

**Florida Department of Education
Student Performance Standards**

Course Title: Digital Media/Multimedia Foundations 1
Course Number: 8201210
Course Credit: 1

Course Description:

This course provides competencies in presentation production issues, basic computer knowledge, illusion software, digital still photography, and photo editing software.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
04.0 Demonstrate knowledge of presentation production issues--The student will be able to:		
04.01 Identify characteristics of design of digital media (print, web, animation video, audio).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
04.02 Identify presentation materials (slides, handouts) and presentation marketing mediums (social media, print media, newspaper, billboards, posters, magazines, Television, movies, computer presentations, interactive CD ROM, kiosks, Web pages).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
04.03 Identify design characteristics (fonts, size, color modes, backgrounds) that are suited for each type of design format and material.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
04.04 Demonstrate knowledge of copyright laws including copyright statue, disclaimers, and filing procedures.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
04.05 Research and identify job titles and skills needed for career positions in multimedia design.	LAFS.910.RI.4.10 LAFS.1112.RI.4.10	
04.06 Demonstrate understanding of multimedia file formats (EPS, PDF, TIFF, JPEG, PNG, ASCII, MPEG, MIDI, AVI, WAV) and knowledge of image size when scanning and saving files for use in different design types (print, web, computer, television).		
04.07 Demonstrate knowledge of presentation vocabulary and terms.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
05.0 Demonstrate basic computer knowledge--The student will be able to:		
05.01 Identify basic computer components (CPU, monitor, keyboard).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
05.02 Demonstrate understanding of computer specifications.		

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
05.03 Demonstrate best practices of computer safety and ergonomics.		
05.04 Demonstrate use of computer operating systems.		
05.05 Perform software installation, setup and updates.		
05.06 Perform peripheral device installation and setup (printer, scanner).		
05.07 Demonstrate use of internal and external drives/storage and data backup.		
05.08 Identify possible software and hardware malfunctions.		
05.09 Identify characteristics of software for (print, photography, web, animation, video and audio).		
06.0 Demonstrate proficiency in using illustration software–The student will be able to:		
06.01 Evaluate industry standard illustration software packages.		
06.02 Identify characteristics of vector and bitmap images.		SC.912.P.12.1
06.03 Demonstrate understanding of the software workspace (menus/palettes).		
06.04 Demonstrate software navigation (views, tabs, zoom).		
06.05 Demonstrate use of drawing tools to create, combine and edit basic shapes.	MAFS.912.G-CO.1.1,2,3,4,5	
06.06 Demonstrate ability to transform content(scale, rotation, position)	MAFS.912.G-CO.1.1,2,3,4,5	
06.07 Demonstrate use of pen and pencil tools to draw/edit straight and curved paths.	MAFS.912.G-CO.1.5	
06.08 Demonstrate use of color and painting tools (patterns, gradients, color palettes).		SC.912.P.10.18
06.09 Demonstrate ability to work with type (formatting, font palette, paths).		
06.10 Demonstrate use of layers (creating, locking, viewing, pasting, merging).		
06.11 Demonstrate use of blending (gradients, objects).		SC.912.P.10.18
06.12 Demonstrate use of brushes.		
06.13 Explore file exporting options and round trips workflows with page layout software.		
06.14 Demonstrate knowledge of bleed for vector and bitmap design software.		SC.912.P.12.1
06.15 Demonstrate knowledge of bleed for vector and image editor authoring software.		SC.912.P.12.1

