

MS TEXTILES

Code	Old Standard	Code	New Standard
T1.0	Explain opportunities and careers in the Arts, AV Technology and Communications career cluster Explain career options within the Arts, AV Technology & Communications cluster using the visual arts pathway as a guide	T1.0	Explore career opportunities in textiles and clothing industry
T1.1	Classify knowledge and skills associated with the Visual Arts Pathway	T1.1	Explain career options in textiles and clothing industry
T1.2	Demonstrate skills used in textile production	T1.2	Classify knowledge and skills associated with textiles and clothing careers
T2.0	Recognize textile production terminology	T2.0	Demonstrate skills used in textile production
T2.1	Interpret technical instructions	T2.1	Recognize textile production terminology
T2.2	Demonstrate textile production skills	T2.2	Interpret technical instructions
		T2.3	Demonstrate textile production skills

MS INTERIOR DESIGN

Code	Old Standard
ID1.0	Explain opportunities and careers in the Arts, AV Technology & Communications career cluster Explain career options within the Arts, AV Technology & Communications cluster using the Visual Arts pathway as a guide
ID1.1	
ID1.2	Classify knowledge and skills associated with the visual arts pathway
ID2.0	Demonstrate skills used in interior design
ID2.1	Understand the elements and principles of design used in an interior space
ID2.2	Use space planning guidelines

Code	New Standard
ID1.0	Explore career opportunities in interior design
ID1.1	Explain career options in interior design
ID1.2	Classify knowledge and skills associated with interior design
ID2.0	Demonstrate skills used in interior design
ID2.1	Describe the elements and principles of design used in an interior space
ID2.2	Use space planning guidelines

INTRODUCTION TO ARTS, AV TECHNOLOGY & COMMUNICATIONS

Code	Old Standard	Code	New Standard
IAC1.0	Understand opportunities within arts, AV Technology and Communications	IAC1.0	Understand opportunities with Arts, AV Technology and Communications
IAC1.1	Summarize career opportunities in Arts, AV Technology and Communication occupations	IAC1.1	Investigate career opportunities in Arts, AV Technology and Communications occupations
		IAC1.2	Explore historically significant events in development of specific pathways
IAC2.0	Apply tools used in the Arts, AV Technology and Communication cluster	IAC2.0	Demonstrate proper usage of tools in the Arts, AV Technology and Communication cluster
IAC2.1	Use hardware associated with career cluster	IAC2.1	Use hardware associated with career cluster
IAC2.2	Carry out the proper and safe use of equipment	IAC2.2	Carry out the proper and safe use of equipment
IAC2.3	Use software specific to career cluster pathways	IAC2.3	Use software specific to career cluster pathways
		IAC2.4	Use appropriate terminology specific to career cluster pathways
IAC3.0	Analyze how media uses technology	IAC3.0	Analyze various purpose and individuals responsibilities within communication fields
IAC3.1	Differentiate media messages	IAC3.1	Differentiate media messages
IAC3.2	Distinguish ethics in the world of media	IAC3.2	Relate laws and ethics in media
IAC3.3	Integrate personal responsibility when using technological forms of communication	IAC3.3	Integrate personal responsibility into technological forms of communication
IAC4.0	Apply professional skills and knowledge	IAC5.0	Demonstrate application of professional skills and knowledge
IAC4.1	Carry out creative self-expression in Arts, AV Technology and Communication	IAC5.1	Using an era of expertise, create a work of self-expression within selected pathway
IAC4.2	Implement knowledge in a client based collaboration	IAC5.2	Apply course concepts in industry-based collaboration
		IAC4.0	Explain color theory and design principles
		IAC4.1	Demonstrate understanding of color theory impact on art and or media
		IAC4.2	Analyze and describe how composition of art and/or media is affected y use of design principles

