

BUSINESS & COMPUTER

The Schuylkill Valley Business, Computer, and Information Technology Department is dedicated to preparing students for a rapidly changing world by expanding students' knowledge and skills in business and technology. These skills are fostered through a curriculum centered on innovative technology, problem-solving business concepts, and legal principles. Our mission is to provide high school students with business/computer courses that prepare them for college or entrance into the workforce.

ACCOUNTING I

COURSE #601|1 CREDIT |GRADES 10-12

Accounting I is a full-year course which covers the accounting cycles for a sole proprietorship. Topics include analyzing and posting transactions, cash control systems, worksheets and financial statements for a service business, adjusting and closing entries, and the general and subsidiary ledgers. Students will also gain experience with accounting for purchases and cash payments, accounting for sales and cash receipts, and accounting for transactions using a general journal. The course will culminate with a simulation, giving students real-world experience in the field of accounting. Materials and simulation are assessable through online working papers. This course is recommended for students who are interested in business or finance.

ACCOUNTING II H

COURSE #602 | 1 CREDIT | GRADES 11-12

Accounting II is a full year course which is designed to give students further study in the more advanced principles of accounting. The course will cover payroll accounting, a worksheet, financial statements, and adjusting and closing entries for a merchandising business operating as a partnership, special journals, uncollectible accounts, and depreciation. The course will culminate with a simulation, giving students real-world experience in the field of accounting. Materials and simulation are assessable through online working papers. This course is recommended for students who plan to study business or finance after high school.

Prerequisite – Successful completion of Accounting I.



INTRODUCTION TO MARKETING

COURSE #612 | 1 CREDIT | GRADES 10-12

Introduction to Marketing is a full-year course designed as an overview of the different aspects of the business world. Students will gain a clear understanding of what a business is and how it operates. Area of study will include advertising, marketing concepts, distribution, marketing research, and management and marketing careers. This course is intended for those students who are considering taking business courses in college.

INTRODUCTION TO BUSINESS

COURSE #615 | 1 CREDIT | GRADES 9-12

Introduction to Business is a full-year course for students grades 9-12 who are interested in either entering the business world or planning additional studies in business. The primary objective of this course is to prepare students for a meaningful understanding of business and the economy. Students will be introduced to the following topics: the economy, free enterprise, money, credit, banks, money management, and governments' role in business. Special emphasis will be placed on the practical application of learning so that students understand the importance of career planning and citizens' roles in the economy.

SPORTS AND ENTERTAINMENT MARKETING

COURSE #603 | .50 CREDIT | GRADES 10-12

The field of sports and entertainment marketing is rapidly growing. This course is designed to apply business and marketing principles to the area of sports, sporting events, and sports products. Students will develop skills in the areas of marketing analysis, event marketing, communication, and human relations, along with a thorough understanding of the sports, entertainment, and recreation industry and career options available. This will be done by presenting real world business and marketing strategies used in this industry, examining the legal and ethical issues that commonly occur and how exploring the use of technology has effectively been applied in the sports business/marketing arena.



VIRTUAL BUSINESS SIMULATIONS

COURSE #624 | .50 CREDIT | GRADES 10-12

This class will challenge students with real business decisions with two online computer simulations- Virtual Business/Hotel and Virtual Business/Fashion. The Virtual Business/Hotel sim empowers students to take over the management of a full-service hotel. The online simulation draws on industry experts to model the inner workings of a hotel. Students learn the hourly and daily business decisions that go into running a high-end, successful hotel. Virtual Business/Fashion brings the fashion world to life. This online simulation teaches you how to make real-world business decisions that make-or-break popular fashion trends. From trend research to clothing design to merchandising, the fashion sim introduces you to the exciting world of fashion.

DIVERSIFIED OCCUPATIONS EDUCATION SCHOOL- TO- WORK CO-OP PROGRAM

COURSE #619 COURSE #620 | 3 CREDITS | GRADE 12

DOE is a unique educational program designed to integrate classroom study in employability and life skills with planned, supervised practical work experience. The DOE program is a partnership between local businesses and Schuylkill Valley High School. Students are required to take one period of theory at school and will then be released during periods 7 and 8 for work experience. DOE students must:

- Be supervised on-the-job.
- Be visited on-the-job by the instructor.
- Attend a daily theory class and then be released to go to work periods 7 and 8.
- Be employed at least 3 days (shifts) and 15 hours, Monday-Friday.
- Complete all enrollment paperwork.



INTERNSHIP

COURSE #621 | COURSE #622 | COURSE #623 | .50-2 CREDIT | GRADES 11-12

This course is designed for students to work in an unpaid position in a chosen field of study and receive high school credit for the experience. Students work with a professional in the field and will be evaluated by the professional under the supervision of a member of the Schuylkill Valley teaching staff. Registration for this course is limited.

Interested students are encouraged to register early with their guidance counselor. Some examples of previous internship experiences include:

- Working in the elementary and middle school remediation programs for students interested in the teaching profession.
- Working in the athletic training room for students showing an interest in the health services field.
- Working in the school greenhouse for students interested in a horticulture-type profession
- Working in the community at a local business that is in line with your future plans

MULTIMEDIA APPLICATIONS

COURSE #626 | .50 CREDIT | GRADE 9-12

This class will integrate graphics, animation, sound, and video in a project-based learning environment. Software included will include PIXLR and Adobe Photoshop, Soundtrap, Audacity, and Adobe Audition, as well as WeVdeo, Adobe Premier and Adobe After Effects. Other emerging software used to enhance projects will be covered. Students will be engaging with multimedia software to construct and convey knowledge in a software-rich environment.



