

ADVANCED VISUAL BASIC

XXXXXXXXXXXXXXXXXX	AUG.	SEPT.	OCT.	NOV.	DEC.	JAN.	FEB.	MAR.	APR.	MAY
Essential Questions					How is an architect similar to a computer programmer?	Round and round we go, where do we stop? Only the loop knows!	Does a computer have a long term memory?			
Content in terms of essential concepts and topics					Flowcharts Pseudocode Object Arrays	Repetitive Structures-- Do-Until, For-Next, and Do-While loops Error Handling	Data Handling Sequential Access Files Random Access Files			
Standards/Skills i.e., processes and skills emphasized Indiana Academic Standards plus MCSC skills					2.1 3.1.3 3.1.5 4.1.1 6.1.1 6.1.2 9.1.1 9.1.2 9.1.3	2.1 3.1.3 3.1.5 4.1.1 6.1.1 6.1.2 9.1.1 9.1.2 9.1.3	2.1 3.1.3 3.1.5 4.1.1 6.1.1 6.1.2 9.1.1 9.1.2 9.1.3			
Products/Assessments It is assumed that teachers will assess students with traditional tests.					Flowcharting using the program Inspiration Hangman Tic-Tac-Toe	Race Game Stickman Project Rock Paper Scissors	PAO Project Cole's Playhouse Seating Chart			