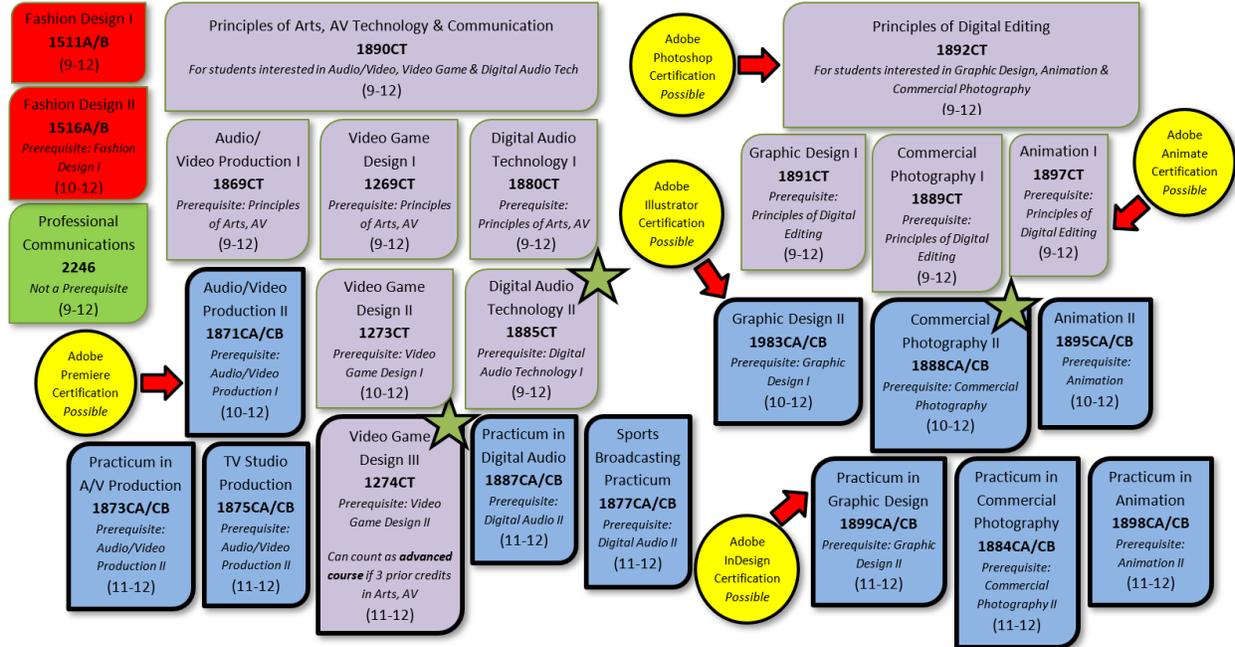


Arts, AV  
Technology &  
Communication  
Program of Study



# ARTS, A/V TECHNOLOGY & COMMUNICATIONS

## Endorsement: Business & Industry



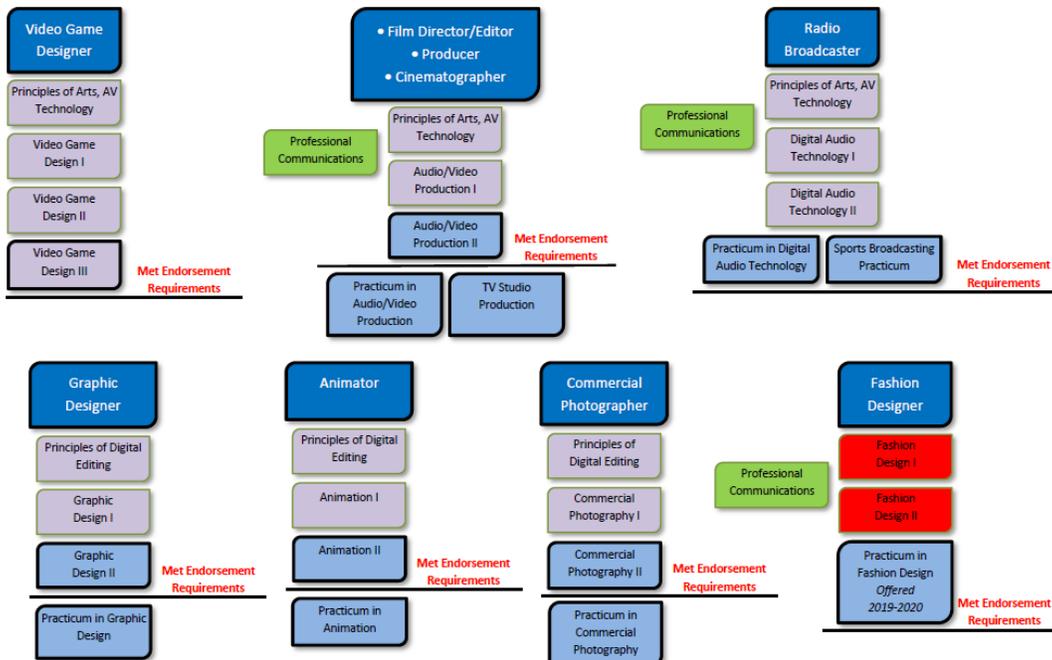
Certification Requirement
The district will pay 100% of the cost of the certification test if students can show mastery by:
Passing a certification practice test
Maintaining an 80+ overall course average at the time of the certification test
If students don't meet the requirements above, they must pay 100% of the cost of the certification test

★ Certificate of Excellence can be earned for this course.

