

Blueprint for Instruction and Assessment

Software and App Design

11.0202.00



Domain	Related Standards	Instructional Time
Domain 1 Coding/ Programming	STANDARD 3.0 UTILIZE PRIMITIVE DATA TYPES AND STRINGS IN WRITING PROGRAMS STANDARD 4.0 PERFORM BASIC COMPUTER MATHEMATICS IN INFORMATION TECHNOLOGY STANDARD 5.0 UTILIZE CONDITIONAL STRUCTURES IN WRITING PROGRAMS STANDARD 6.0 UTILIZE BASIC DATA STRUCTURES AND ALGORITHMS IN WRITING PROGRAMS STANDARD 7.0 UTILIZE ITERATIVE STRUCTURES IN WRITING PROGRAMS STANDARD 17.0 EMPLOY OBJECT-ORIENTED PROGRAMMING TECHNIQUES	45 - 55%
Domain 2 Software/ Application Development	STANDARD 9.0 APPLY CLIENT-SIDE INTERNET SOFTWARE STANDARD 10.0 DEMONSTRATE PROGRAM ANALYSIS AND DESIGN STANDARD 11.0 DEVELOP A PROGRAM STANDARD 12.0 TEST AND DEBUG TO VERIFY PROGRAM OPERATION STANDARD 14.0 USE VERSION CONTROL SYSTEMS STANDARD 15.0 APPLY USER DESIGN PRINCIPLES TO INCLUDE WEBSITES AND APPLICATIONS STANDARD 18.0 EMPLOY RUNTIME AND ERROR HANDLING TECHNIQUES	30 - 40%
Domain 3 Network/Security	STANDARD 1.0 RECOGNIZE SECURITY ISSUES STANDARD 8.0 IDENTIFY INTERNET PROTOCOLS AND OPERATIONS STANDARD 16.0 EXPLORE STORAGE MANAGEMENT AND SECURITY	5 - 10%
Domain 4 Business/Legal Issues	STANDARD 2.0 EXAMINE LEGAL AND ETHICAL ISSUES RELATED TO INFORMATION TECHNOLOGY STANDARD 13.0 UTILIZE AND CREATE COMMUNITY RESOURCES STANDARD 19.0 EXPLORE BUSINESS ASPECTS IN SOFTWARE DEVELOPMENT	5 - 10%

Content domains are knowledge, skills, and abilities to be taught and assessed. They illustrate the relationship among technical standards, instructional time, and student success on the Technical Skills Assessment. This blueprint corresponds with the Technical Standards endorsed on May 14, 2024.

