

# Standards Correlations

## Programming, Advanced (6641)

Task	SOL Correlations	<b>FBLA Competitive Events and Activities Areas</b> (Note: Event topics change from year to year. Refer to the current Virginia FBLA State Handbook to ensure correlations.)
<b>Demonstrating Personal Qualities and Abilities</b>		
Demonstrate creativity and innovation.	English: 6.1, 6.3, 6.4, 6.6, 6.7, 6.9, 7.1, 7.3, 7.4, 7.6, 7.7, 7.9, 8.1, 8.3, 8.4, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WG.4, WHI.1, WHII.1 Mathematics: 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7, 6.10, 6.11, 6.12, 7.2, 7.3, 7.8, 7.9, 8.2, 8.4, 8.6, 8.7, 8.11, 8.12, 8.17, 8.18, A.9, AFDA.3, AFDA.4, AFDA.5, AFDA.6, AFDA.7, AFDA.8, AII.9, COM.1, COM.3, COM.4, COM.5, COM.8, DM.7, DM.1*, DM.10, DM.2*, DM.3*, PS.3*, PS.4*, PS.7*, PS.9*, PS.10* Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PS.1	
Demonstrate critical thinking and problem solving.	English: 6.1, 6.3, 6.4, 6.5, 6.6, 6.7, 6.9, 7.1, 7.3, 7.4, 7.5, 7.6, 7.7, 7.9, 8.1, 8.3, 8.4, 8.5, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5,	

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	10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WG.4, WHI.1, WHII.1 Mathematics: 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.10, 6.11, 7.2, 7.3, 7.8, 7.12, 7.13, 8.2, 8.4, 8.8, 8.9, 8.10, 8.11, A.8, A.9, G.1, G.13, G.14, AFDA.3, AFDA.5, AFDA.8, AII.9, AII.10, AII.11, COM.1, COM.3, COM.4, COM.5, COM.8, DM.4, DM.7, DM.1*, DM.2*, DM.3*, DM.9*, PS.9*, PS.10* Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PS.1	
Demonstrate initiative and self-direction.	English: 6.1, 6.4, 6.6, 6.7, 6.9, 7.1, 7.4, 7.6, 7.7, 7.9, 8.1, 8.4, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Demonstrate integrity.	English: 6.1, 7.1, 8.1, 9.1, 9.5, 10.1, 10.5, 11.1, 11.5, 12.1, 12.5 History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Demonstrate work ethic.	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4,	

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	CE.14, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: CH.1	
<b>Demonstrating Interpersonal Skills</b>		
Demonstrate conflict-resolution skills.	English: 6.1, 6.2, 6.4, 6.6, 6.7, 6.9, 7.1, 7.2, 7.4, 7.6, 7.7, 7.9, 8.1, 8.2, 8.4, 8.6, 8.7, 8.9, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, VUS.1	
Demonstrate listening and speaking skills.	English: 6.1, 6.2, 6.4, 6.6, 7.1, 7.2, 7.4, 7.6, 8.1, 8.2, 8.4, 8.6, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Demonstrate respect for diversity.	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, USII.9, VUS.1, VUS.13, WG.1, WHI.1, WHII.1	
Demonstrate customer service skills.	English: 6.1, 6.4, 6.7, 7.1, 7.4, 7.7, 8.1, 8.4, 8.7, 9.1, 9.5, 9.6, 10.1, 10.5, 10.6, 11.1, 11.5, 11.6, 12.1, 12.5, 12.6 History and Social Science: CE.1, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Collaborate with team members	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1	

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	History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
<b>Demonstrating Professional Competencies</b>		
Demonstrate big-picture thinking.	English: 6.1, 6.4, 7.1, 7.4, 8.1, 8.4, 9.1, 9.5, 10.1, 10.5, 11.1, 11.5, 12.1, 12.5 History and Social Science: CE.1, CE.4, CE.12, GOVT.1, GOVT.15, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Demonstrate career- and life-management skills.	English: 6.1, 6.7, 7.1, 7.7, 8.1, 8.7, 9.1, 9.6, 10.1, 10.6, 11.1, 11.6, 12.1, 12.6 History and Social Science: CE.1, CE.4, CE.12, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 8.4	
Demonstrate continuous learning and adaptability.	English: 6.1, 6.4, 6.7, 6.9, 7.1, 7.4, 7.7, 7.9, 8.1, 8.4, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.3, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: BIO.1, CH.1, LS.1, PH.1, PH.4, PS.1	
Manage time and resources.	English: 6.1, 6.2, 6.4, 6.7, 6.9, 7.1, 7.2, 7.4, 7.7, 7.9, 8.1, 8.2, 8.4, 8.7, 8.9, 9.1, 9.5, 9.6,	

