## **Information Technology Career Cluster**

The Information Technology (IT) Career Cluster focuses on building linkages in IT occupations for entry level, technical, and professional careers related to the design, development, support, and management of hardware, software, multimedia, and systems integration services.

## **Computer Science** Statewide Program of Study





The Computer Science program of study explores the occupations and education opportunities associated with researching, designing, developing, and testing operating systems-level software, compilers, and network distribution software for medical, industrial, military, communications, aerospace, business, scientific, and general computer applications. This program of study may also include exploration into creating, modifying, and testing the codes, forms, and script that allow computer applications to run.

# Secondary Courses for High School Credit Level 1

- Fundamentals of Computer Science (1)
- TAP Computer Science I\* (1)

#### Level 2

- TAP Computer Science I\* (1)
- AP Computer Science A, MATH & LOTE+ (2)

#### Level 3

- AP Computer Science A, MATH & LOTE+ (2)
- TAP Computer Science II\* (1)

#### Level 4

- TAP Computer Science II\* (1)
- TAP Computer Science III\* (1)

\*Required Prerequisite +Recommended Prerequisite

Specific course offerings and availability are subject to change due to interest and enrollment.

## **Industry-Based Certifications**

- · Information Technology Specialist: Java
- · Oracle Certified Associate Java SE 8 Programmer



Occupations	Median Wage	Annual Openings	% Growth
Software Developer, Systems Software	\$103,334	2,985	25%
Software Developers, Application	\$104,499	6,311	30%
Computer Programmers	\$79,893	1,454	9%

#### Fundamentals of Computer Science (1)

Fundamentals of Computer Science is intended as a first course for those students just beginning the study of computer science. Students will learn about the computing tools that are used every day. Students will foster their creativity and innovation through opportunities to design, implement, and present solutions to real-world problems. Students will collaborate and use computer science concepts to access, analyze, and evaluate information needed to solve problems. Students will learn the problem solving and reasoning skills that are the foundation of computer science. By using computer science knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will gain an understanding of the principles of computer science through the study of technology operations and concepts. The six strands include: creativity and innovation, communication and collaboration, research and information fluency, critical thinking, problem solving and decision making, digital citizenship, and technology operations and concepts.

### TAP Computer Science I\* (1)

Computer Science I will foster students; creativity and innovation by presenting opportunities to design, implement, and present meaningful programs through a variety of media. Students will collaborate with one another, their instructor, and various electronic communities to solve the problems presented throughout the course. Through data analysis, students will identify task requirements, plan search strategies, and use computer science concepts to access, analyze, and evaluate information needed to solve problems. By using computer science knowledge and skills that support the work of individuals and groups in solving problems, students will select the technology appropriate for the task, synthesize knowledge, create solutions, and evaluate the results. Students will learn digital citizenship by researching current laws and regulations and by practicing integrity and respect. Students will gain an understanding of the principles of computer science through the study of technology operations, systems, and concepts. Note: This course satisfies the state graduation requirement for a level one course under Languages other than English.

## AP Computer Science A+ (2 credits, 1 period)

AP Computer Science A introduces students to computer science through programming. Fundamental topics in this course include the design of solutions to problems, the use of data structures to organize large sets of data, the development and implementation of algorithms to process data and discover new information, the analysis of potential solutions, and the ethical and social implications of computing systems. The course emphasizes object-oriented programming and design using the Java programming language.

## TAP Computer Science II\* (1)

In Computer Science II, students will develop and generate new understandings by extending existing knowledge. Students will collaborate with peers and will use software engineering to work in software design teams. Students will locate, analyze, process, and organize data while using critical thinking, problem solving, and decision making. Students will explore and understand safety, legal, cultural, and societal issues relating to the use of technology and information. Note: This course satisfies the state graduation requirement for a level two course under Languages other than English.

## TAP Computer Science III\* (1)

In the Practicum in Computer Science, students will gain advanced knowledge and skills in the application, design, production, implementation, maintenance, evaluation, and assessment of products, services, and systems. Knowledge and skills in the proper use of analytical skills and application of IT concepts and standards are essential to prepare students for success in a technology-driven society. Critical thinking, IT experience, and product development may be conducted in a classroom setting with an industry mentor, as an unpaid or paid internship, as part of a capstone project, or as career preparation.

