TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
Introduction to Information Technology		
	Introduction	
	The Four Areas of Information Technology Employment	
		Evaluate careers in four information technology areas: Information Services and Support, Network Systems, Programming and Software Development, and Interactive Media.
		Compare and contrast job descriptions, working conditions, education, training requirements, salary ranges, industry certifications, and employment outlook for the four areas.
		Describe job requirements for careers and professions in IT.
	Compare and Contrast Careers in IT	
		Compare and contrast careers in computing.
		Identify college majors that require at least one course in computing.
		Describe the variety of occupations and professions within the world of IT and investigate how computing is used in other disciplines.
		Investigate methods for finding websites with career exploration resources, identifying a desired IT career area, and justifying that choice.
		List and describe professional organizations and professional codes in the field of computing.
	Entrepreneurship	
		Demonstrate concepts, processes, and behaviors associated with successful entrepreneurship.
		Analyze how computing is often used in contemporary entrepreneurship.
		Compare and contrast entrepreneurship with working for an employer.
	Assessment	
		Categorize personal skills and aptitudes.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Analyze personal skills and aptitudes that relate to IT careers.
		Differentiate between the use of specific personal assessment tools in identifying personal strengths and weaknesses.
	Lifelong Learning Skills	
		Demonstrate an understanding of education and career development as lifelong learning process and techniques for acquiring new (IT) industry-related knowledge and improving professional skills.
		Demonstrate techniques for promoting personal advancement and seeking education and other experiences that enhance personal growth.
		Create, refine, and implement a plan for personal growth and skill development related to IT careers.
		Define a work-based learning experience in an IT environment, and describe the purpose and benefits of a work-based learning environment.
		Identify steps for seeking a promotion.
	Create a Professional Portfolio	
		Create and maintain a career portfolio.
		Demonstrate preparing for a job search and interview.
		Create a cover letter, resume, and job application.
	Summary	
	Unit Test	
IT and Computer Hardware		
	Introduction	
	Information Technology	
		Discuss the use of technology in an IT environment.
		Identify and describe some current and emerging computer technology and software used for personal and business tasks.
		Compare and contrast methods for evaluating emerging technologies.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Explain how IT affects business and society.
	Job-Specific Math Skills	
		Define and use common statistical procedures to present and communicate data.
		Solve work-related problems using measurements.
		Select and use correct mathematical processes and tools to solve complex problems.
	IT Legal and Ethical Issues	
		Define legal and ethical responsibilities for IT professionals.
		Demonstrate and apply an understanding of IT-related legal and ethical issues.
	Wireless IT	
		Explore current global business trends and an IT employee''s role in maintaining productive business.
		Compare and contrast the ways in which emerging wireless tech impacts business globally.
	Computing Basics	
		List the basic operating principles of digital computers.
		Explore the basic operating principles of digital computers.
		Analyze the ways major applications have changed the way we work and live.
		List different ways computers are used.
		Explain the idea of a "paperless society" and how computers support that.
	The Evolution of the Computer	
		Describe the evolution of the computer and microprocessors.
		Demonstrate an understanding of Moore''s Law as it relates to miniaturization.
		Identify persons with major contributions to the field of computing.
		Describe analog and digital technology, convert between binary and decimal numbers, and define the terms bit and

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		byte.
	Hardware Input and Output	
		Define input and output.
		Explain and identify the pieces that make up the architecture of a computer system.
		Describe how the hardware components of a computer interact with one another.
		Understand terms and units used to describe major hardware components.
		Use information about the function, type, capabilities, size and speed of CPUs, motherboards, RAM, and hard drives to compare two computers.
	Sound, Graphics, and Network Cards	
		Explain the functions and characteristics of sound cards, graphics cards, and network cards.
		Explain the need for peripherals.
		Demonstrate proficiency with peripherals.
		Demonstrate proficiency in the use of a mouse and keyboard.
	System Maintenance	
		Define system maintenance and preventive measures.
		Describe consequences of not taking preventive measures.
