2019 Skills-to-Course Matrix

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Arts, AV Technology & Communications Cluster

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Cluster Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
AR 1	AR01	Analyze the interdependence of the technical and artistic elements of various careers within the Arts, A/V Technology & Communications Career Cluster	x	x	x	x	x		Y	Y	Y	Y
AR 2	AR02	Analyze the importance of health, safety and environmental management systems, policies and procedures common in arts, audio/video technology and communications activities and facilities.								Y		
AR 3	AR03	Analyze the lifestyle implications and physical demands required in the arts, audio/visual technology and communications workplace.						Y	Y	Y	Y	
AR 4	AR04	Analyze the legal and ethical responsibilities required in the arts, audio/visual technology and communications workplace.						Y	Y	Y	Y	
AR 5	AR05	Describe the career opportunities and means to achieve those opportunities in each of the Arts, A/V Technology & Communications Career Pathways.	x	x	x	x	x	x	Y	Y	Y	Y
AR 6	AR06	Evaluate technological advancements and tools that are essential to occupations within the Arts, A/V Technology & Communications Career Cluster[TM].						Y	Y	Y	Y	

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Animation & Special Effects Focus Area

CCTC*	Code Number	Focus Area Knowledge and Skills (CTE standards) / KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	ARFX01	Understand the history and evolution of animation and special effects.	X	X	X	x	X					
	ARFX02	Understand the elements of two and three dimensional media as they relate to animation and special effects.		X	X	X	X					
	ARFX03	Understand and use software for the purposes of digital animation and special effects.			X	X	X					
	ARFX04	Gather and analyze customer requirements.				X	X					
	ARFX05	Demonstrate and apply knowledge of project management.				X	X					
	ARFX06	Perform maintenance and customer support functions for digital animation and special effects products.										

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Audio Production Focus Area

Instructions: 1) Enter the Program of Study name above. 2) Enter your high school name. 3) Enter the community college name. 4) Enter the date. 5) Click on the cell for Course 1 Name, Course 2 Name, etc., and replace with your POS course names--secondary and first year of post-secondary. 6) Enter school course numbers. 7) Enter NCES code for the course (secondary only). 8) Enter number of credits awarded. 9) Identify those courses that trigger the TSA for this POS. 10) Finally, check those standards that are <u>taught with intent and purpose</u>, and are <u>assessed</u> in each course. Note: The optional Focus Area tabs below are included for those POSs that have a very specific industry fociusare using those skill sets for multiple options in a Progam of Study or if you want to use another

			Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
Focus Area Knowledge and Skills (CTE standards)			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
CCTC*	Code Number	KS Statement	N	N	N	N	Y	N	N	N	N	N
	ARAP01	Apply knowledge of equipment, software, and technical skills related to audio production.										
	ARAP02	Exhibit ability to edit audio productions.										
	ARAP03	Demonstrate technical production support for audio presentations.										
	ARAP04	Exhibit the knowledge and skills required to design a production for audio presentation.										
	ARAP05	Understand aural examples from various repertoires of music representing diverse styles, genres, cultures, and historical periods.										
	ARAP06	Demonstrate knowledge of music theory appropriate for use in audio production.										

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AV & Film Technology Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
		Focus Area Knowledge and Skills (CTE standards)	N	N	N	N	Y	N	N	N	N	N
	ARTF01	Apply knowledge of equipment, software and technology skills related to film and video production.										
	ARTF02	Exhibit ability to edit film and video productions.										
	ARTF03	Demonstrate technical production support for film and video presentations.										
	ARTF04	Exhibit the knowledge and skills required to design a production for film or video presentation.										
	ARTF05	Know the history and evolution of film and video, and their role within society.										
	ARTF06	Understand and use the elements and principles of film and video.										