COMMERCIAL GRAPHIC DESIGN

Code	Old Standard
CGD1.0	Explore opportunities within graphic design
CGD1.1	Summarize careers in the area of graphic design
CGD1.2	Explain the skills needed in the area of graphic design
CGD2.0	Apply design fundamentals
CGD2.1	Explain legal and ethical issues related to graphic design
CGD2.2	Execute color theory
CGD2.3	Use the elements of design
CGD2.4	Implement the principles of design
CGD3.0	Apply the techniques used in creating print media
CGD3.1	Evaluate the various printing methods
CGD3.2	Demonstrate typography techniques
CGD3.3	Apply page layout techniques
CGD4.0	Create graphic media
CGD4.1	Plan out design process in working with a client
CGD4.2	Implement the use of tools used to create graphics media
CGD5.0	Produce graphic media
CGD5.1	Detecting types of mediums needed to match client's request
CGD5.2	Planning the use of equipment to publish printed digital media

Code	New Standard
*Course name changed to Graphic Design I	
GD1.0	Develop an awareness of career opportunities and professionalism in graphic design
GD1.2	Investigate career opportunities, trends and requirements related to graphic design
GD1.3	Demonstrate job skills for graphic design industries
GD1.1	Identify personal interests and abilities related to graphic design careers
GD2.0	Explore fundamentals related to graphic design
GD1.4	Explore legal and ethical issues related to graphic design
GS2.4	Utilize color technologies
GD2.2	Identify graphic design concepts
GD2.3	Differentiate 2D and 3D graphic design concepts
GD3.0	Create graphic designs
GD3.1	Explore hardware and software utilized in graphic design
GD3.2	Implement graphic design software
GD4.3	Create graphic design products
GD4.0	Identify and utilize a graphic design environment
GD4.1	Construct transformation of graphics
GD2.1	Illustrate the use of computer graphics
GD4.2	Construct animations of graphics

GRAPHIC DESIGN II

Code	Old Standard	Code	New Standard
*New Course		GD2.1.0	Develop an awareness of career opportunities and professionalism in graphic design
		GD2.1.1	Identify personal interests and abilities related to graphic design careers
		GD2.1.2	Investigate career opportunities , trends and requirements related to graphic design careers
		GD2.1.3	Demonstrate job skills for graphic design industries
		GD2.1.4	Explore legal and ethical issues related to graphic design
		GD2.2.0	Apply design fundamentals
		GD2.2.1	Execute color theory
		GD2.2.2	Implement the principles of design
		GD2.3.0	Apply techniques used in creating print media
		GD2.3.1	Evaluate various printing methods
		GD2.3.2	Demonstrate typography techniques
		GD2.3.3	Apply page layout techniques
		GD2.4.0	Design graphic media project
		GD2.4.1	Utilize design process
		GD2.4.2	Implement use of tools used to create graphic media
		GD2.5.0	Create graphic media product
		GD2.5.1	Evaluate types of materials for various graphic design products
		GD2.5.2	Publish printed digital media

MULTI-MEDIA DESIGN

Code	Old Standard
MD1.0	Explain career opportunities in multimedia
MD1.1	Summarize multimedia career opportunities
MD1.2	Explain the professional behaviors, skills and abilities for multimedia
MD1.3	Exemplify quality in multimedia
MD2.0	Apply the interactive fundamentals of multimedia
MD2.1	Interpret the use of multimedia in everyday life
MD2.2	Interpret design layout for customer situations
MD2.3	Use multimedia tools
MD2.4	Apply proper maintenance procedure for all equipment
MD3.0	Organize multimedia projects
MD3.1	Outline customer requirements
MD3.2	Organize project plans
MD3.3	Organize project content into using tools, techniques, and personnel
MD4.0	Create a multimedia project
MD4.1	Construct multimedia projects based on plans
MD4.2	Analyze multimedia presentation

Code	New Standard
MD1.0	Explain career opportunities in multimedia
MD1.1	Summarize multimedia career opportunities
MD1.2	Explain professional behaviors, skills and abilities needed for multimedia careers
MD1.3	Recognize levels of quality in multimedia based on industry standards
MD2.0	Explore fundamentals within multimedia collaboration
MD2.1	Interpret use of multimedia in everyday life
MD2.2	Interpret design layout to reflect client expectations
MD2.3	Demonstrate appropriate use of multimedia tools
MD2.4	Apply proper maintenance procedures for equipment
MD3.0	Organize multimedia projects
MD3.1	Outline customer requirements
MD3.2	Construct a multimedia plan
MD3.3	Categorize project tasks into tools, techniques and personal
MD4.0	Create a multimedia project based on current industry standards
MD4.1	Construct multimedia projects based on developed plans
MD4.2	Analyze multimedia presentation

