Computer Science and Information Technology Education

Grade: Grade 9 - 12

Course: Cybersecurity Essentials New

NCCTE.2020.BC10 - Cybersecurity Essentials

NCCTE.2020.BC10.01.00 - Understand the foundations of cyberscurity.

NCCTE.2020.BC10.01.01 - Identify the cybersecurity landscape and how vulnerabilities impact enterprise level IT infrastucture systems.

NCCTE.2020.BC10.01.02 - Identify the roles performed by major threat actors in modern cyberattacks and their primary motivations.

NCCTE.2020.BC10.01.03 - Compare various cyberattack types and techniques.

NCCTE.2020.BC10.01.04 - Explain how DDOS, Wifi exploits, and advanced threat actions are used to perform cyberattacks.

NCCTE.2020.BC10.01.05 - Compare compliance and security.

NCCTE.2020.BC10.01.06 - Identify the fundamentals of perimeter-based and Zero Trust network security models.

NCCTE.2020.BC10.01.07 - Explain how virtualized data center security differs from physical data center security.

NCCTE.2020.BC10.01.08 - Explain cloud computing security and how it impacts organizational networks.

NCCTE.2020.BC10.01.09 - Compare various network security devices.

NCCTE.2020.BC10.02.00 - Understand the cybersecurity gateway.

NCCTE.2020.BC10.02.01 - Demonstrate knowledge of interconnected technology in daily communication.

NCCTE.2020.BC10.02.02 - Identify systems that need protection.

NCCTE.2020.BC10.02.03 - Examine cybersecurity landscape environments, attack threat vectors, exposure vulnerabilities, and risk factors.

NCCTE.2020.BC10.02.04 - Demonstrate knowledge of physical, logical, and virtual addressing using subnet mask schemes.Â

NCCTE.2020.BC10.02.05 - Explain the TCP/IP Model and correctly identify the functions of the specific layers including packet encapsulation and lifecycle.

NCCTE.2020.BC10.02.06 - Undestand common use of cloud, virtualization, storage, backup, and recovery procedures.

NCCTE.2020.BC10.02.07 - Apply knowledge and skills to plan, design, implement, troubeshoot, and maintain network infrastructure environments.Â

NCCTE.2020.BC10.03.00 - Understand cybersecurity essentials.

NCCTE.2020.BC10.03.01 - Formulate an industy-standard design to protect infrastructure against cybersecurity threats.

NCCTE.2020.BC10.03.02 - Apply advanced filtering methodologies to protect against all known

and unknown attack vectors.Â

NCCTE.2020.BC10.03.03 - Understand the basics of cryptography.

NCCTE.2020.BC10.03.04 - Demonstrate the ability to assess and harden endpoints based on security policies.

NCCTE.2020.BC10.03.05 - Identify uses of advanced malware research and analysis to provide enhanced protection for enterprise networks.

NCCTE.2020.BC10.03.06 - Understand mobile and cloud-based connection technologies.

Course: Foundations of Information Technology

NCCTE.BI10 - Foundations of Information Technology

NCCTE.BI10.01.00 - Understand Information Technology career pathways and foundation skills.

NCCTE.BI10.01.01 - Understand information technologies and related career pathways.

NCCTE.BI10.01.02 - Understand career and workplace expectations.

NCCTE.BI10.02.00 - Understand the Information Support and Services pathway.

NCCTE.BI10.02.01 - Understand how computing devices work.

NCCTE.BI10.02.02 - Understand basic troubleshooting of hardware and software.

NCCTE.BI10.02.03 - Explore advanced concepts in Information Support and Services.

NCCTE.BI10.03.00 - Understand the Network Systems pathway.

NCCTE.BI10.03.01 - Understand the physical components of a network.

NCCTE.BI10.03.02 - Understand network management.

NCCTE.BI10.03.03 - Explore advanced concepts in network systems.

NCCTE.BI10.04.00 - Understand the Web and Digital Communications pathway.

NCCTE.BI10.04.01 - Understand how multimedia is used on the Web.

NCCTE.BI10.04.02 - Understand how webpages are created and used.

NCCTE.BI10.04.03 - Explore advanced concepts in web development.

NCCTE.BI10.05.00 - Understand the Programming and Software Development pathway.

NCCTE.BI10.05.01 - Understand software types and uses.

NCCTE.BI10.05.02 - Understand beginning programming concepts.

NCCTE.BI10.05.03 - Explore advanced concepts in Programming and Software Development.

NCCTE.BI10.06.00 - Understand the evolution of information technology and career options in Information Technology.

NCCTE.BI10.06.01 - Understand the evolution of information technology.

NCCTE.BI10.06.02 - Understand careers in information technology.

Course: CompTIA IT Fundamentals Updated

NCCTE.2020.BI12 - CompTIA IT Fundamentals

NCCTE.2020.BI12.01.00 - Understand computing basics and computer hardware.

NCCTE.2020.BI12.01.01 - Understand computing basics.

NCCTE.2020.BI12.01.02 - Identify the types of computing devices.



NCCTE.2020.BI12.01.03 - Identify internal computer system components.

NCCTE.2020.BI12.01.04 - Identify common computer connector typesÂ

NCCTE.2020.BI12.01.05 - Identify common peripheral devicesÂ

NCCTE.2020.BI12.01.06 - Understand safety issues and environmental concepts in computing.

NCCTE.2020.BI12.01.07 - Understand the value of data and information.

NCCTE.2020.BI12.01.08 - Understand information technology career pathways. (Supplemental)

NCCTE.2020.BI12.02.00 - Understand computer software and software development concepts.

NCCTE.2020.BI12.02.01 - Understand types of software and their uses.Â

NCCTE.2020.BI12.02.02 - Understand working with files, folders, and applications.Â

NCCTE.2020.BI12.02.03 - Identify programming language categories.

NCCTE.2020.BI12.02.04 - Understand programming organizational techniques and interpret logic.

NCCTE.2020.BI12.02.05 - Understand the purpose and use of programming concepts.

NCCTE.2020.BI12.03.00 - Understand computer workstation setup and issue troubleshooting.

NCCTE.2020.BI12.03.01 - Identify the steps to set up a basic computer workstation.Â

NCCTE.2020.BI12.03.02 - Understand how to back up and restore data.

NCCTE.2020.BI12.03.03 - Understand troubleshooting hardware and software.Â

NCCTE.2020.BI12.03.04 - Identify the factors that influence the computer purchasing decision making process. \hat{A} (supplemental) \hat{A}

NCCTE.2020.BI12.04.00 - Understand networking.

NCCTE.2020.BI12.04.01 - Understand network characteristics, data sharing, and storage methods.

NCCTE.2020.BI12.04.02 - Understand how to install and configure a SOHO router.Â

NCCTE.2020.BI12.05.00 - Understand wireless technology and mobile devices.

NCCTE.2020.BI12.05.01 - Understand how to configure wireless devices.Â

NCCTE.2020.BI12.05.02 - Understand the basics of using wireless devices.Â

NCCTE.2020.BI12.06.00 - Understand computer security.

NCCTE.2020.BI12.06.01 - Identify the types of computer security threats.Â

NCCTE.2020.BI12.06.02 - Understand computer user account settings to secure computing devices.Â

NCCTE.2020.BI12.06.03 - Identify secure web browsing practices.