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
07.0 Demonstrate knowledge of digital still photography--The student will be able to:		
07.01 Demonstrate knowledge of digital camera types and uses.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.02 Demonstrate knowledge of digital photography composition.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.03 Demonstrate knowledge of digital camera support (tripod, grips, holds).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.04 Identify parts of a digital camera (lens, sensor, battery).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.05 Understand digital camera menus and navigation.		
07.06 Demonstrate knowledge of auto modes and settings (F-stops, speed, ISO).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.07 Demonstrate knowledge of manual modes and settings (F-stops, speed, ISO).	LAFS.910.L.3.6 LAFS.1112.L.3.6	
07.08 Demonstrate understanding of white balance and lighting.		
07.09 Demonstrate proper care, use, and storage of digital cameras.		
07.10 Create a photography portfolio that includes: portraits and landscapes for studio and field settings.		
08.0 Demonstrate knowledge of photo editing software--The student will be able to:		
08.01 Demonstrate understanding file formats and storage options.		
08.02 Identify parts of the software interface. (menus/palettes)	LAFS.910.L.3.6 LAFS.1112.L.3.6	
08.03 Demonstrate ability to use each of the basic tool sets.		
08.04 Demonstrate ability to import, export and save images.		
08.05 Demonstrate understanding of layers and channels.		
08.06 Demonstrate understanding of filters, effects and plug-ins.		
08.07 Demonstrate understanding of file presets.		
08.08 Demonstrate ability to select portions of an image for manipulation.		
08.09 Demonstrate ability to transforms selections and images. (crop, scale)	MAFS.912.G-CO.1.1,2,3	
08.10 Demonstrate ability to color correct images (brightness, hue, contrast).		SC.912.P.10.18
08.11 Demonstrate ability to use brushes for image creation and correction.		

CTE Standards and Benchmarks	FS-M/LA	NGSS-Sci
08.12 Understand non-destructive and destructive operations.		
08.13 Demonstrate the ability to import, paint and export 3D objects.		

Florida Department of Education
Student Performance Standards

Course Title: Digital Media/Multimedia Foundations 2
Course Number: 8201220
Course Credit: 1

Course Description:

This course covers competencies in advanced design, color modes, and fonts.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
09.0 Demonstrate proficiency in advanced design–The student will be able to:		
09.01 Demonstrate knowledge of advanced design.		
09.02 Identify design strategies to reach the audience		
09.03 Use storyboarding to plan a design.		
09.04 Create formal or informal design layouts using (guidelines, colors, fonts, graphics, logos, etc.)		SC.912.P.10.18
09.05 Demonstrate use of authoring software (vector, image editor, layout) integration.	MAFS.912.N-VM.1.1,2 MAFS.912.N-VM.2.4,5	SC.912.P.12.1
09.06 Identify compatibility formats (extensions) for authoring software integration.		
10.0 Demonstrate understanding color modes–The student will be able to:		
10.01 Demonstrate knowledge of the color process for printing purposes.		SC.912.P.10.18
10.02 Demonstrate knowledge of color conversion from display to print.		SC.912.P.10.18
10.03 Demonstrate knowledge of spot colors		SC.912.P.10.18
10.04 Demonstrate knowledge of Web safe color		SC.912.P.10.18
10.05 Explain color modes differences	LAFS.910.SL.2.4 LAFS.1112.SL.2.4	SC.912.P.10.18

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
10.06 Understand accessing color modes from authoring software.		SC.912.P.10.18
11.0 Demonstrate proficiency in using fonts for advanced design–The student will be able to:		
11.01 Identify serif and sans-serif fonts.	LAFS.910.L.3.6 LAFS.1112.L.3.6	
11.02 Demonstrate knowledge of conversion of fonts to outlines.		
11.03 Understand the proprietary copyrights of fonts.		
11.04 Demonstrate knowledge of standard font formats (TrueType, Postscript, OpenType, etc.)		
11.05 Design and develop a print portfolio that includes: business cards, posters, billboards, magazines, brochures, etc.		

Florida Department of Education
Student Performance Standards

Course Title: Digital Media/Multimedia Foundations 3
Course Number: 8201230
Course Credit: 1

Course Description:

This course covers competencies in design layout software.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
15.0 Demonstrate knowledge of design layout software--The student will be able to:		
15.01 Demonstrate understanding file formats and storage options.		
15.02 Identify parts of the software interface. (menus/panels)	LAFS.910.L.3.6 LAFS.1112.L.3.6	
15.03 Demonstrate ability to customize and navigate the workspace.		
15.04 Demonstrate understanding or pre-flighting.		
15.05 Work with styles, graphics and objects in a design.		
15.06 Setup a document and manage pages within document (add/delete/edit: master pages, sections).		
15.07 Demonstrate use of layers, text frames and graphic frames.		
15.08 Demonstrate ability to align, transform and group objects.		
15.09 Understand typography and text editing.		
15.10 Demonstrate understanding of color (applying, gradients, tint, spot, management).		SC.912.P.10.18
15.11 Import and modify graphics (links, vector/bitmap images, quality, alpha channels).		SC.912.P.12.1
15.12 Understand output and exporting functions (proofs, separations, prepress).		