AV PRODUCTION

Code	Old Standard	Code	New Standard
AVP1.0	Explain professionalism in real world jobs and opportunities	*New Course Title: Media Production	
		MP1.0	Develop an awareness of career opportunities and professionalism in media production
		MP1.1	Identify personal interests and abilities related to media production careers
		MP1.2	Investigate career opportunities, trends, and requirements related to media
		MP1.3	Demonstrate employability skills required by business and industry
AP1.1	Classify professional relationships with clients and team members		
AVP1.2	Clarify the responsibilities of legal, ethical and moral issues of media use	MP1.4	Describe and apply principles of media law
AVP1.3	Compare careers in broadcast, film and video		
		MP2.0	Evaluate information in media
		MP2.1	Evaluate web-based social networks
		MP2.2	Categorize digital media communication
		MP2.3	Evaluate information in the media
AVP2.0	Apply the knowledge of equipment operation	MP3.0	Exhibit basic skills in operating production equipment
AVP2.1	Explain tools, skills and safety procedures used in video production	MP3.1	Demonstrate skills and safety procedures used in video production
AVP2.2	Use video equipment		
AVP3.0	Organize video projects during pre-production		
AVP3.1	Outline customer requirements by collecting data		
AVP3.2	Organize project plans		
AVP3.3	Organize project content into using tools, techniques, and personnel		
AVP4.0	Produce video for production	MP4.0	Produce media for distribution using phases of production
AVP4.1	Plan production personnel positions		
AVP4.2	Plan tools, talent, studio and location for video production	MP4.1	Design and connect production plans, techniques and roles
AVP4.3	Produce video footage	MP4.2	Utilize production plan to capture raw media footage
AVP5.0	Construct project in post-production	MP4.3	Produce a final media project using an editing software
AVP5.1	Produce all media	MP4.4	Prepare finished production for distribution via desired delivery format
AVP5.2	Produce a cohesive story for specific audiences		

DIGITAL MUSIC PRODUCTION

Code	Old Standard	Code	New Standard
DMP1.0	Discuss careers in digital music and audio production	DMP1.0	Discuss careers in digital music and audio production
DMP1.1	Identify opportunities and occupations in the field of digital music	DMP1.1	Identify opportunities and occupations in the field of digital music
DMP1.2	Demonstrate personal musical knowledge and interests	DMP1.2	Demonstrate personal musical knowledge and interests
DMP1.3	Examine music copyright	DMP1.3	Examine music copyright laws and ethics
		DMP1.4	Identify safety concerns and soft skills in the field of digital music
DMP2.0	Analyze digital audio production equipment and software	DMP2.0	Analyze digital audio production equipment and software
DMP2.1	Examine the process of basic sound recording and capturing	DMP2.1	Examine the process of basic sound recording and capturing
DMP2.2	Analyze recorded and live audio for technical and aesthetic quality	DMP2.2	Analyze recorded, live music, and computer generated music for technical and aesthetic quality
DMP2.3	Examine music recorded by musicians and music created by computers		
DMP3.0	Create digital music	DMP3.0	Create digital music
		DMP3.1	Integrate basic music structure
DMP3.1	Select appropriate audio production equipment and techniques	DMP3.2	Distinguish appropriate audio production software, equipment and techniques
DMP3.2	Generate audio and music separately for use in musical piece	DMP3.3	Generate audio (music, sound effects, vocal work) separately for use in musical piece
DMP3.3	Construct layered digital music for publication	DMP3.4	Construct layered digital music for publication or performance
		DMP4.0	Perform digital music
		DMP4.1	Perform or demonstrate personally created music in front of a live audience
		DMP4.2	Analyze and evaluate personally created music performances
		DMP4.3	Analyze the venue and audience for appropriate presentation of performance