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Design Focus Area

			Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
Focus Area Knowledge and Skills (CTE standards)			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
CCTC*	Code Number	KS Statement	N	N	N	N	Y	N	N	N	N	N
	ARDS01	Use basic methods of data collection and analysis to provide information for projects.	x	x	x	x	x	x				
	ARDS02	Understand the role of clients in the design process.				x	x	x				
	ARDS03	Understand, plan for, and implement traditional project phases.	x	x	x	x	x	x				
	ARDS04	Appreciate and apply design requirements/elements for the diversity of needs, values, and social patterns in project design.				x	x	x				
	ARDS05	Understand principles of fabrication/manufacturing and use of materials, components, and assemblies, and incorporate them into project design.		x	x	x	x	x				
	ARDS06	Analyze and use the elements and principles of design.		x	x	x	x	x				
	ARDS07	Understand and use appropriate software for the purposes of design.	x	x	x	x	x	x				
	ARDS08	Understand three-dimensiopnal art forms.	x	x	x	x	x	x				

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Film & Video Production Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
Focus Area Knowledge and Skills (CTE standards)												
	ARTF01	Apply knowledge of equipment, software and technology skills related to film and video production.										
	ARTF02	Exhibit ability to edit film and video productions.										
	ARTF03	Demonstrate technical production support for film and video presentations.										
	ARTF04	Exhibit the knowledge and skills required to design a production for film or video presentation.										
	ARTF05	Know the history and evolution of film and video, and their role within society.										
	ARTF06	Understand and use the elements and principles of film and video.										

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Journalism & Broadcasting Focus Area

Instructions: 1) Enter the Program of Study name above. 2) Enter your high school name. 3) Enter the community college name. 4) Enter the date. 5) Click on the cell for Course 1 Name, Course 2 Name, etc., and replace with your POS course names--secondary and first year of post-secondary. 6) Enter school course numbers. 7) Enter NCES code for the course (secondary only). 8) Enter number of credits awarded. 9) Identify those courses that trigger the TSA for this POS. 10) Finally, check those standards that are taught with intent and purpose, and are assessed in each course. Note: The optional Focus Area tabs below are included for those POSs that have a very specific industry fociusare using those skill sets for multiple options in a Progam of Study or if you want to use another

			Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	11104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
Focus Area Knowledge and Skills (CTE standards)			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
CCTC*	**Code Number**	**KS Statement**	N	N	N	N	Y	N	N	N	N	N
AV-JB 1	ARPB01	Describe the diversity and variety of functions within the Journalism & Broadcasting Career Pathway.										
AV-JB 2	ARPB02	Demonstrate writing processes used in journalism and broadcasting media.										
AV-JB 3	ARPB03	Plan and deliver a media production (e.g., broadcast, video, web, mobile).										x
AV-JB 4	ARPB04	Demonstrate technical support related to media production (e.g., broadcast, video, web, mobile).										

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Performing Arts: General Focus Area

			Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
CCTC*	**Code Number**	**KS Statement**	N	N	N	N	Y	N	N	N	N	N
AR-PRF 1	ARPF01	Describe the scope of the Performing Arts Career Pathway and the roles of various individuals and business principles.										
AR-PRF 2	ARPF02	Demonstrate the fundamental elements, techniques, principles, and processes for various dance styles and traditions in the pathway.										
AR-PRF 3	ARPF03	Demonstrate vocal and/or instrumental performances that include a varied repertoire of music representing diverse styles, cultures, and historical periods.										
AR-PRF 4	ARPF04	Demonstrate knowledge of music theory by including fundamental themes and patterns in the art form.										
AR-PRF 5	ARPF5	Explain key issues affecting the creation of characters, acting skills, and individual roles for the presentation of a performing arts production.										
AR-PRF 6	ARPF	Create stage, film, television, or electronic media scripts in a variety of traditional and current formats.										
AR-PRF 7	ARPF07	Describe how technology and technical support enhances productions.										
AR-PRF 8	ARPF08	Analyze all facets of stage and production management.										

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Performing Arts: Dance Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	ARDN01	Demonstrate an awareness of the movement arts in various cultures and time periods.										
	ARDN02	Understand basic movement, content, and composition in dance.										
	ARDN03	Perform complex steps and patterns from various dance styles and traditions.										

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Performing Arts: Music Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	PAZB01	Perform, both alone and with others, vocally or instrumentally, a varied repertoire of music.										
	PAZB02	Demonstrate an understanding of various repertoires of music representing diverse styles, genres, cultures and historical periods.										
	PAZB03	Demonstrate knowledge of music theory appropriate to music performance.										
	PAZB04	Demonstrate knowledge of musical styles, genres and repertoire.										
	PAZB05	Understand how technical design including sound reinforcement, lighting, costumes, and make up contributes to performance.										

