Course Title	Introduction Media Arts Photography	Course Code	CT380-CT381

Transcript Title:	Intro Media Arts/ Photography	Grades Levels:	9-12	Board Adoption Date:	06/11/19
Content Area:	Visual Arts	GPA Scale:	Standard/ non-weighted	Date Course Submitted:	2/1/19
Credential Required:	CTE	Graduation Subject Areas:	Fine Arts & CTE	CalPads Code:	7219

UC/CSU "A-G" Area Approvals:			School Site/person that wrote and submitted the course:	Corona del Mar HS: Christopher Ziebarth Costa Mesa HS: Kirby Piazza
Recommend Skills:	Grade level reading/ writing, basic computer skills, grade level art standards			
Next course(s):	Intermediate Media Arts & Photography			
Textbook to be used:	Online sources			

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Course Title

DATE: **December 6, 2018**

INDUSTRY SECTOR: **Arts, Media, and Entertainment**

PATHWAY: **111D Media Arts**

CBEDS TITLE: **Introduction to Media Arts & Photography**

CBEDS Code: **7219**

HOURS:

Total	Classroom	Laboratory/CC/CVE
180	**62**	**118**

JOB TITLE	ONET CODES	JOB TITLE	ONET CODES
Multimedia artist and animators	27-1014.00	Photographer	27-4021.00
Graphic Designers	27-1024.00	Desktop Publisher	43-9031.00

COURSE DESCRIPTION:

This course will combine competencies in film, video, computer, and live production, as well as foundational knowledge in design to introduce students to a variety of jobs in the multimedia/communications/game design workforce. Instruction will focus on the interaction between media sources in live, recorded, and web-based productions. Students will develop skills in computer design, film and video production, lighting, sound, and projection design, and print media design. Students will also explore career options within this rapidly expanding industry sector.

PREREQUISITES:

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High School Name:	Site Prerequisite:
Corona Del Mar HS	**None**
Costa Mesa HS	**None**

A – G APPROVAL: ☐ Yes ☐ No ☒ Desired

ARTICULATION:

High School Name:	College Name:	College Course Title:
Corona Del Mar HS	N/A	
Costa Mesa HS	N/A	

LEVEL: X Introductory ☐ **Concentrator** ☐ **Capstone**

CERTIFICATION:

High School Name:	Embedded/Leads to:	Description:
Corona Del Mar HS	N/A	
Costa Mesa HS	N/A	

METHOD OF STUDENT EVALUATION:

- ✓ Pre and Post test
- ✓ Student Projects
- ✓ Written work
- ✓ Observation record of student performance
- ✓ Completion of assignments and worksheets

METHOD OF INSTRUCTION:

- ✓ Lecture

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✓ Group and individual applied projects
✓ Demonstration
✓ Field Trips
✓ Guest Speaker

RECOMMENDED MATERIALS:

● **Computer, DSLR Camera**

● **Digital Drawing tablets**

● **Adobe CC software including: Photoshop, Illustrator, and Indesign**

● **Adobe Tutorials (Adobe & Instructor Selected/ Created)**

● **Google Drive Account**

MODEL CTE PATHWAY:

Grade	Fall Semester	Spring Semester
9th or 10th	Introduction to Media Arts & Photography	Introduction to Media Arts & Photography
11th	Intermediate Media Arts & Photography	Intermediate Media Arts & Photography
12th	Advanced Media Arts Portfolio	Advanced Media Arts Portfolio

CALIFORNIA CAREER TECHNICAL EDUCATION MODEL CURRICULUM STANDARDS
California Department of Education CTE Standards website: http://www.cde.ca.gov/ci/ct/sf/ctemcstandards.asp
Arts, Media and Entertainment   **KNOWLEDGE AND PERFORMANCE ANCHOR STANDARDS**
1.0 Academics   Analyze and apply appropriate academic standards required for successful industry sector pathway completion leading to postsecondary education and employment. Refer to the Arts, Media, and Entertainment academic alignment matrix for identification of standards.   **2.0 Communications**   Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and