DIGITAL ANIMATION

Code	Old Standard	Code	New Standard
DA1.0	Understand professional practices in careers and opportunities	DA1.0	Develop an awareness of career opportunities and professionalism in digital animation
DA1.1	Explain career opportunities in the area of animation	DA1.2	Investigate career opportunities, trends, and requirements related to digital animation careers
		DA1.1	Identify personal interests and abilities related to digital animation careers
DA1.2	Summarize the use of animation in production	DA1.3	Demonstrate job skills for digital animation industries
DA1.3	Explain legal and ethical issues related to digital animation	DA1.4	Explore legal and ethical issues related to digital animation
DA2.0	Apply digital animation fundamentals	DA2.0	Demonstrate basic digital animation skills
DA2.1	Understand the animation development process	DA2.1	Understand animation development process
DA2.2	Use animation software tools	DA2.2	Create clips using animation software tools
DA2.3	Implement preproduction plan	DA2.3	Implement a preproduction plan
		DA2.4	Analyze and critique animation production
DA3.0	Create animations	DA3.0	Employ standard convention for the creation and design of animation concepts
DA3.1	Produce basic animation	DA3.1	Produce basic animation
DA3.2	Generate sound in animations	DA3.2	Generate audio in animation
DA3.3	Construct interactivity in animations	DA3.3	Design user interface/interactivity in animations
DA3.4	Check animations for publications and analysis	DA3.4	Evaluate and analyze animations for publication

DESKTOP PUBLISHING

Code	Old Standard	Code	New Standard
DP1.0	Summarize opportunities in the desktop publishing	*Course Discontinued	
DP1.1	Compare career opportunities in the are of desktop publishing		
DP2.0	Apply principles and techniques of desktop publishing		
DP2.1	Interpret desktop publishing documents		
DP2.2	Use tools for creating desktop publications		
DP2.3	Explore legal and ethical issues related to desktop publishing		
DP3.0	Analyze desktop publication content		
DP3.1	Apply the design process in the creation of a desktop publication		
DP3.2	Analyze the principles of typography used in desktop publications		
DP3.3	Analyze desktop publication design and layout		
DP4.0	Create publications using desktop publishing concepts		
DP4.1	Produce and critique document for final publications		
DP4.2	Evaluate publication options for desktop publication document		
DP4.3	Construct publication for commercial printing		

DIGITAL MEDIA TECHNOLOGY

Code	Old Standard	Code	New Standard
IC1.0	Understand digital media technology	*Course Discontinued	
IC1.1	Categorize digital communication		
IC1.2	Explain unintended consequence of digital media technology		
IC2.0	Evaluate web-based social networks		
IC2.1	Examine evolution of social media sites		
IC3.0	Evaluate information in the media		
IC3.1	Evaluate media ownership		
IC4.0	Create various media through projects		
IC4.1	Create a commercial for a product		

PHOTOGRAPHIC ARTS

Code	Old Standard	Code	New Standard
PA1.0	Explore opportunities in photographic arts	*New Course Name: Photography I	
PA1.1	Summarize career opportunities in the area of photographic arts	P1.1.0	Explore opportunities in photographic arts
PA2.0	Examine the fundamentals related to photographic arts	P1.1.1	Summarize career opportunities in the area of photography and photojournalism
PA2.1	Classify digital cameras and accessories for intended use	P1.2.0	Examine fundamentals related to photographic arts
PA2.2	Implement digital darkroom management	P1.2.1	Classify digital cameras and accessories for intended use
PA2.3	Differentiate legal issues related to photographic arts	P1.2.2	Implement digital darkroom management
PA3.0	Analyze camera operations	P1.2.3	Differentiate legal and copyright issues related to photography and photojournalism
PA3.1	Implement appropriate care and maintenance of a digital camera	P1.3.0	Analyze camera operations
PA3.2	Analyze the effect of exposure on the quality of photographs	P1.3.1	Implement appropriate care, maintenance, and safety related to the operation of a digital camera
PA3.3	Analyze how techniques impact the quality of a photograph	P1.3.2	Analyze the effect of exposure on the quality of photographs
PA4.0	Evaluate photographic for effective composition	P1.3.3	Analyze how techniques impact the quality of photographs
PA4.1	Critiquing photographs for effective use of the elements of composition	P1.4.0	Evaluate photographs for effective composition
PA4.2	Check light and color to produce effective photographs	P1.4.1	Critique photographs for effective use of the elements of composition
PA5.0	Create artistic photographs	P1.4.2	Check light and color to produce effective photographs
PA5.1	Implement the use of image editing software for improving photographs	P1.5.0	Create artistic photographs
PA5.2	Implement the use of image editing software for artistic expression	P1.5.1	Implement the use of image editing software for manipulation of photographs
PA5.3	Produce photographs for visual display	P1.5.2	Produce photographs for visual display

