

Principles of Information Technology



Prerequisite: None

Course: 185OCT

Credits: 1

Length: 18 weeks

Placement: 9-12

Course Description

Students will learn about a variety of IT concepts including computer software, computer hardware, careers in IT, and how to prepare and give presentations. Students will practice beginning computer programming skills with a visual programming environment called “Scratch”.

Student Activities

Students will create and design programs, games, and promotional ads. They will create documents such as resumes, PowerPoint type presentations, business cards and spreadsheets. Students will learn about computer hardware and operating systems and prepare presentations about careers in IT.

What's next?

If you want to be a **Software Engineer, Game Developer, Computer Programmer, Web Developer, Mobile App Designer or IT Administrator** then you should consider taking these courses...

- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Practicum in Information Technology
- Video Game Design I, II, III
- Web Technologies
- Visit Achieve Texas for more information on careers

<http://www.achievetexas.org/Information.htm>

Organizations/After School/Competitions

- Computer Science Students Association
- Game Design Club
- Business Professionals of America
- UIL Computer Science
- FIRST FTC Robotics

