

Lake Mills School District

Year at a Glance Scope and Sequence for Career & Technical Education

Overarching Goal of the Curricular Area: Through technical Skills and employability development, students are able to apply and relate academic knowledge to succeed.

Computer Essentials Grades 9-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Digital Citizenship	<p>Students will assess digital citizenship scenarios</p> <p>Students will apply digital citizenship skills to their real life</p>	<p>Students will understand what digital citizenship means</p> <p>Students will understand that as a digital citizen you have rights & responsibilities</p> <p>Students will understand how to apply appropriate behavior to real world digital citizen scenarios</p>	<p>What are the most important rights & responsibilities of a digital citizen?</p> <p>Are the rights & responsibilities of being a digital citizen similar or different to being a citizen of a country?</p> <p>How do I know if I am being a good digital citizen?</p>
PC Basics- File management, user interface, and components of a PC system	<p>Students will assess what the key components of a PC system & user interface are</p> <p>Students will apply file management skills to a real world scenario</p>	<p>Students will understand that hardware & software are the main categories of computer components</p> <p>Students will understand that file management is an essential life skill to succeed in a digital world</p> <p>Students will understand the purpose and goal of designing a user interface</p>	<p>What key questions should be considered before designing a user interface?</p> <p>What are some key factors to consider when managing your digital files?</p> <p>What are the key components of a computer system?</p>
Microsoft Word Basics	<p>Students will assess the purpose of using Microsoft Word</p> <p>Students will design different real world documents using Microsoft Word</p>	<p>Students will understand that there are many different tools and settings that are used to format a document</p> <p>Students will understand that the purpose of the different ways to convey information in word these include lists, tables, charts, etc.</p>	<p>How do I determine what is the best way to convey information?</p> <p>What are the key settings to consider when formatting a document?</p> <p>How do I evaluate whether or not I have created a professional document?</p>
Microsoft Excel Basics	<p>Students will assess the purpose of using Microsoft Excel</p> <p>Students will design different real world documents using Microsoft Excel</p>	<p>Students will understand that Excel/spreadsheets can be very powerful for many functions</p> <p>Students will understand how to navigate & format a spreadsheet</p> <p>Students will understand how to create basic formulas & functions in an excel spreadsheet and the importance of referencing data when doing this</p>	<p>Why is it important to reference cell data when creating formulas and functions?</p> <p>What are the key settings or tools necessary to format a spreadsheet?</p> <p>Why is Excel such a powerful and industry demanded software?</p>
Microsoft PowerPoint Basics	<p>Students will assess the purpose of using Microsoft PowerPoint</p>	<p>Students will understand that PowerPoint is meant to enhance presentations not be the presentation</p>	<p>How do I create a PowerPoint that enhances my presentation?</p> <p>What are the key design principles that make a good PowerPoint?</p>

	Students will design different real world documents using Microsoft PowerPoint	Students will understand the key design factors that must be considered when designing a presentation	
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Advanced Computer Applications Semester 1 Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Excel Basics 2	<p>Students will apply basic formatting skills to manage an excel worksheet and workbook</p> <p>Students will create formulas and functions to perform quantitative analysis</p>	<p>Students will create charts to depict data</p> <p>Students will create tables to manage large volumes of data</p>	<p>Students will assess the benefits of using a PivotTable or PivotChart versus a regular table or chart</p> <p>Students will assess the benefits of combining multiple functions</p>
Excel Charts/ Tables	<p>Students will understand that some simple formatting settings can make the difference between an effective and not effective spreadsheet</p> <p>Students will understand how to use logical functions like the IF function and lookup functions like V-Lookup to solve real world problems</p> <p>Students will understand how to calculate loan payments using the PMT function</p>	<p>Students will understand how to choose the proper chart type given their data and goals</p> <p>Students will understand the benefits of turning a large set of data in Excel into a table</p>	<p>What do I need to consider before creating a chart?</p> <p>How can turning my data into a table help me manage it?</p> <p>How can conditional formatting help make sense of data?</p>
Excel Advanced Functions/Combining Functions/Features	<p>Students will assess the benefits of using a PivotTable or PivotChart versus a regular table or chart</p> <p>Students will assess the benefits of combining multiple functions</p>	<p>Students will understand how to combine functions such as IF and & to solve more complex problems</p> <p>Students will understand how to create PivotTables to quickly analyze data</p>	<p>What are the benefits of using PivotTables or Charts?</p> <p>How can combining functions help solve more complex questions?</p>
Microsoft Access- Introduction to Databases	<p>Students will assess the purpose of databases and using Microsoft Access</p> <p>Students will create a simple database that includes tables, and queries</p>	<p>Students will understand that a database can be used to organize and manage large amounts of information in a variety of personal and professional situations</p> <p>Students will understand the purpose of the four main components of a database are tables, queries, forms, and reports</p>	<p>How does a database differ from a spreadsheet?</p> <p>What information should be gathered to include in a database?</p>