NCCTE.2020.BI12.07.00 - Understand database fundamentals

NCCTE.2020.BI12.07.01 - Understand database concepts and the purpose of a database.

NCCTE.2020.BI12.07.02 - Identify various database structures.

NCCTE.2020.BI12.07.03 - Understand methods used to interface with databases.

Course: App Development with Swift, Level 1 New

NCCTE.2020.BL53 - App Development with Swift - Level 1

NCCTE.2020.BL53.01.00 - Understand App Development with Swift (Unit 1).

NCCTE.2020.BL53.01.01 - Demonstrate the basics of data, operators, and control flow in Swift.

NCCTE.2020.BL53.01.02 - Explain documentation, debugging, Xcode, building and running an app, and the Interface Builder.

NCCTE.2020.BL53.01.03 - Construct a simple flashlight app, Light, a guided project.

NCCTE.2020.BL53.02.00 - Understand the UIKit (Unit 2)

NCCTE.2020.BL53.02.01 - Explain Swift strings, functions, structures, collections, and loops.

NCCTE.2020.BL53.02.02 - Demonstrate the UIKit and how to display data using Auto Layout and stack views.

NCCTE.2020.BL53.02.03 - Build a word-guessing game app in the guided project, Apple Pie.

NCCTE.2020.BL53.03.00 - Understand navigation and workflows (Unit 3).

NCCTE.2020.BL53.03.01 - Outline simple workflows and navigation hierarchies using navigation controllers, tab bar controllers, and segue.

NCCTE.2020.BL53.03.02 - Explain optionals and enumerations.

NCCTE.2020.BL53.03.03 - guided project, Personality Quiz, a personalized survey that reveals a fun response to the user

NCCTE.2020.BL53.04.00 - Understand Tables and Persistence (Unit 4).

NCCTE.2020.BL53.04.01 - Students find out about scroll views, table views, and building complex input screens.

NCCTE.2020.BL53.04.02 - Explore how to save data, share data to other apps, and work with images in the user's photo library.

NCCTE.2020.BL53.04.03 - Apply new skills in the guided project, List, a task-tracking app that allows the user to add, edit, and delete items in a familiar tablebased interface.

NCCTE.2020.BL53.05.00 - Understand how to work with the web.

NCCTE.2020.BL53.05.01 - Explain animations, concurrency, and working with the web.

NCCTE.2020.BL53.05.02 - Apply new skills in guided project, Restaurant, a customizable menu app that displays the available dishes from a restaurant and allows the user to submit an order.

NCCTE.2020.BL53.06.00 - Create prototype and plan project for new app.

NCCTE.2020.BL53.06.01 - Design, prototype, and architect new and unique app projects.

Course: Microsoft Word and PowerPoint Updated

NCCTE.2020.BM10 - Microsoft Word and PowerPoint

NCCTE.2020.BM10.01.00 - Understand basic and intermediate word processing software skills.

NCCTE.2020.BM10.01.01 - Managing documents and options.

NCCTE.2020.BM10.01.02 - Managing edits and document layouts.

NCCTE.2020.BM10.01.03 - Working with objects.

NCCTE.2020.BM10.01.04 - Inserting and managing tables and lists.

NCCTE.2020.BM10.01.05 - Managing references and finalizing documents.

NCCTE.2020.BM10.02.00 - Understand advanced word processing software skills.

NCCTE.2020.BM10.02.01 - Updating Word settings.

NCCTE.2020.BM10.02.02 - Modifying and creating document styles and templates.



NCCTE.2020.BM10.02.03 - Creating reusable content and custom design elements.

NCCTE.2020.BM10.02.04 - Creating reference tables and restricting editing.

NCCTE.2020.BM10.02.05 - Managing document content.

NCCTE.2020.BM10.02.06 - Creating and managing macros.

NCCTE.2020.BM10.02.07 - Managing customer lists and creating mailings.

NCCTE.2020.BM10.03.00 - Understand basic and intermediate presentation software skills.

NCCTE.2020.BM10.03.01 - Introducing the PowerPoint fundamentals.

NCCTE.2020.BM10.03.02 - Managing content on slides.

NCCTE.2020.BM10.03.03 - Adding visuals to presentations.

NCCTE.2020.BM10.03.04 - Working with advanced visuals.

NCCTE.2020.BM10.03.05 - Organizing and printing presentations.

NCCTE.2020.BM10.03.06 - Configuring slideshows.

NCCTE.2020.BM10.03.07 - Managing slide masters and presentation settings.

Course: Microsoft Excel Updated

NCCTE.2020.BM20 - Microsoft Excel

NCCTE.2020.BM20.01.00 - Understand basic and intermediate spreadsheet software skills.

NCCTE.2020.BM20.01.01 - Introduction to Excel fundamentals.

NCCTE.2020.BM20.01.02 - Managing worksheets and workbooks.

NCCTE.2020.BM20.01.03 - Formatting cells.

NCCTE.2020.BM20.01.04 - Managing tables and range data.

NCCTE.2020.BM20.01.05 - Using formulas and functions.

NCCTE.2020.BM20.01.06 - Getting and transforming data.

NCCTE.2020.BM20.01.07 - Visualizing data.

NCCTE.2020.BM20.01.08 - Preparing to print and checking for issues.

NCCTE.2020.BM20.02.00 - Understand the advanced spreadsheet software skills.

NCCTE.2020.BM20.02.01 - Managing and formatting data.

NCCTE.2020.BM20.02.02 - Using advanced formulas.

NCCTE.2020.BM20.02.03 - Validating and auditing data.

NCCTE.2020.BM20.02.04 - Analyzing data.

NCCTE.2020.BM20.02.05 - Using simple macros.

NCCTE.2020.BM20.02.06 - Using Microsoft PivotTables and Microsoft PivotCharts.

NCCTE.2020.BM20.02.07 - Collaborating with other people.

Course: Microsoft Access New

NCCTE.2020.BM40 - Microsoft Access

NCCTE.2020.BM40.01.00 - Understand what a database is and how it can be used in business

NCCTE.2020.BM40.01.01 - Understand core database concepts

NCCTE.2020.BM40.01.02 - Create database objects

NCCTE.2020.BM40.01.03 - Manipulating data

NCCTE.2020.BM40.01.04 - Understanding data storage

NCCTE.2020.BM40.01.05 - Administering a database

NCCTE.2020.BM40.02.00 - Understand basic database software skills using Microsoft Access 2016.

NCCTE.2020.BM40.02.01 - Database Essentials

NCCTE.2020.BM40.02.02 - Creating Database Tables

NCCTE.2020.BM40.02.03 - Working with Tables and Database Records

NCCTE.2020.BM40.02.04 - Modifying Tables and Fields

NCCTE.2020.BM40.02.05 - Creating Forms

NCCTE.2020.BM40.02.06 - Creating Reports

NCCTE.2020.BM40.02.07 - Creating and Modifying Queries

NCCTE.2020.BM40.02.08 - Using Controls in Reports and Forms

NCCTE.2020.BM40.03.00 - Understand advanced database software skills using Microsoft Access 2016.

NCCTE.2020.BM40.03.01 - Advanced Tables

NCCTE.2020.BM40.03.02 - Advanced Forms

NCCTE.2020.BM40.03.03 - Advanced Reports

NCCTE.2020.BM40.03.04 - Advanced Queries

NCCTE.2020.BM40.03.05 - Displaying and Sharing Data

Course: Network Administration I Updated

NCCTE.2020.BN20 - Network Administration I

NCCTE.2020.BN20.01.00 - Understand networking concepts.

