

Anoka-Hennepin Secondary Curriculum Unit Plan

Department:	BME	Course:	Video Game Design and Marketing	Unit 1 Title:	Orientation	Grade Level(s):	9-12
Assessed Trimester:	A	Pacing:	2-4 Days	Date Created:	4/23/2014	Last Revision Date:	

Course Understandings: *Students will understand that:*

- There is a formal process when applying for a job.
- There are a variety of careers associated with the video game design industry.

DESIRED RESULTS (Stage 1) - WHAT WE WANT STUDENT TO KNOW AND BE ABLE TO DO?

Established Goals	
<ul style="list-style-type: none">• Information Technology XVIII. Information Technology Careers: Explore positions and career paths in information technology.• Career Development III. Workplace Expectations: Relate the importance of workplace expectations to career development.	
Transfer	
Students will be able to independently use their learning to: (product, high order reasoning) <ul style="list-style-type: none">• Complete a job application in preparation for the process that must be gone though when applying for a job in the “real world”• Complete a career investigation project to explore the different careers that are associated with the video game design industry	
Meaning	
Unit Understanding(s): Students will understand that: <ul style="list-style-type: none">• Employers have specific expectations for each employee• Employers expect a complete and professional job application• Multiple careers exist in the video game industry	Essential Question(s): Students will keep considering: <ul style="list-style-type: none">• What are some employers expectations of employees?• Should employers have a dress code?• Should errors on a job application matter?• How important are references on a job application?• Should you be able to use friends as references?• What are the job areas in the video game industry?
Acquisition	
Knowledge - Students will: <ul style="list-style-type: none">• Understand employee expectations• Understand how to complete a job application Reasoning - Students will: <ul style="list-style-type: none">• Interpret job interview questions• Compare and contrast career opportunities in video game industry	Skills - Students will: <ul style="list-style-type: none">• Explore careers in the video game industry• Produce a professional job application

Common Misunderstandings

- I do not have to meet with clients or customers
- It does not matter what clothes I wear to work

Essential new vocabulary

- Job Reference.