LEGEND					
Fill Color	Length	Credit	Fill Color	Length	Credit
(Purple)	18 weeks	1	(Green)	HC - 18 weeks	0.5
(Blue)	36 weeks	2-3	(Red)	HC - 36 weeks	1
(Yellow)	College Course		(White)	Advanced Course	

To earn an endorsement, an MISD student must complete a coherent sequence for 4 or more credits that consist of 2 courses in the same program of study including at least 1 advanced CTE course

## Arts, A/V Technology & Communications Recommended Career Pathways



To earn an endorsement, an MISD student must complete a coherent sequence for 4 or more credits that consist of 2 courses in the same program of study including at least 1 advanced CTE course

# Principles of Arts, Audio/Video Technology & Communication



**Prerequisite:** For students interested in Audio/Video, Video Game & Digital Audio  
**Course:** 189OCT      **Credits:** 1      **Length:** 18 weeks      **Placement:** 9-12

## Course Description

If you like movies, cartoons, drawing, or creating video games, the Arts/AV cluster is the area you want to study at Ben Barber. The students in this course get the chance to get their feet wet in many different areas covered in this department. You will spend time learning the very basics of graphic design, video game design, and video production. Professional Communication and Ethics will also be covered. This class is the base level class required for any student to move through the Arts/AV and Communication cluster.

## Student Activities

This class is an 18-week course where the students will be able to get some hands on experience. Among other projects, students will have the opportunity to create a very basic video game, and a short film. A Class 10 SD card is recommended for the video production portion.

### Competitions



### After School Clubs



# Principles of Digital Editing



**Prerequisite:** For students interested in Graphic Design, Animation & Photography  
**Course:** 1892CT      **Credits:** 1      **Length:** 18 weeks      **Placement:** 9-12

## Course Description

Have you ever seen a really beautifully edited photo in a magazine or on the Internet? Do you wish you could make your pictures look that way? Did you know that knowing how to use Photoshop and other similar editing software comes in handy in almost all the different areas of Arts and AV? Principles of Digital Editing is an 18 week course that will allow the students to work through the Adobe Photoshop program. The students will learn everything from adding text, layer editing and photo manipulation. The class will conclude with the students taking the Adobe Photoshop Certification Test.

## Student Activities

This class is an 18-week course where the students will work both individually and in small groups as they work through Photoshop modules in preparation for their final certification test. The students will work with a variety of stock photos that are provided by the instructor that will aid them through the creative process. The class projects will prepare them for the commercial photography, graphic design, animation, and video production courses offered at BBCTA. Aspects of digital editing are prevalent in all of the courses in the cluster.

## Certifications

Adobe Photoshop Certification Possible

Student Cost: \$30

Certification paid for by CTE if student has an 80+ GPA in course and passes a practice test

## Additional Considerations

If seeking certification, curriculum cannot be modified.

## Competitions



## After School



# Fashion Design I

## (Home Campus Only)



**Prerequisite:** None

**Course:** 1511A/B

**Credits:** 1

**Length:** 36 weeks

**Placement:** 9-12

## Course Description

This laboratory course teaches students to create, design and construct apparel. Students also acquire knowledge and skills related to the fashion and textile industry, marketing and consumption of textiles and apparel. Students will research careers related to the textile and apparel industries.

## Organizations

DECA is the CTSO for students enrolled in Business, Marketing or Finance courses.

DECA students have access to:

- Guest speakers
  - Field trips to the Cowboys Stadium, Mavs game, Six Flags and MOCK DECA competition
- Local, State & Nationwide travel with DECA competitive events

# Fashion Design II

## (Home Campus Only)



**Prerequisite:** Fashion Design I

**Course:** 1516A/1516B    **Credits:** 1    **Length:** 36 weeks    **Placement:** 10-12

## Course Description

Students in Fashion Design II will develop an understanding of the fashion industry with an emphasis on design and construction. Topics of study during the course include:

- \*History of fashion and the apparel field
- \*Analyzing global fashion production
- \*Fashion trends
- \*Fashion sketching
- \*Using computer aided techniques to create fashion designs
- \*International factors that affect fashion designs
- \*Creation of a fashion portfolio
- \*Minimum of 4 construction projects

**\*All materials and supplies will be provided by student**

## Student Activities

- \*Clothing Construction Projects
- \*Field Trips
- \*CAD Fashion Illustration
- \*Design Portfolio
- \*Personal Fashion Image Analysis

# Audio/Video Production I



**Prerequisite:** Principles of Arts, A/V

**Course:** 1869CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

Interested in making movies? Want to be the next Steven Spielberg? Video Production gives you the opportunity to learn the basics of various aspects of the Film & Television production industry. The Video Production course at Ben Barber starts with the basics of shot composition and camera movement and ends with the student producing an original production to submit it to a state-wide contest. The students will learn the art of storytelling, scriptwriting, storyboarding, shooting and editing on equipment that is the industry standard.

