

MEDIA AND TECHNOLOGY - MEDIA DESIGN AND COMMUNICATIONS PATHWAY - GRAPHIC DESIGN STRAND

This pathway focuses on using creativity, technology, and communication skills to design visual content that informs, inspires, and engages audiences. It includes topics like graphic design, digital illustration, photography, typography, branding, marketing, and the ethical and legal aspects of media production. Students learn how to use industry-standard software, apply design principles, and develop visual solutions for print, web, and multimedia platforms.

CAREERS INCLUDE Graphic Designer, Digital Illustrator, Art Director, Marketing Designer, Multimedia Artist, Web Designer, Branding Specialist, User Interface (UI) Designer, Advertising Designer, Creative Director, Production Artist, Social Media Content Creator, Animator, Print Production Specialist, Visual Effects (VFX) Artist, Layout Designer, Packaging Designer, Photographer, Motion Graphics Designer, Freelance Design Consultant

SAMPLE PLAN OF STUDY

*This course has a prerequisite, †This course is offered at CTEC, ¥This course counts as a STEM Elective

<p>FRESHMAN YEAR</p> <p>(1.0) English (1.0) Math (based on math course progression) (1.0) Science (1.0) Social Studies (1.0) Physical Education (0.5) Art I (0.5) Graphic Design I ¥ (0.5) Photo Imaging (1.5) Electives</p>	<p>SOPHOMORE YEAR</p> <p>(1.0) English (1.0) Math (based on math course progression) (1.0) Science (1.0) Social Studies (0.5) Health (0.5) Drawing for Designers *† (0.5) Principles of Illustration † (1.0) Graphic Design II *¥† or Web Design † (1.5) Electives</p>
<p>JUNIOR YEAR</p> <p>(1.0) English 11/AP Lang & Comp (1.0) Math (based on math course progression) (1.0) Science (1.0) Social Studies (0.5) Communications Credit (1.0) Graphic or Web & Design Workplace Experience *¥† (1.0) Graphic Design II *¥† or Web Design † (1.5) Electives</p>	<p>SENIOR YEAR</p> <p>(1.0) English 12 or AP Lit & Comp or AP Lang & Comp (1.0) Math (based on math course progression) (1.0) Science (0.5) Political Participation or Con. Law/AP Government (0.5) Financial Literacy (1.0) CAPS Makerspace Project Management *¥† (1.0) Graphic or Web & Design Workplace Experience *¥† (2.0) Electives</p>

BOLDED COURSES LEAD TO PATHWAY COMPLETION

PATHWAY COURSES: Pathway completion requires students to complete three (3) credits in the pathway, with at least two (2) of those credits being a combination of technical and application-level courses. Additionally, a student must earn one of the following: an industry-recognized certification (IRC), nine (9) + college hours aligned to the pathway, or complete a high-quality work-based learning experience (Internship).

Introductory Level	Technical Level	Application Level
Drawing for Designers *†	Graphic Design I ¥ Graphic Design II *¥† Web Design † Principles of Illustration † Photo Imaging	Graphic Design Workplace Experience *¥† Web and Design Workplace Experience *¥† CAPS Makerspace Project Management *¥†

<p>Other Recommended Courses</p> <p>Drawing I Sculpture Animation ¥ Engineering Design ¥ AP Computer Science Principles *¥†</p>	<p>Opportunities for Pathway Completion:</p> <p>CAPS Makerspace Project Management - CCP Graphic Design Workplace Experience – Internship/CCP Web & Design Workplace Experience – Internship/CCP</p>	<p>Graduation Requirements:</p> <p>English – 4 credits Math - 4 credits Science – 3 credits Social Studies – 3.5 credits STEM Elective – 1 credit Fine Arts – 1 credit Communication – 0.5 credit Financial Literacy – 0.5 credit Physical Education/Health – 1.5 credits Postsecondary Assets – 2 required</p>
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*This sample plan of study offers an example of what a student's individual plan of study in this pathway might look like. Please note that some courses may not be offered on an annual basis and participation in classes may be subject to space availability.