High School Name:	**Tigard High School**
Community College Name:	**Portland Community College**
CTE Program of Study Name:	**Multimedia**
Date:	**3/30/2016**

Visual and Media Arts Cluster Crosswalk

Skills-to-Course Matrix

Cluster Knowledge and Skills (CTE standards)

Code Number	KS Statement	Digital Art 1	TSA?	Digital Art 2	TSA?	Digital Art 3	TSA?	Digital Art 4	TSA?	Digital Photography	TSA?	Adv Photography	TSA?	Web Design	TSA?
	(TSA trigger)	☐	☐	☐	☐	☑			☑	☐			☑		☑
VMZ01.01	Demonstrate proficiency in academic knowledge and skills required to complete jobsite/workplace tasks and to pursue the full-range of career and post-secondary education opportunities within this career cluster.	☐	☐	☑		☑		☑		☑		☑		☑	
VMZ02.01	Use industry specific terminology and techniques to communicate and obtain information.	☐	☑	☑		☑		☑		☑		☑		☑	
VMZ02.02	Select and use appropriate media tools to inform and engage a target audience.	☐	☐	☑		☑		☑		☑		☑		☐	
VMZ03.01	Demonstrate an understanding of the legal, ethical, and environmental issues specific to visual and media arts.	☑	☑	☑		☑		☑		☑		☑		☐	
VMZ04.01	Demonstrate the use of Information and Communication Technology (ICT) tools and basic computer operations for communication, organization, research, and general purposes.	☑	☑	☑		☑		☑		☑		☑		☑	
VMZ05.01	Demonstrate an understanding of the career requirements and opportunities in visual and media arts, and create a career plan.	☐	☐	☑		☑		☑		☐		☑		☑	
VMZ06.01	Use problem solving and critical thinking skills to solve problems and produce quality products/services/ideas.	☑	☑	☑		☑		☑		☑		☑		☑	
VMZ07.01	Apply leadership and teamwork knowledge and skills.	☐	☐	☑		☑		☑		☑		☑		☑	
VMZ08.01	Demonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts.	☑	☑	☑		☑		☑		☑		☑		☐	
VMZ09.01	Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts.	☑	☑	☑		☑		☑		☑		☑		☑	
VMZ10.01	Understand the process of developing/interpreting an artistic/aesthetic concept or vision, and how to express that concept or vision through an artistic and/or technical process.	☐	☐	☑		☑		☑		☑		☑		☐	
VMZ11.01	Demonstrate knowledge of the commercial aspects of visual and media arts.	☐	☑	☑		☑		☑		☑		☑		☑	
VMZ12.01	Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts.	☐	☑	☑		☑		☑		☑		☑		☑	
VMZ13.01	Maintain a safe working environment.	☑	☑	☑		☑		☑		☑		☑		☑	

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Date:	**6/30/2012**	

Animation & Special Effects Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	KS Statement	DigitalArt 2	TSA?	Digital Art 3	TSA?	Digital Art 4	TSA?	Course 4	TSA?	Course 5	TSA?	Course 6	TSA?
(trigger row)		☐	☑	☐	☑	☐	☑	☐	☐	☐	☐	☐	☐
VMZC01.01	Understand the history and evolution of animation and special effects.	☑		☑		☑		☐		☐		☐	
VMZC02.01	Understand the elements of two- and three-dimensional media as they relate to animation and special effects.	☑		☑		☑		☐		☐		☐	
VMZC03.01	Understand and use software for the purposes of digital animation and special effects.	☑		☑		☐		☐		☐		☐	
VMZC04.01	Gather and analyze customer requirements.	☐		☑		☐		☐		☐		☐	
VMZC05.01	Demonstrate and apply knowledge of project management.	☐		☑		☑		☐		☐		☐	
VMZC06.01	Perform maintenance and customer support functions for digital animation and special effects products.	☐		☐		☐		☐		☐		☐	

