis for Student Success:** Students should have basic math and problem solving skills.

**Accounting II: Prerequisite Accounting I.** Accounting methods and procedures for a merchandising corporation will be discussed during the second semester of Accounting. Other topics include payroll accounting, cost allocation, ratio analysis, and depreciation.

## Introduction to Marketing

**Course#: 0272 – Semester Elective**

**Grade Levels: 9 - 12**

**Prerequisites: None**

**Course Description:** A must for students planning on studying business in college & highly suggested for those participating in DECA. Introduction to Marketing allows students to explore the activities involved in the foundations and functions of marketing products, services, and ideas to also include selling. Few companies or individuals can be successful without employing sound promotional strategies. Throughout the course students will learn how to successfully market both themselves and the companies they will one day own or work for. DECA is an internationally recognized marketing club and a pathway to business and marketing endeavours.

**Instructional Methods and Assessments:** Classroom instruction will introduce marketing and business topics. The class utilizes a significant amount of hands-on learning through simulated business situations. Individual and team projects will be completed throughout the semester. Assessments include daily work, projects, presentations, quizzes, and tests.

**Basis for Student Success:** Students should have basic business knowledge, a willingness to be creative, and the ability to work within a team.

## Sports Marketing

**Course#: 0273 – Semester Elective**

**Grade Levels: 10 - 12**

**Prerequisites: Intro to Marketing**

**Course Description:** This course focuses on sales strategies, personal marketing, and other topics related to sports marketing, one of the fastest growing industries in the nation. The class allows students an opportunity to merge their love for sports with their business expertise. Students are encouraged to participate in DECA, an internationally recognized marketing club, to enhance course content.

**Instructional Methods and Assessments:** Classroom instruction will introduce the basic foundations of sports marketing. The class utilizes a significant amount of hands-on learning through simulated business situations. Individual and team projects will be completed throughout



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the semester. Assessments include daily work, continuing projects, presentations, quizzes, and tests.

**Basis for Student Success:** Students should have basic business knowledge, creative problem-solving skills, an interest in sports, and a willingness to turn ideas into reality.

## Marketing I/DECA

**Course#: 0274 – Semester Elective**

**Grade Levels: 10 - 12**

**Prerequisites: Intro to Marketing or Introduction to Business**

**Course Description:** Marketing I / DECA is an exciting, interactive class that promotes student creativity and forward thinking. Students will explore advanced sales, marketing, market research, entrepreneurship and advertising topics. This class truly takes Introduction to Marketing to the next level as students are encouraged to think on their feet and establish unique ideas. Throughout the semester students will explore business and marketing topics including role plays, sales demonstrations, radio and television advertisement development, and prepared events including advertising campaigns, business plans, research papers and/or fashion merchandising plans. Students are encouraged to participate in DECA, an internationally recognized marketing club, to enhance course content.

**Instructional Methods and Assessments:** Classroom instruction will focus on a variety of marketing and business topics. The class utilizes a significant amount of hands-on learning through simulated business situations. Assessments include a final project (topic to be determined by the student) to be completed on an individual or team basis, daily work, projects, presentations, quizzes, and tests.

**Basis for Student Success:** Students should have basic business knowledge, a willingness to be creative, and the ability to work within a team.

## Marketing II/Advanced DECA

**Course#: 0275 – Semester Elective**

**Grade Levels: 11 - 12**

**Prerequisites: Marketing I / DECA**

**Course Description:** Marketing II / Advanced DECA allows students to explore advanced topics in business and marketing including marketing and promotion, business ownership and management, marketing research, and international business. Throughout the semester students will discuss current business trends, business risk, and opportunities in the business world. The class also provides students the opportunity to work with business mentors in an effort to create connections in the business world. Career and educational opportunities will also be explored to better prepare students for life after high school. Students will develop the advanced level DECA prepared events for their final semester project. The course is a must for students who are applying to business school, planning to explore a career in the business world, or who are interested in business



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ownership. Students are encouraged to participate in DECA, an internationally recognized marketing club, to enhance course content.

**Instructional Methods and Assessments:** Classroom instruction will focus on advanced business and marketing topics. The class utilizes a significant amount of hands-on learning through simulated business situations. Assessments include a final project (topic to be determined by the student) to be completed on an individual or team basis, daily work, continuing projects, presentations, participation, quizzes, and tests.

**Basis for Student Success:** Students must have a fundamental understanding of basic business topics, have a basic understanding of personal and business finance, be willing to explore secondary sources for business information, and must have strong organizational skills. Marketing II/Advanced DECA Topics taps into student creativity and motivation; students must be willing to “think outside the box”.

## Entrepreneurship

**Course#: 0278 – Semester Elective**

**Grade Levels: 10 - 12**

**Prerequisites: Intro to Business or Intro to Marketing**

**Course Description:** A dynamic course studying how students can create their own futures by starting their own company. Emphasis is placed on innovation and the creation of an idea for a business, how to market and brand that business (using web and social media tools) and how to put together a business plan. An interactive simulation will be used throughout the semester in order to further enhance topics discussed in class.

**Instructional Methods and Assessments:** Classroom instruction will introduce the basic foundations of entrepreneurship. The class utilizes a significant amount of hands-on learning through simulated business practices including brainstorming a business idea, developing a brand concept and pitching to an investor. Individual and team projects will be completed throughout the semester. Assessments include daily work, continuing projects, presentations, quizzes, and tests.

**Basis for Student Success:** Students should have basic business knowledge, creative problem-solving skills, an interest in entrepreneurship, and a willingness to turn ideas into a real world business.

## Westonka Tech Intern I & II

**Course #: 0280 & 0281 – Semester Elective**

**Grade Levels: 10 - 12**

**Prerequisites: Teacher Approval – Please complete this [APPLICATION!](https://goo.gl/KyLJ9n) Use this shortened URL if necessary: <https://goo.gl/KyLJ9n>**

**Course Description:** The Westonka Tech Intern (WTI) class prepares students to interact with users providing first-line technical support resolving general device problems. Students are trained





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to support end users to ensure that all chromebook repairs are dealt with quickly and effectively. Troubleshooting hardware, basic network concepts, supporting new technologies, and repairing chromebook devices are taught in a hands-on class atmosphere. Students gain an understanding of how a help desk functions and the role of customer service in today's world of technology. Students wishing to take this course must request an application from a business teacher.

