

## Adapted CTE Course Blueprint for IA31 Digital Media I (Summer 2013)

(Recommended hours of instruction: 135 or 150 minimum)

Essential Std #	Units, Essential Standards, and Indicators (The Learner will be able to:)	Course Weight	RBT Designation
1	2	3	4
	<b>Total Course Weight</b>	<b>100%</b>	
<b>A</b>	<b>DIGITAL MEDIA, BUSINESS, SAFETY AND LEGAL ISSUES</b>	<b>10%</b>	
<b>DM101.00</b>	<b>Understand digital media and the relationship to society</b>	<b>4%</b>	<b>B2</b>
	1.01 Understand the core concepts of digital media. (2%) 1.02 Understand the relationship between digital media, society, and industry certifications. (2%)		
<b>DM102.00</b>	<b>Understand safety and legal issues in the digital media environment.</b>	<b>6%</b>	<b>B2</b>
	2.01 Understand safety issues associated with digital media. (3%) 2.02 Understand legal issues associated with digital media. (3%)		
<b>B</b>	<b>DEVELOPMENT PROCESS FOR DIGITAL MEDIA</b>	<b>90%</b>	
<b>DM103.00</b>	<b>Understand concepts and methods used to create digital graphics.</b>	<b>30%</b>	<b>B2</b>
	3.01 Understand concepts used to create digital graphics. (15%) 3.02 Understand digital graphics production methods, software, and hardware. (15%)		
<b>DM104.00</b>	<b>Understand concepts and methods used to create digital animation.</b>	<b>15%</b>	<b>B2</b>
	4.01 Understand concepts used to create digital animation. (5%) 4.02 Understand digital animation production methods, software, and hardware. (10%)		
<b>DM105.00</b>	<b>Understand concepts and methods used to create digital audio.</b>	<b>10%</b>	<b>B2</b>
	5.01 Understand concepts used to create digital audio. (4%) 5.02 Understand digital audio production methods, software, and hardware. (6%)		
<b>DM106.00</b>	<b>Understand concepts and methods used to create digital video.</b>	<b>20%</b>	<b>B2</b>
	6.01 Understand concepts used to create digital video. (5%) 6.02 Understand digital video production methods, software, and hardware. (15%)		
<b>DM107.00</b>	<b>Understand concepts and methods used to create web-based digital media.</b>	<b>15%</b>	<b>B2</b>
	7.01 Understand concepts used to create web-based digital media. (5%) 7.02 Understand web-based digital media production methods, software, and hardware. (10%)		