NCCTE.2020.BN20.01.01 - Explain the purposes and uses of ports and protocols.

NCCTE.2020.BN20.01.02 - Explain devices, applications, protocols, and services at their appropriate OSI layers.

NCCTE.2020.BN20.01.03 - Explain the concepts and characteristics of routing and switching.

NCCTE.2020.BN20.01.04 - Configure the appropriate IP addressing components.

NCCTE.2020.BN20.01.05 - Compare the characteristics of network topologies, types, and technologies.

NCCTE.2020.BN20.01.06 - Implement the appropriate wireless technologies and configurations.

NCCTE.2020.BN20.01.07 - Summarize cloud concepts and their purposes.

NCCTE.2020.BN20.01.08 - Explain the functions of network services.

NCCTE.2020.BN20.02.00 - Understand infrastructure.

NCCTE.2020.BN20.02.01 - Deploy the appropriate cabling solution.

NCCTE.2020.BN20.02.02 - Identify the appropriate placement of networking devices on a network and install and configure them.

NCCTE.2020.BN20.02.03 - Explain the purposes and use cases for advanced networking devices.

NCCTE.2020.BN20.02.04 - Explain the purposes of virtualization and network storage



technologies.

NCCTE.2020.BN20.02.05 - Compare WAN technologies.

NCCTE.2020.BN20.03.00 - Understand network operations.

NCCTE.2020.BN20.03.01 - Use appropriate documentation and diagrams to manage the network.

NCCTE.2020.BN20.03.02 - Compare business continuity and disaster recovery concepts.

NCCTE.2020.BN20.03.03 - Explain common scanning, monitoring and patching processes and summarize their expected outputs.

NCCTE.2020.BN20.03.04 - Use remote access methods.

NCCTE.2020.BN20.03.05 - Identify policies and best practices.

Course: Network Administration II Updated

NCCTE.2020.BN22 - Network Administration II

NCCTE.2020.BN22.01.00 - Understand network security.

NCCTE.2020.BN22.01.01 - Understand the purposes of physical security devices.

NCCTE.2020.BN22.01.02 - Explain authentication and access controls.

NCCTE.2020.BN22.01.03 - Secure a basic wireless network.

NCCTE.2020.BN22.01.04 - Understand common networking attacks.

NCCTE.2020.BN22.01.05 - Implement network device hardening.

NCCTE.2020.BN22.01.06 - Explain common mitigation techniques and their purposes.

NCCTE.2020.BN22.02.00 - Understand network troubleshooting and tools.

NCCTE.2020.BN22.02.01 - Explain the network troubleshooting methodology.

NCCTE.2020.BN22.02.02 - Use the appropriate tool.

NCCTE.2020.BN22.02.03 - Troubleshoot common wired connectivity and performances issues.

NCCTE.2020.BN22.02.04 - Troubleshoot common wireless connectivity and performance issues.

NCCTE.2020.BN22.02.05 - Troubleshoot common network service issues.

Course: Network Security I New

NCCTE.2020.BN31 - Network Security I

NCCTE.2020.BN31.01.00 - Understand threats, attacks and vulnerabilities.

NCCTE.2020.BN31.01.01 - Analyze indicators of compromise and determine the type of malware.

NCCTE.2020.BN31.01.02 - Compare types of attacks.

NCCTE.2020.BN31.01.03 - Explain threat actor types and attributes.

NCCTE.2020.BN31.01.04 - Explain penetration testing concepts.

NCCTE.2020.BN31.01.05 - Explain vulnerability scanning concepts.

NCCTE.2020.BN31.01.06 - Explain the impact associated with types of vulnerabilities.

NCCTE.2020.BN31.02.00 - Understand technologies and tools.

NCCTE.2020.BN31.02.01 - Install and configure network components, both hardware and software based, to suport organizational security.

NCCTE.2020.BN31.02.02 - Use appropriate software tools to assess the security posture of an

organization.

NCCTE.2020.BN31.02.03 - Troubleshoot common security issues.

NCCTE.2020.BN31.02.04 - Analyze and interpret output form security technologies.

NCCTE.2020.BN31.02.05 - Deploy mobile devices securely.

NCCTE.2020.BN31.02.06 - Implement secure protocols.

NCCTE.2020.BN31.03.00 - Understand architecture and design.

NCCTE.2020.BN31.03.01 - Explain use cases and purpose for frameworks, best practices and secure configuration guides.

NCCTE.2020.BN31.03.02 - Implement secure network architecture concepts.

NCCTE.2020.BN31.03.03 - Implement secure systems design.

NCCTE.2020.BN31.03.04 - Explain the importance of secure staging deployment concepts.

NCCTE.2020.BN31.03.05 - Explain the security implications of embedded systems.

NCCTE.2020.BN31.03.06 - Understand secure application development and deployment concepts.

NCCTE.2020.BN31.03.07 - Understand cloud and vitualization concepts.

NCCTE.2020.BN31.03.08 - Explain how resiliency and automation strategies reduce risk.

NCCTE.2020.BN31.03.09 - Explain the importance of physical security controls.

Course: Network Security II New

NCCTE.2020.BN32 - Network Security II

NCCTE.2020.BN32.01.00 - Understand identity and access management.

NCCTE.2020.BN32.01.01 - Compare identity and access management concepts

NCCTE.2020.BN32.01.02 - Install and configure identity and access services.

NCCTE.2020.BN32.01.03 - Implement identity and access management controls.

NCCTE.2020.BN32.01.04 - Differentiate common account management practices.

NCCTE.2020.BN32.02.00 - Understand risk management

NCCTE.2020.BN32.02.01 - Explain the importance of policies, plans, and prodedures related to organizational security.

NCCTE.2020.BN32.02.02 - Summarize business impact analysis concepts.

NCCTE.2020.BN32.02.03 - Explain risk management processes and concepts.

NCCTE.2020.BN32.02.04 - Follow incident response procedures.

NCCTE.2020.BN32.02.05 - Summarize basic concepts of forensics.

NCCTE.2020.BN32.02.06 - Explain disaster recovery and continuity of operation concepts.

NCCTE.2020.BN32.02.07 - Compare various types of controls.

NCCTE.2020.BN32.02.08 - Carry out data security and privacy practices.

NCCTE.2020.BN32.03.00 - Understand Cryptography and PKI.Â

NCCTE.2020.BN32.03.01 - Compare basic concepts of cryptography.

NCCTE.2020.BN32.03.02 - Explain cryptography algorithms and their basic characteristics.

NCCTE.2020.BN32.03.03 - Install and configure wireless security settings.

NCCTE.2020.BN32.03.04 - Implement public key infrastructure.Â



Course: Introduction to Computer Science Updated

NCCTE.2020.BP01 - Introduction to Computer Science

NCCTE.2020.BP01.01.00 - Understand basic coding and computer science using MakeCode.

