

Arts, Media, and Entertainment Sector



Independence High School

Of all the career industries, the Arts, Media, and Entertainment sector requires perhaps the greatest cross-disciplinary interaction because the work in this sector has a propensity to be largely project-based, requiring both independent work and interdependent management skills for career success. Successful career preparation involves both broad and in-depth academic and technical preparation as well as the cultivation of 21st century skill assets, such as flexibility, problem-solving abilities, and interpersonal skills. Careers in the Arts, Media, and Entertainment sector fall into four general pathways: Design, Visual, and Media Arts; Performing Arts; Production and Managerial Arts; and Game Design and Integration.



Design, Visual, & Media Arts Pathway

3 Year Pathway

Introduction

CALPADS Code 7200

Course Title: Studio Art I

Course Description: This introductory level course provides students with the opportunity to study the composition and functions of the graphic communication industry and its historical development. Students will apply fundamental elements of art and principles of graphic design, including layout principles, design consistency, and visual organization. Students will analyze and solve design problems while discovering the elements of successful projects. Students will demonstrate how design principles are used in the structure and composition of design.

This course will begin the quarter with what makes up graphic arts, how we develop good designs and the artistic process. Within this course, students are required to develop an artistic planning process and workflow, including keeping a daily sketchbook, which will be used as the basis for the subsequent course offerings in the Arts, Media, and Entertainment CTE Sector.

This course enables students to develop an appreciation for the aesthetics of printed works using a variety of methods and reinforces concepts and vocabulary from the areas of mathematics, history-social science, and visual arts. Students will have opportunities to express themselves visually and creatively using a variety of media and apply classic design principles and composition techniques to their original artworks. Integrated throughout the course are California Visual Arts Standards, academic standards, and CTE career preparation standards.

Grade Levels: 10th - 12th

Grade Time Frame: Quarterly

Articulation: No

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3 Year Pathway

Concentrator

CALPADS Code 7217

Course Title: Studio Art II

Course Description: CTE Studio Art II is the second course of the CTE Studio Art Pathway. It is designed for students who are interested in pursuing a post-secondary education and/or career within the arts, media and entertainment sector. Throughout this course, students will continue to apply their knowledge of the elements of art, principles of design, art mediums, compositional techniques, and technology within different design, visual, and media arts paths. The main goal of CTE Studio Art II is for students to hone in on preferred genres and mediums to create a body of work that will prepare them for the third class in the CTE Studio Art pathway. Students will continue to work alongside their peers and industry professionals to learn about safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art II is aligned with the CTE anchor and pathway standards.

Prerequisites: Studio Art I or Teacher Approval

Grade Levels: 10th & 11th

Grade Time Frame: Quarterly

Capstone

CALPADS Code 7218

Course Title: Studio Art III

Course Description: CTE Studio Art III is the third and final course in the CTE Studio Art Pathway. It is designed for students who are interested in pursuing a post-secondary education and/or career within the arts, media, and entertainment industry sector. Throughout this course students will complete their body of work using the medium options learned in prior course and finalize a digital/visual art portfolios. Students will design for the “real world”, in which they will be assigned projects that have an audience or client in mind. Students will also focus on their post-secondary plan including portfolio submissions and college applications. Students will continue to work alongside peers, staff, counselors, and industry professionals to demonstrate their knowledge of career paths, safety procedures, professional responsibility, teamwork, workplace standards, and problem solving within the visual arts. CTE Studio Art III is aligned with CTE anchor and pathway standards.

Prerequisites: Studio Art II

Grade Levels: 11th & 12th Grade

Time Frame: Quarterly