

2010/2011 DoDEA Student Competency Record
Visual Basic Programming II
 PTP308 - 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.

PTP308 18 weeks	Visual Basic Programming II TASKS/COMPETENCIES	Mastery	Non- Mastery
Implementing DoDEA's CTE Course Requirements			
• 001	Demonstrate DoDEA'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.		
Using Algorithmic and Programming Procedures			
• 004	Incorporate efficient use of algorithmic and programming procedures.		
Mastering Programming Code			
• 005	Create a program using appropriate objects, variables, constants, conditional structures, data types, prefixes, and documentation.		
• 006	Create a graphical user interface that adheres to industry standards.		
• 007	Code a program that uses exponential, mathematical, and/or business functions.		
• 008	Code a program that uses arrays.		
• 009	Code a modular program that uses methods.		
• 010	Code a modular program that uses looping structures.		
• 011	Code a modular program that uses counters and/or accumulators.		
• 012	Code a modular program that manipulates string data.		
• 013	Code a modular program that uses File Access.		
• 014	Code a modular program that uses menus.		

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• 015	Code a modular program that uses multiple forms.		
Developing Interactive Multimedia Applications			
• 016	Code a modular program that uses multimedia such as sound.		
• 017	Code a modular program to animate objects.		
• 018	Examine the history of interactive program design and development.		
• 019	Analyze the impact of intellectual property law for programs.		
• 020	Identify the target markets for applications.		
• 021	Create a storyboard for an interactive program.		
• 022	Code a program from the storyboard.		
• 023	Develop an interactive program that uses a scoring method.		
• 024	Create an interactive program with multiple levels.		
• 025	Code an interactive program that utilizes error-trapping and dialog boxes.		
Using Web Technology			
• 026	Utilize resources and references to aid program development.		
• 027	Evaluate the validity of sample code obtained from the Internet and other sources and modify the code as needed to create a valid program.		
Developing Employability Skills			
• 028	Create or update a portfolio containing representative samples of student work.		