MICROSOFT OFFICE SPECIALIST

COURSE #609 | .50 CREDIT | GRADE 9-12

The Microsoft Office Specialist course is a self-guided course designed to give students advanced skills in Microsoft Office (Word, Excel, and PowerPoint). Proficiency in Microsoft Office allows a student to excel in the workplace and college to be an efficient, productive, and analytical software user. Students will choose two Office software programs to complete through projects and assignments. At each Office program's end, the student can take the MOS exam to receive the official certification from Microsoft. Being certified as a Microsoft Office Specialist demonstrates you have the skills needed to get the most out of Office. Certifications are recognized by industry and colleges.

ADOBE ILLUSTRATOR

COURSE #613 | .50 CREDIT | GRADES 10-12

Adobe Illustrator is a vector-based graphic program a student can use in conjunction with other Creative Cloud programs. In this course, students will learn about the most important features of Adobe Illustrator. Students will start by learning the interface working with various tools and panels. Next, students will learn techniques for creating stunning text effects and incorporating gradients into their work. Students will learn how to use the Pen tool to draw and compose a complex illustration and will explore techniques for transforming and distorting objects, work with layers, patterns, brushes, effects, and transparency, and enjoy an in-depth exploration of the Recolor Artwork feature. Students will make graphs, draw with symbols, create 3D objects and have fun using the Width tool, the Bristle brush, and the perspective tool.

ADOBE ANIMATE

COURSE #605 | .50 CREDIT | GRADES 10-12

Adobe Animate will allow you to master the basic skills of animation to create cartoon characters, banner ads, games, and more. Students will learn how to get creative with Animate's drawing tools and bring graphics to life on the stage through motion and shape tweens while incorporating images, video, and audio to create a total interactive experience. More advanced design methods including movie clip-based architecture, library sharing, tips, tricks, and optimization techniques will also be covered. This class will teach you to create characters that come alive and allow you to animate just about anything!



PERSONAL KEYBOARDING APPLICATIONS

COURSE #604| .50 CREDIT | GRADES 9-12

This course covers various communication and keyboarding skills needed in the word processing and information age. Students will learn how to prepare individual items such as applications, resumes, and cover letters, as well as newsletters, brochures, and reports. Students will also learn how to prepare charts, news releases, telegrams, menus, requisitions, orders, and invoices. This course covers the areas necessary to prepare students for future written communications for college or employment. Students interested in increasing their keyboarding skills and learning proper formatting techniques to complete assignments more quickly and efficiently should take this course.

INTRODUCTION TO COMPUTER SCIENCE USING PYTHON (A GAMING LANGUAGE)

COURSE #608| 1 CREDIT | GRADES 9-12

The first course in computer science is about a new way of solving problems computationally. Python's simplicity, powerful built in data structures and advanced control constructs allow students to focus more on problem solving and less on language issues. Python is used by many well-known companies such as You Tube, Drop Box and Industrial Light and Magic. As Python is also the predominant language in current day gaming, students who are interested in that avenue can use this course as a gateway to that venue. This course will give students a practical foundation in programming, enabling them to produce useful, meaningful results in their respective fields of study.

This course can be counted as a required math or science credit if the student elects to do so. A student may select this option for a maximum of 1 computer science course.

Prerequisite – Successful completion of Algebra I.

VIDEO GAME PROGRAMMING USING COMPUTER SCIENCE (WT.)

COURSE #617 | 1 CREDIT | GRADES 10-12

The video game design curriculum teaches the foundations of creating video games in JavaScript. This course is introductory; however, it is an honors-level course. Units include:

1. Intro to Programming in JavaScript



2. JavaScript and Graphics
3. Animation and Games
4. Basic Data Structures
5. Programming projects based on the above units

This course can be counted as a required math or science credit if the student elects to do so. A student may select this option for a maximum of 1 computer science course.

Prerequisite – Successful completion of Introduction to Computer Science using Python

AP COMPUTER SCIENCE A - JAVA

COURSE #618 | 1 CREDIT | GRADES 11-12

This is a complete course in programming and problem-solving. The course will prepare students for level A of the AP Test covering all of the required subset of Java for that level. The course introduces Java features as they are needed to support programming concepts. In this manner, all the AP-required syntax is covered without the course being syntax driven. The seven major issues covered by the text through stand-alone lessons and others spread across several lessons are: programming basics, object-oriented programming (OOP), data and information processing, software development cycle, graphical user interfaces, and Web basics. Students will be able to use the text, fellow students, and the teacher as resources in solving their programming projects.

This course can be counted as a required math or science credit if the student elects to do so. A student may select this option for a maximum of 1 computer science course.

Prerequisite – Successful completion of Video Game Programming or Introduction to Computer Science using Python and recommendation of teacher.



AP COMPUTER SCIENCE PRINCIPLES

COURSE #616| 1 CREDIT | GRADES 10-12

AP Computer Science Principles introduces students to the central ideas of computer science, instilling the ideas and practices of computational thinking and inviting student to understand how computing changes the world.

The course is unique in its focus of fostering students to be creative. Students are encouraged to apply creative processes when developing computational artifacts and to think creatively using simulations to explore questions that interest them. Students design and implement innovative solutions using an iterative process similar to what artists, writers, computer scientists and engineers use to bring ideas to life.

To appeal to a broader audience, this course highlights the relevance of computer science by emphasizing the vital impact advances in computing have on people and society. By focusing the course beyond the study of machines and systems, students also can investigate the innovations in other fields that computing has made possible and examine the ethical implications of new computing technology.

The course is organized around the investigation of seven big ideas all of which are fundamental principles essential to thrive in future college courses and a variety of computer and STEM careers. These integral understandings provide a pathway for becoming a well-educated and informed citizen who understands how computer science impacts people and society.

This course can be counted as a required math or science credit if the student elects to do so. A student may select this option for a maximum of 1 computer science course.

Prerequisite – Successful completion of Algebra

