

CompuScholar, Inc.
Alignment to Nevada "Digital Game Development"
Course Standards

Nevada Course Details:

Course Name:	Digital Game Development
Primary Cluster:	Information Technology
Reference Code:	DGD
Credit:	1
Grade Level:	9th-12th
Program Standards Link:	Program Standards - Digital Game Development (2013)
Framework Link:	Curriculum Frameworks - Digital Game Development (2013)

CompuScholar Course

Course Title:	Unity Game Programming
Course ISBN:	978-0-9887070-7-8
Course Year:	2019

Note 1: Citation(s) listed may represent a subset of the instances where objectives are met throughout the course.

Note 2: Citation(s) for a "Lesson" refer to the "Lesson Text" elements and associated "Activities" within the course, unless otherwise noted. The "Instructional Video" components are supplements designed to introduce or re-enforce the main lesson concepts, and the Lesson Text contains full details.

Course Description

CompuScholar's "Unity Game Programming" is a computer science course based on the Unity IDE and C# language. This document demonstrates how the course meets standards within the Nevada Digital Game Development sequence. The Nevada standards listed below represent a 3-year / 3-Level program (L1, L2, L3) and different performance indicators apply to different levels. The applicable level is marked next to each citation.

"Unity Game Programming" is a 1-year course that can be flexibly applied to any chosen Nevada "level" at the discretion of the local school or district.

Course Standards

CONTENT STANDARD 1.0 : EXPLORE THE DIGITAL GAME INDUSTRY	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 1.1 : HISTORY OF THE GAME DEVELOPMENT		
1.1.1 Explain the history of computing technologies that impact the game development industry	Suppl. Chapter 2, Lesson 2	1
1.1.2 Explore non-digital games	N/A	1

1.1.3 Research the evolution of video games	Suppl. Chapter 2, Lesson 2	1
1.1.4 Describe the different game genres	Suppl. Chapter 2, Lesson 1	1
1.1.5 Evaluate contributions of individual game designers and developers	Suppl. Chapter 2, Lesson 2	1
PERFORMANCE STANDARD 1.2 : UNDERSTAND CAREERS IN GAME DESIGN AND DEVELOPMENT		
1.2.1 Explore careers as a game artist and sound designer	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.2 Describe the role of game designer	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.3 Explore careers as a game developer	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.4 Describe career pathways in quality assurance/testing	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.5 Explain the role of the producer	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.6 Explain the career path of an independent developer	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
1.2.7 Research salary structures in the industry	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 5	1
PERFORMANCE STANDARD 1.3 : DEMONSTRATE KNOWLEDGE OF INDUSTRY TERMINOLOGY		
1.3.1 Define common terminology and their acronyms	Throughout the course	1
1.3.2 Identify the tools to develop a game (e.g., engine, application program interface [API], digital content creation	Chapter 1	1
1.3.3 Communicate both in writing and verbally using appropriate industry terminology	Throughout the course	1
1.3.4 Compare and contrast the entertainment software rating board (ESRB) ratings for game	Suppl. Chapter 3, Lesson 3	1
PERFORMANCE STANDARD 1.4 : DEMONSTRATE KNOWLEDGE OF DESIGN THEORIES		
1.4.1 Explain the principles of visual design	Chapter 23, Lessons 1, 2	1
1.4.2 Explain the elements of design	Chapter 23, Lessons 1, 2	1
1.4.3 Analyze artwork/designs for specific design theories	Chapter 23, Lessons 1, 2	1

