

**Massachusetts Education Framework for
Marketing Education, Office Technology, and
Business Administrative Technology**
Correlation to
Virtual Business – Retailing 2.0 (VBR2.0)
&
Virtual Business – Management 2.0 (VBM2.0) Lessons

Strand	Virtual Business Retailing 2.0	Virtual Business Management 2.0
Marketing Education		
Strand 1: Health & Safety	✓	N/A
Strand 2: Technical	✓✓✓	✓✓✓
Strand 3: Embedded Academics	✓✓✓	✓✓✓
Strand 4: Employability	✓✓	✓✓
Strand 5: Management & Entrepreneurship	✓✓	✓✓
Strand 6: Underlying Principles of Technology	✓✓	✓✓
Office Technology		
Strand 1: Health and Safety	N/A	N/A
Strand 2: Technical	✓✓✓	✓✓✓
Strand 3: Embedded Academics	✓✓✓	✓✓✓
Strand 4: Employability	✓✓	✓✓
Strand 5: Management & Entrepreneurship	✓✓	✓✓
Strand 6: Underlying Principles of Technology	✓✓	✓✓
Business & Administrative Technology		
Strand 1: Safety and Health	N/A	N/A
Strand 2: Technical	✓✓✓	✓✓✓

Strand 3: Embedded Academics	✓✓✓	✓✓✓
Strand 4: Employability	✓✓	✓✓
Strand 5: Management and Entrepreneurship	✓✓	✓✓
Strand 6: Underlying Principles of Technology	✓	✓

✓ **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 03/2007: <http://www.mccte.org/frameworks/framework.cfm>

Marketing Education

Strand 1: Health & Safety

Framework	Virtual Business Lesson
Define health and safety regulations	
Demonstrate health and safety practices	
Demonstrate responses to situations that threaten health and safety	<u>VBR2.0 Lessons:</u> Security New Store Project Multiplayer Competition

Strand 2: Technical

Framework	Virtual Business Lesson
2.A Demonstrate effective customer service skills	All VBR2.0 & VBM2.0 lessons allow students to view the customer comments which may be used to make changes within the business if necessary. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
2.B Describe and demonstrate how to utilize telecommunication devices and activities	
2.C Exhibit techniques to market products and services	
2.D Describe and demonstrate management activities	<u>VBM2.0 Lessons:</u> Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Productivity & Efficiency Sales & Logistics Turnaround Surprise New Business Project Multiplayer Competition
2.E Plan and participate in business meetings	All VBR2.0 & VBM2.0 lessons may be completed individually or in a team setting – allowing student to meet, discuss, and plan for their business. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project

2.F Describe the functions of business finance	
2.G Demonstrate project management skills	<p><u>VBM2.0 Lessons:</u> Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Risk Management & Insurance Productivity & Efficiency Sales & Logistics Turnaround Surprise New Business Project Multiplayer Competition</p>
2.H Exhibit ethical conduct in business negotiations or operations	
2.I Demonstrate procedures to purchase merchandise	
2.J Demonstrate the steps of the sales cycle	<p><u>VBM2.0 Lessons:</u> Sales & Logistics New Business Project Multiplayer Competition</p>
2.K Show how to distribute products and services	<p><u>VBM2.0 Lessons:</u> Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Risk Management & Insurance Productivity & Efficiency Sales & Logistics Turnaround Surprise New Business Project Multiplayer Competition</p>
2.L Describe activities to promote products and services	
2.M Demonstrate procedures to manage finances	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

2.N	Describe how to manage risk factors	<u>VBM2.0 Lessons:</u> Risk Management & Insurance New Business Project Multiplayer Competition
2.O	Describe how to manage market information	
2.P	Demonstrate how to manage a business	All VBR2.0 & VBM2.0 lessons allow students to simulate several aspects of running a business. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
2.Q	Define and describe entrepreneurship	All VBR2.0 & VBM2.0 lessons allow students to simulate several aspects of running their own business. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
2.R	Relate types of retail operations to marketing strategies	
2.S	Define economic concepts and principles	