NCCTE.2020.BP01.01.01 - Making

NCCTE.2020.BP01.01.02 - Algorithms

NCCTE.2020.BP01.01.03 - Variables

NCCTE.2020.BP01.01.04 - Conditionals

NCCTE.2020.BP01.01.05 - Iteration

NCCTE.2020.BP01.01.06 - Coordinate Grid System

NCCTE.2020.BP01.01.07 - Booleans

NCCTE.2020.BP01.01.08 - Bits, Bytes, and Binary

NCCTE.2020.BP01.01.09 - Radio

NCCTE.2020.BP01.01.10 - Arrays

Course: Python Programming I New

NCCTE.2020.BP14 - Python Programming I

NCCTE.2020.BP14.01.00 - Understand Python language basics.

NCCTE.2020.BP14.01.01 - Python and Jupyter Basics

NCCTE.2020.BP14.01.02 - Functions

NCCTE.2020.BP14.01.03 - Conditionals

NCCTE.2020.BP14.01.04 - Nesting and Loops

NCCTE.2020.BP14.02.00 - Understand Python data structures.

NCCTE.2020.BP14.02.01 - Sequence Indexes

NCCTE.2020.BP14.02.02 - Sequence Manipulation

NCCTE.2020.BP14.02.03 - Sequence Iteration

NCCTE.2020.BP14.02.04 - Working with Files

NCCTE.2020.BP14.03.00 - Understand how to use Python to develop sustainable code.

NCCTE.2020.BP14.03.01 - Python Modules

NCCTE.2020.BP14.03.02 - More-Powerful Statements

NCCTE.2020.BP14.03.03 - Methods and Structures for Robust Code

NCCTE.2020.BP14.03.04 - Proper Functions

Course: Python Programming II New

NCCTE.2020.BP16 - Python Programming II

NCCTE.2020.BP16.01.00 - Understand the basic methods of formatting and outputting data.

NCCTE.2020.BP16.01.01 - Introduce the concept of variables and variable naming conventions.

NCCTE.2020.BP16.01.02 - Present the assignment operator, along with the rules governing the building of expressions.

NCCTE.2020.BP16.01.03 - Introduce the inputting and converting of data.

NCCTE.2020.BP16.02.00 - Understand Boolean values to compare difference values and control the



execution paths.

NCCTE.2020.BP16.02.01 - Introduce the utilization of loops (while and for) and how to control their behavior using the break and continue instructions.

NCCTE.2020.BP16.02.02 - Present the difference between logical and bitwise operations.

NCCTE.2020.BP16.02.03 - Acquaint the student with the concept of lists and list processing, including the iteration provided by the for loop, and slicing.

NCCTE.2020.BP16.02.04 - Explain the idea of multi-dimensional arrays.

NCCTE.2020.BP16.03.00 - Apply the definition and use of functions.

NCCTE.2020.BP16.03.01 - Present the concept of passing arguments in different ways and setting their default values along with the mechanisms of returning the function's results.

NCCTE.2020.BP16.03.02 - Explain name scope issues.

NCCTE.2020.BP16.03.03 - Introduce new data aggregates - tuples and dictionaries - and show their role in data processing.

NCCTE.2020.BP16.04.00 - Utilize python modules.

NCCTE.2020.BP16.04.01 - Present the way in which modules are coupled together to make packages.

NCCTE.2020.BP16.04.02 - Acquaint the student with the concept of an exception and Python's implementation of it, including the try-except instruction, with its applications, and the raise instruction.

NCCTE.2020.BP16.04.03 - Introduce strings and their specific methods, together with their similarities and differences compared to lists.

NCCTE.2020.BP16.05.00 - Apply the fundamentals of OOP (Object Oriented Programming).

NCCTE.2020.BP16.05.01 - Present the standard objective features: inheritance, abstraction, encapsulation, and polymorphism, along with Python-specific issues like instance vs. classvariables, and Python's implementation of inheritance.

NCCTE.2020.BP16.05.02 - Familiarize the student with Python's generators (the yield instruction) and closures (the lambda keyword).

NCCTE.2020.BP16.05.03 - Demonstrate the means Python developers can use to process (create, read, and write) files.

NCCTE.2020.BP16.06.00 - Understand the meaning and impact of Digital Transformation.

NCCTE.2020.BP16.06.01 - Explain how digital transformation affects business, industry, and our daily lives.

NCCTE.2020.BP16.06.02 - Configure an IoT device to connect to the network.

NCCTE.2020.BP16.07.00 - Apply basic programming to support IoT devices.

NCCTE.2020.BP16.07.01 - Use Python to create programs that accept user input and read and write to external files.

NCCTE.2020.BP16.07.02 - Explain prototyping and its purpose.

NCCTE.2020.BP16.08.00 - Understand how data provides value to digital business and society and

the benefits of automation in the digitized world.

NCCTE.2020.BP16.08.01 - Explain the concept of Big Data.

NCCTE.2020.BP16.08.02 - Explain how digitization allows business processes to embrace automation.

NCCTE.2020.BP16.09.00 - Understand the need for enhanced security in the digitized world and opportunities provided by digital transformation.

NCCTE.2020.BP16.09.01 - Explain why security is important in the digitized world..

NCCTE.2020.BP16.09.02 - Explain the challenges and opportunities that exist in the digitized world.

Course: SAS Programming I

NCCTE.BP20 - SAS Programming I

NCCTE.BP20.01.00 - Apply SAS Base programming concepts.

NCCTE.BP20.01.01 - Apply basic Base procedures to access libraries and enhance readability.

NCCTE.BP20.01.02 - Apply editing and debugging techniques to programming procedures.

NCCTE.BP20.01.03 - Apply DATA STEP programming to create and debug data sets.

NCCTE.BP20.01.04 - Apply an understanding of the fundamentals of SAS Syntax and rules of SAS programming to successfully run a program.

NCCTE.BP20.02.00 - Apply techniques to create basic and advanced reports.

NCCTE.BP20.02.01 - Apply PROC PRINT with options to create basic reports.

NCCTE.BP20.02.02 - Apply PROC FORMAT, PROC REPORT, PROC MEANS, PROC SORT AND PROC FREQ to generate advanced reports.

NCCTE.BP20.02.03 - Utilize Output Delivery System.

NCCTE.BP20.03.00 - Apply advanced programming techniques to manipulate data sets.

NCCTE.BP20.03.01 - Apply decision structure methods to conditionally assign values when creating and managing variables.

NCCTE.BP20.03.02 - Apply modifying options to manipulate output.

NCCTE.BP20.03.03 - Apply advanced programming methods to combine and manipulate data sets.

NCCTE.BP20.04.00 - Apply advanced programming techniques to manipulate data.

NCCTE.BP20.04.01 - Apply functions to manipulate and convert data.

NCCTE.BP20.04.02 - Apply iterative processing and SAS arrays.

NCCTE.BP20.05.00 - Apply advanced techniques to read data into SAS and manipulate records.

NCCTE.BP20.05.01 - Apply SAS programming methods to read and handle standard and non-standard numeric data as well as standard and non-standard fixed-field data.

NCCTE.BP20.05.02 - Apply SAS formats and informats to handle SAS date and time values.

NCCTE.BP20.05.03 - Apply advanced SAS programming methods to read multiple records sequentially and non-sequentially to create a single record as well as to create multiple observations from a single record.

NCCTE.BP20.05.04 - Apply advanced SAS programming procedures to read hierarchical files.

Course: Computer Science I New

NCCTE.2020.BP41 - Computer Science I

NCCTE.2020.BP41.01.00 - Understand the internet.