CONTENT STANDARD 2.0 : UNDERSTAND FOUNDATIONS OF GAME DESIGN AND DEVELOPMENT	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 2.1 : EXPLAIN FUNDAMENTALS OF PRODUCTION		
2.1.1 Identify the target audience of a game	Chapter 13, Lesson 1	1
2.1.2 Explain impact of “feature creep” on production	N/A	1
2.1.3 Explain the interdependence of team members between artistic, technical and production disciplines	Chapters 14, 26 (Team projects with team roles Chapter 25, Lesson 3	1
2.1.4 Explain the purpose of prototyping	Chapter 13, Lesson 1	1, 2
2.1.5 Outline in detail the process of developing a game from concept to delivery and support	Chapter 13 Chapter 25, Lesson 1	1, 2
2.1.6 Describe each step of the production process	Chapters 13, 14, 26 Chapter 25, Lesson 1	2, 3
2.1.7 Explain how the project is going to be managed according to a milestone plan	Chapters 14, 26 Chapter 25, Lesson 1	2, 3
2.1.8 Explain the various types of collaboration tools	Chapter 25, Lesson 3 Suppl. Chapter 3, Lesson 1	2, 3
2.1.9 Utilize the production pipeline in the development of a game	Chapters 13, 14, 26 Chapter 25, Lesson 1	2, 3
2.1.10 Explain the value of version control	Chapter 25, Lesson 1	2, 3
2.1.11 Explain the purpose of vertical slice	N/A	2, 3
2.1.12 Demonstrate version control ie., Node Version Manager (NVM)	N/A	3
2.1.13 Demonstrate good quality assurance practices	Chapters 11, 14, 26	3
PERFORMANCE STANDARD 2.2 : UNDERSTAND GAME STRUCTURE		
2.2.1 Explore the components of game structure	Chapter 13	1
2.2.2 Analyze the essentials of storytelling	Chapter 13, Lesson 3	1
2.2.3 Write an outline of a nonlinear story	Chapter 13, Lesson 3	1, 2
2.2.4 Create rules for a game	Chapter 12, Lesson 2	1, 2
2.2.5 Compare conflict and outcomes	Chapter 13, Lesson 3	1, 2
2.2.6 Develop objectives and outcomes for a game	Chapter 13	1, 2

2.2.7 Explain the importance of usability and how it impacts user experience	Chapter 22, Lesson 3	2
2.2.8 Explain in-game economies, motivators, and reward systems	Chapter 13	2, 3
PERFORMANCE STANDARD 2.3 : GAME DOCUMENTATION		
2.3.1 Research various styles of game documentation	Chapter 13, Lessons 1, 4	1, 2, 3
2.3.2 Develop a technical design document (TDD)	Chapter 13, Lesson 4	2, 3
2.3.3 Describe components of a game design document (GDD)	Chapter 13, Lessons 1, 4	2, 3
2.3.4 Produce a game design document	Chapter 13, Lesson 4	3
2.3.5 Produce a game pitch document	Chapter 13, Lesson 1	3
2.3.6 Present game documentation	Chapter 13	3
PERFORMANCE STANDARD 2.4 : INDUSTRY STANDARD GAME MECHANICS		
2.4.1 Compare and contrast categories of game mechanics	Chapter 13, Lesson 2	1
2.4.2 Research victory condition mechanics of a game	Chapter 13, Lessons 2, 3	1
2.4.3 Discuss relationship between game mechanics and game complexity and interaction	Chapter 13, Lessons 2, 3	1, 2
2.4.4 Incorporate game mechanics into a game	Chapters 13, 14, 26	1, 2, 3

CONTENT STANDARD 3.0 : CREATE ASSETS FOR GAME DEVELOPMENT	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 3.1 : UNDERSTAND FUNDAMENTALS OF ART		
3.1.1 Describe the role of typography	Chapter 22, Lesson 3	1
3.1.2 Evaluate the use of layout and composition	Chapter 22, Lesson 3	1
3.1.3 Explain color theory	Chapter 23, Lesson 2	1
3.1.4 Describe the principles of animation	Chapter 17	1
3.1.5 Describe the role of perspective	Chapter 23, Lesson 1	1

