

# BUSINESS & INFORMATION TECHNOLOGY

Business & Information Technology empowers learners to be college and career ready through standards-based experiences in the classroom and career-based learning experiences with business and industry partners. Our goal is to develop critical thinkers and collaborative problem solvers, providing connections to the issues and challenges facing our local, regional, and global economies.

#### **STUDENT ORGANIZATIONS**

Student organizations are a quality component of career and technical education programs that support and enhance related school-based and work-based learning. They provide value to students through various opportunities that allow them to showcase their skills and knowledge. Business & Information Technology teachers offer the following:

**Future Business Leaders of America (FBLA)** is the national organization for all secondary school students participating in business education programs. The purpose of FBLA is to provide, as an integral part of the instructional program, additional integrated learning opportunities for students in business and/or business-related fields to develop career supportive competencies and to promote civic and personal responsibilities.

**Gameday Productions Team** produces athletic and academic events inside and outside of our state-of-the-art athletic facilities. Gameday provides students with a rare opportunity for hands-on experiences designing and producing digital media utilizing the same technologies used at Camp Randall, Lambeau Field, and other live event venues. A truly unique learning experience for Marshfield High School students who aspire to pursue careers in digital media, video production, marketing, and event management.

The **Marshfield High School Code Club** is a student-based social organization. Code Club focuses on programming-based technologies with goals that include education, skill development, interaction and communication with working professionals, community service and an overall mission to answer the question: "What is Computer Science?" **Marshfield High School E-Sports League** is an active chapter of **MHS Code Club**.





#### ACADEMIC & CAREER PLANNING

The School District of Marshfield is committed to providing a solid foundation for all students to be successful in a chosen path after graduation. The vision of our graduate is to graduate "College and Career Ready." The goal of Academic and Career Planning is to equip students enrolled in the School District of Marshfield and their families with tools to make more informed choices for post-secondary success as it leads to careers.

Visit marshfieldschools.org/acp for more information.

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#### **COMMUNITY INVOLVEMENT**

Computer Science students at MHS continue to be instrumental in supporting the annual Rotary Winter Wonderland service project. Our programming students are responsible for the design and development of the Light Rhapsody display and soundtrack you hear each year. You can visit Wildwood Park from the day after Thanksgiving through New Year's Eve to see their hard work.

### **POST SECONDARY CREDIT COURSES**

To earn Dual Credit, students enroll in approved courses, demonstrate knowledge and skills using Mid-State Technical College (MSTC) textbooks, tests, etc. A letter grade is posted on an official MSTC transcript and counted towards MSTC's grade point average. The following Business & Information Technology courses are offered for Dual Credit:

- DC College Accounting
- DC Business Core
- DC BIT Capstone



Advanced Placement courses allow students to earn college credit based on the score of a test given at the completion of the course. The following courses are offered for Advanced Placement credit in the Business & Information Technology department:

- AP Human Geography
- AP Computer Science A
- AP Computer Science Principles

#### **BUSINESS PARTNERSHIPS**

Teachers in the Business & Information Technology department collaborate with many businesses for work-based learning, and guest speakers, including:

- Asset Builders of America
- Forward Bank
- Marshfield Area Chamber of Commerce and Industry
- Marshfield Clinic Health Systems
- Monroe Truck Equipment
- Partners Bank
- Rotary Clubs of Marshfield
  Winter Wonderland Committee
- School District of Marshfield
- Simplicity Credit Union

# **PROGRAM CONTACTS**

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## **DID YOU KNOW?**

- We house one of the leading Certiport Testing Centers in the entire state of Wisconsin. Students can earn globally recognized industry certifications in Microsoft Office, Adobe digital-media software, and Unity Programmer and VR Developer certifications.
- MHS has had **multiple national qualifiers** for the Microsoft Office Specialist World Championships!
- In 2020, a Marshfield FBLA Chapter member placed **Top 10 in the nation** in the Coding & Programming Event at the FBLA National Competition.
- Youth Service Learning (YSL): Students who **volunteer 100 hours** by the time they graduate receive recognition on their transcript and earn the **President's Volunteer Service Award (PVSA).**
- The Finance and Investment Challenge Bowl<sup>®</sup> (FICB) is a financial literacy program for high school students. MHS has advanced to the State Tournament four times—three times in the last four years—winning the State Championship in 2018-19.
- The Tiger Stadium Store is managed by the B&IT Capstone class. Students develop skills in inventory management, accounting, sales, marketing, and customer service. It's a valuable opportunity for students to experience all aspects of running a business.



#### Interested in this program? Contact us to get career and college ready! Jennifer Fredrick, CTE Coordinator | 715-387-8464 x4376 | fredrickj@marshfieldschools.org

The Board does not discriminate on the basis of race, color, religion, national origin, ancestry, creed, pregnancy, marital status, parental status, sexual orientation, sex (including transgender status, change of sex or gender identity), or physical, mental, emotional, or learning disability ("Protected Classes") in any of its student programs including curricular, co-curricular and extra-curricular activities.