

# Business and Computer Technology

Course Title	Course #	Credit	Level	Prerequisite	OUS	Honors Diploma
<b>Introduction to Computer Programming</b>	032341	0.5	9-12	Algebra 1/ Computer Class		
<i>Meets Graduation Requirements in: <b>Elective</b></i>						
<b>May be taken only once for credit</b>						
<i>Meets Career Pathway Requirements in: <b>Computer Science (pg. 42)</b></i>						
<p><b>Introduction to Computer Programming:</b> This class will expose students to the wonders of computer programming. Students will be able to write programs that make the computer do what they want it to do. Introduction to computer programming helps students understand how to manipulate the computer and develop a foundation in computer programming.</p>						
<b>Computer Programming 1</b>	032342	0.5	9-12	Geometry		
<i>Meets Graduation Requirements in: <b>Elective</b></i>						
<b>May be taken only once for credit</b>						
<i>Meets Career Pathway Requirements in: <b>Computer Science (pg. 42)</b></i>						
<p><b>Computer Programming 1:</b> This course will explore many topics in computer science and programming. They include problem solving, design, correctness, readability, and structure of computer programs. A good background in math is very helpful in this course. Course software includes Visual Basic, Visual C++, or Java.</p>						
<b>Computer Programming 2</b>	<b>CCN</b>	032343	0.5	10-12	Computer Programming 1	Yes
<i>Meets Graduation Requirements in: <b>Elective</b></i>						
<b>May be taken only once for credit</b>						
<i>Meets Career Pathway Requirements in: <b>Computer Science (pg. 42)</b></i>						
<p><b>Computer Programming 2:</b> This advanced course will continue to explore many advanced topics in computer science and programming. They include problem solving, design, correctness, readability, and structure of computer programs. A good background in math is very helpful in this course. Course software includes Visual Basic, Visual C++, or Java.</p>						
<b>Honors/A.P. Computer Science</b>	<b>CCN pending</b>	032350	1.0	11-12	Computer Programming 2	Yes
<i>Meets Graduation Requirements in: <b>Elective</b></i>						
<b>May be taken only once for credit</b>						
<i>Meets Career Pathway Requirements in: <b>Computer Science (pg. 42)</b></i>						
<p><b>Honors/A.P. Computer Science:</b> A computer science class aligned to the College Board's AB level advanced placement computer science curriculum. The first semester of the class will pick up from where Programming 2 leaves off and cover advanced data structures. During this semester students will complete the requirements and be able to enroll in Chemeketa's CS162. Second semester will focus on coverage of additional topics necessary for the AP test and completion of the case study project that serves as a foundation for one strand of questions in the test. Post exam activities will focus on student selected programming projects.</p>						
<b>Computer Game Development</b>	032441	0.5	10-12	Intro to Computer Programming		
<i>Meets Graduation Requirements in: <b>Elective</b></i>						
<b>May be taken only once for credit</b>						
<p><b>Computer Game Development:</b> An introduction to the development and programming of video games and interactive simulations. The course will cover the major tasks that go into producing a computer game – design and planning, media creation (art and sounds), and programming. The emphasis of the course will be on the programming aspect of creation – students will use the Gamemaker programming toolkit to create their own 2D games.</p>						