## Student Activities

We will complete four large projects during this 18-week course. The first project will help the students get comfortable with the production process, camera operations and editing. The students will get to tell the story of a "Day in the Life" of a subject of their choice. The projects following that will be anything from documentaries, music videos, or even TV sitcom production. During this course, the opportunity for a field trip to different production companies, universities, or other places may occur. Every year, the opportunity to spend time collaborating with other teachers and students will give the students a chance to produce videos for home campuses, athletics, and other Programs here at Ben Barber.

## Organizations/ Competitions

### Additional Considerations

If seeking certification, curriculum cannot be modified.



Ben Barber Film Club

# Video Game Design I



**Prerequisite:** Principles of Arts, A/V

**Course:** 1269CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

Students will learn the basics of video game programming and game program design and will program in Game Maker or Construct 2, utilizing the curriculum to learn computer science concepts. Students will also learn how to work as a team, presentation preparation and delivery, real-world time management and many basic computer and media technology skills.

## Student Activities

Students will learn to storyboard game designs and develop games in the Game Maker or Construct 2 language. Students will complete a variety of games and projects to showcase their game development and programming skills. Students will have the opportunity to work in teams in a variety of settings and publish their projects for others to play.

## What's next?

If you want to be a **Game Developer** or **Game Designer** then you should consider taking these courses...

- Video Game Design II
- Video Game Design III
- Graphics Design & Illustration
- Animation
- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Visit Achieve Texas for more information on careers <http://www.achievetexas.org/Information.htm>

## Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- FIRST FTC Robotics



## Additional Considerations

Strongly recommended that students must have successfully Algebra I and Geometry without modification. Advanced problem solving skills required.

# Digital Audio Technology I



Prerequisite: Principles of Arts, A/V

Course: 1880CT

Credits: 1

Length: 18 weeks

Placement: 9-12

## Course Description

Have you ever wanted to be heard by friends and family on your very own radio show? Taking Digital Audio Technology 1, gives you that opportunity, and more. Create your very own radio talk show and play new music you love and listen to everyday. By the end of the class, each student will have over 4 hours of on-air time and your friends and family can listen to you on [www.999thewild.net](http://www.999thewild.net). In addition to being on-air, you will write/record commercials and radio show elements in our professional recording studio. The basics of audio recording will also be learned.

## Student Activities

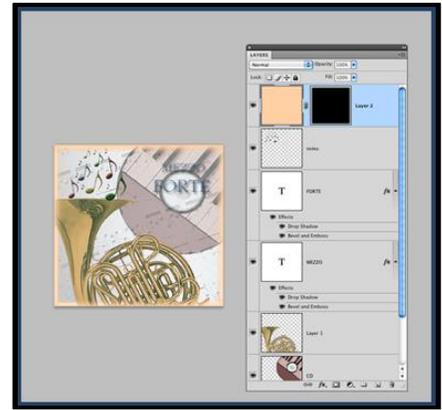
We will complete 3 large projects during the course, one of which will be to create a 10 minute radio drama. This will be like a scripted TV show, without the pictures. Another project will be to produce a 'decades show' live on air. You will be assigned a specific decade, and play the music and talk about the events that happened in that decade. Lastly we will create a 45 minute radio show. It can be about whatever you want, i.e. sports, gossip, news talk, music, etc.

## Organizations



**SkillsUSA** is a partnership of students, teachers and industry working together to ensure America has a skilled workforce. SkillsUSA helps each student excel. Students involved in SkillsUSA can compete in District 4, Texas State

# Graphic Design & Illustration I



**Prerequisite:** Principles of Digital Editing

**Course:** 1891CT      **Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

This class will give students an opportunity to visually express and design creative ideas for an exciting field. Commercial art concepts and design strategies will be explored using design principles and art elements for creating logos, newsletters, ads, and illustrations.

Adobe Creative Suites (Photoshop, Illustrator and InDesign) is the software students will learn and use in this class. An online portfolio of student's artwork will be created as a final project. This course meets the one credit technology applications graduation requirement.

## Student Activities

Creating logos and printed material for local companies and organizations. Students create designs and signage for district initiatives throughout the school year.

Students in both the Graphic Design and Advanced Graphic Design courses will have the opportunity to be a part of the career tech student organization, Skills USA. Through Skills USA, the students will have the opportunity to compete in real world animation and leadership contests at the district, state and national level.

## After School

### Competitions



### Additional Considerations

If seeking certification, curriculum cannot be modified.



THE LAB  
CLUB

# Commercial Photography I



**Prerequisite:** Principles of Digital Editing

**Course:** 1889CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

Have you ever seen a really beautiful photo of a landscape or model that you wished you could recreate? Do you enjoy working in the different Adobe Creative Suites like Photoshop? Do you have a camera that you wished you knew what all the buttons did? Well, Look no further!