3.1.6 Demonstrate 1 and 2 point perspective	Chapter 23, Lesson 1	1
3.1.7 Draw a proportionally correct figure	Chapter 23, Lesson 1	1
3.1.8 Describe the characteristics and purposes of 2D, 2.5D, and 3D art	Chapter 23, Lesson 1	1
3.1.9 Recognize the importance of and implement continuity of art style	Chapter 23, Lessons 1, 2	1
PERFORMANCE STANDARD 3.2 : UNDERSTAND ENVIRONMENTS IN GAME DESIGN		
3.2.1 Describe environments within a game	Chapter 15	1
3.2.2 Compare process of creating an interior vs. exterior environment	Chapter 15	1
3.2.3 Identify components in an environment	Chapter 15	1
3.2.4 Generate terrains for a specific environment	Chapter 15	1
3.2.5 Create hard surface assets	Chapter 15	1
3.2.6 Create an environment	Chapter 15	1, 2, 3
3.2.7 Develop organics for a specific environment	N/A	2, 3
PERFORMANCE STANDARD 3.3 : DEVELOP A CHARACTER		
3.3.1 Describe archetypes of characters	N/A	1, 2
3.3.2 Explain character personalities and stereotypes	N/A	1, 2
3.3.3 Compare and contrast methods to design characters	N/A	1, 2
3.3.4 Describe the character's evolution throughout the game	N/A	1, 2
3.3.5 Examine importance of non-player characters (NPC)	N/A	1, 2
3.3.6 Construct character(s) for a game	N/A	2, 3
PERFORMANCE STANDARD 3.4 : CREATE GAME ART		
3.4.1 Conceptualize and illustrate original game characters and assets	Chapter 23, Lesson 3	1, 2, 3
3.4.2 Compare and contrast modeling methodologies (i.e., polygons, NURBS, splines)	N/A	1, 2

3.4.3 Explain the application of low polygon and high polygon construction	N/A	1, 2
3.4.4 Construct and manipulate polygonal objects	N/A	1, 2
3.4.5 Utilize illustration to create assets	N/A	1, 2
3.4.6 Apply texturing/surfacing/shading to models and normal mapping	N/A	1, 2
3.4.7 Identify UVW mapping coordinates	N/A	1, 2
3.4.8 Explain how lighting and shading affects form and surface	N/A	1, 2, 3
3.4.9 Establish a standard for world scale	N/A	1, 2
3.4.10 Implement basic lighting concepts for ambient and artificial light	N/A	2
PERFORMANCE STANDARD 3.5 : APPLY ANIMATION TO GAME ASSETS		
3.5.1 Create a storyboard for planning animation	Chapter 13, Lesson 1 Chapter 17, Lesson 1	1
3.5.2 Change an object's state or position over time	Chapter 4 Chapter 17	1
3.5.3 Establish an object's relative speed	Chapter 4, Lesson 1	1
3.5.4 Describe the difference between forward and inverse kinematics	N/A	2
3.5.5 Examine the process of particle creation and their application to game design	N/A	2
3.5.6 Create a parent/child hierarchy	N/A	2
3.5.7 Create a joint/bone chain	N/A	2
3.5.8 Apply and adjust weight maps	N/A	2
3.5.9 Create atmospheric effects	N/A	2
3.5.10 Simulate a naturally occurring or mechanical cycle (i.e., walking)	Chapter 17	2
3.5.11 Demonstrate the use of constraints to animate objects	N/A	2
3.5.12 Apply various animation techniques (i.e., pose-to-pose, straight ahead)	N/A	2, 3
3.5.13 Adjust the dynamic properties (i.e., gravity, wind speed)	N/A	2, 3

3.5.14 Simulate rigid body dynamics (e.g., shattering wall, breaking glass)	N/A	2, 3
3.5.15 Utilize cinematography in animation	N/A	2, 3
3.5.16 Apply animation to game assets	Chapter 17	2, 3
3.5.17 Describe the process of motion capture for animation	N/A	2, 3

CONTENT STANDARD 4.0 : UNDERSTAND PROGRAMMING FOR DIGITAL GAME DEVELOPMENT	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 4.1 : APPLY LOGIC TO GAME DEVELOPMENT		
4.1.1 Explain basic logic statements (e.g., if/then; cause/effect)	Chapter 7, Lessons 1 - 2	1
4.1.2 Describe uses of Boolean operators and symbols associated with them	Chapter 7, Lessons 1 - 2	1
4.1.3 Generate truth tables for game events	Chapter 7, Lessons 1 - 2	1
4.1.4 Examine different number systems (i.e., binary, decimal, hexadecimal, etc.)	Suppl. Chapter 2, Lesson 3	1
4.1.5 Demonstrate proper use of order of operations	Chapter 7, Lesson 1	1
4.1.6 Convert mathematical formulas into code	Chapter 6, Lesson 2	1
4.1.7 Explain when to apply mathematical concepts common to game coding	Chapter 6 and as needed throughout	1
4.1.8 Use logical thinking to create a diagram of code execution	Chapter 21, Lesson 2	1
PERFORMANCE STANDARD 4.2 : UNDERSTAND PROGRAMMING LANGUAGE CONCEPTS		
4.2.1 Differentiate between syntax and semantics	Chapter 3	1
4.2.2 Incorporate primitive data types	Chapter 6	1
4.2.3 Utilize arrays to store a list of primitive data types	Chapter 12, Lesson 1	1
4.2.4 Demonstrate input from different sources	Chapter 4, Lesson 3	2
4.2.5 Construct and register a callback function	Chapter 3, Lesson 4 Chapter 10, Lesson 4	2
4.2.6 Compare and contrast constants and variables	Chapter 6, Lesson 1	2

