

# Standards

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This unit was developed to meet the following standards.

## Career and Technical Education AME Industry Sector Foundation Standards

### 2.0 Communications

Students understand the principles of effective oral, written, and multimedia communication in a variety of formats and contexts.

#### 2.1 Reading

Specific applications of Reading Comprehension standards (grades nine and ten):

- (2.4) Synthesize the content from several sources or works by a single author dealing with a single issue; paraphrase the ideas and connect them to other sources and related topics to demonstrate comprehension.
- (2.5) Extend ideas presented in primary or secondary sources through original analysis, evaluation, and elaboration.

#### 2.2 Writing

Specific applications of Writing Strategies and Applications standards (grades eleven and twelve):

- (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).
- (2.6) Deliver multimedia presentations:
  - a. Combine text, images, and sound by incorporating information from a wide range of media, including films, newspapers, magazines, CD-ROMs, online information, television, videos, and electronic media-generated images.

#### 2.3 Written and Oral English Language Conventions

Specific applications of English Language Conventions standards (grades eleven and twelve):

- (1.1) Demonstrate control of grammar, diction, and paragraph and sentence structure and an understanding of English usage
- (1.2) Produce legible work that shows accurate spelling and correct punctuation and capitalization

### 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.
- 4.7 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.
- 7.7 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.

### 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]
- 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]
- 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]

## 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.

**A2.5** Know the writing processes, formats, and conventions used for various media.

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