

# Minnesota State-Approved Technical Skill Assessments

4/24/2017

Pathway: Visual Arts

Cluster: Arts, Audio/Video Technology, and Communications

CLUSTER/ PATHWAY/ PROGRAM	CERTIFICATION / ASSESSMENT TITLE	TYPE	ISSUING ORGANIZATION	WEBSITE <a href="#">Please report broken web links</a>	ELIGIBILITY REQUIREMENTS / PREREQUISITES	ADMINISTRA- TION ELIGIBILITY (Written, Oral, Practical, etc.)	PASSING SCORE	COST	COMMENTS
<ul style="list-style-type: none"> <li>For use at <b>SECONDARY</b>    For use at <b>SECONDARY</b>    For use at <b>SECONDARY</b>    For use at <b>SECONDARY</b></li> </ul>									
Visual Arts	PrintED/ SkillsUSA Advertising Design	Academic and Technical Assessment	PrintED / SkillsUSA	<a href="http://www.workforcereadysystem.org/">http://www.workforcereadysystem.org/</a>	Computer-driven exam is 40 questions	Online	70%	\$10 PrintED or SkillsUSA member; \$20 Non- member	
Visual Arts	SkillsUSA Photography	Academic and Technical Assessment	SkillsUSA	<a href="http://www.workforcereadysystem.org/">http://www.workforcereadysystem.org/</a>	Computer-driven exam is 40 questions	Online	70%	\$10 PrintED or SkillsUSA member; \$20 Non- member	

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	SkillsUSA	SkillsUSA	SITE COORDINATOR	Each institution/ consortium should have a coordinator who contacts SkillsUSA to obtain assessment exams, proctoring information, data management needs, and other important functions. Your Proctor name, email address and phone number are required when ordering assessments to be administered to students. Click below for the SkillsUSA Work Force Ready System Web site and browse the various Assessment Links and other details: <a href="http://www.workforceready.org">http://www.workforceready.org</a>					

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Visual Arts	Visual Communica- tion Using Adobe Photoshop	Technical Assessment	Certiport	<a href="http://www.certiport.com/portal/DesktopDefault.aspx?page=common/pageLibrary/adobe_PS.html">http://www.certiport.com/portal/DesktopDefault.aspx?page=common/pageLibrary/adobe_PS.html</a>	Computer-driven exam; 39 questions Completion of Adobe Curriculum and Photoshop experience	Online		\$52.92 Standard; \$63.50 w/retake; \$2950 Unlimited classroom license for 1 year	
	NOCTI	NOCTI	TESTING AGREEMENT	Each institution/ consortium should have a Testing Coordinator who contacts NOCTI to obtain assessment exams, proctoring information, data management needs, and other important functions. Click here for getting started: <a href="http://www.nocti.org/GettingStarted.cfm">http://www.nocti.org/GettingStarted.cfm</a>					

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Visual Arts	Advertising and Design	Academic Assessment	NOCTI	<a href="http://www.nocti.org/PDFs/JobReady/4119_Advertising_Design.pdf">http://www.nocti.org/PDFs/JobReady/4119_Advertising_Design.pdf</a>		Online or written	National Norm	\$19 Per post-test exam; \$31 For pre-test and post-test exam	Contact NOCTI directly to order assessments for your high school program; information is on their web site ( <a href="http://www.nocti.org">http://www.nocti.org</a> ).

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● For use at **POSTSECONDARY**

