## **CONSUMER SCIENCES**

Courses	<b>Grades</b>	<b>Prerequisites</b>
BUSINESS		
Introduction to Business &	9, 10, 11, 12	
Personal Finance		
Marketing	9, 10, 11, 12	
Investing & the Stock Market	9, 10, 11, 12	
Accounting I	10, 11, 12	
Business and Entrepreneurship	11, 12	
CCP Intro to Business	10, 11, 12	Meet LCCC Citeria
Administration* (W)		
TECHNOLOGY		
Computer Science/Technology	9, 10, 11, 12	
Beginning Drafting & CAD	10, 11, 12	
Advanced CAD: Residential	10, 11, 12	
	ign 10, 11, 12	Beginning Drafting & CAD
Construction and Landscape Desi	•	Deginning Draiting & CAD
Microcomputer Applications	10, 11, 12	
Database Design and Implementation	10, 11, 12	
A+ Course 1 Prep	10, 11, 12	
CCP Intro to Computer	10, 11, 12	Meet LCCC Criteria
Games and Simulations* (W)		

## **BUSINESS**

## INTRODUCTION TO BUSINESS AND PERSONAL FINANCE

Code: #501 Credit: 0.5

Length: Semester

For students interested in majoring in business in college, this course will introduce basic principles and activities of the business world. Topics include: our economic environment, business and economy, and consumers in our economy. Eventually everyone has to control his or her own personal finances either by saving, spending, budgeting, or investing and so this course introduces the following topics: credit, risk and insurance, savings and investments, financial institutions, personal financial management, small business management, and the budget.

### MARKETING

Code: #502 Credit: 0.5

Length: Semester

Marketing is one of the largest and most exciting career areas in business today. Marketing is also increasingly important to many non-business organizations as well. Topics include basic functions of marketing and management with an emphasis on advertising, public relations, and promotions. This class takes a realistic look at the whole marketing process.

### INVESTING AND THE STOCK MARKET

Code: #515 Credit: 0.5

Length: Semester

This course will develop the student's knowledge of the stock market and introduce the students to the stock selection process. This course challenges the student to read the stock market table, select stocks, read an annual report, and evaluate stocks. Mutual funds, bonds, stocks and other types of investments are covered. This class takes a realistic look at the whole investing process.

**ACCOUNTING I** 

Code: #541

Length: Semester

Credit: 0.5

Accounting I addresses the Accounting Cycle: nature of accounts and techniques of recording, classifying, and summary decisions and provides a procedure from the handling of debits and credits to the completion of business statements and reports. It provides a background for business principles and practices and furnishes a foundation for more advanced study as well as an introduction to automated accounting concepts and principles.

BUSINESS AND ENTREPRENEURSHIP

Code: #510

Credit: 0.5

Length: Semester

Students will learn all that is involved with starting your own business. Students will study famous entrepreneurs throughout history. Students will understand the process of determining a business opportunity, preparing a business plan, determining a market using research, and developing a plan to organize and promote the business.

COLLEGE CREDIT PLUS INTRO TO BUSINESS ADMINISTRATION (Online Course)

Code: #CCPBADM155

Credit: 0.5

Length: Semester

Prerequisite: Meet LCCC Criteria

This course offers an introduction to the nature of the business environment with an exploration of the various business functions.

# **TECHNOLOGY**

COMPUTER SCIENCE/INFORMATION TECHNOLOGY

Code: #531

Credit: 0.5

Length: Semester

This course focuses on practical applications of computers and familiarizes the student with fundamental terminology and concepts of information technology, as well as major production applications including word processing, spreadsheets, date base management systems, and may include graphics, data communications and desktop publishing, media technology, and gaming.

**BEGINNING CAD: DRAFTING AND COMPUTER AIDED DESIGN** 

Code: #529

Credit: 0.5

Length: Semester

This course deals with basic mechanical drafting and CAD design for two dimensional objects. Basic dimensioning, drawing and editing commands will be covered to produce engineered mechanical drawings on the computer.

ADVANCED CAD: RESIDENTIAL CONSTRUCTION AND LANDSCAPE DESIGN

Code: #530

Credit: 0.5

Length: Semester

Prerequisite: Beginning CAD

This course deals with residential architectural design. Students will learn how to draw basic floor plans, foundations, walls, roofs, and interior and landscape commands to create their own homes.

### MICROCOMPUTER APPLICATIONS

Code: #532

Credit: 0.5

Length: Semester

This course is a survey of Microsoft Office Suite including MS Word, PowerPoint, and Excel. Students will be proficient in basic and intermediate levels of the Office Suite. Students will learn how to properly format documents, workbooks, and presentations. This class is intended to prepare students for college and professional level formatting and use of the Microsoft Suite.

## DATABASE DESIGN AND IMPLEMENTATION

Code: #533

Credit: 0.5

Length: Semester

This course will cover database theory, design and implementation of data basing using Microsoft Access. Students will be exposed to the field of database administration while focusing on command language and application generators.

## A+ COURSE 1 PREP

Code: #534

Credit: 0.5

Length: Semester

This course explores PC hardware and peripherals, mobile device hardware, networking and troubleshooting hardware, as well as network connectivity issues. The class will begin to prepare students who are considering CompTIA A+220-901 certification.

# COLLEGE CREDIT PLUS INTRO TO COMPUTER GAMES & SIMULATIONS

(Online Course)

Code: #CCPCGSD120

Credit: 0.5

Length: Semester

Prerequisite: Meet LCCC Criteria

This is a basic course for students interested in designing, programming and developing computer games and simulations. Topics will include basic game/simulation design, programming and development, as well as the role of the game/simulation designer, programmer and developer. Students will be introduced to programming using a game engine. The students will use provided or leverage their own created assets and create a small introductory game or games using existing game engine software. Laboratory required. A special fee will be assessed.