4.2.7 Select and implement conditional control	Chapter 7	1, 2
4.2.8 Implement functions	Chapter 9, Lesson 3	1, 2, 3
4.2.9 Select and implement iteration (i.e., loops, recursion, etc.)	Chapter 12, Lessons 2 - 3	1, 2, 3
4.2.10 Recognize and implement sequential control	Chapter 7, Lessons 2 - 3	1, 2, 3
4.2.11 Test and debug programs	Chapter 11	1, 2, 3
4.2.12 Design and implement user-defined data types	Chapter 9, Lessons 1 - 2	2, 3
4.2.13 Demonstrate output to different destinations	Chapter 3, Lesson 3 Chapter 6, Lesson 4	2, 3
4.2.14 Practice object-oriented programming (OOP)	Chapter 9	2, 3
PERFORMANCE STANDARD 4.3 : ALGORITHMS		
4.3.1 Identify expected input and output	Chapter 21, Lesson 2	2, 3
4.3.2 Utilize basic steps in algorithmic problem solving	Chapter 21, Lesson 2	2, 3
4.3.3 Discuss top-down versus bottom-up development	N/A	2, 3
4.3.4 Generate test cases and expected results	Chapter 14, Activity 3 Chapter 25, Lesson 1	2, 3
4.3.5 Apply simple data structures	Chapter 12, Lesson 1	2, 3
4.3.6 Explain how algorithms are used to produce artificial intelligence (AI)	Chapter 21	3

CONTENT STANDARD 5.0 : BUILD A GAME	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 5.1 : EXPLORE 2D AND 3D GAME ENGINES		
5.1.1 Compare and contrast licensed vs. proprietary game engines	Chapter 1, Lesson 1	1
5.1.2 Debate the strengths and weaknesses of various game engines	Chapter 1, Lesson 1	1
5.1.3 Discuss the impact of a game engine on the development of a game	Chapter 1, Lessons 1 - 2	1
5.1.4 Explain how game engines work	Chapter 1	1, 2

PERFORMANCE STANDARD 5.2 : DIAGRAM GAME LEVELS		
5.2.1 Explain character advancement in relation to storyline and gameplay	Chapter 13, Lesson 3	1, 2
5.2.2 Define the size of player environment	Chapter 15, Lesson 2	1, 2
5.2.3 Explain location and purpose of non-player character (NPC)	N/A	1, 2
5.2.4 Specify boundaries and borders of the levels within the game	Chapter 15, Lessosn 2 - 3 Chapter 20	1, 2
5.2.5 Justify placement of triggers and scripted events	Chapter 5, Lesson 4 Chapter 20, Lesson 2	2, 3
5.2.6 Develop a game with multiple levels	Chapter 20	2, 3
PERFORMANCE STANDARD 5.3 : UTILIZE GRAPHICAL USER INTERFACE (GUI)		
5.3.1 Research types of GUI	Chapter 20, Lesson 3	1, 2
5.3.2 Recognize and implement required feedback for the GUI	Chapter 20	2
5.3.3 Create a flowchart that maps the GUI's functionality	Chapter 20	2
5.3.4 Design and implement a GUI using wireframes	Chapter 20	3
PERFORMANCE STANDARD 5.4 : DESIGN CUSTOM MECHANICS		
5.4.1 Create a victory condition	Chapter 13, Lesson 2	1, 2, 3
5.4.2 Assemble immersive elements into a game	Chapter 13, Lesson 3	1, 2, 3
5.4.3 Establish a reward system and in-game economies	Chapter 13, Lessons 1 - 3	2, 3
5.4.4 Apply game mechanics to game world	Chapter 13, Lessons 1 - 3	2, 3
5.4.5 Balance and test game mechanics	Chapters 14, 26 Chapter 21 Activity	2, 3
PERFORMANCE STANDARD 5.5 : INTEGRATE MEDIA TYPES		
5.5.1 Integrate different types of audio (i.e., sound effects, ambient background, dialog, and score)	Chapter 18	2, 3
5.5.2 Practice creating sound loops	Chapter 18, Lesson 2	2, 3
5.5.3 Determine acceptable media files for game development (i.e., sound, graphics, video)	Chapter 18, Lesson 1 Chapter 23, Lesson 3	2, 3