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Performing Arts: Technical Design & Production Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	1693.1 & 51693.	1694.1 & 51694.	51694I	51991	51992	05199I	04Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	ARTD01	Understand how technical design including lighting, sound, costumes, and make-up contributes to performance.										
	ARTD02	Demonstrate knowledge of past and present production stage sets, costumes, lighting, and other elements that support a performance.										
	ARTD03	Demonstrate how technology reinforces, enhances, or alters performances.										
	ARTD04	Synthesize and use the technical aspects of theatre, film, television, and/or electronic media into a production.										
	ARTD05	Understand, interpret, and implement blocking and technical movement as part of technical design.										

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Performing Arts: Theatre & Playwriting Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	ARTP01	Analyze and employ the physical, emotional, and social dimensions of characters found in dramatic texts from various genres and media.										
	ARTP02	Recognize and utilize the technical aspects of theatre from the perspective of the playwright and/or actor (e.g., lighting, sound, properties, costumes, make-up)										
	ARTP03	Demonstrate an acting technique and/or demonstrate the ability to write theatre, film, television, radio, or electronic media scripts in a variety of traditional and current formats.										
	ARTP04	Understand, interpret, and implement blocking and technical movement in a performance.										

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Photography Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	I104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
	ARPH01	Understand the history and evolution of photography.							x	x	x	
	ARPH02	Understand and use the elements and principles of photography.							x	x	x	
	ARPH03	Understand and demonstrate the use of printing processes.							x	x	x	x
	ARPH04	Understand and demonstrate the use of photographic processes.							x	x	x	x
	ARPH05	Understand and use software that supports photography.							x	x	x	x
	ARPH06	Demonstrate the use of photography equipment.							x	x	x	x

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Printing Technology Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
AR-PRT 1	ARPT01	Manage the printing process including customer service and sales, scheduling, production, and quality control to deliver products that meet customer needs and expectations.				x	x	x				x
AR-PRT 2	ARPT02	Demonstrate the production of various print, multimedia, or digital media products.		x	x	x	x	x				x
AR-PRT 3	ARPT03	Perform finishing and distribution operations related to the printing process.			x	x	x	x				x

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Telecommunications Focus Area

CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
Focus Area Knowledge and Skills (CTE standards)			0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	N	N	N	N
AR-TEL 1	ARTL01	Demonstrate the use of industry specific terminology, tools, and test equipment related to telecommunications.										
AR-TEL 2	ARTL02	Demonstrate installation techniques and processes using appropriate telecommunication tools, materials, schematics diagrams, blueprints, and industry specific codes and regulations.										
AR-TEL 3	ARTL03	Demonstrate decision-making, problem-solving techniques, and communication skills when providing services for customers.										
AR-TEL 4	ARTL04	Demonstrate the installation, repair, and delivery of network systems.										

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Visual Arts Focus Area

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CCTC*	Code Number	KS Statement	Animation Nation	Digital Arts 1	Digital Arts 2	Digital Arts 3	Digital Arts 4	Digital Arts: Independent Study	Digital Photo 1	Digital Photo 2	Digital Photo: Independent Study	Publication: Yearbook
			05169I	51691	51692	51693.1 & 51693.2	51694.1 & 51694.2	51694I	51991	51992	05199I	1104Y.1 & 11104&Y.2
			5169	11153	11153	11153	5169	11153	11156	11156	11156	11104
		Focus Area Knowledge and Skills (CTE standards)	0.25	0.5	0.5	1	1	0.5	0.5	0.5	0.5	1
			N	N	N	N	Y	N	[TSA--Y or N?]	[TSA--Y or N?]	[TSA--Y or N?]	[TSA--Y or N?]
AR-VIS 1	ARVZ01	Describe the history and evolution of the visual arts and its role in and impact on society.			x	x						
AR-VIS 2	ARVZ02	Analyze how the application of visual arts elements and principles of design communicate and express ideas.		x	x	x	x	x				
AR-VIS 3	ARVZ03	Analyze and create two- and three-dimensional art forms using various media.	x	x	x	x	x	x				