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Student Performance Standards

Course Title: Digital Media/Multimedia Foundations 4
Course Number: 8201240
Course Credit: 1

Course Description:

This course covers competencies in web page design, HTML and CSS, and software authoring for webpage design.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks		FS-M/LA	NGSSS-Sci
16.0	Demonstrate proficiency in Web page design applicable to the WWW–The student will be able to:		
16.01	Determine the objectives and the audience for Web pages.	LAFS.910.W.2.4 LAFS.1112.W.2.4	
16.02	Identify design strategies to reach and keep an audience	LAFS.910.W.2.4 LAFS.1112.W.2.4	SC.912.N.1.1
16.03	Use storyboarding to plan a Web site.		
16.04	Create styles and other design elements (e.g. backgrounds, colors, fonts, buttons, etc.)		
17.0	Demonstrate understanding of HTML and CSS–The student will be able to:		
17.01	Interpret HTML coding on an existing Web page.		
17.02	Interpret HTML commands to write a Web page.		
17.03	Understanding of CSS style sheets on an existing Web page.		
18.0	Demonstrate proficiency in authoring software for Web page design–The student will be able to:		
18.01	Demonstrate understanding of photograph compression factors such as transmission speed, color reduction, and browser support.		
18.02	Save and export a photograph to the Web in the format best for image quality and file size.		
18.03	Demonstrate knowledge of image formats related to photos and graphics on the Internet (e.g., Web formats: JPEG, GIF, PNG, etc.)	MAFS.912.G-SRT.1.2 MAFS.912.G-SRT.3.6	

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
18.04 Demonstrate understanding of pixels for Web design.		
18.05 Create Web pages for publication.		
18.06 Apply style sheets for consistent Web site design.		
18.07 Format text for Web pages (e.g., font families, sizes).	MAFS.912.G-C.2.5 MAFS.912.G-SRT.1.1,2,3	
18.08 Create and edit images, photographs for Web pages using digital imaging software.	MAFS.912.G-CO-1.2	
18.09 Insert created buttons into a Web page and test for accuracy.		
18.10 Create navigational links.		
18.11 Insert audio files into a Web page.		
18.12 Create, edit and integrate video files into a Web page.		
18.13 Create, edit and integrate animation files into a Web page.		
18.14 Create Meta commands and key words for search engines.		
18.15 Optimize page size for effective downloading to browsers.	MAFS.912.G-SRT.1.1,2	
18.16 Create and incorporate a form in a Web page.		
18.17 Edit and test links for accuracy and validity.		
18.18 Create several Web pages for portfolio.	LAFS.910.W.2.4 LAFS.1112.W.2.4 LAFS.910.W.2.6 LAFS.1112.W.2.6	

**Florida Department of Education
Student Performance Standards**

Course Title: Digital Media/Multimedia Foundations 5
Course Number: 8201250
Course Credit: 1

Course Description:

This course covers competencies in animated webpage design, ActionScripts, and interactive design software.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks		FS-M/LA	NGSSS-Sci
19.0	Demonstrate proficiency in animated Web page design applicable to the WWW–The student will be able to:		
19.01	Determine the objectives and the audience for interactive animated Web pages.		
19.02	Identify design strategies to reach and keep an audience.		SC.912.N.1.1
19.03	Use storyboarding to plan an interactive animated web site.		
19.04	Demonstrate understanding of correct use of authoring design software to create Web pages layouts that will be animated for the WWW.		
19.05	Demonstrate understanding of pixel for animated Web pages, interactive presentations, banners, etc.		
19.06	Save and export (photograph, graphics, etc.) to the Web in the format best for image quality and file size.		
20.0	Demonstrate understanding of ActionScripts–The student will be able to:		
20.01	Interpret ActionScripts on an existing Flash Web pages.		
20.02	Understand the use of ActionScripts for Flash Web pages.		
21.0	Demonstrate proficiency in interactive design software for Web page design, interactive presentation and banners for WWW–The student will be able to:		
21.01	Demonstrate knowledge of image formats related to photos and graphics on the Internet (e.g. Web formats (JPEG, GIF, PNG), etc.		
21.02	Optimize page size for effective downloading to browser.		

