BUSINESS & COMPUTER SCIENCE DEPARTMENT

No.	Name	Credit	Grade	Length	Pre-Requisite	Instructor Approval	College Credit Available	Fee
0517 S1/S2	Personal Finance	0.5	11	Semester	None	No	No	No
0323Y	Intro to Computer Programming	1.0	10-12	Year	Geometry	No	No	No
0327Y	AP Computer Science	1.0	11-12	Year	Intro to Computer Programming or teacher approval	Yes	With passing score on AP Test	Students are responsible for cost of AP Test
0302 S1/S2	Computer Applications1	0.5	9-12	Semester	None	No	No	No
0303S2	Computer Applications2	0.5	9-12	Semester	Comp.Apps1	No	No	No
0320S	Web Design	0.5	10-12	Semester	No	No	No	No
0399S	Media Projects	0.5	10-12	Semester	No	No	No	No

PERSONAL FINANCE

Students will learn decision-making skills to deal with personal budgets, banking services, investing and savings, credit management, and car and home ownership. They will also gain insight into career employment, employee benefits and insurance, taxes, and post secondary opportunities. With the overall goal of developing a mastery of understanding certain issues that pertain to individual financial planning.

INTRODUCTION TO COMPUTER PROGRAMMING

Prerequisite: Geometry with a "C" or better.
Entry Level: 10-12

This course will introduce students to the fundamentals of computer programming. We will use Microsoft's .Net framework and work with Visual Basic 2008 express edition. Topics covered include: working with forms, controls, and properties, handling and coding events, data types, mathematical operations and functions, string operations, program flow control and logic structures, arrays, error handling and debugging, and file control and multimedia. Advanced students will learn about inheritance, classes, and data management using ADO.Net.

ADVANCED PLACEMENT COMPUTER SCIENCE

Prerequisite: Intro to Programming or Teacher Approval
Entry Level: 11-12

Computer Science A emphasizes object oriented programming methodology with a concentration on problem solving and algorithm development and is meant to be the equivalent of a first-semester college-level course in Computer Science. It also includes the study of data structures, design, and abstraction. These topics are covered in greater detail if a student opts for the AB coursework. The AB coursework includes all the topics of Computer Science A, as well as a more formal and in-depth study of algorithms, data structures, design, and abstraction. This course will use the Java programming language. There is a fee for students taking the AP test.

COMPUTER APPLICATIONS 1

Students will be introduced to Windows, and Microsoft Office computer programs. They will create computer presentations using Word, Excel, PowerPoint and Access Software.
Grades 9-12

Objectives	Techniques
o Word Processing Documents. o Spreadsheets o Electronic Documents o Databases o Integrated Documents o Working with large worksheets o Slide Shows o Web PowerPoint Presentations	o Self-directed, self-paced course o Lecture o Research o Presentations o Documents o Computer Calculations o Quizzes o Tests

WEB PAGE DESIGN

This is an introductory course in which students will learn to create web pages using Dreamweaver as an editor. Web site design, content and development will be covered utilizing multiple projects. Students will also be introduced to HTML (Hypertext Markup Language) for modifying and developing web pages. Grades 10, 11, 12

COMPUTER APPLICATIONS 2

This semester course is a continuation of Computer Applications 1. In this class students will learn advanced skills of Microsoft Word, Excel, PowerPoint and Access.
Grades 9-12

Objectives	Techniques
o Tables and Charts to create Documents o Directories, Mailing Labels o Newsletters o Financial Functions o Sorting, Query Lists o Templates, Worksheets, Workbooks o Enhancing Slide Shows o Presentation Formats o Model Documentation. o Internet Data Bases	o Self-directed, self paced o Lecture o Research o Presentations o Documents o Computer Calculations o Quizzes o Tests

MEDIA PROJECTS

Prerequisite: Instructor Approval
Entry Level: 10, 11, 12

Students will create promotional and/or informational videos, slide shows and web sites. Students will be expected to already have working knowledge of computers and be self-motivated. Students also will be responsible for setting up their own projects with school clubs, classes or local businesses. Students will use Macintosh computers with a variety of software including iMovie, Dreamweaver and PowerPoint.