NCCTE.2020.BP41.01.01 - Representing and Transmitting Info

NCCTE.2020.BP41.01.02 - Inventing the Internet

NCCTE.2020.BP41.02.00 - Understand Digital information.

NCCTE.2020.BP41.02.01 - Bytes and file sized

NCCTE.2020.BP41.02.02 - Text Compression

NCCTE.2020.BP41.02.03 - Encoding B&W Images

NCCTE.2020.BP41.02.04 - Encoding Color Images

NCCTE.2020.BP41.02.05 - Lossy Compressionand File Forms

NCCTE.2020.BP41.02.06 - Rapid Research - Format Showdown

NCCTE.2020.BP41.03.00 - Understand Intro to Programming and Algorithms.

NCCTE.2020.BP41.03.01 - The Need for Programming Languages

NCCTE.2020.BP41.03.02 - The Need for Algorithms

NCCTE.2020.BP41.03.03 - Creativity in Algorithms

NCCTE.2020.BP41.03.04 - Using Simple Commands

NCCTE.2020.BP41.03.05 - Creating Functions

NCCTE.2020.BP41.03.06 - Functions and top-Down Design

NCCTE.2020.BP41.03.07 - APIs and Function Parameters

NCCTE.2020.BP41.03.08 - Creating Functions with Parameters

NCCTE.2020.BP41.03.09 - Looping and Random Numbers

NCCTE.2020.BP41.03.10 - Practice PT - Design a Digital Scene

NCCTE.2020.BP41.04.00 - Understand Big Data and Privacy.

NCCTE.2020.BP41.04.01 - What is Big Data

NCCTE.2020.BP41.04.02 - Finding Trends with Visualizations

NCCTE.2020.BP41.04.03 - Check Your Assumptions

NCCTE.2020.BP41.04.04 - Rapid Research - Data Innovations

NCCTE.2020.BP41.04.05 - Identifying People with Data

NCCTE.2020.BP41.05.00 - Understand Building Apps.

NCCTE.2020.BP41.05.01 - Event-Driven Programming

NCCTE.2020.BP41.05.02 - Programming with Data Structures

NCCTE.2020.BP41.06.00 - Understand Data Tools.

NCCTE.2020.BP41.06.01 - Intro to Data

NCCTE.2020.BP41.06.02 - Good and Bad Data Visualizations

NCCTE.2020.BP41.06.03 - Making Data Visulaizations

NCCTE.2020.BP41.06.04 - Discover a Data Story

NCCTE.2020.BP41.06.05 - Cleaning Data

NCCTE.2020.BP41.06.06 - Creating Summary Tables

Course: Computer Science II New

NCCTE.2020.BP42 - Computer Science II

NCCTE.2020.BP42.01.00 - Understand Introduction to Programming.

NCCTE.2020.BP42.01.01 - Getting Started with Snap!

NCCTE.2020.BP42.01.02 - Gossip and Greet

NCCTE.2020.BP42.01.03 - Modert Art with Polygons

NCCTE.2020.BP42.01.04 - Protecting Your Privacy

NCCTE.2020.BP42.01.05 - Follow the Leader

NCCTE.2020.BP42.01.06 - Projects (Supplemental)

NCCTE.2020.BP42.02.00 - Understand Abstraction.

NCCTE.2020.BP42.02.01 - Improving Games by Using Variables

NCCTE.2020.BP42.02.02 - Making Art by Using Data Structures

NCCTE.2020.BP42.02.03 - Making Decisions by Using Predicates

NCCTE.2020.BP42.02.04 - Dealing with Complexity

NCCTE.2020.BP42.02.05 - Copyrights

NCCTE.2020.BP42.02.06 - Projects (Supplemental)

NCCTE.2020.BP42.03.00 - Understand Data Processing and Lists.

NCCTE.2020.BP42.03.01 - Contact Lists

NCCTE.2020.BP42.03.02 - Tic-Tac-Toe

NCCTE.2020.BP42.03.03 - Robots and Artificial Intelligence

NCCTE.2020.BP42.03.04 - Building Data Visualization Tools

NCCTE.2020.BP42.03.05 - Big Data

NCCTE.2020.BP42.03.06 - Projects (Supplemental)

NCCTE.2020.BP42.04.00 - Understand How the Internet Works.

NCCTE.2020.BP42.04.01 - Reliable Communication

NCCTE.2020.BP42.04.02 - Communication Protocols

NCCTE.2020.BP42.04.03 - Cybersecurity

NCCTE.2020.BP42.04.04 - Community and Online Interactions

NCCTE.2020.BP42.04.05 - Computers and Work

NCCTE.2020.BP42.04.06 - Explore PT Prep

NCCTE.2020.BP42.05.00 - Undertstand Algorithms and Simulations

NCCTE.2020.BP42.05.01 - Search Algorithms

NCCTE.2020.BP42.05.02 - Models and Simulations

NCCTE.2020.BP42.05.03 - Timing Experiments

NCCTE.2020.BP42.05.04 - Unsolvable and undecidable Proglems

NCCTE.2020.BP42.05.05 - Computing in War

NCCTE.2020.BP42.05.06 - Projects (Supplemental)

NCCTE.2020.BP42.05.07 - Create PT Prep

Course: Network Engineering Technology I Updated

NCCTE.2020.II11 - Cisco Network Engineering Technology I

NCCTE.2020.II11.01.00 - Explain the advances in modern network technologies.

NCCTE.2020.II11.02.00 - Apply procedures to implement initial settings including passwords, IP addressing, and default gateway parameters on a network switch and end devices.

NCCTE.2020.II11.03.00 - Explain how network protocols enable devices to access local and remote network resources.

NCCTE.2020.II11.04.00 - Explain how physical layer protocols, services, and network media support communications across data networks.

NCCTE.2020.II11.05.00 - Understand how to calculate numbers between decimal, binary, and hexadecimal systems.

NCCTE.2020.II11.06.00 - Explain how media access control in the data link layer supports communication across networks.

NCCTE.2020.II11.07.00 - Explain how Ethernet operates in a switched network.

NCCTE.2020.II11.08.00 - Explain how routers use network layer protocols and services to enable end-to-end connectivity.

NCCTE.2020.II11.09.00 - Explain how ARP and ND enable communication on a network.

NCCTE.2020.II11.10.00 - Apply procedures to implement initial settings on a router and end devices.

NCCTE.2020.II11.11.00 - Understand how to calculate an IPv4 subnetting scheme to efficiently segment a network.

NCCTE.2020.II11.12.00 - Apply procedures to implement an IPv6 addressing scheme.

NCCTE.2020.II11.13.00 - Understand the various tools used to test network connectivity.

NCCTE.2020.II11.14.00 - Understand how to compare the operations of transport layer protocols in supporting end to end communication.

NCCTE.2020.II11.15.00 - Explain the operation of application layer protocols in providing support to end-user applications.

NCCTE.2020.II11.16.00 - Understand how to configure switches and routers with device hardening features to enhance security.

NCCTE.2020.II11.17.00 - Apply procedures to implement a network design for a small network to include a router, a switch, and end devices.

Course: Network Engineering Technology II Updated

NCCTE.2020.II12 - Cisco Network Engineering Tech II

NCCTE.2020.II12.01.00 - Apply procedures to configure devices by using security best practices.

