High School Name:
Community College Name:
CTE Program of Study Name:
Date:

Tualatin High School
Portland Community College
Digital Arts
6/30/2012

Visual and Media Arts Cluster Crosswalk

Skills-to-Course Matrix

<u>Instructions</u>: 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)	Digital Arts 1	rsa? I Digital Arts?	15A? Digital Arts 3	tski. ✓ 30 Deski.	TSA? ☑ Digital Arts A Inde	75 ^{k3} □ Digital Design at	tsa GAD tsa	Gane Design tsa	web Desier tsa	omputer scient tsa □
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 education opportunities within this career cluster.		V	_ ☑	<u></u>	V	V	_ ☑	_ ☑		<u></u> ☑
Use industry specific terminology and techniques to communicate and obtain information.									_	✓
Select and use appropriate media tools to inform and engage a target audience.		V	V	☑	V	Ø	☑	☑	V	Ø
Demonstrate an understanding of the legal, ethical, and environmental issues specific to visual and media arts.		V	V	v	V	V	 ✓	V	☑	 ✓
Demonstrate the use of Information and Communication Technology (ICT) tools and basic computer operations for communication, organization, research, and general purposes.		V	V	v	V	V	☑	☑	☑	 ✓
Demonstrate an understanding of the career requirements and opportunities in visual and media arts, and create a career plan.	☑	V	☑	☑	V	V	☑	☑	☑	v
Use problem solving and critical thinking skills to solve problems and produce quality products/services/ideas.	☑	V	☑	☑	V	V	☑	☑	☑	☑
Apply leadership and teamwork knowledge and skills.	☑	V	V	v	V	V	☑	☑	☑	 ✓
Demonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts.	☑	V	☑	☑	V	V	☑	☑	☑	v
Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts.	☑	V	☑	☑	V	V	☑	☑	☑	v
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	☑	☑	☑	☑
Demonstrate knowledge of the commercial aspects of visual and media arts.	☑	v	☑	Ø	V					
Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts.	v	V	V	v	V	V	 ✓	V	V	 ✓
Maintain a safe working environment.	V	V	V	V	Ø	Ø	☑	Ø	V	Ø
		000000000000000000000000000								
	RS 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 education opportunities within this career cluster. Use industry specific terminology and techniques to communicate and obtain information. 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 visual and media arts. Demonstrate the use of Information and Communication Technology (ICT) tools and basic computer operations for communication, organization, research, and general purposes. Demonstrate an understanding of the career requirements and opportunities in visual and media arts, and create a career plan. Use problem solving and critical thinking skills to solve problems and produce quality products/services/ideas. Apply leadership and teamwork knowledge and skills. Demonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts. 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. Demonstrate knowledge of the commercial aspects of visual and media arts. Understand the roles of creators, presenters, and others involved in the production and	The control of the career requirements and opportunities in visual and media arts. Demonstrate an understanding of the career requirements and opportunities in visual and media arts. Demonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts. Demonstrate the understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Demonstrate the understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Demonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts. 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. Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts. Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts. Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts. Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts. Understand the roles of creators, presenters, and others involved in the production and presentation of the visual and media arts.	Statement Commonstrate proficiency in academic knowledge and skills required to complete (positative/replace) tasks and to pursue the full-lange of career and post-secondary education appointies within the scorer cluster. Commonstrate of terminology and techniques to communicate and obtain information. Commonstrate and understanding of the legal, ethical, and environmental issues specific to visual and media arts. Commonstrate an understanding of the legal, ethical, and environmental issues specific to visual and media arts. Commonstrate an understanding of the career requirements and opportunities in visual and media arts. Commonstrate an understanding of the career requirements and opportunities in visual and morda arts, and create a career plan. Commonstrate an understanding of the career requirements and opportunities in visual and morda arts, and create a career plan. Commonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Commonstrate an understanding of the social, cultural and historical evolution of the technologies, issues, and roles within the visual and media arts. Commonstrate the use of appropriate tools, materials and technical knowledge and skills that are necessary within the visual and media arts. Commonstrate knowledge of the commercial aspects of visual and media arts. Commonstrate knowledge of the commercial aspects of visual and media arts. Commonstrate knowledge of the commercial aspects of visual and media arts. Commonstrate knowledge of the commercial aspects of visual and media arts. Commonstrate knowledge of the commercial aspects of visual and media arts. Commonstrate knowledge of the v	Demonstrate proficiency in accessories involved and stills required to complete protective/propose telesci and to pursue the full range of clarers and post-secondary education apportunities within this career cluster. Use industry specific terminology and techniques to communicate and obtain information. Select and uses appropriate media tools to inform and organica barge audience. Demonstrate an understanding of the legal, efficial, and environmental issues specific to visual and modia arts. Demonstrate an understanding of the larget, efficial, mad environmental issues specific to visual and modia for communication, organization, research, and general purposes. Demonstrate an understanding of the career requirements and opportunities in visual and modia visib. and croated a curron plan. Use protein solving and claimostic kinavietique and skills. Apply leadership and idemonstrik inavietique and skills. Demonstrate has understanding of the social, cultural and historical evolution of the electroclogue, seuses, and rother within the visual and media arts. Understand the process of developing/impropring an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision, and travel to express the concept or vision intrough an artists/beatedec concept or vision in	Statement Denominating pullidating in including shift with a state of the fill large of throw and part of the fill large of throw and organized the state of the fill large of throw and organized the state of the fill large of throw and organized the state of the fill large of throw and organized the state of the fill large of throw and organized the state of the fill large of throw and organized the state of throw and organized through the state of through through the state of through through the state of through the state of through through through the state of through	Section and the experimental processory in contraction of the processor and transport contraction of the processor and transport contracting of contract and good contracting of contracti	Discretization prior fever yiii in active the increasing part and set in well and competition (projection) in a contract increasing and set in well and process, existing the contract of program of the set in a contract of the contract o	Section of the control of the contro	Sistenaments Sistenaments	Bis bilineman per per description per source of source per per per per per per per per per pe