Strand 3: Embedded Academics

Framework	Virtual Business Lesson
English Language Arts	All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
Mathematics	All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial

	<p>information- which is exportable to Excel where further analysis, calculations, written reports and presentations are generated. All lessons encourage students to monitor their finances via graphs, charts, tables and reports. Lessons also require students to demonstrate basic math capabilities in determining business factors which may include price, profit, overhead, and sales.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
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Strand 4: Employability

Framework	Virtual Business Lesson
4.A Develop employability skills to secure and keep employment in chosen field	
4.B Communicate in multiple modes to address needs within the career and technical field	
4.C Solve problems using critical thinking	<p>All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial information which is exportable to Excel where analysis, calculations, reports and presentations may be generated. All VBR2.0 & VBM2.0 lessons require students to evaluate the present business situation and to utilize their problem solving skills to improve upon that situation.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
4.D Demonstrate positive work behaviors	

Strand 5: Management and Entrepreneurship

Framework	Virtual Business Lessons
5.A Analyze basic business practices required to start and run a company/organization	<p>All VBR2.0 & VBM2.0 lessons allow students to simulate most major aspects of running a business. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p>

		New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.B	Manage all resources related to a business/organization	All VBR2.0 & VBM2.0 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 are generated. Both simulations also require students to manage human resources/employees. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.C	Describe methods for managing, organizing, retrieving and reporting financial data	All VBR2.0 & VBM2.0 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 are generated. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.D	Apply labor and civil rights law and guidelines to business practice and decisions	
5.E	Evaluate the effects of community relations on companies and the industry	
5.F	Apply legal requirements and ethical considerations to business practice and decisions	

Strand 6: Underlying Principles of Technology

Framework	Virtual Business Lesson
6.A	<p>Demonstrate proficiency in the use of computers and applications as well as an understanding of concepts underlying hardware, software, and connectivity</p> <p>All VBR2.0 & VBM2.0 lessons require students to use a computer to complete the simulations. 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 are generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0)</p>

		New Business Project
6.B	Demonstrate responsible use of technology and an understanding of ethics and safety issues in using electronic media	
6.C	Demonstrate ability to use technology for research, problem solving, and communication	<p>All VBR2.0 & VBM2.0 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 are generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
6.D	Perform routine business information processing within the wholesale, retail and sales & service	

Office Technology

Strand 1: Health and Safety

Framework

Virtual Business Lesson

1.A	Define health and safety regulations	
1.B	Demonstrate health and safety practices	
1.C	Demonstrate responses to situations that threaten health and safety	<u>VBR2.0 Lessons:</u> Security New Store Project Multiplayer Competition

Strand 2: Technical

Framework

Virtual Business Lesson

2.A	Demonstrate effective customer service skills	All VBR2.0 & VBM2.0 lessons allow students to view the customer comments which may be used to make changes within the business if necessary. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
2.B	Describe and demonstrate how to utilize telecommunication devices and activities	
2.C	Exhibit techniques to market products and services	
2.D	Describe and demonstrate management activities	<u>VBM2.0 Lessons:</u> Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Risk Management & Insurance Productivity & Efficiency Sales & Logistics Turnaround Surprise New Business Project Multiplayer Competition
2.E	Plan and participate in business meetings	All VBR2.0 & VBM2.0 lessons may be completed individually or in a team setting – allowing student to meet, discuss, and plan for their business. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project

2.F Describe the functions of business finance	<p>All VBR2.0 & VBM2.0 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 are generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.G Demonstrate project management skills	<p>VBM2.0 Lessons: Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Risk Management & Insurance Productivity & Efficiency Sales & Logistics Turnaround Surprise New Business Project Multiplayer Competition</p>
2.H Exhibit ethical conduct in business negotiations or operations	
2.I Use word processing software to produce documents (text and paragraphs)	
2.J Use word processing software to produce documents (format documents)	
2.K Use word processing software to produce documents (design)	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.L Use word processing software to produce tables, graphics, objects and charts	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p>