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college readiness level for communicating effectively in oral, written, and multimedia formats. (Direct alignment with LS 9-10, 11-12.6)

2.1 Recognize the elements of communication using a sender–receiver model.

2.2 Identify barriers to accurate and appropriate communication.

2.3 Interpret verbal and nonverbal communications and respond appropriately.

2.4 Demonstrate elements of written and electronic communication such as accurate spelling, grammar, and format.

2.5 Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

2.6 Advocate and practice safe, legal, and responsible use of digital media information and communications technologies.

3.0 Career Planning and Management
❏
Integrate multiple sources of career information from diverse formats to make informed career decisions, solve problems, and manage personal career plans. (Direct alignment with SLS 11-12.2)

3.1 Identify personal interests, aptitudes, information, and skills necessary for informed career decision making.

3.2 Evaluate personal character traits such as trust, respect, and responsibility and understand the impact they can have on career success.

3.3 Explore how information and communication technologies are used in career planning and decision making.

3.4 Research the scope of career opportunities available and the requirements for education, training, certification, and licensure.

3.5 Integrate changing employment trends, societal needs, and economic conditions into career planning.

3.6 Recognize the role and function of professional organizations, industry associations, and organized labor in a productive society.

3.7 Recognize the importance of small business in the California and global economies.

3.8 Understand how digital media are used by potential employers and postsecondary agencies to evaluate candidates.

3.9 Develop a career plan that reflects career interests, pathways, and postsecondary options.

4.0 Technology
Use existing and emerging technology to investigate, research, and produce products and services, including new information, as required in the Arts, Media, and Entertainment sector workplace environment. (Direct alignment with WS 11-12.6)

4.1 Use electronic reference materials to gather information and produce products and services.

4.2 Employ Web-based communications responsibly and effectively to explore complex systems and issues.

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4.3 Use information and communication technologies to synthesize, summarize, compare, and contrast information from multiple sources.

4.4 Discern the quality and value of information collected using digital technologies, and recognize bias and intent of the associated sources.

4.5 Research past, present, and projected technological advances as they impact a particular pathway.

4.6 Assess the value of various information and communication technologies to interact with constituent populations as part of a search of the current literature or in relation to the information task.

5.0 Problem Solving and Critical Thinking
Conduct short as well as more sustained research to create alternative solutions to answer a question or solve a problem unique to the Arts, Media, and Entertainment sector, using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques. (Direct alignment with WS 11-12.7)
5.1 Identify and ask significant questions that clarify various points of view to solve problems.

5.2 Solve predictable and unpredictable work-related problems using various types of reasoning (inductive, deductive) as appropriate.

5.3 Use systems thinking to analyze how various components interact with each other to produce outcomes in a complex work environment.

5.4 Interpret information and draw conclusions, based on the best analysis, to make informed decisions.

6.0 Health and Safety

Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms, and domain-specific words and phrases as related to the Arts, Media, and Entertainment sector workplace environment. (Direct alignment with RSTS 9-10, 11-12.4)

6.1 Locate, and adhere to, Material Safety Data Sheet (MSDS) instructions.

6.2 Interpret policies, procedures, and regulations for the workplace environment, including employer and employee responsibilities.

6.3 Use health and safety practices for storing, cleaning, and maintaining tools, equipment, and supplies.

6.4 Practice personal safety when lifting, bending, or moving equipment and supplies.

6.5 Demonstrate how to prevent and respond to work-related accidents or injuries; this includes demonstrating an understanding of ergonomics.

6.6 Maintain a safe and healthful working environment.

6.7 Be informed of laws/acts pertaining to the Occupational Safety and Health Administration (OSHA).

7.0 Responsibility and Flexibility
Initiate, and participate in, a range of collaborations demonstrating behaviors that reflect personal and professional responsibility, flexibility, and respect in the Arts, Media, and Entertainment sector workplace environment and community settings. (Direct alignment with SLS 9-10, 11-12.1)

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7.1 Recognize how financial management impacts the economy, workforce, and community.