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Advanced Computer Applications Semester 2 Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Microsoft Access- Advanced Database Features	Students will create a database that includes forms and reports	<p>Students will understand the purpose of forms and reports to a database</p> <p>Students will understand the purpose of creating advanced queries such as parameter, criteria, and crosstab</p> <p>Students will understand how to import data from a spreadsheet into a database</p>	<p>What are the benefits of using an advanced query?</p> <p>Why is it important for database users to only enter data in forms?</p> <p>How can reports be used to analyze information to make business decisions?</p>
Microsoft Publisher- Basics	<p>Students will assess the purpose of using Microsoft Publisher</p> <p>Students will create real world documents in Publisher following a style guide and the basic principles of design</p>	<p>Students will understand the advantages of using Publisher over Word to create desktop publishing</p> <p>Students will understand how to properly add and format objects in a publication this includes text, images, shapes, and other media</p> <p>Students will understand that all publications are evaluated using basic design principles such as color, composition, layout, line, shape, etc.</p>	<p>What advantages does making a document in Publisher have over doing it in Word?</p> <p>How is a publication judged?</p>
Microsoft Publisher- Advanced	Students will create real world documents using more careful planning and advanced editing features	<p>Students will understand the process to finalize a publication for print</p> <p>Students will understand how to select and edit images for their publication</p> <p>Students will understand how to select the correct type of publication to create</p>	<p>How do I decide what type of publication is best to create?</p> <p>What steps should I take before finalizing my publication?</p> <p>How do I decide what types of images to include in my publication?</p>
Introduction to the Adobe Suite	<p>Students will assess the differences between Adobe and Microsoft programs</p> <p>Students will create real world documents using InDesign, and Photoshop</p>	<p>Students will understand that using Photoshop can greatly enhance image quality</p> <p>Students will understand that using a high quality desktop publishing software like InDesign will result in higher productivity and higher quality finished products</p>	<p>What are the advantages of using InDesign to create professional publications and documents?</p> <p>What are the similarities and differences between Microsoft and Adobe products?</p> <p>How can Photoshop help you create products with a more professional look?</p>

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Graphic Design Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Adobe Photoshop Basics	<p>Students will design basic graphics using the main tools & features of Photoshop</p> <p>Students will assess the difference between raster & vector based graphics</p>	<p>Students will understand that the Adobe Photoshop interface is divided into categories for organization</p> <p>Students will understand how to use the Photoshop tools and features to manipulate & create graphics</p>	<p>How do I determine what tools & features of Photoshop are needed to create raster graphics?</p> <p>What is the purpose of using layers & masking in graphic design?</p> <p>How do graphic designers use Photoshop to make a living in the real world?</p>
The Graphic Design Process	<p>Students will design a graphic following the steps of the graphic design process</p> <p>Students will assess a graphic to see if it follows the basic principles of design</p>	<p>Students will understand that before designing a graphic, audience & purpose should be identified</p> <p>Students will understand that all graphics are evaluated using basic design principles such as color, composition, layout, line, shape, etc.</p>	<p>How do I determine who my purpose or who my audience is before designing a graphic?</p> <p>What are the key design principles that all graphics are evaluated on?</p> <p>What is the best way to judge a graphic objectively</p>
Adobe Illustrator Basics	<p>Students will design basic graphics using the main tools & features of Illustrator</p> <p>Students will assess the features of Illustrator (a vector based program) and what this means to design</p>	<p>Students will understand that the Adobe Illustrator interface is divided into similar categories to Photoshop</p> <p>Students will understand how to use Illustrators tools and features to manipulate and create graphics</p> <p>Students will understand which graphic design software (Photoshop or Illustrator) is best to use based on the task or goal to be achieved</p>	<p>How do I determine what tools & features of Illustrator are needed to create vector graphics?</p> <p>What are the different ways to create shapes, lines, and objects in Illustrator?</p> <p>How can graphic design influence the public's perception of a person or product?</p>
Typography	<p>Students will design different versions of the same text utilizing typography principles</p>	<p>Students will understand the different parts of a type face</p> <p>Students will understand how to manipulate type to create different meaning</p>	<p>What are the key components to a type face?</p> <p>How does manipulating type effect meaning?</p>

