CTE.GDP:1 **Students will demonstrate knowledge of programming design. (NETS 2, 3, 4)**

CTE.GDP:1-1 Identify and define basic terms associated with programming.
CTE.GDP:1-2 Recognize games and dynamic systems.
CTE.GDP:1-3 Describe the history of programming.
CTE.GDP:1-4 Evaluate a program based on concept, design, balance, functionality, and sound.
CTE.GDP:1-5 Identify and define the elements of basic programming languages.
CTE.GDP:1-6 Design and create a balanced program using the elements of a programming language.

CTE.GDP:2 **Students will utilize entry-level programming software, to create a program a computer can execute. (NETS 1, 2, 3, 4, 6)**

CTE.GDP:2-1 Define basic features and functions of different programming softwares.
CTE.GDP:2-2 Demonstrate basic programming features; including motion, sound, control, and sensing utilized in the software.
CTE.GDP:2-3 Practice using sprites, costumes, scripts, and stage to create a simple program.
CTE.GDP:2-4 Create a dialogue between two sprites.
CTE.GDP:2-5 Demonstrate the methods of moving sprites in a program.
CTE.GDP:2-6 Improve the functionality, usability, and accessibility of created programs.
CTE.GDP:2-7 Implement the concepts of variables and conditionals to create simple programs.

CTE.GDP:3 **Students will design programs using advanced programming software. (NETS 1, 2, 4, 6)**

      CTE.GDP:3-1   Define basic terms associated with the software.
      CTE.GDP:3-2   Identify the basic features of simulation software.
      CTE.GDP:3-3   Demonstrate understanding of the step-by-step logical thinking that characterizes writing computer programs.
      CTE.GDP:3-4   Design a product by using event-based computer programming.
      CTE.GDP:3-5   Develop a product using object-oriented programming.
      CTE.GDP:3-6   Create a program using the elements of design software.
      CTE.GDP:3-7   Design, test, analyze, and adjust coding solutions by applying problem-solving skills.
      CTE.GDP:3-8   Analyze coding solutions for elements of thoroughness and correctness.

CTE.GDP:4 **Students will demonstrate knowledge and utilize entry-level language programming to create a program. (NETS 2, 4, 6)**

      CTE.GDP:4-1   Apply the programming language, including the basic terms utilized in the language.
      CTE.GDP:4-2   Practice using the basic features of coding in the context of creating a simple program.
      CTE.GDP:4-3   Apply knowledge of variables and conditionals to develop a program.
      CTE.GDP:4-4   Select appropriate programming structures.
      CTE.GDP:4-5   Design, code, test, and execute a program that corresponds to a set of specifications.
      CTE.GDP:4-6   Explain how a particular program functions.