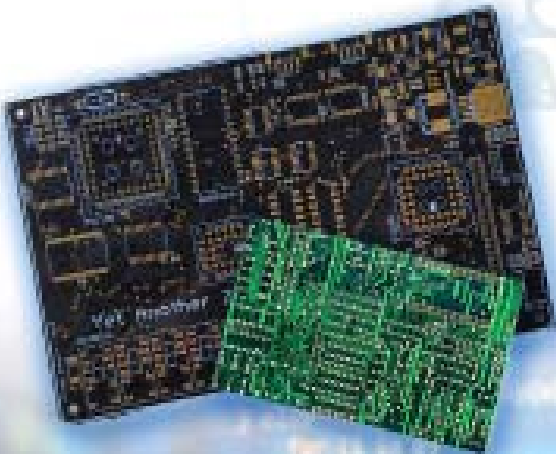


BUSINESS



```
    } else if (a) {
      for (i = a > 1; i++)
        if (r = t.call(a[i], i, a[i]), r)
    } else
      for (i in e)
        if (r = t.call(e[i], i, e[i]), r == !1) break;
    return e
  },
  trim: b && !b.call("\uffff\u00a0") ? function(e) {
    return null == e ? "" : b.call(e)
  } : function(e) {
    return null == e ? "" : (e + "").replace(C, "")
  },
  mergeArray: function(e, t) {
    var a = t || [];
    return null != e && (Object(e)) ? e.merge(a, "string" == typeof e ? [e] : e) : b.call(a, e)
  },
  isArray: function(a, t, n) {
    var r;
    if (a) {
      if (!n) return a.call(t, a, n);
      for (r = a.length, o = a ? t : a ? Math.max(0, r - n) : 0; r > o; r++)
        if (!a[r] && n[a[r]] == n) return a
    }
  }
}
```



Business Education

2023 – 2024

Careers in Business, Marketing, Finance, and Management

Digital Literacy

9-12

Entrepreneurship

9-12

Sports and Entertainment Marketing

9-12

Introduction to Business and Accounting Systems

10-12

College Accounting Honors

11-12

Consumer Education

11-12

Business Incubator

11-12

Cooperative Work Program

(eligible for early release from school)

12

Careers in Computer Hardware Support and Software Design

Digital Literacy

9-12

Coding and Computer Repair

10-12

Video Game Design I

10-12

Video Game Design II

10-12

Cybersecurity/Networking

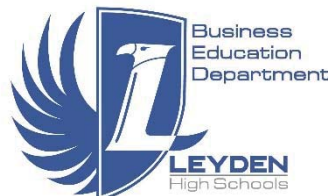
10-12

AP Computer Science Principles

10-12

Technical Support Internship

10-12



BUSINESS

Mr. Tony Pecucci
(847) 451-3632 or
(847) 451-3620
tpecucci@leyden212.org

The Business Department offers a curriculum that is relevant and reflects the needs and trends of the current workplace. Students have the opportunity to study basic business applications such as accounting and marketing. An honors college-level accounting course is offered to students who are thinking about pursuing a career in business and planning to have a college major in business or accounting. For students who aspire to one day own their own business, the department offers a course in entrepreneurship. The ever-growing, high-demand, high-paying industry in technology is our specialty. Students are introduced to the department when they enroll in digital literacy which ensures that students understand how to use applications for networking, video game design, coding & computer repair, AP computer science principles, and tech support internship. A variety of industry-recognized certifications are achievable in our advanced skill courses. Our goal is to prepare students for college and careers that lead to success and personal satisfaction.
** Indicates course meets Consumer Education requirement.*

DIGITAL LITERACY

BUS 170

BUS 170CT

Required

Grades: 9, 10 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

This course is an introduction to working and learning in the digital world. There is focus on digital citizenship and developing the ability to use technology and digital information responsibly. The curriculum is organized using an online management system to teach students how to be efficient online learners. The evolving curriculum in this course matches the rapid changes of technology in the world of work. Upon completion of this course, students will be able to identify the benefits and risks of sharing online, explore the legal and ethical topics related to copyright, develop digital and media literacy skills and understand why technology and their personal digital footprint are important forces in our society. Students will learn about appropriate and effective communication for a variety of purposes and audiences, use technology to solve problems, and recognize the rights and responsibilities of living in an interconnected digital world. This course meets the Digital Literacy graduation requirement.

