Big Ideas/Key Concepts: Safety, game development sequence

<table>
<thead>
<tr>
<th>Standards</th>
<th>Student Friendly “I Can” Statements</th>
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| Standard 2.0 – Students will interpret and demonstrate the principles of computer safety standards associated with the Information Technology industry. | I can:  
- Pass with 100% accuracy a written examination relating specifically to safety issues.  
- Pass with 100% accuracy a performance examination relating specifically to industry tools and equipment.  
- Maintain a portfolio record of written safety examinations and equipment examinations for which the student has passed an operational checkout by the instructor.  
- Explore and implement ergonomic procedures required for the IT industry.  
- Explore the development process  
- Explore the roles of team members in game development |
| Standard 3.0 – Students will analyze programming for game developers. | }