NCCTE.2020.II12.02.00 - Understand how Layer 2 switches forward data.

NCCTE.2020.II12.03.00 - Apply procedures to implement VLANs and trunking in a switched network.

NCCTE.2020.II12.04.00 - Apply procedures to troubleshoot inter-VLAN routing on Layer 3 devices.

NCCTE.2020.II12.05.00 - Understand how STP enables redundancy in a Layer 2 network.

NCCTE.2020.II12.06.00 - Apply procedures to troubleshoot EtherChannel on switched links.

NCCTE.2020.II12.07.00 - Apply procedures to implement DHCPv4 to operate across multiple LANs.

NCCTE.2020.II12.08.00 - Apply procedures to configure dynamic address allocation in IPv6 networks.

NCCTE.2020.II12.09.00 - Understand how FHRPs provide default gateway services in a redundant network.

NCCTE.2020.II12.10.00 - Understand how vulnerabilities compromise LAN security.

NCCTE.2020.II12.11.00 - Apply procedures to implement switch security to mitigate LAN attacks.

NCCTE.2020.II12.12.00 - Understand how WLANs enable network connectivity.

NCCTE.2020.II12.13.00 - Apply procedures to implement a WLAN using a wireless router and WLC.

NCCTE.2020.II12.14.00 - Understand how routers use information in packets to make forwarding decisions.

NCCTE.2020.II12.15.00 - Apply procedures to configure IPv4 and IPv6 static routes.

NCCTE.2020.II12.16.00 - Apply procedures to troubleshoot static and default route configurations.

NCCTE.2020.II12.17.00 - Identify Cisco equipment and related hardware.

NCCTE.2020.II12.18.00 - Understand Cisco IOS software operation.

NCCTE.2020.II12.19.00 - Understand general networking knowledge.

NCCTE.2020.II12.20.00 - Understand service-related knowledge

Course: Computer Engineering Technology I Updated

NCCTE.2020.II21 - Computer Engineering Technology I

NCCTE.2020.II21.01.00 - Understand mobile devices.

NCCTE.2020.II21.01.01 - Install and configure laptop hardware and components.

NCCTE.2020.II21.01.02 - Install components within the display of a laptop.Â

NCCTE.2020.II21.01.03 - Use appropriate laptop features.

NCCTE.2020.II21.01.04 - Compare characteristics of various types of other mobile devices.

NCCTE.2020.II21.01.05 - Connect and configure accessories and ports of other mobile devices.

NCCTE.2020.II21.01.06 - Configure basic mobile device network connectivity and application support.

NCCTE.2020.II21.01.07 - Use methods to perform mobile device synchronization.

NCCTE.2020.II21.02.00 - Understand networking.

NCCTE.2020.II21.02.01 - Compare TCP and UDP ports, protocols, and their purposes.

NCCTE.2020.II21.02.02 - Compare common networking hardware devices.

NCCTE.2020.II21.02.03 - Install and configure a basic wired/wireless SOHO network.

NCCTE.2020.II21.02.04 - Compare wireless networking protocols.

NCCTE.2020.II21.02.05 - Summarize the properties and purposes of services provided by networked hosts.

NCCTE.2020.II21.02.06 - Explain common network configuration concepts.



NCCTE.2020.II21.02.07 - Compare Internet connection types, network types, and their features.Â

NCCTE.2020.II21.02.08 - Use appropriate networking tools.

NCCTE.2020.II21.03.00 - Understand hardware.

NCCTE.2020.II21.03.01 - Explain basic cable types, features, and their purposes.

NCCTE.2020.II21.03.02 - Identify common connectory types.

NCCTE.2020.II21.03.03 - Install RAM types.

NCCTE.2020.II21.03.04 - Select, install and configure storage devices.

NCCTE.2020.II21.03.05 - Install and configure motherboards, CPUs, and add-on cards.

NCCTE.2020.II21.03.06 - Explain the purposes and uses of various peripheral types.

NCCTE.2020.II21.03.07 - Summarize power supply types and features.

NCCTE.2020.II21.03.08 - Select and configure appropriate components for a custom PC configuration to meet customer specifications or needs.

NCCTE.2020.II21.03.09 - Install and configure common devices.Â

NCCTE.2020.II21.03.10 - Configure SOHO multifunction devices, printers and settings.

NCCTE.2020.II21.03.11 - Install and maintain various print technologies.

NCCTE.2020.II21.04.00 - Understand virtualization and cloud computing.

NCCTE.2020.II21.04.01 - Compare cloud computing concepts.

NCCTE.2020.II21.04.02 - Set up and configure client-side virtualization.

NCCTE.2020.II21.05.00 - Understand hardware and network troubleshooting.

NCCTE.2020.II21.05.01 - Use the best practice methodology to resolve problems.Â

NCCTE.2020.II21.05.02 - Troubleshoot problems related to motherboards, RAM, CPUs, and power.

NCCTE.2020.II21.05.03 - Troubleshoot hard drives and RAID arrays.

NCCTE.2020.II21.05.04 - Troubleshoot video, projector, and display issues.

NCCTE.2020.II21.05.05 - Troubleshoot common mobile device issues while adhering to the appropriate procedures.

NCCTE.2020.II21.05.06 - Troubleshoot printers.

NCCTE.2020.II21.05.07 - Troubleshoot common wired and wireless network problems.

Course: Computer Engineering Technology II Updated

NCCTE.2020.II22 - Computer Engineering Technology II

NCCTE.2020.II22.01.00 - Understand operating systems

NCCTE.2020.II22.01.01 - Compare common operating system types and their purposes.

NCCTE.2020.II22.01.02 - Compare features of Microsoft Windows versions.

NCCTE.2020.II22.01.03 - Summarize general OS installation considerations and upgrade methods.

NCCTE.2020.II22.01.04 - Use appropriate Microsoft command line tools.

NCCTE.2020.II22.01.05 - Use Micorsoft operating system features and tools.

NCCTE.2020.II22.01.06 - Use Microsoft Windows control panel utilities.

NCCTE.2020.II22.01.07 - Summarize application installation and configuration concepts.

NCCTE.2020.II22.01.08 - Configure Microsoft Windows networking on a client or desktop.



NCCTE.2020.II22.01.09 - Use features and tools of the Mac OS and Linux client or desktop operating systems.

NCCTE.2020.II22.02.00 - Understand security.

NCCTE.2020.II22.02.01 - Summarize the importance of physical security measures.

NCCTE.2020.II22.02.02 - Explain logical security concepts.

NCCTE.2020.II22.02.03 - Compare wireless security protocols and authentication methods.

NCCTE.2020.II22.02.04 - Detect, remove, and prevent malware using appropriate tools and methods.

NCCTE.2020.II22.02.05 - Compare social engineering, threats, and vulnerabilities.

NCCTE.2020.II22.02.06 - Compare Microsoft Windows OS security settings.

NCCTE.2020.II22.02.07 - Implement security best practices to secure a workstation.

NCCTE.2020.II22.02.08 - Implement methods for securing mobile devices.

NCCTE.2020.II22.02.09 - Implement appropriate data destruction and disposal methods.

NCCTE.2020.II22.02.10 - Configure security on SOHO wireless and wired networks.

NCCTE.2020.II22.03.00 - Understand software troubleshooting.

NCCTE.2020.II22.03.01 - Troubleshoot Microsoft Windows OS problems.