ADVANCED PHOTOGRAPHIC ARTS

Code	Old Standard	Code	New Standard
APA1.0	Explore opportunities in photographic arts	*New Course Name: Photography II	
APA1.1	Plan for employment and entrepreneurial endeavors in photographic arts	P2.1.0	Explore opportunities in commercial photography
		P2.1.1	Plan for employment and entrepreneurial endeavors in commercial photography
		P2.1.2	Demonstrate interpersonal skills essential to workplace success
		P2.1.3	Identify basic resources commonly used in the photography industry
		P2.2.0	Exhibit legal and ethical conducts
		P2.2.1	Evaluate professional codes of conduct
		P2.2.2	Demonstrate personal professionalism related to commercial photography
APA2.0	Evaluate photographic techniques	P2.3.0	Evaluate photographic techniques
APA2.1	Evaluate how camera settings are used to create photographic effects	P2.3.1	Analyze how the combination of camera settings and desired aesthetics influence the creation of a photograph
APA2.2	Evaluate how camera accessories are used to produce photographic effects	P2.3.2	Evaluate how camera accessories are used to produce commercial photography
APA3.0	Evaluate photographs for effective composition	P2.4.0	Evaluate photographs for effective composition
		P2.4.1	Apply professional aesthetics to compositional elements in photographs
APA3.1	Critique people, place and nature photographs for effective use of the elements of composition	P2.4.2	Critique photographs to a professional standard
		P2.5.2	Demonstrate use of evaluation techniques for professional portfolios
APA3.2	Check light and color to produce effective studio photographs	P2.3.3	Demonstrate proficiency in using advance lighting techniques
APA4.0	Create artistic photographic products	P2.5.0	Create commercial photographic products
APA4.1	Implement image editing software for creating graphic design	P2.5.1	Demonstrate advanced proficiency in digital darkroom software
APA4.2	Implement image editing software for creating art products		
APA4.3	Produce artistic photographic products for visual display		

FASHION DESIGN

Code	Old Standard
FD1.0	Explore opportunities in the fashion industry
FD1.1	Classify career opportunities in the fashion design
FD2.0	Analyze the relationship between history and fashion
FD2.1	Interpret the influences of art and media on fashion
FD2.2	Differentiate how politics, society, economics, culture and aesthetics influence fashion
FD3.0	Evaluate performance characteristics of textiles and textile products
FD3.1	Classify clothing details that are used to recognize, understand, and interpret fashion
FD3.2	Evaluate fibers, yarns, fabrics and finishes for end use
FD4.0	Design fashion products
FD4.1	Critique fashion for application of the elements and principles of design
FD4.2	Critique how color theory and color forecasting impact fashion design
FD4.3	Produce a fashion line

Code	New Standard
FD1.0	Explore opportunities in the fashion industry
FD1.1	Classify career opportunities in fashion design
FD1.2	Identify basic resources commonly used in the fashion design industry
FD2.0	Exhibit ethical and legal conduct in the fashion industry
FD2.1	Differentiate legal and copyright issues related to the fashion design industry
FD2.2	Identify professional codes of ethics
FD3.0	Analyze the relationship between history and fashion
FD3.1	Interpret the influences of art and media on fashion
FD3.2	Differentiate how politics, society, economics, culture, and aesthetics influence fashion
FD4.0	Evaluate performance characteristics of textiles and textile products
FD4.1	Classify clothing details used to recognize, understand, and interpret fashion
FD4.2	Evaluate fibers, yarns, fabrics and finishes for end use
FD5.0	Design fashion products
FD5.1	Critique fashion for application of the elements and principles of design
FD5.2	Critique how color theory and color forecasting impact fashion design
FD5.3	Create a fashion line