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Intro to Computer Science Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Intro to the PC/Digital Information	<p>Students will assess the key components of a computer system</p> <p>Students will assess how computers interpret data</p>	<p>Students will understand that all computers use a language called binary to interpret data</p> <p>Students will understand the difference between hardware & software</p> <p>Students will understand different ways to extract meaning from raw data</p>	<p>Are the ways in which digital information encoded more laws of nature or man-made?</p> <p>How does computing enhance communication, interaction, and cognition?</p> <p>What are the best ways to find, see, and extract meaningful trends and patterns from raw data?</p>
Algorithms & Programming	<p>Students will design an algorithm to solve a problem</p> <p>Students will assess computer program to find use of abstraction</p>	<p>Students will understand that algorithms are how all computers complete tasks</p> <p>Students will understand how to write an algorithm that addresses one component of a larger programming problem</p> <p>Students will understand forms of abstraction used in programming</p>	<p>Why do we computers need algorithms to solve problems?</p> <p>How do you design a solution to a problem so that it is programmable?</p> <p>What are the different reasons for the designing a computer program?</p>
Big Data & Privacy	<p>Students will assess what opportunities large data sets provide for solving problems or creating knowledge</p> <p>Students will assess how computing has a global affect- both beneficial and harmful- on people and society</p>	<p>Students will understand that algorithms solve many, but not all computational problems</p> <p>Students will understand that cybersecurity is an important concern for the internet and systems built on it</p> <p>Students will understand how computing facilitates exploration and the discover of connections in information</p>	<p>What opportunities do large data sets provide for solving problems and creating knowledge?</p> <p>How does cyber security impact internet users?</p> <p>How are computing innovations influenced by economic, social, and cultural contexts?</p>
Building an App	<p>Students will design an app that will build on programming learned previously as well as to include response to user interaction</p>	<p>Students will understand that computer programs (apps) have to respond to user interaction which is called events</p> <p>Students will understand the process to develop, test, and debug programs</p>	<p>How do you make computer programs respond to user interaction?</p> <p>How do people develop, test, and debug programs?</p> <p>How do you write programs to make decisions?</p>

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Web Design Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings for the Unit	Essential Questions for the Unit
Internet History, & Importance	<p>Students will self-assess positive & negative examples of how the internet as impacted their life</p> <p>Students will be able to evaluate effective web sites</p>	<p>Students will understand that the internet provides humans with a worldwide connection with limitless space to communicate</p> <p>Students will understand that the internet has both positive and negative impacts on society</p> <p>Students will understand how design impacts web site usability</p>	<p>How can we use the internet to improve our lives?</p> <p>How has the internet negatively and positively impacted our lives?</p> <p>How does the fast changing pace of technology impact our use of the internet?</p>
HTML- The building block of all web pages	Students will design a simple web page using HTML	<p>Students will understand that there are many different programming languages each with different purposes</p> <p>Students will understand the importance of using the correct programming language</p>	<p>What is HTML's impact on the internet?</p> <p>Is HTML the best/only language to build content?</p>
Building & Adding content to a web page	Students will use their knowledge of coding to utilize visual images for their web site	<p>Students will understand that every website is a visual representation of something someone creates and makes a first impression on the viewer</p> <p>Students will understand that web sites should provide the user with some sort of clear path of navigation</p>	<p>How can we use technology to simplify working with data and images?</p> <p>How do visual images impact our lives?</p> <p>What are the most important items to include on a web site?</p>
Links & Navigation	Students will apply the basic principles of links and navigation in order to design a website	<p>Students will understand that links are the foundation of the web and allow you to move from page to page</p> <p>Students will understand that a logical and intuitive path of navigation makes a web site much stronger and allows for better continuity for the user</p>	<p>How does the placement of links affect a website?</p> <p>How does the navigation of a web site effect its usability?</p>
CSS- Adding style to a web page	Students will design a simple web page using CSS	<p>Students will understand that there are many different programming languages each with different purposes</p> <p>Students will understand the importance of using the correct programming language</p>	<p>What is CSS's impact on the internet?</p> <p>Is CSS the best/only language to enhance the look and feel of the webpage?</p>