Commercial Photography is a class that will cover the basics in DSLR photography, Wild Life Photography, Flash Photography, Portrait photography, Double exposure, Product photography, Photoshop editing, and also provide insight into the business of photography. The students will get the opportunity to work with different clients, learn how to write contracts to present to clients and make photo release forms, compete in competitions and also explore the abstract creative side of photography.

**Students must provide their own DSLR camera.**

## Student Activities

This class is an 18-week course where the students will learn the basic operations of the camera.

Once the students understand the camera, they can then take their pictures into Photoshop and really enhance and improve them. This class will participate in many different campus projects like the Spring and Fall Fashion shows. There will be a project that will allow the students to create a mock photography company and then get the opportunity to work directly with a client on pricing, scheduling and distribution of the final product. Students will also learn how to own and handle their own photography business by learning the importance of contracts, portfolio and versatility. Students will have a lot of work to put in their portfolio and show clients by the end of this class.

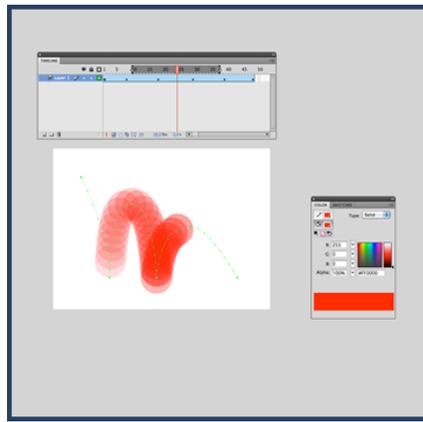
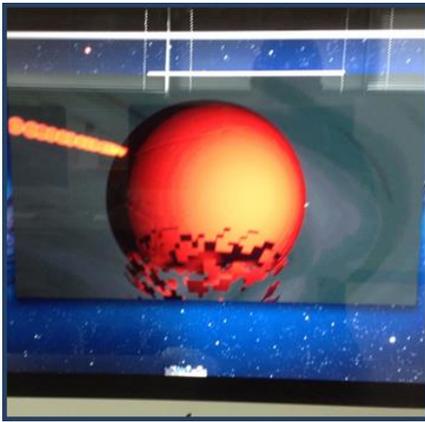
## Competitions

### Additional Considerations

If seeking certification, curriculum cannot be modified.



# Animation I



**Prerequisite:** Principles of Digital Editing

**Course:** 1897CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 9-12

## Course Description

If you like watching cartoons and animation, then this class may be for you. Animation is a growing art form providing careers in entertainment, advertising, and other markets where a strong visual impact is warranted. Basic design principles of animation will be used for creating and drawing storyboards, developing characters, and writing storylines. You will be making, editing, and importing sounds into animations to create interest. A variety of animation techniques and applications will be practiced. Adobe Flash, ToonBoom, and 3D animation software will be explored. A final DVD of all animations will be made as a final digital portfolio.

## Student Activities

Create animations for school groups and organizations as well as district initiatives. Students in both the Animation and Advanced Animation courses will have the opportunity to be a part of the career tech student organization, Skills USA. Through Skills USA, the students will have the opportunity to compete in real world animation and leadership contests at the district, state and national level.

## Certifications

Adobe Animate Certification Possible

Student Cost: \$30

Certification paid for by CTE if student has an 80+ GPA in course and passes a practice test

## Competitions



## Additional Considerations

If seeking certification, curriculum cannot be modified.

# Professional Communications

## (Home Campus only)



Prerequisite: None

Course: 2246

Credits: 0.5

Length: 18 weeks

Placement: 9-12

## Course Description

Professional Communications is a new and exciting way for students to earn their speech credit; required for graduation. Students will learn how to communicate effectively, overcome their fear of speaking in public, enhance their leadership skills, and fine tune their presentation techniques using the latest technology. One of the number one things employers look for in a quality candidate is strong written and verbal communication skills and creativity. This course will utilize the latest trends in technology and provide you with the opportunity to enhance your skills and become a competitive candidate for college or the workplace.

## Student Activities

Students will apply their technology skills by designing creative projects and learn how to communicate effectively using the latest trends. This course is ideal for students who want to expand their leadership skills and enhance their commitment to student organizations.

## Organizations



**SkillsUSA** is a partnership of students, teachers and industry working together to ensure America has a skilled workforce. SkillsUSA helps each student excel. Students involved in SkillsUSA can compete in District 4, Texas State

# Audio/Video Production II



**Prerequisite:** Audio/Video Production I

**Course:** 1871CA/CB

**Credits:** 2

**Length:** 36 weeks

**Placement:** 10-12

## Course Description

Expanding upon what was taught in Video Production, the Advanced Video Production students will get the opportunity to take their productions to the next level. The expectations of the projects go up, the production quality is increased and the amount of eyes that see your work is dramatically increased. The Advanced class has their work shown off in numerous different ways including public presentation, online galleries, and contests/film festivals. The pre-requisite for this course is Principles of Arts/AV and Communication and also Video Production.