SPORTS & ENTERTAINMENT MARKETING

BUS 180

Elective

Grades: 9, 10, 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

Sports and Entertainment Marketing is a course designed to teach marketing concepts as they apply to the sports and entertainment industry. Students will learn how marketing has become a powerful tool that has allowed the United States economy to become highly successful internationally. This course explores the basic principles of marketing such as the creation of concepts, strategies, and the development of marketing plans. Students learn about the components of the marketing mix, target marketing, the purchasing process, distribution systems, sponsorship, event marketing, sales promotions, proposals, execution of planning, and social media.

INTRODUCTION TO BUSINESS AND ENTREPRENEURSHIP

BUS 190

Elective

Grades: 9, 10, 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

Introduction to Business and Entrepreneurship will allow students to apply the procedures and techniques of owning and running a business through a student start-up business. Through a business simulation, students will apply problem-solving skills to hands-on, real-life situations using a variety of software applications, such as spreadsheets, presentation software, and other online tools. This course is designed to provide students with an opportunity to recognize and develop their entrepreneurial attitudes, skills, and values, and to strengthen their connection to the world of work by increasing their employability and transition skills. Business terminology, basic entrepreneurship concepts, and fundamental operating principles are emphasized. Students will link their classroom experience, which centers on project-based learning, studying successful entrepreneurs, past and present, and the culminating project of creating a successful business plan.

INTRODUCTION TO ACCOUNTING

BUS 261, 262, 263

Elective

Grades: 10, 11, 12 One Credit

Prerequisite: None

Grade Weight: College Prep

Introduction to Accounting teaches students how to understand the financial language that is used in every business in all industries. Students learn how companies keep financial records and use this information to make business decisions. Emphasis is placed on preparing for a successful career no matter which career path a student chooses to follow. Students will also become familiar with spreadsheets and their practical use in every business.

VIDEO GAME DESIGN I

BUS 250

Elective

Grades: 10, 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

This class provides a complete understanding of the technological and creative aspects of video game design in an easy-to-follow format. Students will have the opportunity to learn all aspects of the creative, business, and technological components required to launch a new video game. Students will develop mastery in hard skills of art, science, and technology as they relate to computer programming. Character design and programming will be emphasized, along with the skills to edit and create animated text, graphics, images, video and sound. In addition, students will learn how to design, implement and test game levels. Students will develop an initial portfolio project that demonstrates their game design projects.

VIDEO GAME DESIGN II

BUS 260

Elective

Grades: 10, 11, 12 One-Half Credit

Prerequisite: Video Game Design I

Grade Weight: College Prep

This class provides a complete understanding of the technological and creative aspects of video game design in an easy-to-follow format. Students will have the opportunity to learn all aspects of the creative, business, and technological components required to launch a new video game. Students will build on the skills learned in Video Game Design I to create more advanced video games. Character design and programming will be emphasized, along with the skills to edit and create animated text, graphics, images, video and sound. Students will develop mastery in hard skills of art, science, and technology as they relate to computer programming. Students will develop a portfolio project that demonstrates their expertise in game design.

CODING & COMPUTER HARDWARE

BUS 270

Elective

Grades: 10, 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

Students in Coding & Computer Hardware receive an introduction to coding and the fundamental concepts of computational thinking with an additional focus on computer hardware. The primary programming language will be Python, with the possibility of various programming languages such as HTML, and other object-oriented languages. These may include items such as input/output statements, event-driven code, constants, assignment statements, string and numeric variable types, and conditional processing. Students will learn programming techniques such as coding basic shapes, mathematical operations such as counting, averaging, and rounding, and basic webpage design. The coding unit will include programming a digital circuit card or Raspberry Pi to output various

patterns of sound and light. Through hands-on and lab experiences, students will examine computer hardware to understand the function of each basic computer component.

