

Principles of Arts, Audio/Video Technology and Communications At-A-Glance - Lamar CISD

Ongoing Skills Imbedded All Year	Professional Standards/Employability Skills/Technical Skills			
	<p>Design Principles PrincAV 2(A) The student will demonstrate use of content, technical concepts, and vocabulary. PrincAV 3(E) The student will apply active listening skills to obtain and clarify information. PrincAV 13(B) The student will identify basic design elements such as text, graphics, and white space. PrincAV 13(C) The student will demonstrate basic knowledge of color theory. PrincAV 20(E) The student will determine the use of art elements such as color, texture, form, line, and space. PrincAV 20(F) The student will determine the use of principles of design such as continuity, pattern, rhythm, balance, proportion, and unity in products.</p> <p>Technology PrincAV 2(B) The student will use correct grammar, punctuation, and terminology to write and edit documents. PrincAV 2(D) The student will compose and edit copy for a variety of written documents. PrincAV 2(E) The student will evaluate oral and written information. PrincAV 4(A) The student will employ critical-thinking skills independently and in groups. PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects. PrincAV 5(B) The student will use processes such as personal information management, file management, and file sharing. PrincAV 19(A) The student will employ planning and time-management skills to complete work tasks. PrincAV 19(B) The student will use technology to enhance productivity.</p>			
Grading Period	Unit Name	Estimated Time Frame	TEKS	
Grading Period 1 29 Days	Introduction/Procedures	5 Days	14A, 14B, 15A, 15B	
	PrincAV 14(A) The student will implement personal and classroom safety rules and regulations. PrincAV 14(B) The student will follow emergency procedures as needed. PrincAV 15(A) The student will identify leadership characteristics. PrincAV 15(B) The student will participate in student leadership and professional development activities.			
	Ethics & Copyright	5 Days	16A, 16B, 16C, 16D, 16E, 16F	
	PrincAV 16(A) The student will demonstrate an understanding of ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and giving proper credit for ideas. PrincAV 16(B) The student will examine the First Amendment, Federal Communications Commission regulations, Freedom of Information Act, liability laws, and other regulations for compliance issues. PrincAV 16(C) The student will examine the liabilities, copyright laws, fair use, and duplication of materials associated with productions and performances. PrincAV 16(D) The student will analyze the impact of arts, audio/video technology, and communications industries on society. PrincAV 16(E) The student will demonstrate an understanding of proper digital etiquette, personal security guidelines, use of network resources, and the district's acceptable use policy for technology. PrincAV 16(F) The student will identify and demonstrate positive personal qualities such as flexibility, open-mindedness, initiative, listening attentively.			
	Technology (Software/Hardware/File Management)	5 Days	2B, 2D, 2E, 4A, 5A, 5B, 19A, 19B	
PrincAV 2(B) The student will use correct grammar, punctuation, and terminology to write and edit documents. PrincAV 2(D) The student will compose and edit copy for a variety of written documents. PrincAV 2(E) The student will evaluate oral and written information. PrincAV 4(A) The student will employ critical-thinking skills independently and in groups. PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects. PrincAV 5(B) The student will use processes such as personal information management, file management, and file sharing. PrincAV 19(A) The student will employ planning and time-management skills to complete work tasks. PrincAV 19(B) The student will use technology to enhance productivity.				

	Design Principles	5 Days	2A, 3E, 13B, 13C, 20E, 20F
	PrincAV 2(A) The student will demonstrate use of content, technical concepts, and vocabulary. PrincAV 3(E) The student will apply active listening skills to obtain and clarify information. PrincAV 13(B) The student will identify basic design elements such as text, graphics, and white space. PrincAV 13(C) The student will demonstrate basic knowledge of color theory. PrincAV 20(E) The student will determine the use of art elements such as color, texture, form, line, and space. PrincAV 20(F) The student will determine the use of principles of design such as continuity, pattern, rhythm, balance, proportion, and unity in products.		
	Design Projects in Photoshop	9 Days	18A, 18B, 18C
	PrincAV 18(A) The student will obtain print and digital information such as graphics, audio, and video from a variety of resources while citing the sources. PrincAV 18(B) The student will evaluate information for accuracy and validity. PrincAV 18(C) The student will present accurate information using techniques appropriate for the intended audience.		
Grading Period 2 27 Days	Design Projects in Photoshop continue	5 Days	18A, 18B, 18C
	PrincAV 18(A) The student will obtain print and digital information such as graphics, audio, and video from a variety of resources while citing the sources. PrincAV 18(B) The student will evaluate information for accuracy and validity. PrincAV 18(C) The student will present accurate information using techniques appropriate for the intended audience.		
	Photography	5 Days	6A, 6B, 6C, 11B
	(History and Careers) PrincAV 6(A) The student will describe the nature and types of businesses in arts, audio/video technology, and communications. PrincAV 6(B) The student will analyze and summarize the history and evolution of the arts, audio/video technology, and communications fields of study. PrincAV 6(C) The student will analyze the arts, audio/video technology, and communications economic base. PrincAV 11(B) The student will evaluate photographs using principles of art, commercial photography standards, and critical-thinking skills.		
	Technology - Camera	5 Days	2A, 14B, 19A
	PrincAV 2(A) The student will demonstrate use of content, technical concepts, and vocabulary. PrincAV 14(B) The student will follow emergency procedures as needed. PrincAV 19(A) The student will employ planning and time-management skills to complete work tasks.		
	Technology - Lighting	4 Days	2A, 3E, 12C
	PrincAV 2(A) The student will demonstrate use of content, technical concepts, and vocabulary. PrincAV 3(E) The student will apply active listening skills to obtain and clarify information. PrincAV 12(C) The student will describe lighting and camera shots.		
Grading Period 3 28 Days	Photography Practice	8 Days	3E, 11A, 19A
	PrincAV 3(E) The student will apply active listening skills to obtain and clarify information. PrincAV 11(B) The student will evaluate photographs using principles of art, commercial photography standards, and critical-thinking skills. PrincAV 19(A) The student will employ planning and time-management skills to complete work tasks.		
	AV Production – Videography Careers	5 Days	7B, 7C, 20A, 20B, 20C
PrincAV 7(B) The student will discuss the impact of audio and video selection on human emotion. PrincAV 7(C) The student will demonstrate the use of audio and video for a three-screen environment. PrincAV 20(A) The student will research the scope of career opportunities. PrincAV 20(B) The student will develop an understanding of the elements and principles of art. PrincAV 20(C) The student will develop an understanding of the industry by explaining the history and evolution of the arts, audio/video technology, and communications career fields and defining and using related terminology.			

