

CAA Year 2

Unit / Standard Number	1st Nine weeks	Hours	Unit / Standard Number	2nd Nine weeks	Hours	Unit / Standard Number	3rd Nine weeks	Hours	Unit / Standard Number	4th Nine weeks	Hours
100	Orientation		100	Orientation Identify career paths within the vocational profession.		200	Safety Demonstrate safe practices when using computer hardware and software.		200	Safety	
103	Demonstrate research, employability, and organizational skills.	1	101		2	202	Demonstrate safe practices when using and maintaining hand tools.	0.5	202	Demonstrate safe practices when using computer hardware and software.	0.5
200	Safety Safety operate media presentation equipment.	0.5	103	Demonstrate research, employability, and organizational skills.	1	203	Demonstrate safe practices when using, storing, and disposing of paints, solvents, and chemicals.	0.5	203	Demonstrate safe practices when using and maintaining hand tools.	0.5
201	Demonstrate safe practices when using computer hardware and software.	0.5	200	Safety Demonstrate safe practices when using computer hardware and software.		204	Demonstrate safe cutting procedures.	0.5	204	Demonstrate safe practices when using, storing, and disposing of paints, solvents, and chemicals.	0.5
202	Demonstrate safe practices when using and maintaining hand tools.	0.5	202	Demonstrate safe practices when using and maintaining hand tools.	0.5	205		0.5	205	Demonstrate safe cutting procedures.	0.5
203			203		0.5	300	Drawing and Illustration		300	Drawing and Illustration	
204	Demonstrate safe practices when using, storing, and disposing of paints, solvents, and chemicals.	0.5	204	Demonstrate safe practices when using, storing, and disposing of paints, solvents, and chemicals.	0.5	306	Produce color illustrations using various media.	5	306	Produce color illustrations using various media.	5
205	Demonstrate safe cutting procedures.	0.5	205	Demonstrate safe cutting procedures.	0.5	500	Digital Imaging		500	Digital Imaging	
300	Drawing and Illustration Produce color illustrations using various media.		300	Drawing and Illustration		503	Demonstrate basic use of page layout software.	2	503	Demonstrate basic use of page layout software.	1
306		1	301	Design objects using linear perspective. Produce color illustrations using various media.	2	506	Demonstrate intermediate use of a vector-based drawing program.	6	506	Demonstrate intermediate use of a vector-based drawing program.	6
400	Color Theory and Application		306		3	508	Demonstrate intermediate use of image editing software.	6	508	Demonstrate intermediate use of image editing software.	6
403	Identify and apply additive and subtractive color.	2	307	Create value with the use of layering.	2	600	Design, Layout and Production		600	Design, Layout and Production	
500	Digital Imaging		500	Digital Imaging		601	Research the history of advertising design.	1	601	Research the history of advertising design.	1
503	Demonstrate basic use of page layout software.	4	503	Demonstrate basic use of page layout software.	4	602	Apply elements and principles of design	4	602	Apply elements and principles of design	4
506	Demonstrate intermediate use of a vector-based drawing program.	5	506	Demonstrate intermediate use of a vector-based drawing program.	5	604	Produce thumbnails, roughs and comprehensive.	10	604	Produce thumbnails, roughs and comprehensive.	10
508	Demonstrate intermediate use of image editing software.	5	508	Demonstrate intermediate use of image editing software.	5	605	Design a logo.	5	605	Design a logo.	5
509	Demonstrate use of input, output and storage devices.	0.5	600	Design, Layout and Production		606	Create a design for a package.	5	608	Design promotional materials.	5
510	Demonstrate appropriate use of different file formats.	2	601	Research the history of advertising design.	1	607	Demonstrate basic knowledge of printing processes.	3	609	Prepare files for output.	1
511	Organize and manage digital files.	1	602	Apply elements and principles of design	5	608	Design promotional materials.	3	700	Typography	
600	Design, Layout and Production Research the history of advertising design.	3	604	Produce thumbnails, roughs and comprehensive.	10	609	Prepare files for output.	1	701	Identify the anatomy and classification of type.	2
601			605	Design a logo.	5	700	Typography		702	Identify typographic styles.	2
602	Apply elements and principles of design	1	608	Design promotional materials.	5	701	Identify the anatomy and classification of type.	2	703	Manipulate type through character and paragraph formatting.	2
604	Produce thumbnails, roughs and comprehensive.	10	609	Prepare files for output.	1	702	Identify typographic styles, character and paragraph formatting.	2	704	Choose and apply appropriate typeface.	2
605	Design a logo.	10	700	Typography		703	Choose and apply appropriate typeface.	2	800	Digital Photography	
609	Prepare files for output.	3	701	Identify the anatomy and classification of type.	2	704		2	801	Operate digital camera and accessories.	3
900	Professional Practices Demonstrate matting and mounting a work of art.	15	702	Identify typographic styles, character and paragraph formatting.	2	800	Digital Photography Operate digital camera and accessories.	4	802	Compose a photograph through the lens.	2
			703		2	801		4	803	Demonstrate use of lighting.	2

906	Participate in critiques of commercial art projects.	7	704	Choose and apply appropriate typeface.	2	802	Compose a photograph through the lens.	4	804	Demonstrate ability to physically stabilize camera.	2
1,200	Vinyl Application	5	900	Professional Practices		803	Demonstrate use of lighting.	4	805	download and manipulate digital images.	3
1100	Epilog Laser Engraver	5	905	Demonstrate matting and mounting a work of art.	2	804	Demonstrate ability to physically stabilize camera.	4	900	Professional Practices	
1000	Brother Embroidery Machine	7	906	Participate in critiques of commercial art projects.	3	805	Demonstrate how to download and manipulate	4	905	Demonstrate matting and mounting a work of art.	2
			1,200	Vinyl Application	8	900	Professional Practices		906	Participate in critiques of commercial art projects.	2
			1100	Epilog Laser Engraver	8	905	Demonstrate matting and mounting a work of art.	1	1,200	Vinyl Application	5
			1000	Brother Embroidery Machine	8	906	Participate in critiques of commercial art projects.	1	1100	Epilog Laser Engraver	7
						1,200	Vinyl Application	1	1000	Brother Embroidery Machine	8
						1100	Epilog Laser Engraver	3			
						1000	Brother Embroidery Machine	3			
Total Hours		90	Total Hours		90	Total Hours		90	Total Hours		90