Standards

This unit was developed to meet the following standards.

Career and Technical Education AME Industry Sector Foundation Standards

2.2 Writing

1.6 Develop presentations by using clear research questions and creative and critical research strategies (e.g., field studies, oral histories, interviews, experiments, electronic sources).

3.0 Career Planning and Management

Students understand how to make effective decisions, use career information, and manage personal career plans:

3.1 Know the personal qualifications, interests, aptitudes, knowledge, and skills necessary to succeed in careers.

3.2 Understand the scope of career opportunities and know the requirements for education, training, and licensure.

4.0 Technology

Students know how to use contemporary and emerging technological resources in diverse and changing personal, community, and workplace environments:

4.2 Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services.

4.4 Understand digital applications appropriate to specific media and projects.

4.5 Know the key technological skills appropriate for occupations in the arts industry.

4.6 Know how technology and the arts are interrelated in the development of presentations and productions.

4.7 Understand how technology can reinforce, enhance, or alter products and performances.

5.0 Problem Solving and Critical Thinking

Students understand how to create alternative solutions by using critical and creative thinking skills, such as logical reasoning, analytical thinking, and problem-solving techniques:

5.1 Apply appropriate problem-solving strategies and critical thinking skills to work-related issues and tasks.

5.3 Use critical thinking skills to make informed decisions and solve problems.

5.4 Use the elements of the particular art form to observe, perceive, and respond.

5.5 Understand the application of research and analysis skills to the creation of content.

7.0 Responsibility and Flexibility

Students know the behaviors associated with the demonstration of responsibility and flexibility in personal, workplace, and community settings:

7.1 Understand the qualities and behaviors that constitute a positive and professional work demeanor.
7.2 Understand the importance of accountability and responsibility in fulfilling personal, community, and workplace roles.
7.3 Understand the need to adapt to varied roles and responsibilities.
7.4 Understand that individual actions can affect the larger community.
7.7 Develop a personal commitment to and apply high-quality craftsmanship to a product or presentation and continually refine and perfect it.

9.0 Leadership and Teamwork

Students understand effective leadership styles, key concepts of group dynamics, team and individual decision making, the benefits of workforce diversity, and conflict resolution:

9.3 Understand how to organize and structure work individually and in teams for effective performance and the attainment of goals.
9.5 Understand how to interact with others in ways that demonstrate respect for individual and cultural differences and for the attitudes and feelings of others.
9.7 Cultivate consensus, continuous improvement, respect for the opinions of others, cooperation, adaptability, and conflict resolution.

10.0 Technical Knowledge and Skills

Students understand the essential knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector:

10.6 Know the appropriate skills and vocabulary of the art form.
10.7 Understand and analyze the elements of the art form.
10.10 Use technical applications in the creative process, where appropriate.
10.12 Use a variety of strategies (e.g., personal experience, discussion, research) to comprehend, interpret, evaluate, and appreciate source and technical documents and materials.

11.0 Demonstration and Application

Students demonstrate and apply the concepts contained in the foundation and pathway standards.

Career and Technical Education AME Industry Sector Media and Design Arts Pathway Content Standards / VPA Visual Arts Content Standards

- Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own. [AME A1.1(1.1), VPA 1.1]
- Research and analyze the work of an artist and write about the artist's distinctive style and its contribution to the meaning of the work. [AME A1.1(1.3), VPA 1.3]
- Analyze and describe how the composition of a work of art is affected by the use of a particular principle of design. [AME A1.1(1.4), VPA 1.4]
- Compare and contrast similar styles of works of art done in electronic media with those done with materials traditionally used in the visual arts. [AME A1.1(1.6), VPA 1.6]
- Solve a visual arts problem that involves the effective use of the elements of art and the principles of design. [AME A1.2(2.1), VPA 2.1]
- Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills. [AME A1.2(2.2), VPA 2.2]
- Develop and refine skill in the manipulation of digital imagery (either still or video). [AME A1.2(2.3), VPA 2.3]
- Review and refine observational drawing skills. [AME A1.2(2.4), VPA 2.4]
- Identify and describe the role and influence of new technologies on contemporary works of art. [AME A1.3(3.2), VPA 3.2]
- Articulate the process and rationale for refining and reworking one of their own works of art. [AME A1.4(4.4), VPA 4.4]
- Employ the conventions of art criticism in writing and speaking about works of art. [AME A1.4(4.5), VPA 4.5]
- Demonstrate an understanding of the various skills of an artist, art critic, art historian, art collector, art gallery owner, and philosopher of art (aesthetician). [AME A1.5(5.4), VPA 5.4]

A2.0 Technical Requirements

Students understand the key technical and technological requirements applicable to various segments of the Media and Design Arts Pathway.

A2.1 Analyze the way in which technical design (e.g., color theory, lighting, graphics, typography, posters, sound, costumes, makeup) contributes to a performance or presentation.

A2.2 Know the component steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation.

A2.3 Use technology to create a variety of audio, visual, written, and electronic products and presentations.

A2.8 Use models, simulations, and other tests to determine optimal design solutions from a variety of options.