7.2 Explain the importance of accountability and responsibility in fulfilling personal, community, and workplace roles.

7.3 Understand the need to adapt to changing and varied roles and responsibilities.

7.4 Practice time management and efficiency to fulfill responsibilities.

7.5 Apply high-quality techniques to product or presentation design and development.

7.6 Demonstrate knowledge and practice of responsible financial management.

7.7 Demonstrate the qualities and behaviors that constitute a positive and professional work demeanor, including appropriate attire for the profession.

7.8 Explore issues of global significance and document the impact on the Arts, Media, and Entertainment sector.

8.0 Ethics and Legal Responsibilities
Practice professional, ethical, and legal behavior, responding thoughtfully to diverse perspectives and resolving contradictions when possible, consistent with applicable laws, regulations, and organizational norms. (Direct alignment with SLS 11-12.1d)
8.1 Access, analyze, and implement quality assurance standards of practice.
8.2 Identify local, district, state, and federal regulatory agencies, entities, laws, and regulations related to the Arts, Media, and Entertainment industry sector.
8.3 Demonstrate ethical and legal practices consistent with Arts, Media, and Entertainment sector workplace standards.

8.4 Explain the importance of personal integrity, confidentiality, and ethical behavior in the workplace.

8.5 Analyze organizational culture and practices within the workplace environment.

8.6 Adhere to copyright and intellectual property laws and regulations, and use and appropriately cite proprietary information.

8.7 Conform to rules and regulations regarding sharing of confidential information, as determined by Arts, Media, and Entertainment sector laws and practices.

9.0 Leadership and Teamwork

Work with peers to promote divergent and creative perspectives, effective leadership, group dynamics, team and individual decision making, benefits of workforce diversity, and conflict resolution as practiced in the SkillsUSA career technical student organizations. (Direct alignment with SLS 11-12.1b)

9.1 Define leadership and identify the responsibilities, competencies, and behaviors of successful leaders.

9.2 Identify the characteristics of successful teams, including leadership, cooperation, collaboration, and effective decision-making skills as applied in groups, teams, and career technical student organization activities.

9.3 Understand the characteristics and benefits of teamwork, leadership, and citizenship in the school,

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community, and workplace setting.

9.4 Explain how professional associations and organizations and associated leadership development and competitive career development activities enhance academic preparation, promote career choices, and contribute to employment opportunities.

9.5 Understand that the modern world is an international community and requires an expanded global view.

9.6 Respect individual and cultural differences and recognize the importance of diversity in the workplace.

9.7 Participate in interactive teamwork to solve real Arts, Media, and Entertainment sector issues and problems.

10.0 Technical Knowledge and Skills
Apply essential technical knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector, following procedures when carrying out experiments or performing technical tasks. (Direct alignment with WS 11-12.6)
10.1 Interpret and explain terminology and practices specific to the Arts, Media, and Entertainment sector.
10.2 Comply with the rules, regulations, and expectations of all aspects of the Arts, Media, and Entertainment sector.
10.3 Construct projects and products specific to the Arts, Media, and Entertainment sector requirements and expectations.
10.4 Collaborate with industry experts for specific technical knowledge and skills.

11.0 Demonstration and Application

Demonstrate and apply the knowledge and skills contained in the Arts, Media, and Entertainment anchor standards, pathway standards, and performance indicators in classroom, laboratory, and workplace settings, and through the SkillsUSA career technical student organizations.
11.1 Utilize work-based/workplace learning experiences to demonstrate and expand upon knowledge and skills gained during classroom instruction and laboratory practices specific to the Arts, Media, and Entertainment sector program of study.

11.2 Demonstrate proficiency in a career technical pathway that leads to certification, licensure, and/or continued learning at the postsecondary level.