## Student Activities

We will complete numerous different projects in the 36-week course. We always begin the year with a project to get our hands back on the camera and refresh our editing skills. This project incorporates all the different aspects that are taught in the first year of Video Productions. Once we get through the first projects, students are given some freedom on the following projects, as long as they stay within the given guidelines. Every project in this course is eligible to be submitted to numerous different film festivals (including South By Southwest) or contest such as Skills USA. Field Trips and Guest Speakers are also taken advantages of if the opportunity comes up during the semester. The advanced students also take on the responsibility of producing senior videos for the home campuses as well.

## Certifications

Adobe Premiere Certification Possible

Student Cost: \$30

Certification paid for by CTE if student has an 80+ GPA in course and passes a practice test

## Additional Considerations

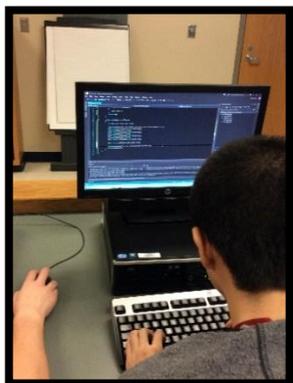
Night & weekend responsibilities.  
Ben Barber Film Club

## Competitions



Students have opportunity to work with MISD athletic department for all sporting events at both Vernon Newsom and RLA stadium as well as events at The Performing Arts Center

# Video Game Design II



**Prerequisite:** Video Game Design I

**Course:** 1273CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 10-12

## Course Description

Students will dive into the inner workings of a fully functional role-playing game (RPG) by customizing playable characters, items, maps, and chests and eventually applying customizations by altering and enhancing the core game code. Students will work in the Visual Studio C#, XNA Game Studio or Unity.

## Student Activities

Students will apply programming skills in C#, XNA or Unity environments. Student will design, and implement game art and features. Students will design a variety of games and a completed project to showcase their game design and programming skills. Students will have the opportunity to work in teams in a variety of settings and publish their projects for others to play or view.

## What's next?

If you want to be a **Game Developer** or **Game Designer**, then you should all consider taking these courses...

- Video Game Design III
- Computer Programming I/Pre-AP Computer Programming I
- Computer Programming II
- AP Computer Science Principles
- Animations
- Graphics Design and Illustration

Visit Achieve Texas for more information on careers

<http://www.achievetexas.org/Information.htm>

## Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- FIRST FTC Robotics



## Additional Considerations

Students must have successfully completed Video Game Design I, Algebra I and Geometry without modification. Advanced problem solving skills required.

# Digital Audio Technology II



Prerequisite: Digital Audio Technology I

Course: 1885CT

Credits: 1

Length: 18 weeks

Placement: 9-12

## Course Description

Taking what was learned during Digital Audio Technology I, you will now be an 'employee' of 99.9 The Wild. You will interview for positions and be 'hired' based on skills and experience. Students will run the entire radio station, from scheduling shows, running the website, producing their own shows, talking with local businesses to get commercials and the overall flow of the station. Students will also DJ elementary and middle school dances as well as live remote broadcasts at local events.

## Student Activities

Taking what was learned during Radio I, you will now be an 'employee' of 99.9 The Wild. You will interview for positions and be 'hired' based on skills and experience. Students will run the entire radio station, from scheduling shows, running the website, producing their own shows, talking with local businesses to get commercials and the overall flow of the station. Students will also DJ elementary and middle school dances as well as live remote broadcasts at local events.

### Certificate of Excellence



Students can earn a Certificate of Excellence by achieving a specific list of real world skills related to this course. For the list of skills, please visit

[goo.gl/9VM3a9](http://goo.gl/9VM3a9)

### After School

Radio Broadcasting Club  
DJ Live Events

### Competitions



# Graphic Design & Illustration II



**Prerequisite:** *Graphic Design & Illustration I*

**Course:** 1893CA/CB

**Credits:** 2

**Length:** 36 weeks

**Placement:** 10-12

## Course Description

This class will give students an opportunity to visually express and design creative ideas for an exciting field. Commercial art concepts and design strategies will be explored using design principles and art elements for creating logos, newsletters, ads, and illustrations. Adobe Creative Suites (Photoshop, Illustrator and InDesign) is the software students will learn and use in this class. An online portfolio of student's artwork will be created as a final project. This course meets the one credit technology applications graduation requirement.

## Student Activities

Creating logos and printed material for local companies and organizations. Students create designs and signage for district initiatives throughout the school year.

Students in both the Graphic Design and Advanced Graphic Design courses will have the opportunity to be a part of the career tech student organization, Skills USA. Through Skills USA, the students will have the opportunity to compete in real world animation and leadership contests at the district, state and national level.

## Certifications

Adobe Illustrator Certification Possible

Student Cost: \$30

Certification paid for by CTE if student has an 80+ GPA in course and passes a practice test

## Additional Considerations

If seeking certification, curriculum cannot be modified.

## Competitions



## After School



# Commercial Photography II



**Prerequisite:** Commercial Photography I

**Course:** 1888CA/CB

**Credits:** 2

**Length:** 36 weeks

**Placement:** 10-12

## Course Description

Want to take those pictures that you took last year to the next level? What to learn what it takes to run a successful photography business? How do I get people to see my pictures? Learn all that and more in the second level course, Advanced Commercial Photography. This course requires the students provide their own DSLR camera and will working solely in the digital photography world. No film cameras. If taking pictures is something you are passionate about get involved in this course.