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Visual Arts	PrintED/ SkillsUSA Advertising Design	Academic and Technical Assessment	PrintED / SkillsUSA	<a href="http://www.workforcereadysystem.org/">http://www.workforcereadysystem.org/</a>	Computer-driven exam is 40 questions	Online	70%	\$10 PrintED or SkillsUSA member; \$20 Non- member	
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Visual Arts	Visual Communication Using Adobe Photoshop	Technical Assessment	Certiport	<a href="http://www.certiport.com/portal/DesktopDefault.aspx?page=common/pageLibrary/adobe_PS.html">http://www.certiport.com/portal/DesktopDefault.aspx?page=common/pageLibrary/adobe_PS.html</a>	Computer-driven exam; 39 questions Completion of Adobe Curriculum and Photoshop experience	Online		\$52.92 Standard; \$63.50 w/ retake; \$2950 Unlimited classroom license for 1 year	
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Visual Arts	Graphic Production Technology	Academic Assessment	NOCTI	<a href="http://www.nocti.org/PDFs/JobReady/4242_Graphic_Production_Technology.pdf">http://www.nocti.org/PDFs/JobReady/4242_Graphic_Production_Technology.pdf</a>		Online or written	70%	\$19 Per post-test exam; \$31 For pre-test and post-test exam	Contact NOCTI directly to order assessments for your college program; information is on their web site ( <a href="http://www.nocti.org">http://www.nocti.org</a> ).



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PERFORMANCE INDICATOR	PERFORMANCE MEASURE	KEY: Y=Essential N=Not Essential O=Optional		
		COMMON CORE COMPETENCIES - Consensus among work group -		COMMENTS
		Secondary	Postsecondary	
<b>TOPIC 1: SYSTEMS - Understand roles within teams, work units, departments, organizations, intra-organizational systems, and the larger environment. Identify how key organizational systems affect organizational performance and the quality of products and services. Understand the global context of the industry and careers.</b>				
<b>INDICATOR 01.01</b> Analyze and summarize the history and evolution of the arts, audio-video technology, and communications field to understand the current place the field holds within society and the economy.	<b>MEASURE 01.01.01</b> Summarize the history and impact of the arts and technologies on society.	N	Y	
	<b>MEASURE 01.01.02</b> Evaluate the influences on the evolution of art, technology, media, and performance.	O	O	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota State Art Standards.
	<b>MEASURE 01.01.03</b> Compare and contrast the different objectives for arts and communications held by the general public and the industry at large.	Y	Y	
	<b>MEASURE 01.01.04</b> Analyze current issues related to the arts, audio-video technologies, telecommunications, printing, and the media.	Y	Y	
<b>INDICATOR 01.02</b> Examine the various organizational structures adopted by groups within the arts, audio-video, technology, and communications field to understand the diversity and variety of functions within the industry.	<b>MEASURE 01.02.01</b> Summarize characteristics of the fluid and diverse nature of organizational structures within the arts, audio-video technology, printing, telecommunications, and media industries.	N	Y	

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		COMMON CORE COMPETENCIES - Consensus among work group -		
		Secondary	Postsecondary	
<b>INDICATOR 01.03</b> Analyze the arts, audio-visual technology and communication industry's economic base in order to demonstrate an understanding of the economic factors influencing the industry as a whole.	<b>MEASURE 01.03.01</b> Identify the industry's economic base, business practices, and roles pertinent to the arts and related technologies.	Y	Y	<b>Comment from Business/Industry:</b> This is a viable industry & you can make a living at it. Have a common knowledge of the economics of the industry. There will be many job openings in the future due to worker retirement.
<b>INDICATOR 01.04</b> Analyze and summarize evidence of interdependence between the technical and the artistic sides of this career cluster in order to demonstrate an understanding of the systems involved in the cluster.	<b>MEASURE 01.04.01</b> Summarize the features of the partnership technology and the arts have in developing presentations and productions.	N	Y	
	<b>MEASURE 01.04.02</b> Analyze how the roles of creators, performers, technicians, and others are similar and different from one another.	Y	Y	
<b>INDICATOR 01.05</b> Analyze and summarize the formal and informal influences in the abstract and formal structures of business organizations within this cluster to demonstrate an understanding of the influences on holding careers in this field.	<b>MEASURE 01.05.01</b> Identify the influence government, public opinion, and diverse local and cultural perspectives may have upon visual arts, media communications, or performance as a business.	O	O	E.g., "green" initiatives.