	<p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.M Create and manage a mail merge using word processing software	
2.N Define and demonstrate the fundamental functions of a spreadsheet	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.O Format a spreadsheet	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.P Demonstrate how to use formulas, functions, printing features of a spreadsheet	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.Q Use advanced features to create and manage workbooks, charts and lists	
2.R Demonstrate how to create and utilize a database, tables and records, and reports	
2.S Demonstrate advanced techniques used to create, modify, and display presentation graphics	
2.T Demonstrate how to use advanced multimedia elements to create and deliver a presentation	<p>All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial information- which is exportable to Excel where</p>

	<p>further analysis, calculations, written reports and presentations are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.U Demonstrate correct keyboarding technique	
2.V Identify and demonstrate office skills necessary to performing in a business office.	
2.W Plan, produce and manage an office website	
2.X Explain fundamental financial concepts and applications	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
2.Y Perform fundamental accounting and bookkeeping functions	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

Strand 3: Embedded Academics

Framework	Virtual Business Lesson
3.A English Language Arts	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances to determine the best possible outcome for the</p>

	lowest cost. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
3.B Mathematics	All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances via graphs, charts, tables and reports. Lessons also require students to demonstrate basic math capabilities in determining business factors which may include price, profit, overhead, and sales. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project

Strand 4: Employability

Framework	Virtual Business Lesson
4.A Develop employability skills to secure and keep employment in chosen field	
4.B Communicate in multiple modes to address needs within the career and technical field	
4.C Solve problems using critical thinking	All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial information which is exportable to Excel where analysis, calculations, reports and presentations may be generated. All VBR2.0 & VBM2.0 lessons require students to evaluate the present business situation and to utilize their problem solving skills to improve upon that situation. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
4.D Demonstrate positive work behaviors	

Strand 5: Management & Entrepreneurship

Framework		Virtual Business Lesson
5.A	Analyze basic business practices required to start and run a company/organization	All VBR2.0 & VBM2.0 lessons allow students to simulate most major aspects of running a business. All lessons encourage students to monitor their finances to determine the best possible outcome for the lowest cost. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.B	Manage all resources related to a business/organization	All VBR2.0 & VBM2.0 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 are generated. Both simulations also require students to manage human resources/employees. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.C	Describe methods for managing, organizing, retrieving and reporting financial data	All VBR2.0 & VBM2.0 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 are generated. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
5.D	Apply labor and civil rights law and guidelines to business practice and decisions	
5.E	Evaluate the effects of community relations on companies and the industry	
5.F	Apply legal requirements and ethical considerations to business practice and decisions	

Strand 6: Underlying Principles of Technology

Framework	Virtual Business Lesson
6.A	Demonstrate proficiency in the use of computers and applications as well as an understanding of concepts underlying hardware, software, and connectivity
	All VBR2.0 & VBM2.0 lessons require students to use a computer to complete the simulations. Lessons also allow students to view the current business' product and financial information-

	<p>which is exportable to Excel where further analysis, calculations, written reports and presentations are generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
6.B Demonstrate responsible use of technology and an understanding of ethics and safety issues in using electronic media	
6.C Demonstrate ability to use technology for research, problem solving, and communication	<p>All VBR2.0 & VBM2.0 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 are generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

Business & Administrative Technology

Strand 1: Safety and Health

Framework	Virtual Business Lesson
Understand how office procedures can impact health and work performance	

Strand 2: Technical

Framework	Virtual Business Lesson
Use word processing software to produce documents	<p>All VBR2.0 & VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Use spreadsheet software to produce documents and reports	<p>All VBR2.0 & VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Create and utilize a database	
Use presentation software to design and develop slide shows	<p>All VBR2.0 & VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Understands different forms of business structures and concepts	<p><u>VBR2.0 Lessons:</u> Pricing Purchasing Staffing Promotion Financing Market Research Targeted Marketing Merchandising Advanced Promotion Turnaround</p>

