## Grades 11-12, Programming and Logic II, Quarter 4, Revised 2014-15

**Big Ideas/Key Concepts:** Professionalism, computer graphics, compilers

<table>
<thead>
<tr>
<th>Standards</th>
<th>Student Friendly “I Can” Statements</th>
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| Standard 1.0 – Students will demonstrate leadership, citizenship, and teamwork skills required for success in the school, community, and workplace. | I can:  
- Exhibit positive leadership skills.  
- Participate in SkillsUSA as an integral part of classroom instruction.  
- Assess situations and apply problem-solving and decision-making skills to particular client relations in the community, and workplace.  
- Demonstrate the ability to work cooperatively with others in a professional setting.  
- Evaluate and create Visual Basic and C++ applications using DirectX.  
- Analyze bitmaps, sprites, animation, DirectDraw, and sound using DirectX.  
- Examine and build artificial intelligence into applications and game design.  
- Evaluates the program created by the application’s compiler and creates standalone applications that allow the programs release to the public. |
| Standard 5.0 – Students will explore graphics programming using DirectX. | |
| Standard 8.0 – Students will explore game program compilers and creating standalone applications. | |