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VIT.VPROG.2.A.04.02	A:Fundamentals of Computer Information Technology	Demonstrate the use of digital cameras.
VIT.VPROG.2.A.04.03	A:Fundamentals of Computer Information Technology	Transfer files from a digital camera.
VIT.VPROG.2.A.04.05	A:Fundamentals of Computer Information Technology	Create and differentiate between digital image file formats.
VIT.VPROG.2.B.01	B:Elements of Software Development	Demonstrate problem solving and troubleshooting techniques.
VIT.VPROG.2.B.01.01	B:Elements of Software Development	Discover and document a problem.
VIT.VPROG.2.B.01.02	B:Elements of Software Development	Determine a problem's possible causes.
VIT.VPROG.2.B.01.03	B:Elements of Software Development	Use known information for problem solving.
VIT.VPROG.2.B.01.04	B:Elements of Software Development	Use reference materials for problem solving.
VIT.VPROG.2.B.01.05	B:Elements of Software Development	Apply gathered information to the problem.
VIT.VPROG.2.B.01.06	B:Elements of Software Development	Formulate possible solutions to the problem.
VIT.VPROG.2.B.03	B:Elements of Software Development	Create software design.
VIT.VPROG.2.B.03.01	B:Elements of Software Development	Develop a competitive analysis to identify current trends with regard to problem stated from 2.B.01.
VIT.VPROG.2.B.03.02	B:Elements of Software Development	Design program logic using graphical techniques such as flow charts or storyboards.
VIT.VPROG.2.B.03.03	B:Elements of Software Development	Design program logic using pseudocode techniques.
VIT.VPROG.2.B.03.04	B:Elements of Software Development	Determine the technical design describing how a system solution from section 2.B.02 is to work/function.
VIT.VPROG.2.B.04	B:Elements of Software Development	Demonstrate software implementation.
VIT.VPROG.2.B.04.02	B:Elements of Software Development	Produce internal documentation.
VIT.VPROG.2.B.04.03	B:Elements of Software Development	Determine programs based on design document from section 2.B.03.
VIT.VPROG.2.B.04.04	B:Elements of Software Development	Demonstrate use of Extensible Hypertext Markup Language (XHTML) validation.
VIT.VPROG.2.B.05	B:Elements of Software Development	Perform software testing.
VIT.VPROG.2.B.05.01	B:Elements of Software Development	Identify various software testing techniques.
VIT.VPROG.2.C.01	C:Programming Concepts	Implement concepts fundamental to programming.
VIT.VPROG.2.C.01.02	C:Programming Concepts	Demonstrate the use of a debugger.
VIT.VPROG.2.C.01.03	C:Programming Concepts	Utilize Integrated Development Environments.
VIT.VPROG.2.C.01.04	C:Programming Concepts	Demonstrate user defined functions and procedures.
VIT.VPROG.2.C.01.05	C:Programming Concepts	Implement programming structures.
VIT.VPROG.2.C.01.06	C:Programming Concepts	Differentiate between procedural and object oriented programming.
VIT.VPROG.2.C.01.11	C:Programming Concepts	Demonstrate the use of conditional branching operators.
VIT.VPROG.2.C.01.12	C:Programming Concepts	Demonstrate iterative loops.
VIT.VPROG.2.C.01.13	C:Programming Concepts	Characterize the function and operation of compilers and interpreters.
VIT.VPROG.2.C.01.14	C:Programming Concepts	Incorporate the fundamental data types and their operations.
VIT.VPROG.2.C.01.17	C:Programming Concepts	Utilize built-in functions and libraries.
VIT.VPROG.2.C.02	C:Programming Concepts	Demonstrate fundamentals of Object Orientated (OO) Programming.
VIT.VPROG.2.C.02.01	C:Programming Concepts	Develop classes.
VIT.VPROG.2.C.02.02	C:Programming Concepts	Develop a constructor.
VIT.VPROG.2.C.02.03	C:Programming Concepts	Demonstrate object instantiation.
VIT.VPROG.2.C.02.07	C:Programming Concepts	Define overloading.
VIT.VPROG.2.C.02.08	C:Programming Concepts	Define overriding.
VIT.VPROG.2.C.02.10	C:Programming Concepts	Develop fields.
VIT.VPROG.2.C.02.12	C:Programming Concepts	Develop methods.

VIT.VPROG.2.C.03	C:Programming Concepts	Construct a program.
VIT.VPROG.2.C.03.01	C:Programming Concepts	Create a menu driven application.
VIT.VPROG.2.D.01.01	D:Web Development Concepts	Differentiate between an XHTML and HTML document.
VIT.VPROG.2.D.01.03	D:Web Development Concepts	Utilize XHTML tag syntax in accordance with W3C standards.
VIT.VPROG.2.D.01.04	D:Web Development Concepts	Demonstrate the use of tables.
VIT.VPROG.2.D.01.05	D:Web Development Concepts	Create absolute and relative hypertext links.
VIT.VPROG.2.D.01.06	D:Web Development Concepts	Demonstrate the use of internal and external anchors.
VIT.VPROG.2.D.01.10	D:Web Development Concepts	Incorporate an audio clip into a web page.
VIT.VPROG.2.D.01.11	D:Web Development Concepts	Incorporate a video clip into a web page.
VIT.VPROG.2.D.02.01	D:Web Development Concepts	Utilize CSS syntax in accordance with World Wide Web Consortium (W3C) standards.