		Install and configure hardware in a computer system.
		Troubleshoot problems with computer peripherals and office equipment.
	Upgrade Computer Hardware	
		Investigate different (hardware) upgrade considerations.
		Choose computers for specific purposes based on their commercial descriptions.
		Given a scenario, make recommendations to improve a computer system.

Unit	Lesson	Objectives
		Define the process of planning upgrades and changeovers, and demonstrate knowledge of the process of planning upgrades and changeovers.
		List the steps in setting up a new computer.
	Summary	
	Unit Test	
Operating Systems and Application Software		
	Introduction	
	Software Overview	
		Identify classes of system and application software and differentiate between them.
		Compare and contrast the use of various software applications and their appropriate use.
		Identify open source, free, and proprietary licenses, as well as their benefits and drawbacks.
		Identify new and emerging classes of software, and demonstrate knowledge of the process of upgrading and changing software applications.
	Software Development	
		Describe the development of software applications and the software development process.
		Identify and define features common to most software applications.
		Identify basic problems with application software.
	Computer Operating Systems	
		Examine major operating system fundamentals and components.
		Identify persons with major contributions to operating systems.
		Examine the history and purpose of various OSes (such as DOS, Windows, OS X, iOS/Android).
		Compare and contrast the differences among current Windows, Unix, and Macintosh operating systems.
	File Management	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Demonstrate an understanding of file extensions and the purpose of file types across software products.
		Match file extensions with their associated programs by differentiating among file types.
		Demonstrate a working knowledge of standard file formats and identify file naming conventions in different operating systems.
		Demonstrate proficiency with proper file management techniques and structure.
		Identify the hierarchy of files and folders and find files and folders using specific file paths.
	File Management Tools	
		Demonstrate proper use of system management tools.
		Demonstrate using file protection and security.
		Use file management tools to create folders and select, move, copy, cut, delete, rename, and sort files.
		Practice viewing files in different ways (by icon, name, type, size, and date).
		Use the trash or recycling features to safely manage file deletions and restore files.
	Web Browsers	
		Examine what a web browser is, what it does (render web pages), and how it does this.
		List and examine the major/most popular web browsers and their features.
		Examine how URLs and associated URL protocols work.
		Dissect and identify the various components of a URL (in other words, explain how to read and understand a URL).
	Summary	
	Unit Test	
Networks and the Internet		
	Introduction	
	Network Basics	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Describe what a network is.
		Identify the role of servers and clients on a network.
		Explain hierarchical addressing schemes.
		Explain the benefits of a network.
		Demonstrate knowledge of how data is passed in packets, and ways to deal with network failure.
	Evolution of Networks	
		Investigate important events in the evolution of networks.
		Analyze current trends and developments in networking.
		Investigate the most common types of networks and differentiate between them.
		Identify different types of networks and how they work.
		Investigate networking terminology.
	Wireless Networks	
		Investigate and analyze trends related to networking and wireless technology.
		Describe how computers connect to wired and wireless networks.
		Compare and contrast wired and wireless networks.
	Network Administration	
		Demonstrate basic understanding of network administration by identifying the relationship between computer networks and other commuications networks.
		Describe communications hardware and software used in networking.
		Identify and describe communications and networking systems used in workplace environments.
		Identify and describe the functions of network operating systems.
		Explain and apply troubleshooting techniques and strategies for fixing network connectivity issues.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
	History of the Internet	
		Trace and outline the history and development of the Internet.
		Trace the future of the Internet.
		Explain the Internet"s effect on computing and society.
		Identify and examine persons with major contributions to the Internet.
	Ethical Issues on the Internet	
		Demonstrate an understanding of how to use the Internet efficiently for work.
		Analyze ethical issues and problems associated with computers and information systems.
		Describe and analyze copyright laws related to file sharing and Internet regulatory control.
		Explain and predict the consequences of software piracy on developers and the role of relevant enforcement organizations in software piracy.