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	9.8, 10.1, 10.5, 10.6, 10.8, 11.2, 11.5, 11.6, 11.8, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 6.12, 7.2, 7.3, 7.8, 7.9, 7.10, 7.11, 7.12, 7.13, 8.4, 8.11, 8.12, 8.13, 8.14, 8.17, 8.18, A.4, A.5, A.8, A.9, AFDA.3, AFDA.4, AFDA.5, AFDA.6, AFDA.7, AFDA.8, COM.1, COM.3, COM.5, COM.8	
Demonstrate information-literacy skills.	English: 6.1, 6.2, 6.4, 6.6, 6.7, 6.9, 7.1, 7.2, 7.3, 7.4, 7.6, 7.7, 7.9, 8.1, 8.2, 8.3, 8.4, 8.6, 8.7, 8.9, 9.2, 9.5, 9.6, 9.8, 10.2, 10.5, 10.6, 10.8, 11.2, 11.5, 11.6, 11.8, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 7.8, 7.9, 8.11, 8.12, A.8, A.9, AFDA.3, AFDA.4, AFDA.6, AFDA.7, AFDA.8, DM.8, PS.1*, PS.2*, PS.3*, PS.4*, PS.7*, PS.8*, PS.9*, PS.10* Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PH.1, PS.1	
Demonstrate an understanding of information security.	English: 6.1, 6.2, 6.3, 6.4, 6.6, 6.7, 6.8, 6.9, 7.1, 7.2, 7.3, 7.4, 7.6, 7.7, 7.8, 7.9, 8.1, 8.2,	

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	8.3, 8.4, 8.6, 8.7, 8.8, 8.9, 9.1, 9.2, 9.5, 9.6, 9.8, 10.1, 10.2, 10.5, 10.6, 10.8, 11.1, 11.2, 11.5, 11.6, 11.8, 12.1, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: COM.10	
Maintain working knowledge of current information-technology (IT) systems.	English: 6.1, 6.3, 6.4, 6.6, 6.9, 7.1, 7.3, 7.4, 7.6, 7.9, 8.1, 8.3, 8.4, 8.6, 8.9 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 7.8, COM.1, COM.2, COM.7, COM.9, COM.10, COM.11, COM.16, COM.18, PS.17 Science: BIO.1, CH.1, ES.1, PH.1	
Demonstrate proficiency with technologies, tools, and machines common to a specific occupation.	History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 7.9, 8.4, A.7, A.8, A.9, AFDA.1, AFDA.3, AFDA.5, AII.4, AII.7, AII.9, COM.1, COM.7, COM.10, COM.11, COM.12, COM.16 Science: CH.1, ES.1, LS.1, PH.1, PS.1	
Apply mathematical skills to job-specific tasks.	English: 6.4, 6.6, 6.7, 7.4, 7.6, 7.7, 8.4, 8.6, 8.7, 9.5, 9.6, 10.5, 10.6, 11.5, 11.6, 12.5, 12.6 History and Social Science: CE.1, CE.4,	

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	CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.1, 6.2, 6.5, 6.6, 6.12, 6.13, 6.14, 7.1, 7.2, 7.3, 7.4, 7.5, 7.6, 7.8, 7.9, 7.11, 7.12, 7.13, 8.4, 8.5, 8.6, 8.8, 8.9, 8.10, 8.11, 8.12, 8.13, 8.14, 8.15, 8.16, 8.17, 8.18, A.1, A.3, A.4, A.5, A.7, A.8, A.9, AFDA.1, AFDA.3, AFDA.5, AFDA.8, AII.3, AII.7, AII.9, AII.10, COM.1, COM.7 Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PH.1, PS.1	
Demonstrate professionalism.	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1	
Demonstrate reading and writing skills.	English: 6.1, 6.6, 6.7, 7.1, 7.6, 7.7, 8.1, 8.6, 8.7, 9.1, 9.5, 9.6, 9.7, 10.1, 10.5, 10.6, 10.7, 11.1, 11.5, 11.6, 11.7, 12.1, 12.5, 12.6, 12.7 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: 6.1, PH.1, PS.1	
Demonstrate workplace safety.	English: 6.4, 7.4, 8.4, 9.5, 10.5, 11.5, 12.5 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: CH.1	

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<b>Examining All Aspects of an Industry</b>		
Examine aspects of planning within an industry/organization.	History and Social Science: GOVT.16	
Examine aspects of management within an industry/organization.		
Examine aspects of financial responsibility within an industry/organization.		
Examine technical and production skills required of workers within an industry/organization.		
Examine principles of technology that underlie an industry/organization.		
Examine labor issues related to an industry/organization.	History and Social Science: GOVT.16	
Examine community issues related to an industry/organization.	History and Social Science: GOVT.16	
Examine health, safety, and environmental	History and Social Science: GOVT.16	

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issues related to an industry/organization.		
<b>Addressing Elements of Student Life</b>		
Identify the purposes and goals of the student organization.		
Explain the benefits and responsibilities of membership in the student organization as a student and in professional/civic organizations as an adult.		
Demonstrate leadership skills through participation in student organization activities, such as meetings, programs, and projects.		
Identify Internet safety issues and procedures for complying with acceptable use standards.		
<b>Exploring Work-Based Learning</b>		
Identify the types of work-based learning (WBL) opportunities.		
Reflect on lessons learned during the WBL experience.		