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INTERIOR DESIGN

Code	Old Standard	Code	New Standard
ID1.0	Explore opportunities in interior design	ID1.0	Summarize the history and current trends in interior design
ID1.1	Summarize career opportunities in interior design	ID1.1	Explain the influence of past and present interior designers on the profession
		ID1.2	Describe current trends in the interior design profession
ID2.0	Evaluate interior furnishings and products	ID2.0	Explore career opportunities and professional practices in interior design
		ID2.1	Summarize career opportunities in the interior design profession
ID2.1	Classify design and development of furniture and other interior furnishings	ID2.2	Evaluate relationship between designer and client
ID2.2	Evaluate interior furnishings and products for end use	ID3.0	Evaluate use of design elements and principles in interior design
ID3.0	Implement skills used in interior design	ID3.1	Analyze the effect and application of elements of design in interior design
ID3.1	Apply the principles and elements of design to interior space		
ID3.2	Apply space planning guidelines	ID3.2	Describe the use of principles of design in interior design
		ID4.0	Investigate design and function of interior spaces
ID3.3	Use applicable building codes, universal design, and regulations in planning interior space	ID4.1	Explain the components of floor plans, such as living zones, circulation patterns, open and closed plans
		ID4.2	Apply guidelines for space planning and traffic patterns in interior spaces
ID3.4	Demonstrate skills necessary (i.e. measuring, estimating, and pricing) for selection of interior furnishings and products	ID4.3	Interpret blueprints and elevation drawings, including legends, keys and architectural symbols
		ID4.4	Demonstrate proficiency in basic concepts of scale drawings for interior space
		ID5.0	Critique used in creating interior environments
			Compare characteristics of different components of the interior environment, such as types of flooring, lighting, wall and surface finishes and accessories
		ID5.1	
		ID5.2	Distinguish key features of architectural structural elements such as window doors, cabinetry, and fixtures
		ID5.3	Compare different types of window treatments
		ID5.4	Formulate guidelines for selection of furniture
		ID6.0	Analyze interior design project and presentation skills
		ID6.1	Describe the basic components of project budgets used in interior design proposals
		ID6.2	Identify characteristics of effective visual presentation tools used for interior design proposals
		ID6.3	Explain the components of verbal presentation of interior design proposals
		ID6.4	Apply concepts of proposal development to meet client's needs

ADVANCED INTERIOR DESIGN

Code	Old Standard	Code	New Standard
AID1.0	Explore opportunities in interior design	ID2.1.0	Analyze opportunities and professional practices in interior design
AID1.1	Plan for employment and entrepreneurial endeavors in interior design	ID2.1.1	Investigate employment and entrepreneurial endeavors in interior design
		ID2.1.2	Describe credentials and licensing requirements for interior designers
		ID2.1.3	Critique professional codes of ethics
		ID2.1.4	Demonstrate effective communication skills within the industry
		ID2.1.5	Demonstrate evaluation techniques for professional portfolios
		ID2.2.0	Investigate safety practices in the interior design profession
		ID2.2.1	Demonstrate personal and environmental safety practices
		ID2.2.2	Describe occupational safety and health administration (OSHA) policies and regulations related to the interior design profession
		ID2.3.0	Assess policies and regulations related to the interior design profession
		ID2.3.1	Explain legislation, regulations, and public policy that affect interior design
		ID2.3.2	Describe applicable building codes, universal design guidelines, and regulations in architectural designs
		ID2.3.3	Investigate community zoning regulations and other community regulations
AID2.0	Evaluate interior furnishings and products	ID2.4.0	Analyze design and development of architecture, interiors, and furnishings through the ages
AID2.1	Evaluate future design and development trends	ID2.4.1	Describe features of furnishings characteristic of various historical periods
		ID2.4.2	Illustrate the development of architectural styles throughout history
		ID2.4.3	Compare historical architectural details to current housing and interior design trends
		ID2.4.4	Predict future design and development trends in architecture, interiors, and furnishings
AID2.2	Evaluate furnishings and products for quality, safety, and environmental protection issues		
AID3.0	Evaluate skills used in interior design		
AID3.1	Analyze the effects of the principles and elements of design on aesthetics and function		
AID3.2	Apply principles of human behavior (i.e. ergonomics and anthropometrics) to design		
AID3.3	Evaluate floor plans for efficiency, safety, and applicable codes and regulations		
AID4.0	Evaluate client's needs, goals and resources in creating design plan		
AID4.1	Assess resources needed to achieve client's needs and goals		
AID4.2	Produce design plans to meet client's needs, goals and resources		
AID4.3	Plan presentation of design for client		
		ID2.5.0	Differentiate residential interior design and commercial interior design
		ID2.5.1	Compare and contrast the fields of residential interior design and commercial interior design
		ID2.5.2	Compare space planning techniques for commercial interior design and residential interior design
		ID2.5.3	Investigate space requirements, traffic flow, and design features for commercial and residential spaces
		ID2.6.0	Investigate design processes and project management
		ID2.6.1	Identify components of design process used in meeting interior design problems
		ID2.6.2	Identify common principles of successful project management
		ID2.6.3	Analyze potential design obstacles to create possible design solutions
		ID2.6.4	Create a plan to meet proposal requirements