NCCTE.2020.II22.03.02 - Troubleshoot and resolve PC security issues.

NCCTE.2020.II22.03.03 - Use best practice procedures for malware removal.

NCCTE.2020.II22.03.04 - Troubleshoot mobile OS and application issues.

NCCTE.2020.II22.03.05 - Troubleshoot mobile OS and application security issues.

NCCTE.2020.II22.04.00 - Understand operational procedures.

NCCTE.2020.II22.04.01 - Compare best practices associated with types of documentation.

NCCTE.2020.II22.04.02 - Implement basic change management best practices.

NCCTE.2020.II22.04.03 - Implement basic disaster prevention and recovery methods.

NCCTE.2020.II22.04.04 - Explain common safety procedures.

NCCTE.2020.II22.04.05 - Explain environmental impacts and appropriate controls.

NCCTE.2020.II22.04.06 - Explain the processes for addressing prohibited content activity, privacy licensing, and policy concepts.Â

NCCTE.2020.II22.04.07 - Use proper communication techniques and professionalism.

NCCTE.2020.II22.04.08 - Identify the basics of scripting.

NCCTE.2020.II22.04.09 - Use remote access technologies.

Course: Adobe Visual Design

NCCTE.2016.II31 - Adobe Visual Design

NCCTE.2016.II31.01.00 - Apply procedures to use Adobe Photoshop for visual communications.

NCCTE.2016.II31.01.01 - Understand project requirements using photographs.

NCCTE.2016.II31.01.02 - Understand Digital Images.

NCCTE.2016.II31.01.03 - Understand Adobe Photoshop CC interface.

NCCTE.2016.II31.01.04 - Apply procedures to create images using Adobe Photoshop CC.

NCCTE.2016.II31.01.05 - Apply procedures to publish digital images using Adobe Photoshop CC.

NCCTE.2016.II31.02.00 - Apply procedures to use Adobe Illustrator for visual communications.

NCCTE.2016.II31.02.01 - Understand project requirements for vector graphics.

NCCTE.2016.II31.02.02 - Understand digital graphics and illustrations.

NCCTE.2016.II31.02.03 - Understand Adobe Illustrator CC interface.

NCCTE.2016.II31.02.04 - Apply procedures to create digital graphics and illustrations using Adobe Illustrator CC.

NCCTE.2016.II31.02.05 - Apply procedures to archive, export, and publish graphics using Adobe Illustrator CC.

NCCTE.2016.II31.03.00 - Apply procedures to use Adobe InDesign for visual communications.

NCCTE.2016.II31.03.01 - Understand project requirements for graphic layouts.

NCCTE.2016.II31.03.02 - Understand print and digital media publications using Adobe InDesign CC.

NCCTE.2016.II31.03.03 - Understand Adobe InDesign CC interface.

NCCTE.2016.II31.03.04 - Apply procedures to create print and digital media publications using Adobe InDesign CC.

NCCTE.2016.II31.03.05 - Apply procedures to publish, export, and archive page layouts using Adobe InDesign CC.

Course: Adobe Digital Design

NCCTE.2016.II32 - Adobe Digital Design

NCCTE.2016.II32.01.00 - Understand project requirements for web development.

NCCTE.2016.II32.02.00 - Understand Web authoring.

NCCTE.2016.II32.03.00 - Understand the Adobe Dreamweaver CC interface.

NCCTE.2016.II32.04.00 - Apply procedures for Web authoring using Adobe Dreamweaver CC.

NCCTE.2016.II32.05.00 - Apply procedures to test, publish, and maintain Web content using Adobe Dreamweaver CC.

Course: Adobe Video Design Updated

NCCTE.2020.II33 - Adobe Video Design

NCCTE.2020.II33.01.00 - Understand project requirements for video projects

NCCTE.2020.II33.01.01 - Identify the purpose, audience, and audience needs for preparing video.

NCCTE.2020.II33.01.02 - Summarize how digital video professionals make decisions about the type of content to include in a project, including considerations such as copyright, audience needs, permissions, and licensing.

NCCTE.2020.II33.01.03 - Demonstrate knowledge of project management tasks and responsibilities.

NCCTE.2020.II33.01.04 - Communicate with others (such as peers and clients) about editing plans.

NCCTE.2020.II33.02.00 - Understand digital video

NCCTE.2020.II33.02.01 - Understand key terminology related to digital video

NCCTE.2020.II33.02.02 - Demonstrate knowledge of basic principles and best practices employed in the digital video industry

NCCTE.2020.II33.02.03 - Demonstrate knowledge of how to use transitions and effects to enhance video content

NCCTE.2020.II33.02.04 - Demonstrate knowledge of using audio to enhance video content

NCCTE.2020.II33.02.05 - Demonstrate knowledge of using still images to enhance video content.

NCCTE.2020.II33.03.00 - Understanding the Adobe Premiere Pro interface

NCCTE.2020.II33.03.01 - Identify elements of the Premiere Pro user interface, and demonstrate knowledge of their functions.

NCCTE.2020.II33.03.02 - Define the functions of commonly used tools, including the Selection, Track Selection, Ripple Edit, Rolling Edit, Rate Stretch, Pen, Razor, Slide, Slip, Hand, and Zoom tools.

NCCTE.2020.II33.03.03 - Navigate, organize, and customize the workspace.

NCCTE.2020.II33.04.00 - Apply procedures to edit a video sequence with Adobe Premiere

NCCTE.2020.II33.04.01 - Create a new project

NCCTE.2020.II33.04.02 - Import media assets (video, image, and audio files).

NCCTE.2020.II33.04.03 - Demonstrate knowledge of how to set up and navigate a video sequence in Premiere Pro.

NCCTE.2020.II33.04.04 - Organize and manage video clips in a sequence

NCCTE.2020.II33.04.05 - Trim clips

NCCTE.2020.II33.04.06 - Manage sound in a video sequence

NCCTE.2020.II33.04.07 - Manage superimposed text and shapes in a video sequence.

NCCTE.2020.II33.04.08 - Add and manage effects and transitions in a video sequence

NCCTE.2020.II33.05.00 - Apply procedures to export a video with Adobe Premiere

NCCTE.2020.II33.05.01 - Demonstrate knowledge of export options for video

NCCTE.2020.II33.05.02 - Demonstrate knowledge of how to export video from Adobe Premiere

Course: Digital Design and Animation I Updated

NCCTE.2020.TS24 - Digital Design and Animation I

NCCTE.2020.TS24.01.00 - Understand digital design production.

NCCTE.2020.TS24.01.01 - Remember the history and careers of digital design and modeling.

NCCTE.2020.TS24.01.02 - Remember hardware and software used in digital design.

NCCTE.2020.TS24.01.03 - Understand intellectual property guidelines in digital design.

NCCTE.2020.TS24.02.00 - Apply procedures to produce 2D graphics.

NCCTE.2020.TS24.02.01 - Apply vector image production methods.

NCCTE.2020.TS24.02.02 - Apply bitmap editing and production methods.

NCCTE.2020.TS24.03.00 - Understand digital design techniques.

NCCTE.2020.TS24.03.01 - Understand design pipeline.



NCCTE.2020.TS24.03.02 - Understand elements and principles of digital design.

NCCTE.2020.TS24.03.03 - Understand color theory in digital design.

NCCTE.2020.TS24.03.04 - Understand composition techniques.