5.5.4 Import appropriate media for a game	Chapter 18, Lesson 1 Chapter 23, Lesson 3	2, 3
5.5.5 Incorporate feedback sounds	Chapter 18, Lesson 3	3

CONTENT STANDARD 6.0 : UNDERSTAND LEGAL AND ETHICAL ISSUES IN GAME DESIGN AND DEVELOPMENT	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 6.1 : UNDERSTAND COPYRIGHT LAWS IN RELATIONSHIP TO GAME DEVELOPMENT		
6.1.1 Research laws that govern intellectual property in diverse forms	Suppl. Chapter 1, Lesson 2	1
6.1.2 Evaluate Creative Commons and open source licensure	Suppl. Chapter 1, Lesson 2	1
6.1.3 Cite the boundaries of third-party work	Suppl. Chapter 1, Lesson 2	1
6.1.4 Explain copyright, trademarks, and other intellectual property protection	Suppl. Chapter 1, Lesson 2	1
PERFORMANCE STANDARD 6.2 : UNDERSTAND SECURITY ISSUES IN RELATION TO GAME DEVELOPMENT AND DESIGN		
6.2.1 Explain invasion of privacy in the use of technology	Suppl. Chapter 1, Lessons 1, 3	1
6.2.2 Model acceptable security practices	Suppl. Chapter 1, Lessons 1, 3	1
6.2.3 Explore the issues of piracy and digital rights management (DRM)	Suppl. Chapter 1, Lessons 1, 3	1
PERFORMANCE STANDARD 6.3 : APPLY PERSONAL AND PROFESSIONAL ETHICS		
6.3.1 Analyze your personal digital footprint	N/A (See Digital Savvy)	1
6.3.2 Discuss social responsibility and issues concerning video gaming	N/A	1
6.3.3 Model legal and ethical use of information	Suppl. Chapter 1, Lesson 2	2, 3
6.3.4 Identify key elements of non-disclosure agreements (NDA) and contracts	N/A	3

CONTENT STANDARD 7.0 : PUBLISHING THE GAME	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 7.1 : TARGET PLATFORMS		
7.1.1 Compare and contrast the benefits of various platforms and their target markets	Chapter 24	2
7.1.2 Evaluate need for flexibility and scalability when developing for a PC	Chapter 24, Lesson 2	2
7.1.3 Explore development tools specific to various consoles	Chapter 24, Lesson 4	2, 3
7.1.4 Research procedures to deliver a game to mobile markets	Chapter 24, Lesson 3	3
PERFORMANCE STANDARD 7.2 : MARKETING A GAME		
7.2.1 Pitch a project and defend why it is entertaining	Chapters 13, 14, 26	2, 3
7.2.2 Explain the role of social media in marketing	N/A	3
7.2.3 Describe crowd sourcing and crowd funding	N/A	3
7.2.4 Explain the merchandizing and branding behind video games	N/A	3
7.2.5 Analyze successful trailers	N/A	3
7.2.6 Explain the concept of localization and its impact on design	N/A	3
7.2.7 Describe various pay models, e.g., free-to-play, pay-to-play, single-user license, freemium	N/A	3

CONTENT STANDARD 8.0 : EXPLORE EMERGING TECHNOLOGIES	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 8.1 : UNDERSTAND SOCIAL ASPECTS OF GAMING		
8.1.1 Describe integration of social components in a game	N/A	3
8.1.2 Explain the role of social media in the gaming community	N/A	3
8.1.3 Describe professional events in digital gaming	N/A	3
PERFORMANCE STANDARD 8.2 : UNDERSTAND THE ROLE OF NETWORKING		
8.2.1 Summarize characteristics of cloud gaming	N/A	3

