



Bridges Career Academy Business

Aitkin High School

Gateway to careers in business. Learn the foundations of a business organization such as the economic factors that affect business decisions, financial management, marketing products or services resulting in the development of a business plan. Gain skills useful in personal and organizational finances. Gain entry-level employment or continue to higher education.

Academic Courses

- Emerging Technology
- Accounting
- Small Business Management
- Managing Your Money
- Sports and Entertainment Marketing

Career Experiences

- Tour local businesses
- Listen to industry speakers
- Maintain website for local business
- Attend the Bridges Career Exploration Day or other regional career fairs

Completion Standards

COMPLETE



3 of 5
courses

GRADES

B↑

ATTENDANCE

90%

Earn a **certificate**
and **green cord**
at graduation



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Job Skills

In addition to having technical skills, employers expect workers in this industry to have these skills:

- Listening skills and written communication skills
- Ability to work with customers and coordinating with others
- Problem solving and decision-making skills
- Apply software tools



Business Career Academy

Aitkin High School

The Business Academy is the gateway to careers in business. Students learn the foundations of a business organization such as the economic factors that affect business decisions, financial management, marketing products or services resulting in the development of a business plan. Students gain skills useful in personal and organizational finances. Students completing this academy will have the skills necessary to gain entry-level employment or the basic knowledge to continue to higher education.

ACADEMY COURSES

Emerging Technology — 1 High School Credit

This is a semester course, which will feature new and emerging technologies. Students will explore some of the latest technologies available today. Projects include 3D printing, Mobile Applications, Robotics, Programming, Drone Use. What can new technologies bring to personal and business communication, learning and knowledge? This course explores these issues and addresses the future of these technologies. Students in this class will learn basic programming and will have the opportunity to create mobile apps or a computer game.

Accounting — 1 High School Credit

This course is designed to introduce high school students to the field of accounting. Students will work through the financial accounting cycle and payroll for a sole proprietorship. Career opportunities will be explored to see what the future holds for the accounting profession.

Small Business Management — 1 High School Credit

Persons of all ages, abilities and interests manage their own business or the business of others. Managers are responsible for the successful operation of their business and for the five functions of management – planning, organizing, leading, controlling and staffing. In this course you will gain real life experience through a simulation of managing a business of your own.

Managing Your Money — 1 High School Credit

Students will learn about opening a checking account, setting up a budget, learn about establishing credit and will learn about everyday business transactions. Some of the specific areas covered will be banking, credit, budgeting, taxes, higher education financial planning and personal money management. Incorporated into the course will be various business math applications that will help you manage your financial affairs in the future.

Sports and Entertainment Marketing — 1 High School Credit

Sports and Entertainment Marketing is designed for students who have an interest in the sports and entertainment industry, as well as a general interest in business and marketing. Course components include the following: an overview of the sports and marketing industry, target marketing and segmentation, advertising, sponsorship proposals, license branding, facility design, merchandising, public relations/publicity, ticket distribution, event marketing and career opportunities related to sports and entertainment. Students in this course will also generate ideas for designing the sports apparel for the Gobblers.

COMPLETION STANDARD

Students wishing to receive a certification for this academy must complete 3 of the 5 courses, earn a “B” or better in each course and have at least a 90% attendance. Member of B.P.A. for a minimum of one year.

CAREER EXPERIENCES

Students will explore and research careers with industry speakers, tours of local newspapers and graphic businesses, attend Bridges Career Exploration Day event and other regional career fairs, maintain or create a web page for local business, and job shadow with local businesses. Real-world applications are used through webpage simulations, designing and creating T-shirts for various events and creating mobile apps.

-OVER-



Business Career Academy

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JOB SKILLS

In addition to having technical skills, employers expect their workers to have other skills such as:

- Listening skills and written communication skills
- Ability to work with customers and coordinating with others
- Problem solving and decision-making skills
- Apply software tools

CAREER OPTIONS: www.careerwise.minnstate.edu/careers

JOB OUTLOOK: www.careerwise.minnstate.edu/jobs

POSTSECONDARY PROGRAMS: www.careerwise.minnstate.edu/education

