

Hospitality and Tourism

Academic Representative



Technology Education Concepts
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Description

A good meal and sound nights sleep are things a traveler needs. What were once a few rooms over an old tavern have flourished into what we now see as mega resort complexes, towering skyscrapers, and thrilling theme parks. In this curriculum, students learn about the many facets the hospitality and tourism industry provides to not only consumers, but to those who choose to make hospitality and tourism a career.

Skills

- Discuss the history of hospitality and tourism.
- Create a fruit basket using an orange.
- Manipulate industry standard hotel management software.
- Discuss and calculate various exchange rates.

Knowledge

- Discuss the statistics and projected growth of the hospitality and tourism industry.
- Discuss various segments of the hospitality and tourism industry.
- Identify the many careers associated with hospitality and tourism

Activities

- Activity 1 - Introduction
- Activity 2 - Tourism
- Activity 3 - Lodging
- Activity 4 - Safety and Health Regulations
- Activity 5 - Resorts
- Activity 6 - Lodging Responsibilities
- Activity 7 - Lodging Reports
- Activity 8 - Travel Agents
- Activity 9 - Travel
- Activity 10 - Post-Test and Wrap-Up
- Activity 11 - Bonus Activities
- Activity 12 - Challenge
- Activity 13 - Open-Ended Challenge
- Activity 14 - Careers
- Activity 15 - Internet

Standards

Module Includes:

Student Workbook, Instructor's Manual, Installation CD, Laminator, Paring Knife, Dinner Spoon, Atlas, Cutting Board, Digital Camera, Hi-Speed Reader, SD Memory Card, Module Box, Hospitality and Tourism Supply Kit for 100 Students, KW Hotel Free, Vacation Planner, Headphones

Requirements

Module requires: computer workstation, printer

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