11.3 Demonstrate entrepreneurship skills and knowledge of self-employment options and innovative ventures.

11.4 Employ entrepreneurial practices and behaviors appropriate to Arts, Media, and Entertainment sector opportunities.

11.5 Create a portfolio, or similar collection of work, that offers evidence through assessment and evaluation of skills and knowledge competency as contained in the anchor standards, pathway standards, and performance indicators.

CR = Classroom   LAB/CC = Laboratory/Shop/Community Classroom

I.	**INTRODUCTION to Media Arts and Photography**	**CR**	**LAB/ CC**	**STANDARDS**

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		CR	LAB/CC	STANDARDS
	Students will learn about the pathway in the Media Arts, projects, skills and learning events. Career opportunities, speakers and learning trips will be explained along with expectations for student achievement.	5	1	**Academic:** **VA.9-12(Proficient).HaCC.RaDotVA.3.2** **VA.9-12(Proficient).CRA.VL.5.3** **LS 11-12.1, 11-12.2, 11-12.3, 11-12.5, 11-12.6** **RSIT 11-12.1, 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.6, 11-12.7** **RLST 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.7,** **WS 11-12.4, 11-12.5** **G-MG 3** **SLS 11-12.2** **CTE Anchor:** 1.0 3.1 3.3 **CTE Pathway:** A1.0
II	Unit 1: Elements & Principles of Art/Design	**CR**	**LAB/CC**	**STANDARDS**
	Students will learn the Elements & Principles of Art and Design and how they relate to Media Arts. Students will come to understand the basic elements that artist use across the media spectrum to achieve successful design. ● Students will demonstrate an understanding of the elements & principles of art & design	10	18	**Academic:** **VA.9-12(Proficient).AP.AAEaPoD.1.4** **VA.9-12(Proficient).CE.SPMaT.2.1** **LS 9-10, 11-12.1, 11-**

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		CR	LAB/CC	STANDARDS
	through different analog and digital methods ● Students will use the elements & principles to create several projects including a digital design, photograph and short video utilizing the elements and principles learned.			**12.2, 11-12.3, 11-12.5, 11-12.6** **RSIT 11-12.1, 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.6, 11-12.7** **RLST 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.7,** **WS 11-12.4, 11-12.5** **G-MG 1, 3** **CTE Anchor:** 2.0 **CTE Pathway:** A1.2 A1.3 A2.1 A2.6
II	Unit 2: Design Process	**CR**	**LAB/CC**	**STANDARDS**

	Students will learn and practice the design process and explore it through a simple five-step plan. Designers practice the design process in order to find solutions to the visual problems they take on. Students will be able to identify each step in the design process, understand the importance of each step, and implement them.
	
	Students will complete several projects incorporating the following Design Process:
	    ● Define the Problem
	    ● Learn
	    ● Generate Ideas
	    ● Design Development
	    ● Implementation
		10	20	**Academic:**
				VA.9-12(Proficient).AP.IoMC.1.5
				VA.9-12(Proficient).CE.SPMaT.2.3
				
				VA.9-12(Proficient).CE.CaETOWoA.2.5
				
				LS 9-10, 11-12.1, 11-12.2, 11-12.3, 11-12.5, 11-12.6
				RSIT 11-12.1, 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.6,

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				11-12.7 **RLST 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.7,** **WS 11-12.4, 11-12.5, 11-12.6, 11-12.7** **WHSST 11-12.5** **G-MG 1, 3** **G-CO 1** **ETS 1.A-C** **CTE Anchor:** 2.5 4.0 5.1 **CTE Pathway:** A1.0 A2.0 A4.0
I	**Unit 3: Computer Design**	**CR**	**LAB/ CC**	**STANDARDS**
	Student will learn computer based skills in Photoshop Illustrator and other professional software to learn about, explore and create projects that demonstrate an understanding of the use of the computer in Media Arts Students will complete several projects that demonstrate the following: ● Demonstrate the ability to effectively use the major tools and commands of Photoshop ● Choose the right tools and settings within Photoshop to create imagery and files for graphic design, web design, and photography	15	20	**Academic:** **VA.9-12(Proficient).AV.MiJ.4.3** **VA.9-12(Proficient).CE.SPMaT.2.3** **LS 9-10, 11-12.1, 11-12.2, 11-12.3, 11-12.5, 11-12.6** **RSIT 11-12.1, 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.6, 11-12.7** **RLST 11-12.2, 11-12.3, 11-12.4, 11-12.5, 11-12.7,**

