

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

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

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 Program of Study or if you want to use another set of industry validated standards.)

Cluster Knowledge and Skills (CTE standards)

Cluster Knowledge and Skills (CTE standards)		MM110	TSA?	MM120	TSA?	MM 130	TSA?	CAS-111D	TSA?	Course 5	TSA?	Course 6	TSA?
Code Number	KS Statement	☐		☐		☐		☐		☐		☐	
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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High School Name: _____
Community College Name: _____
CTE Program of Study Name: _____
Date: _____

**Tualatin High School
Portland Community College
Digital Arts/Multimedia
2/5/2016**

Design Focus Area

Skills-to-Course Matrix

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Focus Area Knowledge and Skills (CTE standards)

Focus Area Knowledge and Skills (CTE standards)		MM110	TSA?	MM120	TSA?	MM130	TSA?	CAS111D	TSA?	Course 5	TSA?	Course 6	TSA?
Code Number	KS Statement	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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.	☒	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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High School Name: _____
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CTE Program of Study Name: _____
Date: _____

**Tualatin High School
Portland Community College
MultiMedia
4/4/2013**

Film & Video Focus Area

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.

Focus Area Knowledge and Skills (CTE standards)

[illegible]