	Working in Teams for Film	23 Days	3A, 3E, 3F, 3G, 4A, 4B, 5A, 7A, 7D, 7E 7F
<p>PrincAV 3(A) The student will adapt language structure and style for audience, purpose, situation, and intent. PrincAV 3(E) The student will apply active listening skills to obtain and clarify information. PrincAV 3(F) The student will develop and interpret tables, charts, and figures to support written and oral communications. PrincAV 3(G) The student will listen to and speak with diverse individuals. PrincAV 4(A) The student will employ critical-thinking skills independently and in groups. PrincAV 4(B) The student will employ interpersonal skills in groups to solve problems. PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects. PrincAV 7(A) The student will apply knowledge of audio and video script production. PrincAV 7(D) The student will demonstrate various videography techniques, including picture composition, video composition, audio composition, editing, and delivery. PrincAV 7(E) The student will understand the differences between linear and nonlinear systems. PrincAV 7(F) The student will demonstrate knowledge of control peripherals for capturing or ingesting media.</p>			
Grading Period 4 31 Days	Professional Communications	10 Days	3D
	<p>(Video Interview & How to Video) PrincAV 3(D) The student will deliver formal and informal presentations.</p>		
	Graphic Design – History & Careers	5 Days	5A, 6A, 6B, 6C, 6D, 10A, 10B, 10C, 10D, 10E, 20A
	<p>PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects. PrincAV 6(A) The student will describe the nature and types of businesses in arts, audio/video technology, and communications. PrincAV 6(B) The student will analyze and summarize the history and evolution of the arts, audio/video technology, and communications fields of study. PrincAV 6(C) The student will analyze the arts, audio/video technology, and communications economic base. PrincAV 6(D) The student will analyze and summarize evidence of interdependence between the technical and the artistic sides of arts, audio/video technology, and communications. PrincAV 10(A) The student will research the history of visual arts and design. PrincAV 10(B) The student will explain the evolution of art and design. PrincAV 10(C) The student will compare current visual arts technologies with historical technologies. PrincAV 10(D) The student will understand general characteristics in artwork from a variety of cultures. PrincAV 10(E) The student will analyze and apply art elements and principles in photographic works, multimedia applications, and digital and print media.</p>		
	Graphic Design	16 Days	13A, 20A, 20B, 20D, 21A, 21B
<p>PrincAV 13(A) The student will identify processes required for the production of various printed products. PrincAV 20(A) The student will research the scope of career opportunities. PrincAV 20(B) The student will develop an understanding of the elements and principles of art. PrincAV 20(D) The student will evaluate works of art using critical-thinking skills. PrincAV 21(A) The student will interpret, evaluate, and justify artistic decisions. PrincAV 21(A) The student will select and analyze original product designs by peers and others to form precise conclusions about formal qualities and historical and cultural contexts, intents, and meanings.</p>			
Grading Period 5 30 Days	Animation - Careers	5 Days	6A, 6B, 6C, 20A, 20B, 20C
	<p>PrincAV 6(A) The student will describe the nature and types of businesses in arts, audio/video technology, and communications. PrincAV 6(B) The student will analyze and summarize the history and evolution of the arts, audio/video technology, and communications fields of study. PrincAV 6(C) The student will analyze the arts, audio/video technology, and communications economic base. PrincAV 20(A) The student will research the scope of career opportunities. PrincAV 20(B) The student will develop an understanding of the elements and principles of art. PrincAV 20(C) The student will develop an understanding of the industry by explaining the history and evolution of the arts, audio/video technology, and communications career fields and defining and using related terminology.</p>		
	Animation Projects	20 Days	12A, 12B, 12D
<p>PrincAV 12(A) The student will describe and use audience identification, script writing, character design, storyboarding, and audio and delivery formats. PrincAV 12(B) The student will describe and use cell, stop motion, tweening, motion paths, masking, looping, scripting/programming, and interactivity. PrincAV 13(D) The student will describe and use flip books, claymation, or cut-outs.</p>			