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COMPUTER GRAPHICS

Code	Old Standards	Code	New Standard
CG1.0	Explore opportunities in computer graphics	*Course Discontinued	
CG1.1	Summarize career fields and occupations		
CG2.0	Outline fundamentals related to computer graphics		
CG2.1	Illustrate the use of computer graphics		
CG2.2	Explain legal issues related to computer graphics		
CG2.3	Outline computer graphic concepts		
CG2.4	Differentiate 2D and 3D computer graphic concepts		
CG2.5	Organize computer color technologies		
CG3.0	Create computer graphics		
CG3.1	Use computer graphics equipment		
CG3.2	Implement the use of computer graphics software and tools		
CG3.3	Produce various effects in computer graphic software		
CG4.0	Generate techniques in manipulating graphics		
CG4.1	Construct transformations of computer graphics		
CG4.2	Construct computer graphics animations		
CG4.3	Generate the computer graphics and animations		

BROADCAST TECHNOLOGY

Code	Old Standard	Code	New Standard
BT1.0	Explain career opportunities in media performance	BT1.0	Explore career opportunities, copyright laws, ethics and safety in the broadcast field.
BT1.1	Compare various media performances	BT1.1	Analyze and evaluate various careers in the broadcast field
		BT1.2	Distinguish between broadcast journalism copyright laws and ethics
		BT1.3	Identify safety concerns and soft skills in the field of broadcast
BT1.2	Explain technical guidelines in media performance		
BT2.0	Apply broadcast studio performance and equipment knowledge	BT2.0	Demonstrate proper use and terminology of broadcast equipment
BT2.1	Summarize television studio equipment and terminology	BT2.1	Summarize broadcast equipment terminology
BT2.2	Execute various script samples for radio television and film	BT2.2	Execute proper use of broadcast equipment
BT3.0	Create original broadcast performances	BT3.0	Create original broadcast performances
BT3.1	Produce media project using broadcasting tools and terminology	BT3.1	Produce media project using broadcasting tools and terminology
BT3.2	Analyze broadcast performance	BT3.2	Analyze and evaluate student's broadcast
		BT4.0	Compare and contrast professional broadcasts
		BT4.1	Evaluate professional broadcasts

JOURNALISTIC DESIGN

Code	Old Standard
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*New Course	
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Code	New Standard
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JD1.0	Explore opportunities within journalism
JD1.1	Investigate career opportunities
JD1.2	Explain skills needed for journalism
JD2.0	Explore and practice skills of journalistic writing
JD2.1	Identify facets of journalistic writing
JD2.2	Explore publishing writing styles
JD2.3	Demonstrate appropriate interview skills
JD3.0	Apply design principles and fundamentals
JD3.1	Explain legal and ethical issues related to publication, design, and broadcast
JD3.2	Interpret design elements
JD3.3	Implement design principles
JD4.0	Analyze elements of design
JD4.1	Identify design elements
JD4.2	Analyze principles of typography used in design
JD4.3	Analyze design and layout
JD4.4	Apply page layout techniques
JD5.0	Create computer-generated graphics
JD5.1	Investigate journalism and broadcast software and hardware
JD5.2	Modify images to meet publication broadcast needs
JD6.0	Explore and apply photography and videography techniques
JD6.1	Investigate characteristics of composition
JD6.2	Explore camera settings and equipment to obtain desired images
JD7.0	Produce pathway-specific media
JD7.1	Plan out design process in working with client
JD7.2	Determine production roles
JD7.3	Create and critique production piece

