

**New Jersey Cross-Content
Workplace Readiness Standards
Correlation to
Virtual Business – Retailing 3.0 (VBR 3.0)**

Standard	Virtual Business Retailing 3.0
Standard 1: All Students will develop career planning and workplace readiness skills.	✓✓✓
Standard 2: All students will use information, technology, and other tools.	✓✓
Standard 3: All students will use critical thinking, decision-making, and problem-solving skills.	✓✓✓
Standard 4: All students will demonstrate self-management skills.	✓✓✓
Standard 5: All students will apply safety principles.	✓

✓ **Some Correlation to the Standard** ✓✓ **High Correlation to the Standard** ✓✓✓ **Very High Correlation to the Standard**

The information for this correlation was found at the following web address during 07/2009:
<http://www.state.nj.us/njded/frameworks/ccwr/appendixb.pdf>

Standard 1: All students will develop career planning and workplace readiness skills.

Standard	Virtual Business Lesson
Demonstrate employability skills and work habits, such as work ethic, dependability, promptness, and getting along with others, needed to get and keep a job.	<p>All VBR 3.0 lessons are able to be completed within an individual or team environment, which would allow students to explore group dynamics, communication skills, and personal leadership skills.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Describe the importance of personal skills and attitudes to job success.	<p>All VBR 3.0 lessons are able to be completed within an individual or team environment, which would allow students to explore group dynamics, communication skills, and personal leadership capabilities.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Identify career interests, abilities, and skills.	<p>All VBR 3.0 lessons allow students to experience the different functions involved in operating a business and to assess their strengths and weaknesses within those areas.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Develop an individual career plan.	
Identify skills that are transferable from one occupation to another.	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to experience the different functions involved in operating a business and to assess their strengths and weaknesses within those areas. All lessons must be completed in the timeframe assigned by the instructor. Students may work as an individual or in a team setting.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Select a career major and appropriate accompanying courses.	
Describe the importance of academic and occupational skills to achievement in the work world.	<p>All VBR 3.0 lessons give real life experience in the classroom which can be used in the workplace. For example, all lessons must be</p>

	<p>completed via computer simulation in the timeframe assigned by the instructor. Students may work as an individual or in a team setting.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Demonstrate occupational skills developed through structured learning experiences, such as volunteer, community service, and work-based experiences or part-time employment.</p>	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Identify job openings.</p>	
<p>Prepare a resume and complete job applications.</p>	
<p>Demonstrate skills and attitudes necessary for a successful job interview.</p>	
<p>Demonstrate consumer and other financial skills.</p>	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p>All VBR 3.0 lessons allow students to view the current business' financial statements - which are exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • Financing • Financial Statements • New Store Project • Multiplayer Competitions

Standard 2: All students will use information, technology, and other tools

Standard	Virtual Business Lesson
Understand how technological systems function.	
Select appropriate tools and technology for specific activities.	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to view the current business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Demonstrate skills needed to effectively access and use technology-based materials through keyboarding, troubleshooting, and retrieving and managing information.	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to view the current business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Develop, search, and manipulate databases.	
Access technology-based communication and information systems.	
Access and assess information on specific topics using both technological (e.g., computer, telephone, satellite) and print resources available in libraries or media centers.	
Use technology and other tools to solve problems, collect data, and make decisions.	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to view the current business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Use technology and other tools, including word-processing, spreadsheet and presentation programs, and print or graphic	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to view the current</p>

<p>utilities, to produce products.</p>	<p>business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Use technology to present designs and results of investigations.</p>	<p>All VBR 3.0 lessons require students to complete exercises via computer simulation. Lessons also allow students to view the current business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Discuss problems related to the increasing use of technologies.</p>	

Standard 3: All students will use critical thinking, decision-making and problem-solving skills

