

2010/2011 DoDEA Student Competency Record
Java Programming II
PTP306 - 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.

PTP306 18 weeks	JAVA 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.		
Mastering Object-Oriented Programming			
• 004	Program using object-oriented programming and related concepts (e.g., encapsulation, abstraction, inheritance, and polymorphism).		
• 005	Utilize methods to create objects.		
Mastering Programming Procedures			
• 006	Code, compile, debug, execute and document a program.		
• 007	Maintain a program using SDLC.		
Mastering Programming Fundamentals			
• 008	Declare and utilize arrays.		
• 009	Create a program that can retrieve and save data.		
• 010	Create a program that uses exception-handling procedures.		
Developing Interactive Multimedia Applications			
• 011	Explain the impact of intellectual property law for programs.		
• 012	Identify the target market for an interactive program.		

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• 013	Create a design document for an interactive program.		
• 014	Code a program from a design document.		
• 015	Create a GUI-based interactive program.		
• 016	Deliver an oral presentation explaining an interactive program.		
Developing Employability Skills			
• 017	Research continuing education pathways and careers in the information technology industry.		
• 018	Describe the process and requirements for obtaining industry certifications related to the JAVA course.		
• 019	Create or update a portfolio containing representative samples of student work (e.g., program design, source code, technical documentation, and output).		
• 020	Publish interactive programming samples on a webpage.		