Photography Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	KS Statement	Digital Photography	TSA?	Advanced Photog	TSA?	Course 3	TSA?	Course 4	TSA?	Course 5	TSA?	Course 6	TSA?
			☐		☐		☐		☐		☐		☐
VMZE01.01	Understand the history and evolution of photography.	☑		☑		☐		☐		☐		☐	
VMZE02.01	Understand and use the elements and principles of photography.	☑		☑		☐		☐		☐		☐	
VMZE03.01	Understand and demonstrate the use of printing processes.	☐		☑		☐		☐		☐		☐	
VMZE04.01	Understand and demonstrate the use of photographic processes.	☑		☑		☐		☐		☐		☐	
VMZE05.01	Understand and use software that supports photography.	☑		☑		☐		☐		☐		☐	
VMZE06.01	Demonstrate the use of photography equipment.	☑		☑		☐		☐		☐		☐	
VMZE07.01	Understand and demonstrate use of lighting in photography.	☑		☑		☐		☐		☐		☐	

Film & Video Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	KS Statement	Course 1	TSA?	Course 2	TSA?	Course 3	TSA?	Course 4	TSA?	Course 5	TSA?	Course 6	TSA?
			☐		☐		☐		☐		☐		☐
VMZA01.01	Apply knowledge of equipment, software and technology skills related to film and video production.	☐		☐		☐		☐		☐		☐	
VMZA02.01	Exhibit ability to edit film and video productions.	☐		☐		☐		☐		☐		☐	
VMZA03.01	Demonstrate technical production support for film and video presentations.	☐		☐		☐		☐		☐		☐	
VMZA04.01	Exhibit the knowledge and skills required to design a production for film or video presentation.	☐		☐		☐		☐		☐		☐	
VMZA05.01	Know the history and evolution of film and video, and their role within society.	☐		☐		☐		☐		☐		☐	
VMZA06.01	Understand and use the elements and principles of film and video.	☐		☐		☐		☐		☐		☐	

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Design Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	KS Statement	Course 1	TSA?	Course 2	TSA?	Course 3	TSA?	Course 4	TSA?	Course 5	TSA?	Course 6	TSA?
		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
VMZD01.01	Use basic methods of data collection and analysis to provide information for projects.	☐		☐		☐		☐		☐		☐	
VMZD02.01	Understand the role of clients in the design process.	☐		☐		☐		☐		☐		☐	
VMZD03.01	Understand, plan for, and implement traditional project phases.	☐		☐		☐		☐		☐		☐	
VMZD04.01	Appreciate and apply design requirements/elements for the diversity of needs, values, and social patterns in project design.	☐		☐		☐		☐		☐		☐	
VMZD05.01	Understand principles of fabrication/manufacturing and use of materials, components, and assemblies, and incorporate them into project design.	☐		☐		☐		☐		☐		☐	
VMZD06.01	Analyze and use the elements and principles of design.	☐		☐		☐		☐		☐		☐	
VMZD07.01	Understand and use appropriate software for the purposes of design.	☐		☐		☐		☐		☐		☐	
VMZD08.01	Understand three-dimensional art forms.	☐		☐		☐		☐		☐		☐	

Visual Arts Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	KS Statement	Digital Art 1	TSA?	Digital Art 3	TSA?	Digital Art 3	TSA?	Digital Art 4	TSA?	Digital Photography	TSA?	Adv Photography	TSA?
		☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
VMZF01.01	Understand and apply the elements and principles of design.	☑		☑		☑		☑		☑		☑	
VMZF02.01	Understand and apply the use of different media in two- and/or three-dimensional forms.	☑		☑		☑		☑		☑		☑	
VMZF03.01	Understand the uses of technology in the field of visual arts.	☑		☑		☑		☑		☑		☑	
VMZF04.01	Understand the purpose and practice of critiquing works of art.	☑		☑		☑		☑		☑		☑	