		Compare and contrast the pros and cons of hacking and cracking.
	Copyright and IP	
		Explain intellectual property and examine the consequences of plagiarism.
		Identify adherence to copyright rules and regulations and differentiate between copyright and trademarks.
		Identify and explain the effects of technology crimes.
		Examine the emergence of e-commerce and e-government and how it relates to intellectual property and describe the function of a non-disclosure agreement.
		Explain the potential impact of e-commerce and e-government on business and society.
	Search on the Internet	
		Identify criteria for conducting searches on the Internet. , including analyzing whether an online source is reputable or not.
		Define ethical use of Internet/online resources using citations (both formal and informal).

Unit	Lesson	Objectives
		Examine the ethical and unethical use of Internet and online sources.
		Demonstrate citing a source.
	Risks on the Internet	
		Examine issues concerning Internet security (including computer viruses and spam) and online predators.
		Explain and identify the risks/dangers of working on an insecured network/ or in an unsecured environment.
		Analyze the benefits and risks of networked computing.
		Identify the rists of posting personal and work information on the Internet as it relates to identity theft (and other potential dangers).
	Improving Network Security	
		Identify network security issues and describe methods that help protect against security attacks.
		Compare and contrast anti-virus software.
		Explain the purpose of a firewall.
		Explain the purpose of spyware/adware and describe methods for protecting against it.
		Explain how and by whom encryption is used on a daily basis.
	Summary	
	Unit Test	
HTML and the Web		
	Introduction	
	Web Pages	
		Identify and describe web terminology and the elements of a web page.
		Identify and describe design principles related to web page design.
		Identify individual web page layouts and content.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Identify and describe types and styles of typeface used for web publications, including serif and sans serif, and analyze reasons for using one typeface instead of another.
		Identify and explain the terminology and need for interactive media and web-based applications, including things like Adobe Flash and Ajax.
	Investigate Web Design	
		Analyze design elements of professional web sites by evaluating the use of theme and navigational links.
		Analyze and develop an awareness of acceptable and excellent web page design.
		Identify and critique the layout, navigation, and accessibility of a web site based on its purpose.
	HTML Basics	
		Identify and describe the purpose of basic HTML.
		Analyze basic HTML.
	Create a Web Page	
		Identify the terminology associated with web page editing software and its functions.
		Create a Web page with links, graphics, text with basic HTML tags, bulleted lists, and an email address.
		Write HTML code using an HTML editor and then render it using a Web browser.
	Use CSS to Design a Web Page	
		Learn about CSS and why it''s used, and then apply basic CSS to style HTML.
		Use CSS to express the design of a website.
		Demonstrate the ability to use various web development software programs.
		Compare and contrast creating a web page manually versus using a WYSIWYG editor.
	Add Images to a Web Page	
		Create a web page with images.
		Examine color theory as it relates to web page design and legibility.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Apply color theory to choose strong color choices for a web page"s background and text color.
		Use CSS to change the text and background color and appearance of a web page.
	Publish to the Web	
		Identify a website host for publishing a website.
		Investigate how to determine the preferred procedures for posting/publishing a website using the selected website host.
		Investigate how to make decisions about how often the site should be updated, who will change the content, and who will maintain the site.
		List steps necessary to take in order to publish a website to the Internet.
		Demonstrate knowledge about publishing to the Internet.
	Summary	
	Unit Test	
General Workplace Skills		
	Introduction	
	Communication Skills	
		Identify how to employ effective verbal and nonverbal communication skills.
		Demonstrate communicating effectively to customers, coworkers, and supervisors with appropriate speaking and listening skills and nonverbal communication skills.
		Define customer-service skills: in-person.
		Define customer-service skills: telephone.
		Demonstrate techniques for determining and addressing customer needs using in-person, telephone, and email customer service skills.
	Positive Personal Qualities in the Workplace	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Identify and demonstrate positive personal qualities, such as flexibility, open-mindedness, showing initiative, and being willing to learn new concepts and skills.