8.2.2 Evaluate the advances of multi-player gaming	N/A	3
PERFORMANCE STANDARD 8.3 : EXPLORE ADVANCES IN DEVICES		
8.3.1 Discuss trends in input devices	N/A	3
8.3.2 Examine current trends in output devices and displays	N/A	3
8.3.3 Explore advances in peripheral devices	N/A	3

Employability Skills for Career Readiness Standards

CONTENT STANDARD 1.0: DEMONSTRATE EMPLOYABILITY SKILLS FOR CAREER READINESS	CITATION(S)	LEVEL(S)
PERFORMANCE STANDARD 1.1: DEMONSTRATE PERSONAL QUALITIES AND PEOPLE SKILLS		
1.1.1 Demonstrate a positive work ethic by coming to work every day on time, a willingness to take direction, and motivation to accomplish the task at hand	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.2 Demonstrate integrity by abiding by workplace policies and laws and demonstrating honesty and reliability	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.3 Demonstrate teamwork skills by contributing to the success of the team, assisting others, and requesting help when needed	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.4 Demonstrate positive self-representation skills by dressing appropriately and using language and manners suitable for the workplace	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.5 Demonstrate diversity awareness by working well with all customers and coworkers	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.6 Demonstrate conflict-resolution skills by negotiating diplomatic solutions to interpersonal and workplace issues	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.1.7 Demonstrate creativity and resourcefulness by contributing new ideas and working with initiative	Chapters 14, 26 (Team projects with team roles & deliverables) Suppl. Chapter 3, Lesson 5	1, 2, 3

PERFORMANCE STANDARD 1.2: DEMONSTRATE PROFESSIONAL KNOWLEDGE AND SKILLS		
1.2.1 Demonstrate effective speaking and listening skills by communicating effectively with customers and employees and following directions	Multiple opportunities to speak, listen and follow directions	1, 2, 3
1.2.2 Demonstrate effective reading and writing skills by reading and interpreting workplace documents and writing clearly	Multiple opportunities to read and write technical documents	1, 2, 3
1.2.3 Demonstrate critical-thinking and problem-solving skills by analyzing and resolving problems that arise in completing assigned tasks	Hands-on tasks are completed throughout the course	1, 2, 3
1.2.4 Demonstrate healthy behaviors and safety skills by following safety guidelines and managing personal health	N/A (See Digital Savvy)	1, 2, 3
1.2.5 Demonstrate understanding of workplace organizations, systems, and climates by identifying “big picture” issues and fulfilling the mission of the workplace	Suppl. Chapter 3, Lessons 5, 7	1, 2, 3
1.2.6 Demonstrate lifelong-learning skills by continually acquiring new industry-related information and improving professional skills	Suppl. Chapter 3, Lessons 5, 7	1, 2, 3
1.2.7 Demonstrate job acquisition and advancement skills by preparing to apply for a job and seeking promotion	Suppl. Chapter 3, Lesson 5	1, 2, 3
1.2.8 Demonstrate time, task, and resource management skills by organizing and implementing a productive plan of work	Chapters 14, 26 (Team projects) Suppl. Chapter 3, Lesson 5	1, 2, 3
1.2.9 Demonstrate mathematics skills by using mathematical reasoning to accomplish tasks	Chapter 6, Lesson 2 Chapter 7	1, 2, 3
1.2.10 Demonstrate customer service skills by identifying and addressing the needs of all customers and providing helpful, courteous, and knowledgeable service	N/A (See Digital Savvy)	1, 2, 3
PERFORMANCE STANDARD 1.3 : DEMONSTRATE TECHNOLOGY KNOWLEDGE AND SKILLS		
1.3.1 Demonstrate proficiency with job-specific technologies by selecting and safely using technological resources to accomplish work responsibilities in a productive manner	Technical resources used throughout the course	1, 2, 3
1.3.2 Demonstrate proficiency with information technology by using computers, file management techniques, and software/programs effectively	Computers, file management and software used throughout the course	1, 2, 3
1.3.3 Demonstrate proper Internet use and security by using the Internet appropriately for work	Internet used safely and securely to access online course material	1, 2, 3
1.3.4 Demonstrate proficiency with telecommunications by selecting and using appropriate devices, services, and applications	Appropriate devices and applications used throughout the course	1, 2, 3