

## Business & Information Technology 9th Grade Course Selection

Check courses you are interested in learning more about:

### Introductory Classes:

Most business classes require one of the following classes as a prerequisite.

\_\_\_ Digital Input Technology

\_\_\_ Information Technology Fundamentals

### Other 9th Grade Business Classes:

\_\_\_ Introduction to Business & Marketing

\_\_\_ Introduction to Video Game Programming  
(Required: Algebra I with a C or better)

Name \_\_\_\_\_

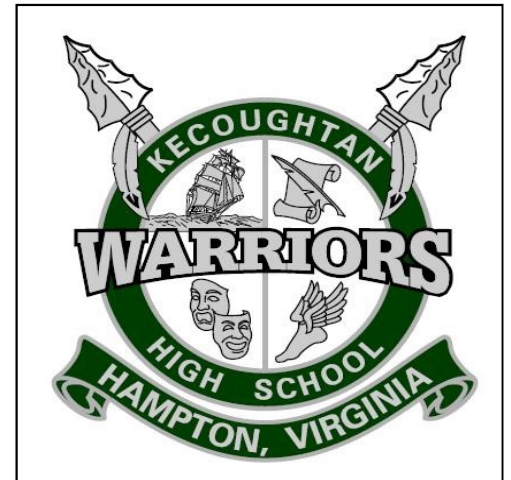


Cut on dotted line and submit to your Guidance Counselor when scheduling for your 9th Grade classes.

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# Business & Information Technology

## 9th Grade Courses



## Kecoughtan High School

522 Woodland Road  
Hampton, VA 23669  
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## Business & Information Technology

Business and Information Technology program offerings are designed to meet two widely recognized goals:

- 1) Preparing students to attain business skills and knowledge, including career exploration for all students.
- 2) Preparing students for entering entry-level business occupations and/or for pursuing additional education.

The Business and Information Technology program is based on a foundation of keyboarding skills. Enrollment in the foundation course allows students to explore a variety of careers. Students not only receive instruction in the fundamental skills associated with a number of business occupations but also learn essential life management skills.



Courses are available that enable students to explore opportunities in business, prepare for entry and advancement on the job, develop management skills, and identify further education and training necessary within a chosen career cluster.



**\*Lab fees may be required in business courses.**

## DIGITAL INPUT TECHNOLOGIES

The Digital Input Technologies course introduces new and emerging tools that are quickly becoming standard in today's workplace. Students develop proficiency using input tools (handwriting and speech recognition software) for entering and manipulating text and data, computer applications and personal digital assistants (PDAs). The 36-week course offers secondary level keyboarding skills. **Headsets required.**



## INFORMATION TECHNOLOGY FUNDAMENTALS

This 36-week course samples each of the four major areas in Information Technology. Through a project based format, students will explore basic networking, basic computer hardware, basic graphic design and basic computer programming. The course is designed to be an introduction to the four technologies and will assist students in selecting the more advanced technology courses such as Web Design, Cisco Networking Academy and/or the Oracle Internet Academy.

**Keyboarding skills strongly recommended.**



## PRINCIPLES OF BUSINESS AND MARKETING

Principles of Business and Marketing is a 36-week course in which students explore the roles of business and marketing in the free enterprise system and global economy. They study how the American economy operates and prepare to make decisions as consumers, wage earners, and citizens.



## INTRODUCTION TO VIDEO GAME PROGRAMMING

Students explore computer concepts, use logic procedures, and implement programming procedures using one or more programming languages, such as Java, and C++. In addition, HTML may be used to create dynamic Web pages. Graphic User Interfaces, such as Alice and Game Maker will be used to develop and create interactive and animated video games.

**Students must have passed both semesters of Algebra I with a C or better grade.**

