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.

Personal Finance is designed to guide students in financial decision making and real-world financial issues. Topics such as decision making, income earning and reporting, budgeting, buying goods and services, saving, investing, and using credit, will be discussed.

OVERALL RATING: MEETS EXPECTATIONS

SAVVAS LEARNING SNAPSHOT

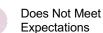
Program Strengths

• Includes Math Appendix which a great tool.

Program Challenges

• No challenges were provided.







Partially Meets Expectations



SAVVAS LEARNING REVIEW

RUBRIC

GATEWAY 1 | CRITERION 1.1: Alignment and Coherence

Materials adequately address the National Standards for Business Education.

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.

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.

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: 46.3 POINTS OUT OF 56 POINTS



of 16 points

Findings



