

Blueprint for Instruction and Assessment

Graphic Design

10.0200.30



Domain	Related Standards	Instructional Time
Domain 1 Creative Process	STANDARD 6.0 APPLY GRAPHIC DESIGN CONCEPTS TO PRODUCE VISUAL SOLUTIONS STANDARD 7.0 APPLY GRAPHIC DESIGN WORKFLOW TO INCREASE SUCCESS AND PRODUCTIVITY STANDARD 8.0 CREATE PROBLEM-SOLVING GRAPHIC DESIGN WORKS USING INDUSTRY STANDARD SOFTWARE	55-65%
Domain 2 Technology Production	STANDARD 5.0 MANAGE COMPUTER HARDWARE AND SOFTWARE STANDARD 9.0 DEMONSTRATE APPLICATION OF MEDIA OUTPUT	15-25%
Domain 3 Communication Skills	STANDARD 3.0 ANALYZE FACTORS THAT CONTRIBUTE TO PERSONAL SUCCESS IN THE COMMUNICATION MEDIA TECHNOLOGIES STANDARD 4.0 ANALYZE THE GRAPHIC DESIGN PROFESSION	10-15%
Domain 4 Media Industries/Practices and Ethics	STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY STANDARD 2.0 ANALYZE ETHICAL AND LEGAL ISSUES RELATED TO THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY	5-10%

Content domains are bodies of knowledge, skills, or abilities to be taught and assessed. They illustrate the relationship among technical standards, instructional time, and student success on the Technical Skills Assessment. This blueprint corresponds with the technical standards endorsed on May 1, 2019.