VISUAL COMMUNICATIONS

Code	Old Standard	Code	New Standard
*New Course		VC1.0	Explore careers in the commercial visual arts
		VC1.1	Demonstrate knowledge of the jobs available in the visual communications industry
		VC1.2	Examine and critique what makes a professional portfolio
		VC2.0	Apply elements of art and principles of design
		VC2.1	Explore the elements of art and how they are applied in visual communications
		VC2.2	Explore the principles of design and how they are applied in visual communications
		VC3.0	Effectively use typography
		VC3.1	Understand the use and application of typography in visual communication
		VC3.2	Identify common terminology used in typography
		VC4.0	Utilize methods and materials used in visual communication
		VC4.1	Explore methods used in 2D/3D visual communications
		VC4.2	Explore materials used in 2D/3D visual communication
		VC4.3	Explore emerging techniques and technology in visual communications
		VC5.0	Demonstrate safe practices and ethics in visual communications
		VC5.1	Demonstrate safe practices in a work environment
		VC5.2	Define copyright and how it impacts visual communications
		VC5.3	Practice correct copyright usage

DIGITAL PRODUCTION FOR ENTERTAINMENT

Code	Old Standard	Code	New Standard
*New Course		DPE1.0	Develop an awareness of opportunities and professionalism in digital entertainment career
		DPE1.1	Identify personal interests and abilities related to careers in digital entertainment
		DPE1.2	Investigate opportunities, trends, and requirements related to careers in digital entertainment
		DPE1.3	Demonstrate job skills for digital entertainment industries
		DPE1.4	Explore legal and ethical issues related to digital entertainment
		DPE2.0	Identify and analyze basic entertainment design elements
		DPE2.1	Explore basic entertainment design elements
		DPE2.2	Explore the fundamentals of entertainment art
		DPE3.0	Create and design entertainment projects
		DPE3.1	Design and implement procedures and timelines
		DPE3.2	Develop digital production components and resources
		DPE4.0	Demonstrate knowledge of software development processes
		DPE4.1	Identify and utilize software development methodology
		DPE4.2	Utilize tools for developing software applications
		DPE4.3	Apply language specific programming tools/techniques
		DPE5.0	Identify and utilize a programming environment
		DPE5.1	Develop an application using selected programming language software
		DPE5.2	Evaluate and trouble shoot an application for distribution



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PRODUCTION TECHNOLOGY

Code	Old Standard	Code	New Standard
*New Course		PT1.0	Identify the components of the performance space and potential safety hazards
		PT1.1	Explore, label, and define usage of all areas adjacent to the stage and within the performance space
		PT1.2	Identify all areas and equipment in a performance area that have potential to cause harm
		PT2.0	Examine applications of past and present forms of technology in performing arts
		PT2.1	Compare and contrast historical and contemporary performance spaces
		PT2.2	Identify and define the properties of different performance spaces
		PT3.0	Describe career possibilities in technical production
		PT3.1	Research job titles and duties for technical personnel
		PT3.2	Demonstrate and practice basic crew functions
		PT4.0	Analyze scripts collaboratively with production crew for understanding of performance design and technical needs
		PT4.1	Identify specific cues for sound, lighting, and set derived from action or dialogue in the text
		PT4.2	Determine choices of production color and style which reflect intended mood, environment, and era
		PT5.0	Plan elements of set construction
		PT5.1	Identify industry terminology for scene design and construction
		PT5.2	Design and create a floor plan for a specific production
		PT5.3	Demonstrate safety procedures for operation, maintenance, and storage of set construction items and tools
		PT6.0	Construct various elements of a set according to industry standards
		PT6.1	Evaluate the function and application of framed scenery and build suitable set pieces
		PT6.2	Design and construct weight-bearing scenic units
		PT6.3	Apply knowledge of installation and rigging techniques to securely join set pieces
		PT6.4	Demonstrate various elements of scenic art
		PT7.0	Design practical applications for lighting and sound
		PT7.1	Identify and recall names of common lighting instruments
		PT7.2	Design lighting plot for screenplay or script
		PT7.3	Demonstrate proper procedure for hanging and focusing lighting instruments
		PT7.4	Develop sound design for production
		PT7.5	Observe and apply knowledge of sound and light board operation