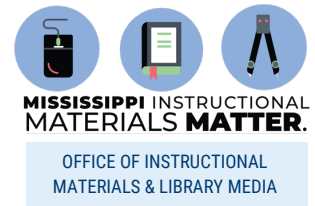


BUSINESS TECHNOLOGY TEXTBOOK ADOPTION REPORT



The *Mississippi Business and Technology Framework* has been aligned with the Career and Technical Education framework and in accordance with the National Standards for Business Education. The courses lay the foundation for both college and career readiness. As an introduction to business education, the courses provide fundamental basic business skills and knowledge related to economic fundamentals, management, communications, finance, human relations, career development, ethics, and business etiquette.

Graphic Design curriculum includes elements that will help contribute to student success in careers that include graphic design. This course provides a broad introduction to the graphic design environment by incorporating design concepts and theories, design technology tools, visualization, and raster image editing.

OVERALL RATING: MEETS EXPECTATIONS

SAVVAS LEARNING SNAPSHOT

Program Strengths

- No strengths were provided.

Program Challenges

- No challenges were provided.



No Findings



Does Not Meet Expectations



Partially Meets Expectations



Meets Expectations

SAVVAS LEARNING REVIEW

RUBRIC

Findings

GATEWAY 1 | CRITERION 1.1: Alignment and Coherence

Materials adequately address the National Standards for Business Education.



15.7 points out of 16 points

GATEWAY 2 | CRITERION 2.1: Student Learning

Materials identify ways in which materials are designed for each student's regular and active participation in grade-level/grade band/series content.



14.7 points out of 16 points

GATEWAY 3 | CRITERION 3.1: Teacher Supports

Materials support teacher planning, learning, and understanding of the Standards. Materials provide teachers with guidance to build their own knowledge and to give all students extensive opportunities and support to explore key concepts

GATEWAY 3 | CRITERION 3.2: Assessment

Materials offer assessment opportunities that genuinely measure progress and elicit direct, observable evidence of the degree to which students can independently demonstrate the assessed standards.



16.7 points out of 24 points

GATEWAY 3 | CRITERION 3.3: Technology

Materials support effective use of technology to enhance student learning. Digital materials are accessible and available in multiple platforms.

TOTAL SCORE: 47.0 POINTS OUT OF 56 POINTS