		Demonstrate recognizing a professional appearance for the workplace.
		Examine critical thinking and problem-solving skills, and demonstrate creativity and resourcefulness.
		Organize ideas and then create IT-related oral and written messages to communicate those ideas.
	Diversity in the Workplace	
		Identify gender and diversity issues in computing and IT.
		Analyze diversity awareness.
		Explain the importrance of conflict resolution skills and being able to accept constructive criticism.
		Demonstrate an ability to accept constructive criticism.
	Positive Work Ethic	
		Demonstrate awareness of business ethics, workplace rules, regulations, policies, procedures, and processes.
		Demonstrate an understanding of the work ethics, behavior, and legal responsibilities employees commit to in the workplace.
		Demonstrate a positive work ethic, having a positive attitude toward taking direction, and motivation toward accomplishing tasks.
	Teamwork and Collaboration	
		Demonstrate initiative, courtesy, loyalty, honesty, cooperation, and punctuality as a team member.
		Demonstrate teamwork.
		Formulate a plan for collaborating to solve an IT problem.
		Demonstrate leadership skills in a team.
		Apply leadership and teamwork skills to accomplish goals.
	Assessment in the Workplace	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Understand best practices for assessing personal, peer, and group performance.
		Identify and implement strategies for improving performance, such as organizational skills, note taking, making outlines, reasoning skills, problem solving skills, and decision making skills.
		Develop criteria for assessing the effectiveness of products and processes in business (project management).
	Project Management Skills	
		Demonstrate planning, time-management, storyboarding, and project management skills.
		Demonstrate an awareness of project management concepts and tools.
		Demonstrate how to work efficiently by using time, task, and resource-management skills.
	Parts of an Email Message	
		Breakdown email purposes, capabilities and functions.
		Identify components of an email message, such as address, to, from, subject, and body.
		Identify when to use different email options, such as cc, bcc, email attachments, and forwarding.
		Demonstrate an awareness of how to use an email program"s address book.
	Appropriate Email Use	
		Identify the appropriate use of e-mail and common problems associated with e-mail.
		Demonstrate e-mail etiquette.
		Describe principles of e-mail and Internet etiquette.
		Identify when to include (quote) from an original e-mail message in a response.
		Respond to and utlize information derived from e-mail to solve business problems and complete business tasks.
	Organizations	
		Explore and analyze the structures and work cultures of different organizations.
		Examine how an organization"s strategic and operational plans are formulated, including how it uses planning tools.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Examine the impact of an organization''s management structure and culture on operations.
		Examine processes for accomplishing an organization''s goals using available resources.
	Organizational Responsibilities	
		Analyze organizational responsibilities as they relate to labor issues, worker rights and responsibilities, wages, benefits, and working conditions, including workers'' health and safety.
		Demonstrate an understanding of how safety, health, and environmental management systems are employed in a corporation.
		Examine an industry/organization''s responsibilities for its workers'' health and safety.
		Examine laws, regulations, and practices affecting workers'' health and safety in an industry.
		Demonstrate an understanding of the importance of following safety guidelines.
	Summary	
	Unit Test	
Cumulative Exam		
	Cumulative Exam Review	
	Cumulative Exam	
Course Software Installation		
	Install the Software	
Spreadsheets and Presentations		
	Introduction	
	Spreadsheet Basics	
		Identify key features and functions of spreadsheet software.
		Identify terminology associated with spreadsheet software.
		Describe the ways in which spreadsheets are used to solve real-world business problems.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
	Create and Use a Spreadsheet	
		Create and format a spreadsheet that incorporates textual and numeric content.
		Use functions to perform basic calculations, such as addition, subtraction, multiplication, and division.
		Explore formulas and the order of operations principle.
	Use Spreadsheet Functions and Formulas	
		Use a spreadsheet program’s built-in functions to produce a business document.
		Create formulas to produce a business document.
	Advanced Spreadsheet Features	
		Describe subtotals, cell protection, and conditional formatting.
		Describe lookup tables and nested IF statements.