CYBERSECURITY/NETWORKING

BUS 280

Elective

Grades: 10, 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

During the Cybersecurity component, students will investigate the challenge of securing today's computing systems. There will be a focus on cryptography, binary exploits, and HTML and cookie manipulation. This will culminate in an opportunity to participate in "hacking" competitions known as Capture the Flag. The Networking component of the course provides students with a basic understanding of how a network functions. Students will explore topics in network topologies, the OSI model, network hardware, and system designs. Various projects, field trips, and hands-on lab experiences will help with the skills needed to set up, configure, test, troubleshoot, maintain, and administer a data network.

TECHNICAL SUPPORT INTERNSHIP (TSI) ☀

BUS 351, 352, 353

Elective

Grades: 10, 11, 12 One Credit

Prerequisite: Application and completion or concurrent enrollment in one of the following: Video Game Design, Networking, Coding & Computer Repair, Mobile App Development, Entrepreneurship, AP Computer Science Principles or if necessary, Department Approval.

Grade Weight: College Prep

This student-run help desk prepares students to provide first-line technical support to students, support staff, and teachers. Students are trained to listen, observe, and assess general end-user issues. The hands-on classroom environment gives students the opportunity to learn how to use basic operating system commands, troubleshoot hardware, software, and network problems as well as process service tickets and inventory stock. Students have individualized career pathways of study that include customer service and leadership, coding in JAVA or Python, Apps, CompTIA A+, MOS (Microsoft Office Specialist), and Google Apps. Students may also work with the Technology department to install and configure networks, set up user accounts and rights, and establish user security and permissions. This course may be repeated.

COLLEGE ACCOUNTING HONORS ☀

BUS 231, 232, 233

Elective

Grades: 11, 12 One Credit

Prerequisite: None

Grade Weight: Honors

College Accounting Honors is a college-level accounting course. College Accounting Honors is a college-level accounting course. This course is designed to help students develop a deeper knowledge of the principles of accounting and allows students to get a head start on their college career through an agreement with Triton College. Students will build a foundation of understanding related to one of the college courses that is required of all business majors. Upon successful completion, students will receive four hours of college credit that can be transferred to the college of their choice. This is a dual credit course. Students can receive college credit for successful completion of this course and are eligible to earn Honors grade weight.

CONSUMER EDUCATION

CON 250

Elective

Grades: 11, 12 One-Half Credit

Prerequisite: None

Grade Weight: College Prep

BUS 2507 BUS 2509

Required

Grades: 11, 12 One-Half Credit

Prerequisite: IEP Determination

Grade Weight: College Prep

Consumer Education helps students understand the world of business and how it affects them on a daily basis. Primary goals are to develop characteristics, habits, practices, and skills that will help students be better citizens and consumers. Units include consumerism, taxes, budgeting, banking, credit & identity theft, and insurance. This course meets the consumer education requirement for graduation.

AP COMPUTER SCIENCE PRINCIPLES ☼

BUS 441, 442, 443

Elective

Grades: 10, 11, 12 One Credit

Prerequisite: Department Approval

Grade Weight: Advanced Placement

Computer Science Principles Advanced Placement offers a multidisciplinary approach to teaching the underlying principles of computation. The course will introduce students to creative aspects of programming, understandings of the Internet and issues of cybersecurity/hacking, working with large data sets, using abstractions and algorithms, and impacts of computing that affect different populations. Students will learn to use current technologies in order to solve problems. See the Advanced Placement Testing Policy on page 14.

BUSINESS INCUBATOR

BUS 381, 382, 383

Elective

Grades: 11, 12 One Credit

Prerequisite: Application and completion or concurrent enrollment in: Introduction to Business

& Accounting Systems, Sports and Entertainment Marketing, Entrepreneurship or if necessary, Department Approval.