Grading Period 6 27 Days	Video Game Design	5 Days	9A, 9B, 9C, 9D, 9E, 9F
	PrincAV 9(A) The student will demonstrate knowledge and appropriate use of computer operating systems. PrincAV 9(B) The student will demonstrate appropriate use of hardware components, software programs, and storage devices. PrincAV 9(C) The student will demonstrate knowledge of sound editing. PrincAV 9(D) The student will demonstrate knowledge of file formats and cross-platform compatibility. PrincAV 9(E) The student will acquire and exchange information in a variety of electronic file sharing formats. PrincAV 9(F) The student will combine graphics, images, and sound.		
	Video Game Design continue	5 Days	9A, 9B, 9C, 9D, 9E, 9F
	PrincAV 9(A) The student will demonstrate knowledge and appropriate use of computer operating systems. PrincAV 9(B) The student will demonstrate appropriate use of hardware components, software programs, and storage devices. PrincAV 9(C) The student will demonstrate knowledge of sound editing. PrincAV 9(D) The student will demonstrate knowledge of file formats and cross-platform compatibility. PrincAV 9(E) The student will acquire and exchange information in a variety of electronic file sharing formats. PrincAV 9(F) The student will combine graphics, images, and sound.		
	Fashion Market & Career Research	3 Days	8A, 8B, 8C, 2B, 2E, 2F, 17A, 17B, 17C, 17D, 20A, 20B
	PrincAV 8(A) The student will describe social, cultural, and life cycle influences. PrincAV 8(B) The student will explain how fashion trends are determined. PrincAV 8(C) The student will analyze the influence of advertising on consumer apparel choices. PrincAV 2(B) The student will use correct grammar, punctuation, and terminology to write and edit documents. PrincAV 2(E) The student will evaluate oral and written information. PrincAV 2(F) The student will research topics for the preparation of oral and written communication. PrincAV 17(A) The student will adapt the language and design of a project for audience, purpose, situation, and intent. PrincAV 17(B) The student will organize oral, written, and graphic information into formal and informal projects. PrincAV 17(C) The student will interpret and communicate information for multiple audiences. PrincAV 17(D) The student will collaborate to create original projects, including seeking and responding to advice from others such as peers or experts in the creation and evaluation process. PrincAV 20(A) The student will research the scope of career opportunities. PrincAV 20(B) The student will develop an understanding of the elements and principles of art.		
	Fashion Design Project	6 Days	5A, 11B
	PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects. PrincAV 11(B) The student will evaluate photographs using principles of art, commercial photography standards, and critical-thinking skills.		
	Dream Job	8 Days	2B, 2D, 2E, 2F, 3B, 3C, 6A, 6C, 20A
	PrincAV 2(B) The student will use correct grammar, punctuation, and terminology to write and edit documents. PrincAV 2(D) The student will (D) compose and edit copy for a variety of written documents PrincAV 2(E) The student will (E) evaluate oral and written information. PrincAV 2(F) The student will (F) research topics for the preparation of oral and written communication. PrincAV 3(B) The student will organize oral and written information. PrincAV 3(C) The student will interpret and communicate information, data, and observations. PrincAV 6(A) The student will describe the nature and types of businesses in arts, audio/video technology, and communications. PrincAV 6(C) The student will analyze the arts, audio/video technology, and communications economic base. PrincAV 20(A) The student will research the scope of career opportunities.		
Portfolio	5 Days	1A, 1B, 1C, 1D, 1E, 2B, 2C, 3A, 3H, 5A	
PrincAV 1(A) The student will explore opportunities in training, education, and certifications for employment. PrincAV 1(B) The student will demonstrate professional standards and personal qualities needed to be employable such as oral and written communication, leadership, teamwork, appreciation for diversity, conflict management, customer service, work ethic, and adaptability. PrincAV 1(C) The student will demonstrate skills related to seeking and applying for employment. PrincAV 1(D) The student will create a resume and cover letter/letter of interest to document information such as work experiences, licenses, certifications, and work samples. PrincAV 1(E) The student will demonstrate skills in evaluating and comparing employment opportunities. PrincAV 2(B) The student will use correct grammar, punctuation, and terminology to write and edit documents. PrincAV 2(C) The student will identify assumptions, purpose, and propaganda techniques. PrincAV 3(A) The student will adapt language structure and style for audience, purpose, situation, and intent. PrincAV 3(H) The student will exhibit public relations skills to increase internal and external customer/client satisfaction. PrincAV 5(A) The student will use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects.			

