

Design & Multimedia Arts

Fashion Design Strand

R.L. Turner High School
Business & Industry Endorsement



This four year plan can be used as an example to help plan your high school career.

Subject	9th Grade	10th Grade	11th Grade	12th Grade
Language Arts	English	English	English	English
Math	Math	Math	Math	Math
Science	Science	Science	Science	Science
Social Studies	Social Studies	Social Studies	Social Studies	Social Studies
CTE Courses	Principles of Arts, A/V Tech & Communications (1 Credit)	Fashion Design I (1 Credit)	Fashion Design II (1 Credit)	Practicum in Arts, A/V Tech & Communications (2 Credits)
Additional Elective				
Additional Elective				
Additional Elective				

Additional Graduation Requirements <ul style="list-style-type: none"> • Foreign Language (2 Credits) • Physical Education (1 Credit) • Fine Arts (1 Credit) 	Possible Industry Based Certifications <ul style="list-style-type: none"> • Adobe Certified Associate Certifications • Adobe Certified Expert Certifications • Apple Logic Pro X
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Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

The Design and Multimedia Arts program of study explores the occupations and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. This program of study may also include exploration into designing clothing and accessories, and creating special effects, animation, or other visual images using film, video, computers, or other electronic tools and media, for use in computer games, movies, music videos, and commercials.

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Recommended Course Sequence

Principles of Arts, Audio Visual Technology and Communications

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Fashion Design I

Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster®, students will be expected to develop an understanding of the fashion industry with an emphasis on design and construction.

Fashion Design II

Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster®, students will be expected to develop an understanding of the fashion industry with an emphasis on design and construction.

Practicum in Arts, AV Tech & Communications

Building upon the concepts taught in Audio/Video Production II and its co-requisite Audio/Video Production II Lab, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster®, students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production audio and video products in a professional environment. This course may be implemented in an advanced audio/video or audio format. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.