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Explore career opportunities related to the WBL experience.		
Participate in a WBL experience, when appropriate.		
<b>Developing Object-Oriented Programming (OOP)</b>		
Explain the reasoning behind the steps in the software development life cycle (SDLC).	English: 11.5, 12.5 Mathematics: COM.1, COM.2, COM.3, COM.4, COM.18	Computer Game & Simulation Programming Mobile Application Development
Describe the primary principles of object-oriented programming (OOP).	English: 11.5, 12.5 Mathematics: COM.1	Computer Game & Simulation Programming Mobile Application Development
Identify potential objects, attributes, and methods within a problem description.	English: 11.5, 12.5 Mathematics: COM.1, COM.5	Computer Game & Simulation Programming Mobile Application Development
Design attributes (properties) and methods of each class within a problem description.	English: 11.1, 12.1 Mathematics: COM.1, COM.3, COM.4, COM.5, COM.10, COM.11	Computer Game & Simulation Programming Mobile Application Development
Create a program with user-defined classes.	Mathematics: COM.1, COM.2, COM.5, COM.6, COM.15	Computer Game & Simulation Programming Mobile Application Development
Describe the concept of reusability.	English: 11.5, 12.5 History and Social Science: GOVT.12,	Computer Game & Simulation Programming Mobile Application Development

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	VUS.14, WG.17, WHII.14  Mathematics: COM.1, COM.5, COM.7, COM.9	
Identify reusable resources that will help solve a problem.	English: 11.5, 12.5  History and Social Science: GOVT.12, VUS.14, WG.17, WHII.14  Mathematics: COM.1, COM.7, COM.9	Computer Game & Simulation Programming  Mobile Application Development
Import code from existing sources.	English: 11.2, 12.2  Mathematics: COM.1, COM.7, COM.9	Computer Game & Simulation Programming  Mobile Application Development
Describe the concepts of overloading and overriding methods in an object-oriented language.	English: 11.5, 12.5  Mathematics: COM.1	Computer Game & Simulation Programming  Mobile Application Development
Code a program that uses looping structures, conditional structures, and sequential control structures.	Mathematics: AII.3, COM.1, COM.8, COM.13, COM.14, DM.9*	Computer Game & Simulation Programming  Mobile Application Development
Analyze abstract data types.	English: 11.5, 12.5  Mathematics: COM.1, COM.14, DM.4, DM.3*	Computer Game & Simulation Programming  Mobile Application Development
Implement searching and sorting	Mathematics: COM.1, COM.9, COM.14,	Computer Game & Simulation Programming

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algorithms.	DM.8	Mobile Application Development
Code a program that uses error-handling and input-validation procedures.	Mathematics: COM.1, COM.2, COM.3, COM.10, COM.17, COM.18	Computer Game & Simulation Programming Mobile Application Development
Code a program to use an interface.	Mathematics: AII.3, COM.1, COM.2	Computer Game & Simulation Programming Mobile Application Development
Create a test suite that will verify proper operation of a class or group of related classes.		Computer Game & Simulation Programming Mobile Application Development
Perform a peer review and test of a program.	English: 11.1, 12.1 Mathematics: COM.1, COM.2, COM.17, COM.18	Computer Game & Simulation Programming Mobile Application Development
Analyze code that uses recursion.	English: 11.5, 12.5	
<b>Developing Database Applications</b>		
Identify relational database terminology.	English: 11.5, 12.5 Mathematics: COM.1, COM.9, COM.14, COM.15	Computer Game & Simulation Programming Database Design & Applications Mobile Application Development
Identify database model types.	English: 11.5, 12.5	Computer Game & Simulation Programming

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	Mathematics: COM.1, COM.9, COM.14	Database Design & Applications Mobile Application Development
Describe the three-layer/tier model for database applications.	English: 11.5, 12.5 Mathematics: COM.1	Computer Game & Simulation Programming Database Design & Applications Mobile Application Development
Identify the data object model for the program language.	English: 11.5, 12.5 Mathematics: COM.1, COM.2	Computer Game & Simulation Programming Database Design & Applications Mobile Application Development
Design a GUI for a database application.	Mathematics: COM.1, COM.2, COM.10, COM.11, COM.12	Computer Game & Simulation Programming Database Design & Applications Mobile Application Development
Write code to integrate an existing database into a program application.	Mathematics: COM.1, COM.6, COM.7, COM.15	Computer Game & Simulation Programming Database Design & Applications Mobile Application Development
Write code to manage a database.	Mathematics: COM.1, COM.2, COM.7, COM.8, COM.9, COM.13, COM.14	Computer Game & Simulation Programming Database Design & Applications