		Identify common types of charts and graphs.
		Analyze advanced spreadsheets.
	Create Advanced Spreadsheets	
		Use subtotals, cell protection, and conditional formatting.
		Use lookup tables and nested IF statements.
		Generate charts and graphs.
	Spreadsheets and Data Management	
		Identify data management procedures.
		Describe the use of simple search parameters to locate, sort, and filter data.
		Describe the use of multiple search parameters to locate, sort, and filter data.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
	Presentation Software	
		Identify the basic features of presentation software.
		Identify advanced features of presentation software.
		Describe terminology associated with presentation software.
		Identify common uses of presentations in business.
	Create a Presentation	
		Identify the parts of a presentation.
		Identify ways to enhance communication in a presentation.
		Create, save, edit, and print a presentation with handouts and speaker notes.
	Summary	
	Unit Test	
Creating Multimedia		
	Introduction	
	Digital Images	
		Understand how images are digitized and displayed.
		Distinguish between raster and vector graphics.
		Compare and contrast image file formats.
		Identify resources used to access and digitize graphics.
	Create and Edit Images	
		Identify and compare the different kinds of graphic art software.
		Use image editing software to create and edit a digital image.
	Digital Audio	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Describe how sound is digitized and reproduced.
		Identify and compare audio file formats.
	Audio Editing Techniques	
		Describe audio editing software.
		Analyze techniques for editing a digital audio file.
	Digital Video	
		Describe how video is digitized and reproduced
		Identify and compare video file formats and encoding methods
	Create a Multimedia Presentation	
		Differentiate between linear and non-linear presentations.
		Incorporate hyperlinks in a presentation.
		Incorporate digital images and audio in a presentation.
	Word Processing Software Basics	
		Identify key features and functions of word processing software.
		Identify terminology associated with word processing software.
		Understand how word processing software is used in the real world.
	Create and Format a Letter	
		Identify the characteristics of a professional letter.
		Identify word processing features that are useful for letter writing and formatting.
		Use word processing features to create and format a letter.
	Format a Research Paper	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Understand the use of style guidelines for formatting academic papers.
		Identify commonly used style guidelines for academic papers (APA, MLA, CSE, ACS) and the disciplines in which they are used.
		Format a multi-page research paper according to a set of approved style guidelines.
	Create a Business Card and a Flyer	
		Define desktop publishing.
		Identify desktop publishing features in a word processing program.
		Create a business card.
		Create an advertising flyer.
	Summary	
	Unit Test	
Databases		
	Introduction	
	Databases	
		Define database.
		Distinguish databases from spreadsheets.
		Identify basic components of databases.
		Identify common uses of databases in business.
	Database Software Basics	
		Identify key features of database software.
		Explore forms.
		Explore queries and reports.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
	Relating Fields and Records	
		Discuss the difference between flat files and relational databases.
		Describe how fields and records in different tables are related.
		Describe primary keys.
		Analyze the table relationships of a database.
	Creating a Database	
		Discuss when to create a database.
		Describe how to organize information in fields of data.
		Describe how to choose a primary key.
		Discuss the steps necessary to prepare for creating a database.
	Locate and Sort Data	
		Use tools to locate data in a database.
		Use tools to sort data in a database.
	Query Data	
		Identify the uses of queries in a database.
		Create and run simple queries.
		Create and run complex queries.
	Export Data	
		Identify options for exporting query data.
		Use database tools to export query data to a spreadsheet.
		Use database tools to export query data to a document.
	Using Reports to Communicate	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
	Data	
		Identify different kinds of data reports.
		Describe how to use reports to communicate data effectively.
		Describe how to use tools to include calculated figures in reports.
	Summary	
	Unit Test	
Introduction to Programming		
	Introduction	
	Programming Overview	
		Define computer program, programming, and programming language.
		Discuss the history and development of programming languages.
		Identify persons who contributed significantly to the field of computer programming.
	Algorithms	
		Define and describe the purpose of algorithms.