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<b>TOPIC 2: SAFETY, HEALTH, AND ENVIRONMENTAL - Understand the importance of health, safety, and environmental management systems in organizations and their importance to organization performance and regulatory compliance. Follow organizational policies &amp; procedures and contribute to continuous improvement in performance and compliance.</b>				
<b>INDICATOR 02.01</b> Maintain safe and healthful working conditions by completing work tasks in accordance with rights and applicable responsibilities in a arts, audio-visual technology and communications work environment to protect employees' well being.	<b>MEASURE 02.01.01</b> Assess workplace conditions with regard to safety and health.	Y	Y	
	<b>MEASURE 02.01.02</b> State the implications and rationale for various rules and laws designed to promote safety and health may have on a work environment.	Y	Y	
<b>INDICATOR 02.02</b> Assess and control methods to reduce sources of office and worksite accident hazards common in the arts, audio-visual technology and communications industry in order to promote a safe and accident free working environment.	<b>MEASURE 02.02.01</b> Demonstrate completion of a variety of methods to prevent and correct common hazards.	Y	Y	
	<b>MEASURE 02.02.02</b> Demonstrate personal and group health and safety practices.	Y	Y	
<b>INDICATOR 02.03</b> Examine and summarize the responsibilities various entities have for promoting a safe and healthy work environment in order to understand the roles involved in maintaining acceptable conditions in the arts, technology and communications field.	<b>MEASURE 02.03.01</b> Summarize the individual employee's responsibility for maintaining health and safety in contrast to a supervisor or others.	N	O	
	<b>MEASURE 02.03.02</b> Illustrate situations that demonstrate compliance with OSHA safety regulations and practices related to this cluster.	Y	Y	

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	<b>MEASURE 02.03.03</b> Apply MSDS and Hazardous Materials procedures related to handling and disposing of chemicals.	Y	Y	
	<b>MEASURE 02.03.04</b> Apply Hazardous Materials practices in relation to fire and water hazards, electrical coding, and right to-know laws regarding hazards.	Y	Y	
<b>INDICATOR 02.04</b> Examine and summarize safety related problems that may result from working with electrical circuits used in this cluster to demonstrate a broad understanding of health and safety concerns.	<b>MEASURE 02.04.01</b> Demonstrate safe work habits and procedures for application of electricity and static discharge in relation to all technologies in the career cluster.	O	Y	
<b>INDICATOR 02.05</b> Apply safety procedures in operating equipment commonly used within the career pathways involved in this cluster to demonstrate a broad understanding of important safety practices.	<b>MEASURE 02.05.01</b> Apply the safety practices related to printing and graphic arts, telecommunications, performing arts, visual arts, and broadcasting.	Y	Y	
<b>INDICATOR 02.06</b> Demonstrate personal safety habits and procedures while on work-related assignments in various locations beyond the business site to ensure personal safety and well-being.	<b>MEASURE 02.06.01</b> Apply personal safety practices required for various pathways within this career cluster.	Y	Y	
	<b>MEASURE 02.06.02</b> Apply the safety practices required for working away, "on-location," or in an open environment.	Y	Y	

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		Secondary	Postsecondary	
<b>TOPIC 3: LEADERSHIP AND TEAMWORK - Use leadership and teamwork skills in collaborating with others to accomplish organizational goals and objectives.</b>				
<b>INDICATOR 03.01</b> Exhibit ethical conduct in writing, creating, printing, broadcasting, and performing to uphold high standards for behavior in the industry.	<b>MEASURE 03.01.01</b> Analyze ethical principles of decision-making related to clients, customers, fellow workers, and others.	Y	Y	
	<b>MEASURE 03.01.02</b> Analyze ethical conduct that provides proper credit to those whose ideas and content have been used.	Y	Y	
	<b>MEASURE 03.01.03</b> Analyze ethical standards that apply to the delivery of quality performance and products.	Y	Y	
	<b>MEASURE 03.01.04</b> Identify ethics involved in the degree of influence media, arts, and performance have upon individuals.	N	Y	
	<b>MEASURE 03.01.05</b> Identify the proper use of proprietary information.	Y	Y	

