Century High School
Portland Community College
Graphic Design
3/30/2016

### **Visual and Media Arts Cluster**

### **Skills-to-Course Matrix**

Instructions: 1) Click on Sample High School above and enter your High School Name above. 2) Enter the community college name. 3) Enter the Program of Study name. 4) Enter the date. 5) Click on Course 1, Course 2, etc. below and replace with your POS course names (or numbers). 6) Check those courses that trigger the TSA for this POS. 7) Finally, check those standards that are taught with intent and purpose in each course. (You only need to use the optional Focus Area tabs if you are using those skill sets for multiple options in a Progam of Study or if you want to use another set of industry validated standards.)

	Cluster Knowledge and Skills (CTE standards)	Basic Busines	15A? Introduction	TSA? Graphic Destriction	TSA? Graphic Destr	□ Advanced Gr	TSA?.  ☑ CONTSE 6	<b>7</b> 5 <sup>63</sup> .
Code Number	KS Statement  Demonstrate proficiency in academic knowledge and skills required to complete jobsite/workplace tasks and to pursue the full-range of career and post-secondary	<u> </u>			□	□ ☑		
'MZ01.01	education opportunities within this career cluster.	V	V	V	V	V		
'MZ02.01	Use industry specific terminology and techniques to communicate and obtain information.	V		V	V	V		
MZ02.02	Select and use appropriate media tools to inform and engage a target audience.  Demonstrate an understanding of the legal, ethical, and environmental issues specific to			v	v	v		
MZ03.01	visual and media arts.		Ø	V	<b>☑</b>	☑		
/MZ04.01	Demonstrate the use of Information and Communication Technology (ICT) tools and basic computer operations for communication, organization, research, and general purposes.					v		
/MZ05.01	Demonstrate an understanding of the career requirements and opportunities in visual and media arts, and create a career plan.	_   ☑	<b>⊿</b>	— ☑	_ ☑	<u> </u>	_	
/MZ06.01	Use problem solving and critical thinking skills to solve problems and produce quality products/services/ideas.							
/MZ07.01	Apply leadership and teamwork knowledge and skills.		Ø	V	Ø	V		
/MZ08.01	Demonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts.			V	☑	☑		
′MZ09.01	Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts.			V	v	Ø		
′MZ10.01	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.			V	v	V		
		v		V	V	Ø		
′MZ11.01	Demonstrate knowledge of the commercial aspects of visual and media arts.  Understand the roles of creators, presenters, and others involved in the production and	<b>V</b>		☑	v	V		
'MZ12.01	presentation of the visual and media arts.	<b>V</b>	V	V	V	Ø		
/MZ13.01	Maintain a safe working environment.							

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# **Animation & Special Effects Focus Area**

### **Skills-to-Course Matrix**

	Focus Area Knowledge and Skills (CTE standards)	uise 1	rsa <sup>2</sup> □ course 2	TSA <sup>3</sup> □ COUISE 3	TSA? □ COUISE A	15A <sup>3</sup>	TSA? COUSE 6	<b>75</b> A <sup>?</sup>
Code Numbe	r KS Statement	 □						
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.							

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# **Design Focus Area**

# **Skills-to-Course Matrix**

	Focus Area Knowledge and Skills (CTE standards)	Basic Business &	☐ Introduction to	Graphic Design 1	TSA? Graphic Design	L TSA? Dayanced Graph	r √ course 6	<b>\</b> 58 <sup>3</sup> .
Code Number								
VMZD01.01	Use basic methods of data collection and analysis to provide information for projects.	<b>☑</b>		<b>☑</b>	v	Ø		
VMZD02.01	Understand the role of clients in the design process.			v	V	V		
VMZD03.01	Understand, plan for, and implement traditional project phases.	v		<b>U</b>	V	V		
VMZD04.01	Appreciate and apply design requirements/elements for the diversity of needs, values, and social patterns in project design.				v	V		
VMZD05.01	Understand principles of fabrication/manufacturing and use of materials, components, and assemblies, and incorporate them into project design.		Ø		V	Ø		
VMZD06.01	Analyze and use the elements and principles of design.			v	V	Ø		
VMZD07.01	Understand and use appropriate software for the purposes of design.		Ø	Ø	V	Ø		
VMZD08.01	Understand three-dimensional art forms.			Ø	V	V		

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#### Film & Video Focus Area

#### **Skills-to-Course Matrix**

	Focus Area Knowledge and Skills (CTE standards)	Course 1	15A <sup>3</sup>	rsa³ □ course³	rsa³ Coursea	tsa³ Course's	75A³ Course 6	<b>√28</b> 2.
Code Number	KS Statement							
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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# **Photography Focus Area**

### **Skills-to-Course Matrix**

<u> </u>	Focus Area Knowledge and Skills (CTE standards)	course 1	rsa Course 2	TSA Course 3	15A° Course A	TSA. Conses	15A Course 6	
Code Number	KS Statement							
/MZE01.01	Understand the history and evolution of photography.							
/MZE02.01	Understand and use the elements and principles of photography.							
/MZE03.01	Understand and demonstrate the use of printing processes.							
/MZE04.01	Understand and demonstrate the use of photographic processes.							
/MZE05.01	Understand and use software that supports photography.							
/MZE06.01	Demonstrate the use of photography equipment.							
/MZE07.01	Understand and demonstrate use of lighting in photography.							

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#### **Visual Arts Focus Area**

#### **Skills-to-Course Matrix**

	Focus Area Knowledge and Skills (CTE standards)	Course 2	15A <sup>3</sup> □ Course 2	rsa? Course 3	15A <sup>3</sup>	15A <sup>3</sup> □ Course 5	rsa³ course 6	<b>1</b> 583.
Code Numbe	er KS Statement	_ 🗆						
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.							