		Identify examples of algorithmic problem solving in everyday life.
	Programming Design	
		Define and discuss the significance of programming design.
		Identify three types of programming design.
		Define and discuss top-down programming design.
		Define and discuss structured programming design.
		Define and discuss object-oriented programming design.
	Logic Problems	

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Define logic and logic problems in relation to computer programming.
		Give examples of logic problems in relation to computer programming.
		Identify and discuss strategies for solving logic problems.
	Writing a Problem Statement	
		Define problem statement.
		Describe the importance of writing problem statements when designing software.
		Identify characteristics of effective problem statements.
		Analyze writing a problem statement.
	Exploring a Problem and Communicating a Solution	
		Describe strategies used to explore a problem.
		Explain how to communicate the design of an algorithm and the flow of data.
	Using Flowcharts and Pseudocode	
		Communicate the design of a program in a flowchart.
		Communicate the design of a program in pseudocode.
		Analyze the use of flowcharts and pseudocode in designing a computer program.
	Summary	
	Unit Test	
Writing and Testing Code		
	Introduction	
	Variables and Data Types	
		Define and discuss the use of variables.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Define and discuss the use of data types.
		Identify common data types used in programming.
	Functions, Procedures, Arguments and Parameters	
		Define and discuss the use of procedures and functions.
		Analyze the similarities and differences between procedures and functions.
		Define and discuss the use of parameters and arguments.
	Conditional Statements	
		Define and discuss the use of conditional statements in computer programming.
		Analyze the use of if statements.
		Analyze the use of else and elif statements.
	Iteration	
		Define and describe the use of iteration in computer programming.
		Identify the use of iteration to repeat a set of programming instructions.
	Internal Data Representation	
		Describe computer numbering systems and internal data representation.
		Identify binary, octal, decimal, and hexadecimal number systems.
		Describe how to convert between binary and decimal number systems.
	Integrated Development Environments	
		Define integrated development environment (IDE).
		Identify the components of an IDE and the purpose of each.
		Describe and differentiate between compilers and interpreters.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Identify popular IDEs.
	Resources for Programmers	
		Identify reference materials for computer programming.
		Identify other resources for computer programming.
	Program with Variables	
		Describe naming conventions for variables.
		Describe the importance of using correct syntax.
		Create variables of different data types and use them in code.
	Program with Functions and Arguments	
		Analyze the use of syntax when using functions and arguments.
		Write a function, with and without an argument.
	Testing and Fixing Code	
		Describe the process of testing code.
		Describe the process of fixing and verifying code.
	Summary	
	Unit Test	
Programming with Lists and Loops		
	Introduction	
	Use Conditional Statements	
		Use if-then statements in a program.
		Use else-if statements in a program.

Unit	Lesson	Objectives
	Use Data Structures	
		Define and give examples of ordered data structures.
		Use a list and list methods in a program.
		Describe an array and how it differs from a list.
	Use Iteration	
		Use iteration to repeat a set of programming instructions.
		Use iteration to change an ordered data structure.
	Readable Code	
		Define readable code.
		Identify the characteristics of readable code.
		Discuss the importance of writing code that is readable.
		Analyze how code formatting improves readability.
	Encode and Decode Text	
		Define and discuss the use of character encoding.
		Define and differentiate between ASCII and Unicode character encoding.
		Write a program to encode a text string in Unicode.
		Write a program to decode a Unicode character encoding into text.
	Types of Errors	
		Define errors in the context of computer programming.
		Identify three types of errors.
		Define and discuss syntax errors.
		Define and discuss run-time errors.

TX-Principles of Information Technology		Scope and Sequence
Unit	**Lesson**	**Objectives**
		Define and discuss logic errors.
	Debugging a Program	
		Define bugs and debugging.
		Define and differentiate between diagnosing and troubleshooting.
		Debug a program.
	Summary	
	Unit Test	
Cumulative Exam		
	Cumulative Exam Review	
	Cumulative Exam	