

PROJECT 4A

STUDENT-DESIGNED PROJECT

Your students have completed four projects: Sharon Watson, MD; Sports Shoppe; Verde Computer Club; and RBW Manufacturing, Inc. In each project, the students completed the Computer Accounting Cycle for one month.

It is the purpose of Project 4A, to have your students write the next month's transactions for one of the four projects. They pick the project they want to work with and then complete the accounting cycle. Their choices are: Project 1, Sharon Watson, MD, a service business; Project 2, Sports Shoppe, a merchandising business; Project 3, Verde Computer Club, a nonprofit business; or Project 4, RBW Manufacturing, Inc., a manufacturing business. At the end of the month that the students create, they should complete the appropriate adjusting entries.

Giving your students opportunities to problem solve is the goal of the student-designed businesses and student-designed project. Projects 1A and 2A ask the students to design a business from scratch. Project 4A asks that they expand upon businesses that were previously created.

It is up to you whether you want your students to do this. Another suggestion is to use a project from another source; for example, you could have your students use Peachtree to complete an end-of-chapter problem from *Fundamental Accounting Principles, 17e*, Larson et. al, McGraw-Hill/Irwin, 2005.