Standard	Virtual Business Lesson
Recognize and define a problem, or clarify decisions to be made.	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Use models, relationships, and observations to clarify problems and potential solutions.	<p>All VBR 3.0 lessons allow the student to view the business' product and financial reports, charts, and graphs which may be analyzed to facilitate the decision-making process.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Formulate questions and hypotheses.	
Identify and access resources, sources of information, and services in the school and the community.	
Use the library media center as a critical resource for inquiry and assessment of print and nonprint materials.	
Plan experiments.	<p>All VBR 3.0 lessons allow students to evaluate the current business situation. Students can utilize problem solving skills to make changes in their business and determine whether their business is improving.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Conduct systematic observations.	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions

<p>Organize, synthesize, and evaluate information for appropriateness and completeness.</p>	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Identify patterns and investigate relationships.</p>	<p>All VBR 3.0 lessons allow students to determine the effect that their decisions had on the current business by consistently evaluating the product and financial data.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Monitor and validate their own thinking.</p>	<p>All VBR 3.0 lessons allow students to determine the effect that their decisions had on the current business by consistently evaluating the product and financial data.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Identify and evaluate the validity of alternative solutions.</p>	<p>All VBR 3.0 lessons allow students to determine the effect that their decisions had on the current business by consistently evaluating the product and financial data.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Interpret and analyze data to draw conclusions.</p>	<p>All VBR 3.0 lessons allow students to view the current business' product and financial information - which is exportable to Excel where further analysis, calculations, written reports and presentations may be generated.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
<p>Select and apply appropriate solutions to problem-solving and decision-making situations.</p>	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p>

	<p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Evaluate the effectiveness of various solutions.	<p>All VBR 3.0 lessons allow the students to see the direct impact that their decisions have on their businesses.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Apply problem-solving skills to original and creative/design projects.	<p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions

Standard 4

Standard	Virtual Business Lesson
Set short and long term goals.	<p>All VBR 3.0 lessons allow students to set goals according to each lesson they attempt. Students can also keep working at that lesson until their goal has been achieved.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Work cooperatively with others to accomplish a task.	<p>All VBR 3.0 lessons are able to be completed within an individual or team environment, which would allow students to explore group dynamics, communication skills, and personal leadership skills.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Evaluate their own actions and accomplishments.	<p>All VBR 3.0 lessons allow students to keep a record of their actions and to determine the impact that those decisions had on their business.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Describe constructive responses to criticism.	
Provide constructive criticism to others.	
Describe actions that demonstrate respect for people of different races, ages, religions, ethnicity and gender.	
Describe the roles people play in groups.	<p>All VBR 3.0 lessons are able to be completed within an individual or team environment, which would allow students to explore group dynamics, communication skills, and personal leadership skills.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions
Demonstrate refusal skills.	
Use time efficiently and effectively.	<p>All VBR 3.0 lessons should be completed within the time allotted by the instructor.</p> <p><u>VBR 3.0 Lessons:</u></p> <ul style="list-style-type: none"> • New Store Project • Multiplayer Competitions

Apply study skills to expand their own knowledge and skills.	
Describe how ability, effort, and achievement are interrelated.	<p>All VBR 3.0 lessons allow the student to simulate owning and managing their own retail business. Students work with multiple aspects of the complete business cycle and are required to analyze multiple variables and dynamic financial data. Students make ongoing business decisions to maximize profitability.</p> <p><u>VBR 3.0 Lessons</u></p> <ul style="list-style-type: none">• New Store Project• Multiplayer Competitions

Standard 5: All students will apply safety principles

Standard	Virtual Business Lesson
Explain how common injuries can be prevented.	<u>VBR 3.0 Lessons</u> <ul style="list-style-type: none"> • Risks & Surprises • New Store Project • Multiplayer Competitions
Develop and evaluate an injury prevention program.	
Demonstrate principles of safe physical movement.	
Demonstrate safe use of tools and equipment.	
Identify and demonstrate the use of recommended safety and protective devices.	
Identify common hazards and describe methods to correct them.	<u>VBR 3.0 Lessons</u> <ul style="list-style-type: none"> • Risks & Surprises • New Store Project • Multiplayer Competitions
Identify and follow safety procedures for laboratory and other hands-on experiences.	
Discuss rules and laws designed to promote safety and health, and their rationale.	
Describe and demonstrate procedures for basic first aid and safety precautions.	