Course Overview

Middle School I 8 I Business - *Last Updated on March 21, 2025*

DESCRIPTION

K-12 Content Area | Mission & Philosophy Statement

- Financially literate global citizens make informed personal and professional decisions, essential for navigating and succeeding in an interconnected economic environment.
- Innovative and opportunistic thinkers can initiate and manage businesses effectively by understanding market dynamics and business planning, thus enhancing their competitiveness in an entrepreneurial landscape.
- Adept technology users continuously develop their ability to seamlessly integrate tools, tackle complex business challenges, and drive innovation with a growth mindset, making them invaluable in a technology-driven global economy.
- Understanding the ethical and legal standards in business ensures that young people can lead and operate within guidelines, which is essential for maintaining trust and integrity in organizational settings.
- Refined communicators and collaborators effectively work on teams, build professional networks, and contribute to a culturally diverse workforce.

Course Description

The 8th Grade Coding course at Saucon Valley School District focuses on introducing students to the Swift programming language through Apple's Swift Playgrounds app. This 20-day course engages students with interactive puzzles and challenges that teach fundamental coding concepts in a fun and hands-on way. By guiding a character through various puzzles, students learn to write real Swift code, developing their problem-solving skills and computational thinking. The course aims to build a strong foundation in programming by starting with basic commands and sequences, then gradually introducing more complex concepts such as functions, loops, conditional statements, and algorithms.

Throughout the course, students progress through a series of lessons that each focus on different programming constructs. They start with simple commands and sequences, learning to control their character's movements and actions. As they advance, they encounter debugging tasks, use functions to avoid code repetition, and implement loops for repeated actions. The lessons also cover conditional code, allowing students to write programs that can respond to different situations. By solving these puzzles, students not only learn to code but also develop logical thinking and problem-solving strategies applicable in various contexts.

The curriculum is designed to encourage reflection and discussion, helping students to consolidate their learning and understand the broader applications of coding. Each lesson includes activities where students

apply what they have learned to solve puzzles and real-world problems, followed by reflection questions that prompt them to think about their coding process and outcomes. The course culminates in a final review and reflection, ensuring that students can articulate their understanding of the key programming concepts and see how their skills have grown. Through this course, students gain a practical and engaging introduction to coding, setting the stage for further exploration and learning in computer science.

STANDARDS

Pennsylvania - Grade 6-8 - Business, Computer and Information Technology

15.4.8.A 15.4.8.B 15.4.8.C 15.4.8.D 15.4.8.E 15.4.8.F 15.4.8.G 15.4.8.H

15.4.8.I 15.4.8.J 15.4.8.K 15.4.8.L 15.4.8.M

COURSE OBJECTIVES

Specific objectives for this course are aligned to the Pennsylvania Academic Standards for Business, Computer, and Information Technology, and the Pennsylvania Core Standards for Career Education and Work & Entrepreneurship, as outlined in the Scope and Sequence for Entrepreneurship.

ASSESSMENT TYPES

- Curriculum-based measures
- Benchmark Assessments
- Formative Assessments
- Summative Assessments
- Performance-Based Assessments

SUGGESTED METHODS OF INSTRUCTION

The 8th Grade Business course utilizes a variety of instructional strategies to engage students and enhance their understanding of communications and computing concepts. Below is a list of suggested strategies for high-quality instruction:

- Instructional components outlined in the *Framework for Teaching* by Charlotte Danielson
- Computer simulations
- Case studies and real-life scenario analysis
- Collaborative projects and group discussions

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RESOURCES

District Approved Program Resources	District Approved Supplemental Resources	District Approved Technology Resources
Apple's Swift Playgrounds app		Microsoft Office Suite Google Suite