2010/2011 DoDEA Student Competency Record
Visual Basic Programming I
PTP307 - 18 weeks

Student	**School Year**
Grade	**Term (fall, spring)**
School	**Teacher Signature**

Mastery is a level of performance that indicates a student has demonstrated the knowledge, skills, and abilities for a unit of instruction or subject area as defined by a recognized standard. DoDEA defines mastery as being competent in the task and non-mastery as needing task remediation.

As students complete each competency, the student or teacher should assess the student's level of performance and mark the appropriate column next to the competency. This record should be used to provide information about competencies mastered to employer, student-employee, or another school/teacher.

PTP307 18 weeks	Visual Basic Programming I **TASKS/COMPETENCIES**	**Mastery**	**Non-Mastery**
Implementing Dude's CTE Course Requirements			
• 001	Demonstrate Dude's Workplace Readiness Skills in course activities.		
• 002	Identify issues related to this field of study that affect the environment and impact local and global communities.		
• 003	Identify Internet safety issues and procedures for complying with acceptable use standards.		
Exploring Programming Concepts			
• 004	Outline the development of computers and current industry trends in the programming field.		
• 005	Describe the development of programming languages and applications.		
• 006	Describe the functions of computer hardware, software, and computer theory.		
• 007	Compare computer operating systems.		
• 008	Describe the software development life cycle (SDLC).		
• 009	Identify the Visual Basic programming development environment.		
Using Algorithmic Procedures			
• 010	Analyze a problem statement.		
• 011	Create a plan to solve a problem.		
• 012	Develop the best solution to the problem.		
Implementing Programming Procedures			
• 013	Design a program using pseudo code and/or a flowchart.		

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• 014	Design an algorithm for a program.		
• 015	Code a program, using a programming language.		
• 016	Execute a program with sample data.		
• 017	Debug a program.		
• 018	Document a program.		
• 019	Maintain program using SDLC.		
Mastering Programming Fundamentals			
• 020	Create an object.		
• 021	Create a graphical user interface that adheres to industry standards.		
• 022	Code an application that uses arithmetic operations and built-in functions.		
• 023	Code a program that uses variables and constants.		
• 024	Code a program accepting user input.		
• 025	Code a program that uses conditional structures.		
• 026	Code a program that uses correct data types.		
• 027	Code a program that uses correct prefixes.		
• 028	Identify and correct syntax, semantic, and run-time errors.		
• 029	Code a program that utilizes error-trapping and dialog boxes.		
• 030	Create an executable file.		
• 031	Code a program that uses formatted output.		
Using Web Technology			
• 032	Locate resources and references to aid program development.		
• 033	Evaluate the validity of sample code obtained from the Internet and other sources.		
Developing Employability Skills			
• 034	Identify careers in the information technology industry.		
• 035	Describe ways that computer programs can be used in business and industry.		
• 037	Create or update a portfolio containing representative samples of student work.		