NCCTE.2020.TS24.04.00 - Apply procedures to produce digital audio and video.

NCCTE.2020.TS24.04.01 - Apply procedures to edit and produce digital audio and video.

NCCTE.2020.TS24.04.02 - Apply digital effects to audio and video.

NCCTE.2020.TS24.04.03 - Apply procedures to animate graphics.

NCCTE.2020.TS24.05.00 - Apply procedures to produce 3D graphics.

NCCTE.2020.TS24.05.01 - Understand transformations in Cartesian space.

NCCTE.2020.TS24.05.02 - Apply procedures to render 3D models, scenes and animations.

Course: Digital Design and Animation II New

NCCTE.2020.TS25 - Digital Design and Animation II

NCCTE.2020.TS25.01.00 - Understand portfolio development and professionalism.

NCCTE.2020.TS25.01.01 - Understand how to document the design process and articulate an artistic point of view..

NCCTE.2020.TS25.01.02 - Understand personal and professional presentation.

NCCTE.2020.TS25.02.00 - Understand modeling concepts.

NCCTE.2020.TS25.02.01 - Apply vector image production methods.

NCCTE.2020.TS25.02.02 - Apply bitmap editing and production methods.

NCCTE.2020.TS25.02.03 - Understand parametric modeling concepts.

NCCTE.2020.TS25.02.04 - Understand 3D simulations, particle systems and forces.

NCCTE.2020.TS25.03.00 - Understand materials, shaders and rendering.

NCCTE.2020.TS25.03.01 - Remember the basic functions of the material editor.

NCCTE.2020.TS25.03.02 - Understand and differentiate between materials, maps, textures, and shaders.

NCCTE.2020.TS25.03.03 - Understand UVW mapping.

NCCTE.2020.TS25.03.04 - Understand rendering and render settings.

NCCTE.2020.TS25.04.00 - Apply 3D lights and their application.

NCCTE.2020.TS25.04.01 - Understand types of lights.

NCCTE.2020.TS25.04.02 - Understand light settings.

NCCTE.2020.TS25.04.03 - Understand shadow settings.

NCCTE.2020.TS25.04.04 - Apply artistic lighting techniques.

NCCTE.2020.TS25.05.00 - Apply basic cameras and settings.

NCCTE.2020.TS25.05.01 - Understand physical cameras and their settings and usage.

NCCTE.2020.TS25.05.02 - Understand various camera movements and composition.

NCCTE.2020.TS25.05.03 - Apply animated camera movements to a scene.

NCCTE.2020.TS25.06.00 - Apply basic rigging and animation techniques.

NCCTE.2020.TS25.06.01 - Understand keyframing and interpolation.



NCCTE.2020.TS25.06.02 - Understand playback and timeline settings.

NCCTE.2020.TS25.06.03 - Understand animation constraints and helpers.

NCCTE.2020.TS25.06.04 - Understand object linking and hierarchy.

NCCTE.2020.TS25.06.05 - Understand how to create and modify bipeds.

NCCTE.2020.TS25.06.06 - Apply advanced animation and modeling techniques to produce an 30 second animated short.

Course: Game Art and Design Updated

NCCTE.2020.TS31 - Game Art and Design

NCCTE.2020.TS31.01.00 - Understand history careers and ethics in gaming.

NCCTE.2020.TS31.01.01 - Understand skills and careers to work in the gaming industry.

NCCTE.2020.TS31.01.02 - Recall the history of games and the game industry

NCCTE.2020.TS31.01.03 - Understand rating systems and ethics in the gaming industry

NCCTE.2020.TS31.02.00 - Understand the elements of game theory

NCCTE.2020.TS31.02.01 - Understand player experience

NCCTE.2020.TS31.02.02 - Classify game elements

NCCTE.2020.TS31.02.03 - Categorize games by interaction, objectives and genres

NCCTE.2020.TS31.03.00 - Apply pre-production techniques to plan game prototypes

NCCTE.2020.TS31.03.01 - Summarize the development process of game design

NCCTE.2020.TS31.03.02 - Apply game conceptualization methods including brainstorming, sketching, and storyboarding.

NCCTE.2020.TS31.03.03 - Execute a game design document

NCCTE.2020.TS31.03.04 - Apply procedures to produce an original game prototype

NCCTE.2020.TS31.03.05 - Outline level layouts to plan and populate games

NCCTE.2020.TS31.03.06 - Evaluate the prototype using game design parameters

NCCTE.2020.TS31.04.00 - Apply procedures to develop a game

NCCTE.2020.TS31.04.01 - Recognize a basic game engine interface and correct terminology sketching, and storyboarding.

NCCTE.2020.TS31.04.02 - Demonstrate creation of game assets and game engine elements

NCCTE.2020.TS31.04.03 - Produce original game environments and levels

NCCTE.2020.TS31.04.04 - Produce an original game using existing game theory and design

NCCTE.2020.TS31.05.00 - Apply post-production techniques to evaluate video games

NCCTE.2020.TS31.05.01 - Organize and produce a game design portfolio

NCCTE.2020.TS31.05.02 - Evaluate original games using game theory and quality assurance principles

Course: Advanced Game Art and Design Updated

NCCTE.2020.TS32 - Advanced Game Art and Design

NCCTE.2020.TS32.01.00 - Understand career practices related to the game Industry



NCCTE.2020.TS32.01.01 - Recognize careers related to the game industry

NCCTE.2020.TS32.01.02 - Understand legal issues in game design

NCCTE.2020.TS32.01.03 - Summarize global game market dynamics and regulations

NCCTE.2020.TS32.01.04 - Understand Serious Games

NCCTE.2020.TS32.02.00 - Implement production management in game design

NCCTE.2020.TS32.02.01 - Preproduction: Understand Game User Interfaces

NCCTE.2020.TS32.02.02 - Preproduction: Categorize Choices and Convexit

NCCTE.2020.TS32.02.03 - Production: Analyze game Production

NCCTE.2020.TS32.03.00 - Execute audio and video techniques

NCCTE.2020.TS32.03.01 - Summarize advanced interactive storytelling and character development

NCCTE.2020.TS32.03.02 - Excecute video editing techniqes

NCCTE.2020.TS32.03.03 - Understand sound theory in game design

NCCTE.2020.TS32.03.04 - Execute appropriate audio to an existing scene

NCCTE.2020.TS32.04.00 - Execute advanced visual design

NCCTE.2020.TS32.04.01 - Execute advanced 3D modeling techniques

NCCTE.2020.TS32.04.02 - Execute advanced 3D characters and environments

NCCTE.2020.TS32.04.03 - Understand 3D texturing

NCCTE.2020.TS32.05.00 - Create scenses using a 3D game engine

NCCTE.2020.TS32.05.01 - Classify existing 3D game engines

NCCTE.2020.TS32.05.02 - Analyze the basic mechanics of a selected 3D game engine

NCCTE.2020.TS32.05.03 - Create sample levels and actions

NCCTE.2020.TS32.05.04 - Create an original 3D game using existing game theory and design

NCCTE.2020.TS32.05.05 - Critique 3D games

NCCTE.2020.TS32.06.00 - Explain the steps of game marketing

NCCTE.2020.TS32.06.01 - Summarize the basics of game marketing

NCCTE.2020.TS32.06.02 - Create a game portfolio