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
21.03 Using ActionScript create an interactive Web page, interactive presentation, Web banner for publication.		
21.04 Demonstrate knowledge of timeline, scenes, etc.		
21.05 Insert audio files into interactive Web pages, interactive presentations and Web banners files.		
21.06 Integrate video files into an interactive Web pages, interactive presentations, Web banners.		

**Florida Department of Education
Student Performance Standards**

Course Title: Digital Media/Multimedia Foundations 6
Course Number: 8201260
Course Credit: 1

Course Description:

This course covers competencies in presentation software and video editing software.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks		FS-M/LA	NGSSS-Sci
22.0	Demonstrate proficiency in using presentation software and equipment to produce a complex presentation–The student will be able to:		
22.01	Using authoring editing software, create a multimedia presentation that incorporates graphics, shot and edited video, animation, music, narration and adheres to good design principles.	LAFS.910.SL.2.5,6 LAFS.1112.SL.2.5,6	
22.02	Demonstrate knowledge of the roles and responsibilities of a multimedia production team (e.g. project manager, creative or design director, content experts, writers, graphic designers, animators, sound designers, videographer, interface designers/programmers, etc.)		
23.0	Demonstrate proficiency using video editing software and equipment–The student will be able to:		
23.01	Demonstrate knowledge of non-linear editing software (NLEs).		
23.02	Identify components of non-linear video editing equipment.		
23.03	Set-up non-linear video editing equipment.		
23.04	Compare offline to “real time” video editing.		
23.05	Use storyboarding to plan a short nonlinear video project that includes existing video footage with a title, transitions, background sound, voice-over, animation, and rolling credits.		SC.912.10.21
23.06	Create and edit a movie using video editing software that includes video footage with a title, transitions, background sound, voice-over, and rolling credits and output to video.		SC.912.P.10.21

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
23.07 Collaborate with team members to plan, edit, and shoot video footage utilizing advanced video editing techniques and output to video.	LAFS.910.SL.1.1 LAFS.1112.SL.1.1	
23.08 Discuss the use of batch processing and project trimming.	LAFS.910.SL.1.1 LAFS.1112.SL.1.1	
23.09 Plan, create, edit and present a short nonlinear QuickTime movie with title, transitions, sub and virtual clips, sound, background music, voice-over, and credits.		SC.912.P.10.21

**Florida Department of Education
Student Performance Standards**

Course Title: Digital Media/Multimedia Foundations 7
Course Number: 8201270
Course Credit: 1

Course Description:

This course covers competencies in using authoring software, creating an advertising campaign, work-based learning experiences, and career planning.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts
 NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE Standards and Benchmarks		FS-M/LA	NGSSS-Sci
24.0	Develop proficiency in using authoring software–The student will be able to:		
24.01	Plan interactive projects for use in a kiosk, CD, DVD, E-merchandizing, computer-based presentation or training or corporate presentation		SC.912.N.1.1
24.02	Use authoring software to create an interactive project for use in a kiosk, CD, DVD, merchandizing application, computer-based training or corporate presentation.		SC.912.N.1.1
24.03	Have the created interactive project evaluated and tested by users and make modifications to improve the project.		SC.912.N.1.1
24.04	Collaborate with team members to plan, edit, evaluate, and present a multimedia interactive presentation or product.	LAFS.910.SL.1.1 LAFS.1112.SL.1.1	SC.912.N.1.1
25.0	Demonstrate proficiency using all media to create an advertising campaign–The student will be able to:		
25.01	Using authoring software plan and create an advertising campaign that includes: collateral materials, digital photography, Web page, animation, video, audio.		
26.0	Participate in work-based learning experiences–The student will be able to:		
26.01	Participate in work-based learning experiences in a digital media/multimedia environment.		
27.0	Apply job readiness, career planning and job seeking skills to obtain personal and professional goals–The student will be able to:		
27.01	Create a digital resume and print it.		
27.02	Create a digital portfolio and publish it on the WWW.		

CTE Standards and Benchmarks	FS-M/LA	NGSS-Sci
27.03 Market digital media/multimedia design skills for employment.		