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		Secondary	Postsecondary	
INDICATOR 03.02 Analyze and apply laws affecting arts, technology and communication enterprises to maintain up-to-date compliance with key regulations influencing the industry.	MEASURE 03.02.01 Identify the copyright laws in relation to seeking formal permission to use materials.	Y	Y	
	MEASURE 03.02.02 Identify contracts for potential work in career pathways within this cluster.	N	Y	
	MEASURE 03.02.03 Identify the First Amendment, FCC, the Freedom of Information Act, libel laws, and other regulations for compliance issues relevant to this cluster.	N	Y	
	MEASURE 03.02.04 Identify the liabilities associated with productions and performances, media, and telecommunications installations.	N	Y	

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<b>TOPIC 4: EMPLOYABILITY AND CAREER DEVELOPMENT - Know and understand the importance of employability skills. Explore, plan, and effectively manage careers. Know and understand the importance of entrepreneurship skills.</b>				
<b>INDICATOR 04.01</b> Identify positive work behaviors and personal qualities needed to be employable.	<b>MEASURE 04.01.01</b> Identify positive work behaviors and personal work qualities typically desired for employment in each of the career cluster's pathways.	Y	Y	E.g., dress code, show up to work, how to conduct themselves, and social media.
	<b>MEASURE 04.01.02</b> Compare the advantages and disadvantages of working independently and of working for others.	Y	Y	E.g., work with clients & with production teams--group work.
<b>INDICATOR 04.02</b> Identify, examine and select career opportunities in one or more arts, AV, technology and communication related career pathways in order to explore career options.	<b>MEASURE 04.02.01</b> Discuss how specific organizational policies and rules influence a specific work situation.	N	O	
	<b>MEASURE 04.02.02</b> Match personal interests and aptitudes to selected careers.	Y	Y	

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<b>TOPIC 5: TECHNICAL SKILLS IN ARTS, AUDIOVISUAL TECHNOLOGY, AND COMMUNICATIONS CLUSTER - Use of technical knowledge and skills required to pursue careers in the Arts, Audio/ Video Technology, and Communications career cluster including knowledge of design, operation, and maintenance of technological systems critical to occupations in the cluster.</b>				
<b>INDICATOR 05.01</b> Demonstrate the use of technical knowledge and skills that relate to pathways in this cluster to allow for mobility among numerous career options within the family of related occupations.	<b>MEASURE 05.01.01</b> State how various pathways within the cluster work together to generate productions, media, and other activities.	Y	Y	
	<b>MEASURE 05.01.02</b> Identify pathways with common knowledge and skills that provide a worker with the potential for mobility.	Y	Y	
<b>INDICATOR 05.02</b> Summarize knowledge of the systems within various pathways contained in the cluster to keep abreast of new technological advancements and tools important to work in this industry.	<b>MEASURE 05.02.01</b> Analyze the technological systems that are apparent within the various pathways in this cluster.	N	Y	
	<b>MEASURE 05.02.02</b> Research the impact of potential new technology advancements related to this cluster in the future.	Y	Y	



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<b>TOPIC 6: TECHNICAL SKILLS IN VISUAL ARTS CAREER PATHWAY - Use of specific technical knowledge and skills required to pursue careers in the Visual Arts career pathway including knowledge of design, operation, and maintenance of technological systems critical to this particular career pathway.</b>				
<b>INDICATOR 06.01</b> Research the scope of career opportunities and qualifications in the Visual Arts pathway to build an understanding of careers opportunities and options.	<b>MEASURE 06.01.01</b> Examine the numerous career paths within visual arts to discover personal preferences.	Y	Y	
	<b>MEASURE 06.01.02</b> Identify required knowledge and skills, education opportunities, and lifestyles associated with different levels of employment in visual arts careers and related career fields.	Y	Y	
	<b>MEASURE 06.01.04</b> Communicate with others the purpose of artwork, artists' intentions and the way the process and materials used in visual arts help to achieve them.	O	Y	
<b>INDICATOR 06.02</b> Research the history and evolution of visual arts and their role within society to demonstrate a broad understanding of themes and trends in the pathway.	<b>MEASURE 06.02.01</b> Compare the changing purposes served by visual arts throughout history.	N	Y	
	<b>MEASURE 06.02.02</b> Analyze the opportunities for communication through the visual arts.	Y	Y	
	<b>MEASURE 06.02.03</b> Evaluate works of art using critical thinking skills.	Y	Y	
	<b>MEASURE 06.02.04</b> Present written and oral evaluations of visual art works.	Y	Y	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota State Art Standards.