VIT.VPROG.2.D.02.03	D:Web Development Concepts	Differentiate between in-line, internal, and external style sheets.
VIT.VPROG.2.D.02.05	D:Web Development Concepts	Differentiate between a class and an id.
VIT.VPROG.2.D.02.06	D:Web Development Concepts	Demonstrate the use of class and id.
VIT.VPROG.2.D.02.07	D:Web Development Concepts	Differentiate between relative and absolute positioning.
VIT.VPROG.2.D.02.08	D:Web Development Concepts	Demonstrate the use of relative and absolute positioning.
VIT.VPROG.2.D.04.03	D:Web Development Concepts	Implement a page layout using divs and CSS.
VIT.VPROG.2.A.02.01	A:Fundamentals of Computer Information Technology	Describe the evolution of information technology.
VIT.VPROG.2.A.02.02	A:Fundamentals of Computer Information Technology	Describe and classify professional certifications.
VIT.VPROG.2.A.02.03	A:Fundamentals of Computer Information Technology	Explain the impact of technologies on society.
VIT.VPROG.2.A.02.04	A:Fundamentals of Computer Information Technology	List types of technologies and describe their uses in the workplace and society.
VIT.VPROG.2.A.02.05	A:Fundamentals of Computer Information Technology	List and describe uses of social media in workplace/community.
VIT.VPROG.2.A.03.02	A:Fundamentals of Computer Information Technology	Assess principles of secure passwording strategies.
VIT.VPROG.2.A.03.03	A:Fundamentals of Computer Information Technology	Define fundamental legal issues involved with security management.
VIT.VPROG.2.A.04.06	A:Fundamentals of Computer Information Technology	Differentiate between digital video file formats.
VIT.VPROG.2.A.04.07	A:Fundamentals of Computer Information Technology	Differentiate between digital audio file formats.
VIT.VPROG.2.A.06	A:Fundamentals of Computer Information Technology	Explain concepts fundamental to operating systems.
VIT.VPROG.2.A.06.01	A:Fundamentals of Computer Information Technology	Describe the purpose of an operating system.
VIT.VPROG.2.A.06.02	A:Fundamentals of Computer Information Technology	Differentiate between operating system (OS) platforms such as Macintosh (MAC), personal computer (PC), server and mobile devices.
VIT.VPROG.2.A.08	A:Fundamentals of Computer Information Technology	Describe and classify computer hardware.
VIT.VPROG.2.A.08.01	A:Fundamentals of Computer Information Technology	Differentiate between computer types such as desktops, laptops, tablets, and handhelds.
VIT.VPROG.2.A.08.02	A:Fundamentals of Computer Information Technology	Classify hardware components, their functions and relationships.
VIT.VPROG.2.A.09.03	A:Fundamentals of Computer Information Technology	Compare various server-side technologies such as their strengths and weaknesses.
VIT.VPROG.2.B.02	B:Elements of Software Development	Determine software requirements.
VIT.VPROG.2.B.05.03	B:Elements of Software Development	Determine browser compatibility issues and user accessibility standards.
VIT.VPROG.2.B.06	B:Elements of Software Development	Create user software documentation.
VIT.VPROG.2.C.01.15	C:Programming Concepts	Demonstrate the use of an array (list).
VIT.VPROG.2.C.01.16	C:Programming Concepts	Explain the characteristics and uses of batch processing.
VIT.VPROG.2.C.02.04	C:Programming Concepts	Differentiate between class types such as superclass, subclass, abstract and interface.
VIT.VPROG.2.C.02.05	C:Programming Concepts	Define encapsulation.
VIT.VPROG.2.C.02.06	C:Programming Concepts	Define polymorphism.
VIT.VPROG.2.C.02.09	C:Programming Concepts	Define inheritance.
VIT.VPROG.2.C.02.11	C:Programming Concepts	Demonstrate the use of instance and class variables.
VIT.VPROG.2.C.02.13	C:Programming Concepts	Differentiate between a constructor and de-constructor.
VIT.VPROG.2.C.03.03	C:Programming Concepts	Create an application to read from a file.
VIT.VPROG.2.C.03.04	C:Programming Concepts	Create an application to write to a file.
VIT.VPROG.2.D.01.07	D:Web Development Concepts	Compare the pros and cons of frames and I-frames.
VIT.VPROG.2.D.01.08	D:Web Development Concepts	Create a page using various form elements.
VIT.VPROG.2.D.03	D:Web Development Concepts	Demonstrate fundamentals of JavaScript.
VIT.VPROG.2.D.03.01	D:Web Development Concepts	Demonstrate the use of JavaScript syntax.

VIT.VPROG.2.D.03.02	D:Web Development Concepts	Differentiate between internal and external JavaScript.
VIT.VPROG.2.D.03.03	D:Web Development Concepts	Create and link external JavaScript file to website.
VIT.VPROG.2.D.03.04	D:Web Development Concepts	Implement features such as pop-up windows, rollovers, slideshows, and form verifications using pre-built JavaScript libraries.
VIT.VPROG.2.D.04	D:Web Development Concepts	Construct a website.
VIT.VPROG.2.D.04.01	D:Web Development Concepts	Create a template page for website development.
VIT.VPROG.2.D.04.02	D:Web Development Concepts	Construct a website using a template including various page formats such as home page and content page.
VIT.VPROG.2.D.04.04	D:Web Development Concepts	Differentiate between website layouts using divs and CSS, tables, frames, and non-CSS.