

Business Curriculum- Course Offerings

BUSINESS & TECHNOLOGY DEPARTMENT ELECTIVE OPTIONS BY GRADE LEVEL

GRADE 9

- Computer Applications

GRADE 10

- Careers in Sports
- Computer Applications
- Computer Maintenance & Repair I
- Marketing I
- Personal Finance

GRADE 11

- Careers in Sports
- Accounting I
- Computer Applications
- Computer Maintenance & Repair I or II
- Marketing I
- Marketing II
- Personal Finance

GRADE 12

- Careers in Sports
- Accounting I or II
- Entrepreneurship
- Computer Applications
- Computer Maintenance & Repair I, II, or III
- Marketing I
- Marketing II
- Personal Finance

Computer Applications

Course Number: 6110

Credit: .5

Length: semester

Grades: 9 – 12

This course is an important foundation course and is strongly recommended for college-bound or career-bound students. It is helpful to take this course early in a student's high school schedule as it will give them the fundamental computer skills necessary for success in high school and beyond.

Students will learn proper keyboarding technique from an automated self-paced keyboarding program. Emphasis on speed and accuracy skills is included in this course. Students will apply these skills using current Microsoft Office Software. Students will then build on these basic skills to complete several project-based learning projects using advanced software programs. Projects include using Movie Maker and Adobe Premier to introduce students to green screen and stop-animation.

Personal Finance

Course Number: 6002

Credit: .5

Length: semester

Grades: 10 – 12

This is a nationally known money management program for high school students which focuses on learning about personal finances and the simple tools that help teens deepen their money knowledge skills. Topics include budgeting, credit, banking, and insurance risk. Students will complete a Virtual Business simulation to help them understand how sound financial decisions will alter their finances.

Careers in Sports

Course Number: 6007

Credit: .5

Length: semester

Grades: 10 – 12

Students will explore career opportunities at all levels of sports. Beginning with the billion-dollar industry of youth sports and the careers associated with this booming industry. Next students will investigate collegiate sports and professional sports and career opportunities associated with these industry segments. Finally, students will gain hands-on experiences in facility and event management using the on-line Virtual Business Sports & Entertainment Simulation. The common theme will be that you do not need to major in Sports Management in order to work in the sports industry, rather find your passion and discover how you can tie it to a career in sports.

Accounting I

Course Number: 6420

Credit: 1

Length: year

Grades: 11 – 12

Accounting provides an excellent background not only for college accounting students but also a solid foundation for career-bound students pursuing business careers. Students will learn the accounting cycle for small businesses and corporations, journalize transactions, and prepare financial statements. In addition, students will use an automated accounting program and online workbook (aplia.com) for supplemental projects.

Accounting II

Course Number: 6430

Credit: 1

Length: year

Prerequisite: Accounting I

Grade: 12

Advanced Accounting is designed to provide students with in-depth accounting skills and build upon the skills learned in Accounting I. Those who wish to enter accounting as a career can increase their accounting competency. This course will provide a basis for studying business administration at the college level.

Marketing I

Course Number: 6440

Credit: 1

Length: year

Grades: 10 – 12

Marketing Education is a two-year program designed for college-prep students interested in exploring the fields of marketing management, public relations, communications, advertising, or sales. Marketing is a two-year program that will give students extensive experience in the business world by letting the students immerse themselves in the world of marketing through classroom instruction as well as hands-on, community, and experience-based projects to bridge learning inside and outside the classroom. This will offer students practical marketing experience that will open the doors for their future. Students enrolled in the course will have the opportunity to obtain a head start in developing the 21st Century skills needed to be successful in college and business. Marketing II will provide students additional skills and knowledge that will help them be ready for their future as they prepare for college and getting ready to enter the business. Students in their second year will also have a job-related component.

Marketing II

Course Number: 6450

Credit: 1

Length: year

Prerequisite: Completion of Marketing I

Grades: 11 – 12

The second level of Marketing Education will provide students with additional skills and knowledge that will help them be ready for their future as they prepare for college and getting ready to enter the business world. Course content and classroom instruction will build upon the foundation of marketing principles taught in Level I. Level II students will have the opportunity to participate in a job-related component where students will gain additional credit for work experience in a marketing-related job. This course is designed to offer students practical marketing experience that will open the doors for their future.

Entrepreneurship

Course Number: 6415

Credit: .5

Length: semester

Grades: 12

Operate a real business! Using applied economic principles and hands-on experiences, students elect company team leaders, develop a business plan, conduct market research, chart supply & demand, and learn effective marketing strategies. Students develop an annual report before the liquidation of their company. Students will use a variety of online simulations to test their business skills. This course is recommended for students planning to study Business Management/ Marketing in college or those interested in learning the basics of starting his/her own small business. Are you up for the challenge?

Computer Maintenance and Repair I

Course Number: 0015

Credit: 1

Length: year

Grades: 10 – 12

This is a basic computer course where students will learn how to operate advanced aspects of Windows and Chrome OS, solve common technical issues, and receive hands-on experience repairing PCs and Chromebooks. To be considered for this class you must fill out an application and have at least two teacher recommendations.

Computer Maintenance and Repair II

Course Number: 0016

Credit: 1

Length: year

Prerequisite: Successful completion of Computer Maintenance and Repair I

Grades: 11 – 12

This course is a more advanced level course from Computer Maintenance and Repair I. In this class, students will learn how to troubleshoot general issues throughout the building. Students will need to understand application skills learned in Computer Maintenance and Repair I. To qualify for enrollment in this course you must have successfully completed Computer Maintenance and Repair I and submit an application with two teacher recommendations.

Computer Maintenance and Repair III

Course Number: 0017

Credit: 1

Length: year

Prerequisite: Successful completion of Computer Maintenance and Repair I and II

Grade: 12

This course is a more advanced level course from Computer Maintenance and Repair I and II. In this class, students will learn how to troubleshoot general issues throughout the building. Students will need to understand the application skills learned in Computer Maintenance and Repair I and II. To qualify for enrollment in this course you must have successfully completed Computer Maintenance and Repair II and submit an application with two teacher recommendations.