	<p>New Store Project Multiplayer Competition</p> <p><u>VBM2.0 Lessons:</u> Resumes & Employee Selection Employee Opinions Employee Supervision Strikes, Unions & Collective Bargaining Risk Management & Insurance Productivity & Efficiency Sales & Logistics Forms of Ownership: Capital Forms of Ownership: Liability Forms of Ownership: Taxes Turnaround Surprise New Business Project Multiplayer Competition</p>
Demonstrate customer service effectively	<p>All VBR2.0 & VBM2.0 lessons allow students to monitor customer comments which may be used to make changes within the current business if necessary.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

Strand 3: Embedded Academics

Framework	Virtual Business Lesson
Reading	<p>All VBR2.0 & VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Communication	<p>All VBR2.0 & VBM2.0 lessons may be completed within an individual or team environment.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Writing and composition	<p>All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial information- which is exportable to Excel where</p>

	<p>further analysis, calculations, written reports and presentations may be generated.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Mathematics	<p>All VBR2.0 & VBM2.0 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 are generated. All lessons encourage students to monitor their finances via graphs, charts, tables and reports. Lessons also require students to demonstrate basic math capabilities in determining business factors which may include price, profit, overhead, and sales.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

Strand 4: Employability

Framework	Virtual Business Lesson
Communication and literacy: The student demonstrates the ability to speak, listen, read and write to function successfully	<p>All VBR2.0 & VBM2.0 lessons allow students to view the current business' product and financial information which is exportable to Excel where analysis, calculations, reports and presentations may be generated. All VBR2.0 & VBM2.0 lessons may be completed within an individual or group environment. All VBR2.0 & VBM2.0 lessons require students to evaluate the present business situation and to utilize their problem solving skills to improve upon that situation.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Organizing and analyzing information: The student gathers, organizes and evaluates the meaning of documents and information	<p>All VBR2.0 & VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Problem solving: The student identifies problems, understands their context and	<p>All VBR2.0 & VBM2.0 lessons require students to evaluate the current business situation and</p>

develops solutions	<p>to utilize their problem solving skills to try to improve upon that situation.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Using technology: The student identifies and applies appropriate technologies	<p>All VBR2.0 & VBM2.0 lessons require students to use a computer in order to complete the goals and objectives of the lesson.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Completing entire activities: The student participates fully in a task or project from initiation to completion, using time management skills	<p>All VBR2.0 & VBM2.0 lessons require students to finish within the time allotted by the instructor.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Acting professionally: The student meets workplace standards on attendance, punctuality, dress code, confidentiality, flexibility, and self-control	
Interacting with others: The student works professionally and respectfully with a diversity of co-workers, supervisors and customers, resolving conflicts in a constructive manner	<p>All VBR2.0 & VBM2.0 lessons may be completed within an individual or group environment.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>
Understanding all aspects of the industry: The student understands the structure and dynamics of the entire organization, health and safety issues in the industry and the role of the business within the larger community	
Character: The student displays loyalty, honesty, dependability, initiative, self-discipline, and self-responsibility	<p>All VBR2.0 & VBM2.0 lessons allow students to set goals for themselves, to monitor their progress pertaining to these goals, and to persist in trying to attain these goals by repeatedly running the lessons.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project</p>

Strand 5: Management and Entrepreneurship

Framework

Virtual Business Lesson

Understand introductory financial concepts and applications (Finance)	All VBR2.0 & VBM2.0 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. Financing (VBR2.0) New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
Practice the principles of personal financial literacy (Finance)	
Apply business laws and regulations to business situations (Business Ethics)	
Exhibit ethical conduct in business negotiations or operations (Business Ethics)	

Strand 6: Underlying Principles of Technology

Framework	Virtual Business Lesson
Recognizes hardware components	All VBR2.0 & VBM2.0 require students to use a computer to complete the business simulations. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
Describe the function of software	
Make good purchasing decisions regarding software and hardware components	
Demonstrate correct keyboarding technique	All VBR2.0 & VBM2.0 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. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
Work within operating system to access applications and maintain	All VBR2.0 & VBM2.0 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. New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project
Understand basic features of the Internet	

Use an electronic mail application	
Identify network fundamentals and the benefits and risks of network computing	