Grade Weight: College Prep

This course is designed to prepare students to become true entrepreneurs. Students will have the opportunity to create and fully develop their own product or service. Real-world entrepreneurs and business experts will serve as coaches and mentors guiding student teams through the process of ideation, market research, and business plan development using the business model canvas approach. Midyear, students will gain in-market experience with "Minimum Viable Product" research and presentations made possible by small grants to student teams. Over the course of the year, student teams will become acquainted with the knowledge and skills necessary to

own and operate their own businesses. Topics covered will include economics, marketing principles, human relations and psychology, business and labor law, legal rights and responsibilities of ownership, business and financial planning, finance and accounting, and communication. Through this, students will prepare for an investor panel presentation which helps to drive the entrepreneurial spirit by having student teams in front of actual business people to pitch their innovative idea and possibly win funding to turn their business plans into reality.

This is a dual credit course. Students can receive college credit for successful completion of this course and are eligible to earn Honors grade weight.

COOPERATIVE WORK PROGRAM

COOP 611, 612, 613, 6117, 6127, 6137

Elective

Grade: 12 One Credit

Prerequisite: One credit in Business, Family and Consumer Sciences, and/or Industrial Technology

Grade Weight: College Prep

This is a two-course program. Students must enroll in Cooperative Work Program and Related Cooperative Work Program concurrently. COOP assists students as they prepare for various careers. Classroom instruction focuses on providing students with career exploration skills related to the current job market and improving students' abilities to interact positively with others. The course content includes the following units: career planning, applying to jobs, working on the job, financials of the working world, digital citizenship, and essential skills of work. Students will complete training which will lead to an OSHA 10 hour certificate. *Students enrolled in 6117, 6127, 6137 are not required to be enrolled in Related Cooperative Work Program.

RELATED COOPERATIVE WORK PROGRAM

COOP 621, 622, 623

Elective

Grade: 12 One Credit

Prerequisite: One credit in Business, Family and Consumer Sciences, and/or Industrial Technology

Grade Weight: College Prep

This is a two-course program. Students must enroll in Cooperative

Work Program and Related Cooperative Work Program concurrently. This related portion of the cooperative work course gives students the opportunity to gain real world work experience. Students may engage in a paid or volunteer position at an approved worksite. Students receive high school credit for on-the-job experiences. Some students are granted an early dismissal. A program coordinator will help guide the student and his/her supervisor through the program. Students who are interested in a career in cosmetology or barbering may choose to enroll in Ms. Robert's Academy or Erskine Reeves Barber Academy. There is an additional charge for this program. Contact the Director of Careers & Community Outreach (fholthouse@leyden212.org) for additional information.

Each course is intended as an enhancement opportunity for students to expand their level of expertise in their Business or Technology area of choice. Students who wish to pursue an independent study in any area must attain instructor approval prior to registration. Students will coordinate with the supervising instructor to determine a pathway/projects for students to work towards to enhance their current knowledge/skills in that area.

BUSINESS EDUCATION

Independent Study

Video Game Design III

BUS 360

Elective

Grades: 11, 12 One-Half Credit

Networking II

BUS 380

Elective

Grades: 11, 12 One-Half Credit

Prerequisite: Instructor approval/introductory course in the specific pathway.

Coding II

BUS 290

Elective

Grades: 11, 12 One-Half Credit

Prerequisite: Instructor approval/introductory course in the specific pathway.

Marketing/General Business

BUS 230

Elective

Grades 11, 12 One-Half Credit

Prerequisite: BUS 180 Preferred

Accounting II

BUS 453

Elective

Grades: 11, 12 One Credit

Prerequisite: Instructor approval/introductory course in the specific pathway.

Business Incubator II

BUS 483

Elective

Grades 11, 12 One Credit

Prerequisite: Instructor approval/introductory course in the specific pathway.

Grade Weight: College Prep