

Career & Technical Education Entrepreneurship

- Level 1
- Principles of Business, Marketing, & Finance
 - Business Information Management I

- Level 2
- Entrepreneurship I

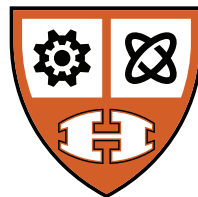
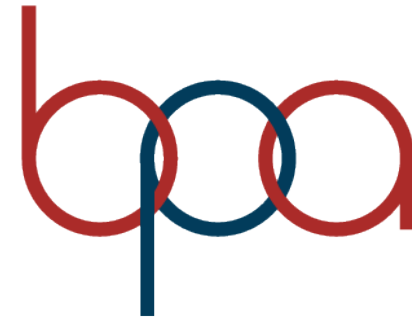
- Level 3
- Entrepreneurship II
 - Mobile Application Development

- Level 4
- Statistics in Business Decision Making
 - Practicum in Entrepreneurship

Certification(s)

- Entrepreneurship & Small Business

Student Organization



**CAREER & TECHNICAL
EDUCATION** **HUTTO ISD**

BUSINESS

Course Information - Entrepreneurship

Course Title	Credits	Prerequisites	Course Description
Principles of Business, Marketing, & Finance	1.0	None	In Principles of Business, Marketing, and Finance, students gain knowledge and skills in economies and private enterprise systems, the impact of global business, the marketing of goods and services, advertising, and product pricing. Students analyze the sales process and financial management principles. This course allows students to reinforce, apply, and transfer academic knowledge and skills to a variety of interesting and relevant activities, problems, and settings in business, marketing, and finance.
Business Information Management I	1.0	None	In Business Information Management I, students implement personal and interpersonal skills to strengthen individual performance in the workplace and in society and make a successful transition to the workforce and postsecondary education. Students apply technical skills to address business applications of emerging technologies, create word-processing documents, develop a spreadsheet, formulate a database, and make an electronic presentation using appropriate software.
Entrepreneurship I	1.0	None	In Entrepreneurship I, students will gain the knowledge and skills needed to become an entrepreneur in a free enterprise system. Students will learn the key concepts necessary to begin and operate a business. The primary focus of the course is to help students identify the types and selection criteria of business structures, understand the components of a business plan, determine feasibility of an idea using research, and develop and present a business concept. In addition, students will understand the basics of management, accounting, finance, marketing, risk, and product development.
Entrepreneurship II	1.0	Entrepreneurship I	In Entrepreneurship II, students gain the knowledge and skills needed to become successful entrepreneurs within an innovative marketplace in a free enterprise system. The goal and outcome of the course are for students to have a business launched by the end of the course or have the tools necessary to launch and operate a business. In this course, students learn and initiate the process of taking a business plan from idea to implementation. Students are encouraged to work in close cooperation with local industry leaders and community members to develop ideas and objectives, complete a business planning tool, pitch for funding, and register with governmental agencies.
Mobile Application Development	1.0	Algebra I	Mobile Application Development will foster students' creativity and innovation by presenting opportunities to design, implement, and deliver meaningful projects using mobile computing devices. Students will collaborate with one another, their instructor, and various electronic communities to solve problems presented throughout the course. Through data analysis, students will identify task requirements, plan search strategies, and use software development concepts to access, analyze, and evaluate information needed to program mobile devices.
Statistics in Business Decision Making	1.0 (Math)	Algebra II	Statistics and Business Decision Making is an introduction to statistics and the application of statistics to business decision making. Students will use statistics to make business decisions. Students will determine the appropriateness of methods used to collect data to ensure conclusions are valid.