## Student Activities

This class is a 18-week course where the students will add on to what they learned in Commercial Photography learn the basic operations of the camera. The students will learn advanced photography and editing techniques both in the studio setting as well as outdoors. One major component of this advanced class is to get the students ready to pursue a career in photography, they will learn more in depth the ins and outs of running a business.

## Competitions

### Certificate of Excellence



Students can earn a Certificate of Excellence by achieving a specific list of real world skills related to this course. For the list of skills, please visit [goo.gl/9VM3a9](http://goo.gl/9VM3a9)



# Animation II



**Prerequisite:** Animation I

**Course:** 1895CA/CB

**Credits:** 2

**Length:** 36 weeks

**Placement:** 10-12

## Course Description

This class will provide students the opportunity to expand their skills and creativity, allowing students to compare various styles of animation. Developing characters, storyboards, and environments will be part of the course. Sound and audio effects will be created, imported, and edited for special effects. The process of assembling and rendering scenes in 3D animation will be explored and edited in video editing software. Students will travel through the creative animation process and choose a final 2D or 3D animation for a final animation project. Students will compile an online portfolio of all their projects. This course meets the one credit technology applications graduation requirement.

## Student Activities

Create animations for school groups and organizations as well as district initiatives. Students in both the Animation and Advanced Animation courses will have the opportunity to be a part of the career tech student organization, Skills USA. Through Skills USA, the students will have the opportunity to compete in real world animation and leadership contests at the district, state and national level.

## Additional Considerations

If seeking certification, curriculum cannot be modified.

## Competitions



# Practicum in Audio/Video Production



**Prerequisite:** Audio/Video Production II

**Course:** 1873CA/1873CB    **Credits:** 2    **Length:** 36 weeks    **Placement:** 11-12

## Course Description

The most advanced level of the Video Production program is the practicum course. These students are in the class for 36 weeks and are responsible for some of the most important projects that come through our program. The Practicum students work directly with clients from the district and industry to gain experience and build their portfolio.

## Student Activities

The Practicum student will have the opportunity to work on projects as the department is asked for services. With requests ranging from athletic banquet videos to program recruiting videos, these students gain valuable industry experience working with real-world clients. Over the course of the semester the students are required to produce a film to be submitted to film festivals or Skills USA. Clients in this class in the past have included Mansfield Methodist Hospital, Leadership Mansfield, Mansfield Chamber of Commerce and other community members. This class will take a field trip to two local universities that offer outstanding programs in the Radio, Television and Film program of study.

## Additional Considerations

Students must provide their own transportation and complete independent internship including nights and weekend responsibilities.

## Competitions



# TV Studio Production



**Prerequisite:** Audio/Video Production II

**Course:** 1875CA/1875CB **Credits:** 2 **Length:** 36 weeks **Placement:** 11-12

## Course Description

If you are the student who comes through the program and has a passion for journalism or news, the News Studio Production course is a perfect fit for you. At Ben Barber, we have a full functioning TV studio. The students in this class learn the ins and outs of the news production industry and are responsible for the BBN, or Ben Barber News, which airs weekly around the district. The students are responsible for the entire production from newsgathering to anchoring to technical crew.

## Student Activities

If you are the student who comes through the program and has a passion for journalism or news, the News Studio Production course is a perfect fit for you. At Ben Barber, we have a full functioning TV studio. The students in this class learn the ins and outs of the news production industry and are responsible for the BBN, or Ben Barber News, which airs weekly around the district. The students are responsible for the entire production from newsgathering to anchoring to technical crew.

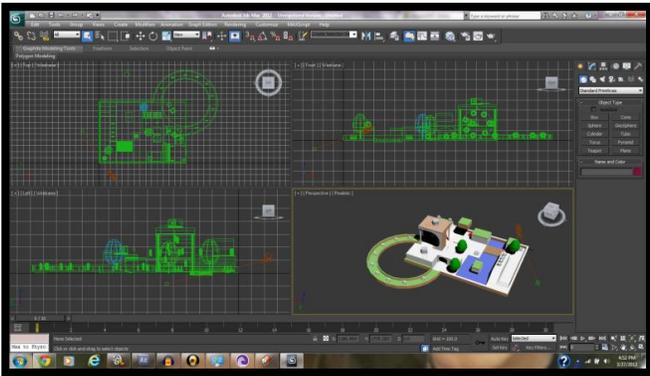
## Additional Considerations

If a student does not have transportation, opportunities will be limited.

## Competitions



# Video Game Design III



**Prerequisite:** Video Game Design II

**Course:** 1274CT

**Credits:** 1

**Length:** 18 weeks

**Placement:** 11-12

## Course Description

This course gives students the opportunity to dive further into game development in a mobile environment and provide them with the real world processes and systems used in the creation of games and simulations. Students will work in the Android and Java environments.