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		CR	LAB/CC	STANDARDS
	● Demonstrate the ability to apply the concepts of digital imaging such as resolution and digital color and be able to manipulate them effectively ● Apply the skills of photo retouching, manipulation, and composition to achieve the desired results			**WS 11-12.4, 11-12.5, 11-12.6, 11-12.7** **G-MG 1, 3** **CTE Anchor:** 2.0 4.0 5.0 **CTE Pathway:** A1.0 A2.0 A5.0
V	Unit 4: Photography	**CR**	**LAB/ CC**	**STANDARDS**
	Students will learn core photographic concepts digital image editing techniques, history, composition and professional practices. Students will complete several projects that demonstrate the following: ● DSLR Camera skills ● Comprehend Photo vocab & composition ● Demonstrate editing techniques ● Use Lightroom to demonstrate proper Workflow practices	10	25	**Academic:** **VA.9-12(Proficient).CE.SPMaT.2.1** **VA.9-12(Proficient).HaCC.DotVA.3.3** **LS 9-10, 11-12.1, 11-12.2, 11-12.3, 11-12.6** **RSL 11-12.1, 11-12.6** **RSIT 11-12.3, 11-12.4, 11-12.6, 11-12.7** **WS 11-12.6, 11-12.7** **S-ID 1, 3** **CTE Anchor:** 4.0 5.0 10.0 **CTE Pathway:** A2.0 A7.0 A8.0

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V	Unit 5: Film / Video	CR	LAB/CC	STANDARDS
	Students will learn the basic fundamentals of camera setup and operation, identify and implement a variety of camera shots, perspectives, and movements for video production and editing. Students will complete several projects that demonstrate the following: ● Camera Shots and Angles ● Basics of Camera Movement & Perspective ● Story Basics ● Lighting & Sound for Video ● Editing and Post-Production	8	30	**Academic:** **VA.9-12(Proficient).CE.SPMaT.2.1** **VA.9-12(Proficient).HaCC.DotVA.3.3** **LS 9-10, 11-12.1, 11-12.2, 11-12.3, 11-12.6** **RSL 11-12.1, 11-12.6** **RSIT 11-12.3, 11-12.4, 11-12.6, 11-12.7** **WS 11-12.6, 11-12.7** **S-ID 1, 3** **CTE Anchor:** 4.0 5.0 10.0 **CTE Pathway:** A2.0 A7.0 A8.0

V	EMPLOYMENT PORTFOLIO	CR	LAB/CC	STANDARDS
	Students will prepare a professional portfolio. ● Portfolio showcases best professional level work ● Portfolio is organized ● Preparation for Adobe Certified	4	4	**Academic:** **VA.9-12(Proficient).CE.SPMaT.2.2** **VA.9-12(Proficient).AV.**

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				DM.4.2
	Associate or other industry recognized certification exam ● Job application ● Resume ● References			LS 11-12.1, 11-12.2, 11-12.3 11-12.6 WS 11-12.2, 11-12. 4, 11-12.5, 11-12.6. 11-12.7, 11-12.10 RSTS 9-10, 11-12.4 SLS 9-10, 11-12.1, 11-12.1d, 11-12.2 **CTE Anchor:** 3.0 6.0 7.0 8.0 11.0 **CTE Pathway:** A4.0 A7.0 A8.0 A11.0