

**New Jersey Cross-Content Workplace Readiness  
Standards  
Correlation to  
Virtual Business – Retailing 2.0 (VBR2.0)  
&  
Virtual Business – Management 2.0 (VBM2.0) Lessons**

Standard	Virtual Business Retailing 2.0	Virtual Business Management 2.0
<b>Standard 1:</b> All Students will develop career planning and workplace readiness skills.	✓✓✓	✓✓✓
<b>Standard 2:</b> All students will use information, technology, and other tools.	✓✓	✓✓✓
<b>Standard 3:</b> All students will use critical thinking, decision-making, and problem-solving skills.	✓✓✓	✓✓✓
<b>Standard 4:</b> All students will demonstrate self-management skills.	✓✓✓	✓✓✓
<b>Standard 5:</b> All students will apply safety principles.	N/A	N/A

✓ **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.state.nj.us/njded/frameworks/ccwr/appendixb.pdf>

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

<b>Standard</b>	<b>Virtual Business Lesson</b>
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 VBR2.0 &amp; 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 (VBM2.0)</p>
Describe the importance of personal skills and attitudes to job success.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0)                      Multiplayer Competitions (VBR2.0, VBM2.0)                      New Business Project (VBM2.0)</p>
Identify career interests, abilities, and skills.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0)                      Multiplayer Competitions (VBR2.0, VBM2.0)                      New Business Project (VBM2.0)</p>
Develop an individual career plan.	
Identify skills that are transferable from one occupation to another.	<p>All VBR2.0 &amp; VBM2.0 lessons 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>New Store Project (VBR2.0)                      Multiplayer Competitions (VBR2.0, VBM2.0)                      New Business Project (VBM2.0)</p>
Select a career major and appropriate accompanying courses.	
Describe the importance of academic and occupational skills to achievement in the work world.	<p>All VBR2.0 &amp; VBM2.0 lessons give real life experience in the classroom which can be used in the workplace. For example, 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>New Store Project (VBR2.0)                      Multiplayer Competitions (VBR2.0, VBM2.0)</p>

	New Business Project (VBM2.0)
Demonstrate occupational skills developed through structured learning experiences, such as volunteer, community service, and work-based experiences or part-time employment.	All VBR2.0 & VBM2.0 lessons allow students to experience the different functions involved in operating a business.  New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)
Identify job openings.	
Prepare a resume and complete job applications.	
Demonstrate skills and attitudes necessary for a successful job interview.	
Demonstrate consumer and other financial skills.	All VBR2.0 & VBM2.0 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.  Financial Statements (VBR2.0) Financing (VBR2.0) New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)

## 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 VBR2.0 &amp; 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 (VBM2.0)</p>
Demonstrate skills needed to effectively access and use technology-based materials through keyboarding, troubleshooting, and retrieving and managing information.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>
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 VBR2.0 &amp; 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 (VBM2.0)</p>
Use technology and other tools, including word-processing, spreadsheet and presentation programs, and print or graphic utilities, to produce products.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>
Use technology to present designs and results	All VBR2.0 & VBM2.0 lessons allow students to

of investigations.	evaluate the current business situation and to utilize product and financial charts and graphs to aid with this evaluation.  New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)
Discuss problems related to the increasing use of technologies.	

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

<b>Standard</b>	<b>Virtual Business Lesson</b>
Recognize and define a problem, or clarify decisions to be made.	<p>All VBR2.0 &amp; VBM2.0 lessons allow students to evaluate the current business situation and to utilize problem solving and decision making skills to improve upon that situation.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
Use models, relationships, and observations to clarify problems and potential solutions.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
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 VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
Conduct systematic observations.	
Organize, synthesize, and evaluate information for appropriateness and completeness.	
Identify patterns and investigate relationships.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
Monitor and validate their own thinking.	All VBR2.0 & VBM2.0 lessons allow students to

	<p>determine the effect that their decisions had on the current business by consistently evaluating the product and financial data.</p> <p>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>
Identify and evaluate the validity of alternative solutions.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>
Interpret and analyze data to draw conclusions.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>
Select and apply appropriate solutions to problem-solving and decision-making situations.	<p>All VBR2.0 &amp; VBM2.0 lessons allow students to evaluate the current business situation and to utilize problem-solving and decision-making skills in order to improve upon that situation.</p> <p>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>
Evaluate the effectiveness of various solutions.	<p>All VBR2.0 &amp; VBM2.0 lessons allow the students to see the direct impact that their decisions have on their businesses.</p> <p>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>
Apply problem-solving skills to original and creative/design projects.	

## Standard 4

<b>Standard</b>	<b>Virtual Business Lesson</b>
Set short and long term goals.	<p>All VBR2.0 &amp; VBM2.0 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>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
Work cooperatively with others to accomplish a task.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>
Evaluate their own actions and accomplishments.	<p>All VBR2.0 &amp; VBM2.0 lessons allow students to keep a record of their actions and to determine the impact that those decisions had on their business.</p> <p>New Store Project (VBR2.0) Multiplayer Competitions (VBR2.0, VBM2.0) New Business Project (VBM2.0)</p>
Describe constructive responses to criticism.	<p><b><u>VBM2.0 Lessons:</u></b> Employee Opinions Employee Supervision New Business Project Multiplayer Competition</p>
Provide constructive criticism to others.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>
Describe actions that demonstrate respect for people of different races, ages, religions, ethnicity and gender.	
Describe the roles people play in groups.	<p>All VBR2.0 &amp; 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 (VBM2.0)</p>

Demonstrate refusal skills.	
Use time efficiently and effectively.	<p>All VBR2.0 &amp; VBM2.0 lessons should be completed within the time allotted by the instructor.</p> <p>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>
Apply study skills to expand their own knowledge and skills.	
Describe how ability, effort, and achievement are interrelated.	<p>All VBR2.0 &amp; VBM2.0 lessons allow students to experience the different functions involved in operating a business and to determine their strengths and weaknesses, likes and dislikes of those different areas.</p> <p>New Store Project (VBR2.0)  Multiplayer Competitions (VBR2.0, VBM2.0)  New Business Project (VBM2.0)</p>

## Standard 5: All students will apply safety principles

Standard	Virtual Business Lesson
Explain how common injuries can be prevented.	
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.	
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.	