## Student Activities

Students will develop games for the Android mobile environment. Students will learn how to program in the Java programming environment. Students will have the opportunity to work as an individual and as a part of a team to complete a working mobile gaming application.

### Certificate of Excellence

★ Students can earn a Certificate of Excellence by achieving a specific list of real world skills related to this course. For the list of skills, please visit [goo.gl/9VM3a9](http://goo.gl/9VM3a9)

### Additional Considerations

Students must have successfully completed Video Game Design II, Algebra I and Geometry without modification. Advanced problem solving skills required.

### Organizations/After School/Competitions

- Game Design Club
- Computer Science Students Association
- Business Professionals of America
- First FTC Robotics



# Practicum in Digital Audio



**Prerequisite:** Digital Audio Technology II

**Course:** 1887CA/1887CB **Credits:** 2

**Length:** 36 weeks

**Placement:** 11-12

## Course Description

This is the most advanced course in the Radio Broadcasting program. Students will still oversee the running of the radio station, as well as complete projects that are needed throughout the district and community. These students will gain real world industry experience, and have a demo reel upon completion of the class.

## Student Activities

Radio III students are given the opportunity and encouraged to participate in community outreach programs such as Toys for Tots, DJ'ing dances and other remote broadcasts. We will take field trips to local radio stations and have people from the radio industry in as guest speakers. All of the things we do on air will be streamed through our website so that friends and family have an opportunity to listen live.

## Additional Considerations

Students must provide their own transportation and complete independent internship including nights and weekend responsibilities.

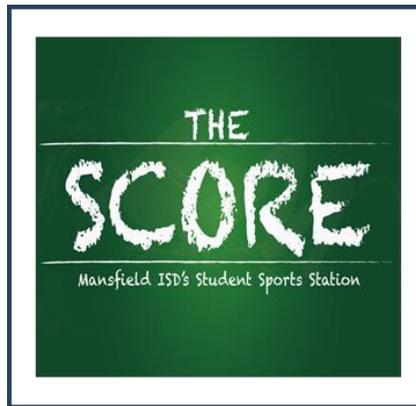
## Competitions



## After School

Radio Broadcasting Club  
DJ Live Events

# Sports Broadcasting Practicum



**Prerequisite:** Digital Audio Technology II

**Course:** 1877CA/1877CB **Credits:** 2

**Length:** 36 weeks **Placement:** 11-12

## Course Description

Do you love sports and wish you could talk about it every day? Sports Broadcasting is the class for you. We cover the local high school teams, create our own sports radio shows to highlight local, regional, national sports teams, and provide the daily sports updates for the radio station. The Basics of the 'Big 3' (Baseball, Basketball, Football) are also discussed. At the end of the year you will be able to put all of your work on a demo CD to keep.

## Student Activity

We will cover local high school games interviewing coaches and players to put together packages for the radio station. Sports talk shows will be produced and aired at least once per week on the radio station. The radio station is streamed online so that friends and family will have a chance to listen to your shows. There is also an opportunity to talk with local sports personalities.

## Competitions



## After School

Radio Broadcasting Club  
DJ Live Events

## Additional Considerations

Students must provide their own transportation and complete independent internship including nights and weekend responsibilities.

# Practicum in Graphic Design



**Prerequisite:** Graphic Design & Illustration II

**Course:** 1899CA/1899CB **Credits:** 2 **Length:** 36 weeks **Placement:** 11-12

## Course Description

This class will give students an opportunity to visually express and design creative ideas for an exciting field. Commercial art concepts and design strategies will be explored using design principles and art elements for creating logos, newsletters, ads, and illustrations. Adobe Creative Suites (Photoshop, Illustrator and InDesign) is the software students will learn and use in this class. An online portfolio of student's artwork will be created as a final project. This course meets the one credit technology applications graduation requirement.

## Student Activities

Creating logos and printed material for local companies and organizations. Students create designs and signage for district initiatives throughout the school year.

Students in both the Graphic Design and Advanced Graphic Design courses will have the opportunity to be a part of the career tech student organization, Skills USA. Through Skills USA, the students will have the opportunity to compete in real world animation and leadership contests at the district, state and national level.

## Additional Considerations

If a student does not have transportation, opportunities will be limited.

## Competitions



## Certifications

Adobe InDesign Certification Possible

Student Cost: \$30

Certification paid for by CTE if student has an 80+ GPA in course and passes a practice test

If seeking certification, curriculum cannot be modified.

# Practicum in Commercial Photography



**Prerequisite:** Commercial Photography II

**Course:** 1884CA/1884CB **Credits:** 2

**Length:** 36 weeks

**Placement:** 11-12

## Course Description

This class is the most advanced level of the Commercial Photography program in the practicum course. These students are in the class for 36 weeks and are responsible for some of the most important photography projects that come through our program. The Practicum students will be working directly with clients from the district and people in the photography industry to gain experience and build their portfolio.

