

High School Computer - Curriculum Overview

Web Design I	Web Design II	Advanced Web Design	Logic	Yearbook
<p>Introduction</p> <ul style="list-style-type: none"> • Basic Internet concepts • History of the World Wide Web • How the internet works • Internet responsibilities <p>HTML</p> <ul style="list-style-type: none"> • Basic HTML syntax • Develop web pages using HTML editors • Linking and embedding programs and data • CSS (Cascading Style Sheets) <p>XHTML</p> <ul style="list-style-type: none"> • Compare HTML to XHTML • Learn to use XHTML with CSS <p>JAVA Script</p> <ul style="list-style-type: none"> • Write simple Java Scripts 	<p>Professional Considerations</p> <ul style="list-style-type: none"> • Discuss various strategies for working with customers • Consider how to set up work schedule, communications, examples, follow-up, trouble-shooting, etc. • Acquire first-hand experience by working with real customers <p>Project Management</p> <ul style="list-style-type: none"> • Leadership and task assignments • Customer Meetings • Scheduling and deadlines <p>Final Product</p> <ul style="list-style-type: none"> • Deliver web site to customer 	<p>Web Concepts</p> <ul style="list-style-type: none"> • Client/Server systems • Handling images and animations • Website authoring <p>Web Servers</p> <ul style="list-style-type: none"> • Basic concepts of web server functions and hardware • DNS and DHCP concepts • Install and Configure Web Servers • Securing Web Servers • Troubleshooting Web Servers • Microsoft Server 2003 and Apache servers • Firewalls • Secure server with a certificate <p>Web Content Authoring</p> <ul style="list-style-type: none"> • HTML review • Flash review • Java Script review • WEB II technologies • Basics of IPSEC 	<p>Introduction</p> <ul style="list-style-type: none"> • Orderly thought and expression <p>Discussions</p> <ul style="list-style-type: none"> • Logic is an expression of the image of God in man • Definition of statement, argument, syllogism and premise. • Informal fallacies • Use and abuse of logic <p>Computer Logic</p> <ul style="list-style-type: none"> • Logic in programming • Line level logic • Truth tables <p>Identify</p> <ul style="list-style-type: none"> • Logical fallacies in everyday life • Faulty logic in computer programs 	<p>Skills development</p> <ul style="list-style-type: none"> • Creative business skills • Artistic and functional design • Production scheduling • Marketing <p>Project</p> <ul style="list-style-type: none"> • Develop a theme • Adapt the theme to a yearbook design • Meet deadlines • Finalize layout • Fundraising <p>Final Product</p> <ul style="list-style-type: none"> • Deliver yearbook to customer

9th Grade Introduction to Programming	Computer and Network Architecture	Visual Basic I	Visual Basic II	Introduction to C++
<p>Introduction</p> <ul style="list-style-type: none"> Describe Programming Discuss ideas about programming Learn about basics of programming Discuss different programming languages Talk about programming terms <p>Programming</p> <ul style="list-style-type: none"> Learn to use MMF or LOGO programming language Learn key programming concepts Programming structures Memory management Software design and development strategies Students will complete several programming projects Write a complete game program 	<p>Introduction</p> <ul style="list-style-type: none"> History of Computers and Telecommunications Concepts of hardware <p>Network Management</p> <ul style="list-style-type: none"> Operating System installation and optimization Learn basic networking concepts (IP, subnet mask, DNS, DHCP). Make LAN cables Setup routers, switches, and hubs Create basic network using static IP's Learn ping, tracert, ipconfig Learn OSI reference model concepts Learn concepts of Server Vs. Client Learn user-admin basics Configure DHCP & DNS Firewall management 	<p>Programming</p> <ul style="list-style-type: none"> Use the Visual Basic code editor Adhere to programming standards Controlling program flow Using procedures and functions Array manipulation Generate random numbers Study Scope Learn Logical operators Learn algorithms Create a password application Use counters Use Visual Basic to extend the functionality of Microsoft Office Programs Use Visual Basic for Applications to automate other programs Program animation and sound Complete a programming project 	<p>Programming</p> <p>Students will:</p> <ul style="list-style-type: none"> Demonstrate Basic Programming Demonstrate programming with conditional statements Demonstrate programming with loops Demonstrate mastery of Objects and Properties Add new tool(s) to the VB toolbar Learn to use non-standard tools, accessing information on advanced tools. Working with menus Working with Drive, Directory, file tools Opening, saving, closing ,reading text files Complete a programming project 	<p>Introduction</p> <ul style="list-style-type: none"> History of programming languages History of Computing Comparison of computer languages Object oriented programming concepts <p>Programming</p> <ul style="list-style-type: none"> Types, Variables and Standard I/O Controlling program flow Simple and complex operators Write a "Word Jumble" program Functions, Classes and Libraries Mathematics, recursion and arrays Write a simple program in C++