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Advanced Web Design Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Box Model/ Positioning (Advanced CSS)	<p>Students will design a web site that effectively uses the concept of the box model & positioning</p> <p>Students will apply concepts and evaluate websites on whether they have effectively used the box model</p>	<p>Students will understand that all block level elements on a web page are inside a box that can be changed using margin, border, and padding properties</p> <p>Students will understand that the position property allows elements to move to specific locations on a webpage</p>	<p>What is the best way to use the box model properties to make an effective web page layout?</p> <p>What are the four main values of the position property and when should you use each one?</p>
Javascript	<p>Students will design a web site that uses Javascript to add interactivity to their web pages</p> <p>Students will assess algorithms to see if they effectively enhance a website</p>	<p>Students will understand that all computer tasks (Apps, Software, Web Sites) are a written series of steps called algorithms</p> <p>Students will understand that computer programs/algorithms are written to do one thing: solve problems</p>	<p>What is the most efficient way to write an algorithm to solve a problem?</p> <p>What is effective use of Javascript to create interactive websites?</p>
The Web Development Process	<p>Students will apply concepts and evaluate the process for developing a website that include figuring out purpose, audience, navigation structure, design concepts, and content</p> <p>Students will design a web site after completing each step of the web development process</p>	<p>Students will understand that before a web site can be designed its audience, purpose, and content must be clearly defined.</p> <p>Students will understand how to use key design concepts such as typography, use of white space, etc to create an effective website</p> <p>Students will understand how to structure web site files in folders on a web server</p>	<p>What are the most important questions to ask a client before building their website?</p> <p>How do I meet a client's needs and develop ideas for a website before entering code?</p> <p>What is and how can one identify a target audience?</p>
Server/Client Side Languages (PHP)	<p>Students will apply concepts and evaluate the difference between client & server side web programming languages</p> <p>Students will assess when to use client or server side language in regards to form creation</p>	<p>Students will understand the difference between client side (HTML, CSS) languages and server side (PHP) languages.</p> <p>Students will understand how to write and customize valid server-side scripting PHP to create dynamic, data-driven websites.</p>	<p>What is the PHP web language and how does it impact web design?</p> <p>Which type of web language client or sever side is best for gathering form data?</p>

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Game Design Grades 10-12

Unit Theme	Unit Goal	Enduring Understandings For the Unit	Essential Questions For the Unit
Game Design Purpose & History	<p>Students will assess the purpose of games in society</p> <p>Students will assess key events in game design history</p>	<p>Students will understand that there are many different reasons for why games are designed which lead to different game types</p> <p>Students will understand that there are many different events that have helped shape & change the game design industry</p>	<p>What are reasons to create a game?</p> <p>What event in gaming history changed the industry the most?</p> <p>How does the ever changing world of technology effect games?</p>
Introduction to Game Programming	Students will design a game using basic programming skills	<p>Students will understand core programming constructs necessary to build different components of a game</p> <p>Students will understand how to create & implement a plan for building a game by describing its major components</p>	<p>How does programming enable creativity and individual expression?</p> <p>How is programming used to construct different components of a game?</p>
Game Design Careers & Roles	Students will assess which roles or careers in game design would most interest them	<p>Students will understand that there are many different careers in game design</p> <p>Students will understand that most games are created using a team of people with different roles</p>	<p>What are the various careers in the game design industry?</p> <p>How are games developed?</p> <p>What are the most important roles in a game development team?</p>
Microsoft Kodu, RPG Maker, & Click Team Fusion (Advanced Game Design Software)	<p>Students will assess the key factors that make a game good</p> <p>Students will design games using advanced game design software</p>	<p>Students will understand that there are many different programs to design games</p> <p>Students will understand factors that make a good game</p>	<p>What is the best way to learn a new game design program?</p> <p>What are the key factors that make a good game?</p> <p>What strategies can be implemented to ensure I have made a good game?</p>
Game Design Process (Creating a proposal)	Students will design a game based on an approved proposal	<p>Students will understand what needs to be included in a good game proposal</p> <p>Students will understand the steps involved in the game design process</p>	<p>What are the most important steps to be completed when designing a game?</p> <p>How are the various tasks in completing a game divided up?</p> <p>What is included in a game proposal?</p>