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	<b>MEASURE 06.02.05</b> Defend written and oral evaluations of visual art works.	Y	Y	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota State Art Standards.
	<b>MEASURE 06.02.06</b> Analyze the development of tools and technologies employed in the visual arts.	N	O	
	<b>MEASURE 06.02.07</b> Explain the affect of tools and technologies on the evolution of the visual arts.	O	O	
	<b>MEASURE 06.02.08</b> Explain printing processes related to digital, lithographic, planographic, gravure, intaglio, and screen.	Y	Y	
<b>INDICATOR 06.03</b> Analyze elements and principles of the visual arts and what they communicate to demonstrate an understanding of this art form as a means to express ideas.	<b>MEASURE 06.03.01</b> Analyze the elements and principles of art applied to visual art forms.	Y	Y	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota State Art Standards.
	<b>MEASURE 06.03.02</b> Analyze the communicative effects of art elements.	Y	Y	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota State Art Standards.
	<b>MEASURE 06.03.03</b> Employ elements of design in digital publishing programs (i.e., lines, shapes, mass, texture, and color).	Y	Y	
	<b>MEASURE 06.03.04</b> Employ principles of design when using digital publishing (i.e., balance, proximity, alignment, repetition, contrast, and white space).	Y	Y	

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<b>INDICATOR 06.04</b> Demonstrate basic digital publishing functions to prepare promotional materials.	<b>MEASURE 06.04.01</b> Utilize the various software that comprise digital publishing programs.	Y	Y	
	<b>MEASURE 06.04.02</b> Utilize appropriate fonts/typefaces for use in documents.	Y	Y	
	<b>MEASURE 06.04.03</b> Prepare documents using and integrating the various software applications.	Y	Y	
<b>INDICATOR 06.05</b> Explain and utilize tools for interactive media technology creation and interpret their capabilities.	<b>MEASURE 06.05.01</b> Interpret the capabilities of interactive media technology tools.	Y	Y	
	<b>MEASURE 06.05.02</b> Use appropriate fonts/typefaces for interactive media technology.	Y	Y	
	<b>MEASURE 06.05.03</b> Manipulate graphical files for interactive media technology.	Y	Y	
	<b>MEASURE 06.05.04</b> Use navigation tools/requirements for interactive media technology.	Y	Y	
	<b>MEASURE 06.05.05</b> Explain and utilize software applications that can be used to create interactive media technology.	Y	Y	
<b>INDICATOR 06.06</b> Analyze and create two- and three-dimensional art forms from various media in the visual arts to demonstrate readiness for a career in the visual arts.	<b>MEASURE 06.06.01</b> Analyze art elements and principles of two-dimensional works of visual art in various media, including drawing, print making, and computer software.	Y	Y	

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	<b>MEASURE 06.06.02</b> Apply art elements and principles to photographic works of visual art in both traditional and digital photographic media.	Y	Y	
	<b>MEASURE 06.06.03</b> Analyze multimedia applications of software/hardware for the purposes of visual communications.	Y	Y	
	<b>MEASURE 06.06.04</b> Analyze art elements and principles of three-dimensional forms of visual art in various media.	O	Y	<b>Comment from Secondary:</b> Essential if satisfying the Minnesota Arts Standards. Also special note from Business-Industry Validation Team: This measure is optional at secondary. It is important for secondary teachers to develop an awareness at the secondary level is necessary--in particular, trade show displays. It is very large, especially in the metro area. 3-dimensional forms are important.