High School Name: Community College Name: CTE Program of Study Name: Tualatin High School
Portland Community College
Digital Arts
6/30/2012

Animation & Special Effects Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	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.	G
VMZC03.01	Understand and use software for the purposes of digital animation and special effects.	[
VMZC04.01	Gather and analyze customer requirements.	G
VMZC05.01	Demonstrate and apply knowledge of project management.	G
VMZC06.01	Perform maintenance and customer support functions for digital animation and special effects products.	ב

	and taragette						
	Digital Arts 2	rsa? Digital arts?	ISA? Digital Arts Indepe	75 ^{A³} ✓ Course ^A	TSA? COUTSE S	15h³ Course 6	L S& ^{3.}
		V	v				
cts.	v	V	Ø				
	\square	V					
	\square	V					

High School Name:
Community College Name:
CTE Program of Study Name:
Date:

Tualatin High School Portland Community College Digital Arts 6/30/2012

Design Focus Area

Skills-to-Course Matrix

	Focus Area Knowledge and Skills (CTE standards)	Digital Arts 2	15A ³ Digital Arts ³	TSA? Digital Arts A.I.	rsa?	rsa³ ☑ course s	Teby Contee &	ζs ^{α?}
Code Numbe			Ů	Ď				
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.	v	V	V	V			
VMZD03.01	Understand, plan for, and implement traditional project phases.	v	Ø	V	V			
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.	v	Ø	V	V			
VMZD06.01	Analyze and use the elements and principles of design.							
VMZD07.01	Understand and use appropriate software for the purposes of design.	Ø	Ø	v	V			
VMZD08.01	Understand three-dimensional art forms.		V		V			

High School Name: Community College Name: CTE Program of Study Name: Tualatin High School
Portland Community College
Sample Program of Study
6/30/2012

Film & Video Focus Area

Skills-to-Course Matrix

	Focus Area Knowledge and Skills (CTE standards)	Course 1	TSA? COUISE 2	rsa³ □ course³	TSA? COUISE A	75A³ Course 5	75A³ Course 6	√sα ³ .
Code Numbe	KS Statement							
/MZA01.01	Apply knowledge of equipment, software and technology skills related to film and video production.							
/MZA02.01	Exhibit ability to edit film and video productions.							
/MZA03.01	Demonstrate technical production support for film and video presentations.							
/MZA04.01	Exhibit the knowledge and skills required to design a production for film or video presentation.							
/MZA05.01	Know the history and evolution of film and video, and their role within society.							
/MZA06.01	Understand and use the elements and principles of film and video.							

High School Name:
Community College Name:
CTE Program of Study Name:
Date:

Tualatin High School
Portland Community College
Multimedia
6/30/2012

Photography Focus Area

Skills-to-Course Matrix

	Focus Area Knowledge and Skills (CTE standards)	Course 1	TSA? □ COUISE 2	TSA³ Course³	TSA ³ □ COUISE A	TSA ³ Course S	75Å ² Course 6	ΓςΑ [?] .
Code Numbe	er KS Statement							
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.							

High School Name: Community College Name: CTE Program of Study Name:

Tualatin High School Portland Community College Multimedia 6/30/2012

Visual Arts Focus Area

Skills-to-Course Matrix

Focus Area Knowledge and Skills (CTE standards)

Code Number	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.	

are care.				<u></u>		
			TSA? Digital Arts Inder		75ų Course 6	tsa ² .
	V	V	☑	☑		
\square	V	V	V	V		
	V	Ø	☑	☑		
V	V	V	V	V		