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		Mobile Application Development
Bind database fields to the interface elements (controls).	Mathematics: COM.1, COM.7	Computer Game & Simulation Programming  Database Design & Applications  Mobile Application Development
<b>Developing Interactive Multimedia Applications</b>		
Write a design document for a game.	English: 11.6, 11.7, 12.6, 12.7  Mathematics: COM.1, COM.2, COM.3, COM.4, COM.5, COM.10, COM.11	Computer Game & Simulation Programming  Mobile Application Development
Code a multiplayer game.	English: 11.1, 11.2, 11.5, 12.1, 12.2, 12.5  Mathematics: AFDA.1, AII.3, COM.1, COM.2, COM.4, COM.6, COM.10, COM.11, COM.12, COM.15	Computer Game & Simulation Programming  Mobile Application Development
<b>Developing Connected Applications (Mobile and/or Web)</b>		
Determine the programming languages used to create connected applications.	English: 11.5, 11.8, 12.5, 12.8  Mathematics: COM.1	Computer Game & Simulation Programming  Mobile Application Development
Design a web application with security features.	Mathematics: COM.1, COM.2, COM.4, COM.5, COM.6, COM.10, COM.11, COM.15	Computer Game & Simulation Programming  E-Business

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		Mobile Application Development Website Design
Design a GUI for a connected application.	Mathematics: COM.1, COM.2, COM.4, COM.5, COM.6, COM.10, COM.11, COM.15	Computer Game & Simulation Programming Mobile Application Development
Code a web application (e.g., shopping cart) for a smart device or emulator.	Mathematics: COM.1, COM.2	Computer Game & Simulation Programming Mobile Application Development
Describe the process of mobile application deployment.	English: 11.5, 12.5 Mathematics: COM.1, COM.2	Computer Game & Simulation Programming Mobile Application Development
Describe the web application publishing process.	English: 11.5, 12.5 Mathematics: COM.1, COM.2	Computer Game & Simulation Programming E-Business Mobile Application Development Website Design
Describe client-side and server-side applications.	English: 11.5, 12.5 Mathematics: COM.1, COM.2, COM.4, COM.5, COM.6, COM.10, COM.11, COM.15	Computer Game & Simulation Programming E-Business Mobile Application Development Website Design

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<b>Preparing for Industry Certification</b>		
Describe the process and requirements for obtaining industry certifications related to the Programming, Advanced course.	English: 11.5, 11.8, 12.5, 12.8  History and Social Science: GOVT.7, GOVT.8, GOVT.14, GOVT.15	Job Interview
Identify testing skills/strategies for a certification examination.	English: 11.5, 12.5  History and Social Science: GOVT.7, GOVT.8, GOVT.14, GOVT.15	Job Interview
Demonstrate ability to successfully complete selected practice examinations (e.g., practice questions similar to those on certification exams).	English: 11.5, 12.5  History and Social Science: GOVT.7, GOVT.8, GOVT.14, GOVT.15	Job Interview
Successfully complete an industry certification examination representative of skills learned in this course (e.g., MCP, IC3).	English: 11.5, 12.5  History and Social Science: GOVT.7, GOVT.8, GOVT.14, GOVT.15	Computer Applications  Database Design & Applications  Spreadsheet Applications  Word Processing
<b>Developing Employability Skills</b>		
Investigate continuing education pathways and careers in the information technology	English: 11.5, 11.8, 12.5, 12.8  History and Social Science: GOVT.7,	Computer Game & Simulation Programming  E-Business

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industry.	GOVT.8, GOVT.14, GOVT.15	Introduction to Information Technology Mobile Application Development Website Design
Create or update a résumé.	English: 11.6, 11.7, 12.6, 12.7	Computer Game & Simulation Programming E-Business Electronic Career Portfolio Introduction to Information Technology Job Interview Mobile Application Development Website Design
Update professional portfolio.	English: 11.5, 11.6, 11.7, 12.5, 12.6, 12.7	Computer Game & Simulation Programming E-Business Electronic Career Portfolio Introduction to Information Technology

<b>Task</b>	<b>SOL Correlations</b>	<b>FBLA Competitive Events and Activities Areas</b> (Note: Event topics change from year to year. Refer to the current Virginia FBLA State Handbook to ensure correlations.)
		Job Interview  Mobile Application Development  Website Design
Deliver an oral presentation of programming projects.	English: 11.1, 12.1	Computer Game & Simulation Programming  E-Business  Electronic Career Portfolio  Introduction to Information Technology  Mobile Application Development  Website Design