## Student Activities

The Practicum student will have the opportunity to work on projects as the department is asked for its services. This includes doing photography projects for the Ben Barber/Frontier High School, Mansfield ISD, and Photography business in the Mansfield/Arlington area and beyond. Projects range from sport campaign photography to working with big/small business to help provide quality photographs for their social media/websites. These students gain valuable industry experience working with real-world clients. Over the course of the semester the students are required develop their websites/portfolio and submit their work to photography competitions and/or participate in the Skills USA Competition. This class will take a field trip to two local universities to see what these schools have to offer. Students will also take a field trip to a creative agency that works with brands doing photography work and learn from them.

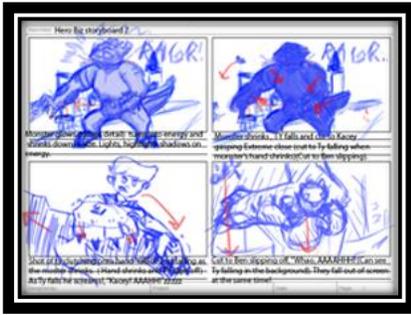
## Additional Considerations

If a student does not have transportation, opportunities will be limited.

## Competitions



# Practicum in Animation



**Prerequisite:** Animation II

**Course:** 1898CA/1898CB **Credits:** 2 **Length:** 36 weeks **Placement:** 11-12

## Course Description

Students will have the opportunity to express their creativity and technical skills in this course through independent projects. Having learned the basics of animation, students will be able to define their special interest using 2D and or 3D animation. A final digital portfolio is required of each student as a means of helping the student gain employment in an internship requiring these creative and specific skills in the work place. Real world employment skills and professionalism is demonstrated and taught in the classroom, as these are the expectation in the work place.

## Student Activities

Students will apply a sequence of knowledge and application they have acquired from previous classes. They will create and maintain a digital portfolio demonstrating completed animations and examples of graphics they have created using applications such as Adobe Photoshop and Adobe Illustrator. Students will research topics of interest and create scripts, plot elements, and storyboards that will support a story, concept, or passion for a specific topic and audience that they will animate. This project will be used for presentation to a panel of teachers and advisors from businesses in related fields who provide positive feedback, giving students a sense of professionalism from outside business sources. Students meet regularly as a team, and establish strategies and objectives they find useful to help and assist each other throughout their creative process and project.

## Additional Considerations

If a student does not have transportation, opportunities will be limited.

## Competitions



# Arts, AV Technology & Communications Certifications

Name	Course	Provider	Cost
Adobe Photoshop	Principles of Digital Editing	Certiport	Student Pays: \$ 30 BBIA Pays: \$ 30
<p>Students can take the Adobe Photoshop certification test at Ben Barber during the last week of the Principles of Digital Editing course. There are no age restrictions on this certification exam. The exam is twofold. Students will be asked multiple choice questions on setting project requirements, identifying design elements when preparing images and understanding Photoshop. Students will also be required to demonstrate elements of Photoshop and exhibit the ability to work in the program to manipulate and publish images.</p>			
Adobe Illustrator	Graphic Design & Advanced Graphic Design	Certiport	Student Pays: \$ 30 BBIA Pays: \$ 30
<p>Students can take the Adobe Illustrator certification test at Ben Barber during the last week of the Graphic Design &amp; Advanced Graphic Design courses. There are no age restrictions on this certification exam. The exam is twofold. Students will be asked multiple choice questions on setting project requirements, identifying design elements when preparing graphics and understanding Illustrator. Students will also be required to demonstrate elements of Illustrator and exhibit the ability to work in the program to create, archive, export and publish graphics.</p>			
Adobe InDesign	Graphic Design & Advanced Graphic Design	Certiport	Student Pays: \$ 30 BBIA Pays: \$ 30
<p>Students can take the Adobe InDesign certification test at Ben Barber during the last week of the Graphic Design &amp; Advanced Graphic Design courses. There are no age restrictions on this certification exam. The exam is twofold. Students will be asked multiple choice questions on setting project requirements, identifying design elements when preparing page layouts and understanding InDesign. Students will also be required to demonstrate elements of InDesign and exhibit the ability to work in the program to create page layouts, and archive, export and publish layouts.</p>			
Adobe Animate	Animation & Advanced Animation	Certiport	Student Pays: \$ 30 BBIA Pays: \$ 30
<p>Students can take the Adobe Animate certification test at Ben Barber during the last week of the Animation &amp; Advanced Animation courses. There are no age restrictions on this certification exam. The exam is twofold. Students will be asked multiple choice questions on setting project requirements, identifying interactive media design elements and understanding Animate Professional Interface. Students will also be required to demonstrate elements of</p>			

Animate and exhibit the ability to work in the program to build and evaluate interactive media elements.

Adobe Premiere

Audio/Video Production II

Certiport

Student Pays:  
\$ 30  
BBIA Pays:  
\$ 30

Students can take the Adobe Flash certification test at Ben Barber during the last week of the Animation & Advanced Animation courses. There are no age restrictions on this certification exam. The exam is twofold. Students will be asked multiple choice questions on setting project requirements, identifying design elements when preparing video and understanding the Adobe Premiere Pro Interface. Students will also be required to demonstrate elements of Premiere and exhibit the ability to work in the program to edit video sequences and export video.