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<b>TOPIC 7: TECHNICAL SKILLS IN PRINTING TECHNOLOGY CAREER PATHWAY - Use of specific technical knowledge and skills required to pursue careers in the Printing Technology career pathway including knowledge of design, operation, and maintenance of technological systems critical to this particular career pathway.</b>					
<b>INDICATOR 07.01</b> Employ processes required for the production of various printed products to build a working understanding of print technologies.	<b>MEASURE 07.01.01</b> Explain the diversity of the printing process including paper, non-paper substrates and specialty products.	Y	Y		
	<b>MEASURE 07.01.02</b> Examine the impact of the printing industry on the US economy.	N	Y		
	<b>MEASURE 07.01.03</b> Examine the impact of emerging technologies in hardware and software applications.	Y	Y		
<b>INDICATOR 07.02</b> Manage the printing process including customer service and sales, scheduling, and quality control to deliver products that meet customer needs and expectations.	<b>MEASURE 07.02.01</b> Employ knowledge of customer needs and expectations when promoting printing services.	Y	Y		
	<b>MEASURE 07.02.02</b> Apply knowledge of services, equipment, capabilities, workflow process, data acquisition and technology to deliver customer service.	N	Y		
	<b>MEASURE 07.02.03</b> Analyze scheduling processes to ensure timely completion of projects.	Y	Y		
	<b>MEASURE 07.02.04</b> Identify quality control measures.	Y	Y		

## Pathway: Visual Arts

### Cluster: Arts, Audio/Video Technology, and Communications

PERFORMANCE INDICATOR	PERFORMANCE MEASURE	KEY: Y=Essential N=Not Essential O=Optional		
		COMMON CORE COMPETENCIES - Consensus among work group -		COMMENTS
		Secondary	Postsecondary	
<b>INDICATOR 07.03</b> Analyze elements and principles of the visual arts and what they communicate to demonstrate an understanding of this art form as a means to express ideas.	<b>MEASURE 07.03.01</b> Analyze the elements and principles of art applied to visual art forms.	Y	Y	
	<b>MEASURE 07.03.02</b> Analyze the communicative effects of art elements.	Y	Y	
	<b>MEASURE 07.03.03</b> Employ elements of design in digital publishing programs (i.e., lines, shapes, mass, texture, and color).	Y	Y	
	<b>MEASURE 07.03.04</b> Apply principles of design when using digital publishing (i.e. balance, proximity, alignment, repetition, contrast, and white space).	Y	Y	
<b>INDICATOR 07.04</b> Demonstrate basic digital publishing functions to prepare promotional materials.	<b>MEASURE 07.04.01</b> Utilize the various software that comprise digital publishing programs.	Y	Y	
	<b>MEASURE 07.04.02</b> Utilize the various fonts/ typefaces for use in documents.	Y	Y	
	<b>MEASURE 07.04.03</b> Prepare documents using and integrating the various software applications.	Y	Y	
<b>INDICATOR 07.05</b> Demonstrate preparation of customer materials for imaging to deliver products that meet customer needs and expectations.	<b>MEASURE 07.05.01</b> Demonstrate previewing materials for imaging (pre-flighting).	Y	Y	
	<b>MEASURE 07.05.02</b> Demonstrate conversion from analog to digital forms, using scanning equipment.	Y	Y	

## Pathway: Visual Arts

### Cluster: Arts, Audio/Video Technology, and Communications

PERFORMANCE INDICATOR	PERFORMANCE MEASURE	KEY: Y=Essential N=Not Essential O=Optional		
		COMMON CORE COMPETENCIES - Consensus among work group -		COMMENTS
		Secondary	Postsecondary	
<b>INDICATOR 07.06</b> Analyze and summarize output processes, including digital, film, directive platemaking, and cylinders to build an understanding regarding delivery of printed products.	<b>MEASURE 07.06.01</b> Examine digital output software.	Y	Y	Essential in specific occupations.
	<b>MEASURE 07.06.02</b> Examine film output processes.	O	O	
	<b>MEASURE 07.06.03</b> Examine directive processes.	O	Y	
	<b>MEASURE 07.06.04</b> Examine platemaking and cylinders as output processes.	O	Y	
<b>INDICATOR 07.07</b> Examine the finishing and distribution operations related to printing in order to complete the printing process.	<b>MEASURE 07.07.01</b> Apply knowledge and skills related to binding processes used to finish printed materials.	Y	Y	
	<b>MEASURE 07.07.02</b> Examine the specialty operations related to finishing.	Y	Y	
	<b>MEASURE 07.07.03</b> Apply packaging knowledge and skills to provide the customer with delivery of the product as specified.	N	Y	
<b>INDICATOR 07.08</b> Employ knowledge of basic printing processes to demonstrate readiness for a career in the printing technology pathway including: digital, screen, vinyl graphic, large format, printing in photography, and miscellaneous printing (pad, laser, 3-D, direct to garment (DTG), etc.).	<b>MEASURE 07.08.01</b> Explain substrate and ink processes used for various types of printing.	Y	Y	
	<b>MEASURE 07.08.02</b> Employ knowledge of basic printing processes when completing a printing project.	Y	Y	

## Pathway: Visual Arts

### Cluster: Arts, Audio/Video Technology, and Communications

An "assessment blueprint" is a document that indicates the knowledge and skills that will be covered in an assessment instrument and the percentage of the assessment that will be devoted to each area of knowledge and skills. The Minnesota assessment blueprints will be used to review the appropriateness of existing assessments by determining how closely those assessments match up to what the Visual Arts & Printing Technology teams have determined should be assessed. The assessment blueprints can also be used to guide the development of new assessments where suitable third-party assessments do not exist.

		SECONDARY	POST-SECONDARY	BUSINESS & INDUSTRY
		% of Assessment ↓	% of Assessment ↓	% of Assessment ↓
C01	<b>Academic Foundations:</b> Achieve additional academic knowledge and skills required to pursue the full range of career and postsecondary education opportunities within a career cluster	10%	7%	10%
C02	<b>Communications:</b> Use oral and written communication skills in creating, expressing, and interpreting information and ideas including technical terminology and information	12.5%	17%	17%
C03	<b>Problem-Solving and Critical Thinking:</b> Solve problems using critical thinking (analyze, synthesize, and evaluate) independently and in teams. Solve problems using creativity and innovation	12.5%	10%	12%
C04	<b>Information Technology Applications:</b> Use information technology tools specific to the career cluster to access, manage, integrate, and create information	12.5%	5%	8%
C05	<b>Systems:</b> Understand roles within teams, work units, departments, organizations, inter-organizational systems, and the larger environment. Identify how key organizational systems affect organizational performance and the quality of products and services. Understand global context of industries and careers	6%	5%	8%
C06	<b>Safety, Health, and Environmental:</b> Understand the importance of health, safety, and environmental management systems in organization and their importance to organizational performance and regulatory compliance. Follow organizational policies and procedures and contribute to continuous improvement in performance and compliance	5%	7%	6%
C07	<b>Leadership and Teamwork:</b> Use leadership and teamwork skills in collaborating with others to accomplish organizational goals and objectives	6%	13%	9%
C08	<b>Ethics and Legal Responsibilities:</b> Know and understand the importance of professional ethics and legal responsibilities	5%	5%	6%
C09	<b>Employability and Career Development:</b> Know and understand the importance of employability skills. Explore, plan, and effectively manage careers. Know and understand the importance of entrepreneurship skills.	8%	13%	12%
C10	<b>Technical Skills:</b> Use of technical knowledge and skills required to pursue careers in all career clusters, including knowledge of design, operation, and maintenance of technological systems critical to the career cluster	22%	18%	12%
		<b>100%</b>	<b>100%</b>	<b>100%</b>