


**8C210 Animation I (R)****1 credit****Gr: 10-12****8C215 Animation I (DC) ****R. Prerequisite:** Graphic Design and Illustration, Art I or any Business and Industry Endorsement Principles course**Description:** (GHS, SGHS & SHS only) Careers in animation span all aspects of motion graphics. Within this context, in addition to developing technical knowledge and skills needed for animation, students will be expected to develop an understanding of the history and techniques of the animation industry. With this hands-on course, students will create 2D and 3D animations by learning the basics of layering, modeling, character animation, lighting, and visual/audio/special effects using industry standard software, the same software used in Hollywood and the gaming industry. **For Dual Credit** student must apply and be accepted into DC with DCCCD.**8C320 Animation II (R)****1 credit****Gr: 11-12****8C325 Animation II (DC)****Prerequisite:** Animation I **Description:** [GHS, SGHS & SHS only] Careers in animation span all aspects of motion graphics. Within this context, students will be expected to create two- and three-dimensional animations. With this hands-on course, students will learn advanced techniques in Pre-production through post-production in order to create complex 2D and/or 3D animations. The instruction also assists students seeking careers in the animation industry. **For Dual Credit** student must apply and be accepted into DC with DCCCD.**8C410 Animation II / Animation II Lab****2 credit****Gr: 11-12****Prerequisite:** Animation I. This is a Co-requisite course that must be taken with Animation II. Students cannot take this course and Animation II.**Description:** [SHS only] this course allows students to continue to develop and expand the information learned in the lecture section of the course. The primary goal is to prepare students to take the certification tests and develop materials for inclusion into their portfolio.**8C250 Audio/Video Production I (R)****1 credit****Gr: 9-12****R. Prerequisite:** Graphic Design and Illustration, Art I or any Business and Industry Endorsement Principles course**Description:** (Only at NFHS and SHS) this is a hands-on introductory course where students will explore both studio and field television production techniques. The course will include techniques in videography, lighting, producing, directing and editing. CCM courses will require an application and acceptance into the magnet program. Students will be expected to develop an understanding of the industry with a focus on pre-production, production, and post-production audio and video activities.**8C350 Audio/Video Production II (R)****1 credit****Gr: 9-12****Prerequisite:** Audio/Video Production I**Description:** (Only at NFHS and SHS) Careers in audio and video technology and film production span all aspects of the audio/video communications industry. Building upon the concepts taught in Audio/Video Production, in addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an advanced understanding of the industry with a focus on pre-production, production, and post-production products. This course may be implemented in an audio format or a format with both audio and video.**8C630 CCM Audio/Video Production I (R)****1 credit****Gr: 9-12****CCM****Prerequisite:** CCM Principles of Arts, Audio Video Tech & Communications**Description:** [College and Career Magnet course offered only at LCHS] this is a hands-on introductory course where students will explore both studio and field television production techniques. The course will include techniques in videography, lighting, producing, directing and editing. CCM courses will require an application and acceptance into the magnet program. Students will be expected to develop an understanding of the industry with a focus on pre-production, production, and post-production audio and video activities.NOTE: All courses may not be offered on every campus.
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High School Course Guide



Arts, A/V
Technology &
Communications

8C640 CCM Audio/Video Production II / Video Production II Lab (R)

2 credits

Gr: 10-12

CCM

Prerequisite: CCM Audio/Video Production I

Description: [College and Career Magnet course offered only at LCHS] 2 credits, Instruction is designed to provide job-specific training for entry-level employment in video and television production careers. Instruction includes operation of cameras, mastery of audio techniques, non-linear editing, and creation of media graphics, lighting, scriptwriting, and direction, production, monitoring equipment and set design. Students will work as crew for a school newscast. CCM courses will require an application and acceptance into the magnet program. Students will be expected to develop an advanced understanding of the industry with a focus on pre-production, production, and post-production activities. This course may be implemented in an advanced audio format or an advanced format, including both audio and video.

8C650 CCM Practicum in Audio/Video Production (LAB) (R)

2 credits

Gr: 12

CCM

Prerequisite: CCM Audio/Video Production II, CCM Audio/Video Production II Lab

Description: [CCM only at LCHS] Instruction is designed to provide job-specific training for entry-level employment in video and television production careers. Students will script, shoot, edit, direct, and produce a school newscast. CCM courses will require an application and acceptance into the magnet program. 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 activities in a studio environment. This course may be implemented in an advanced audio, video, or animation format. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.

8C652 CCM Practicum in Audio/Video Production / Extended Practicum (R) 3 credits

Gr: 12

CCM

Prerequisite: CCM Audio/Video Production II, CCM Audio/Video Production II Lab

Description: [CCM only at LCHS] Building upon the concepts taught in Audio/Video Production II and 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.

8C600 CCM Principles of Arts, A/V Technology & Communications (R)

1 credit

Gr: 9-12

CCM

Prerequisite: None

Description: [CCM only at LCHS] Careers in the Arts, Audio/Video Technology, and Communications career cluster require, in addition to creative aptitude, a strong background in computer and technology applications, a strong academic foundation, and a proficiency in oral and written communication. Within this context, students will be expected to develop an understanding of the various and multifaceted career opportunities in this cluster and the knowledge, skills, and educational requirements for those opportunities.

8C620 CCM Animation I (R)

1 credit

Gr: 10-12

8C625 CCM Animation I (DC)

CCM



R. Prerequisite: Graphic Design and Illustration, Art I or any Business and Industry Endorsement Principles course

Description: [CCM only at LCHS] this course develops advanced knowledge and skills in the use of computers for multimedia presentations and digital animation. The course introduces students to 3D modeling and rendering techniques and resources. This hands-on course allows students to create, edit, and render characters, vehicles, scenes or objects, and to design and produce multimedia presentations that use images, video, and audio resources to deliver a message. **For Dual Credit** student must apply and be accepted into DC with DCCCD.

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**8C660 CCM Animation II (R)**
CCM**1 credit****Gr: 10-12****Prerequisite:** Animation I

Description: [CCM only at LCHS] Careers in animation span all aspects of motion graphics. Within this context, students will be expected to create two- and three-dimensional animations. With this hands-on course, students will learn advanced techniques in Pre-production through post-production in order to create complex 2D and/or 3D animations. The instruction also assists students seeking careers in the animation industry

8C230 Commercial Photography I**1 credit****Gr: 10-12****Prerequisite:** None

Description: [RHS only] Commercial Photography requires skills that span all aspects of the industry from setting up a shot to delivering products in a competitive market. Within the context, in addition to developing knowledge and skills for success in the Arts, A/V Technology, and Communications cluster, students will be expected to develop an understanding of the commercial photography industry with a focus on creating quality photographs.

8C310 Commercial Photography II**1 credit****Gr: 10-12****Prerequisite:** Commercial Photography I

Description: [RHS only] Careers in commercial photography span all aspects of the industry from setting up a shot to delivering products in a competitive market. 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 advanced technical understanding of the commercial photography industry with a focus on producing, promoting, and presenting professional quality photographs.

8C240 Digital Audio Technology I (R)**1 credit****Gr: 10-12****Prerequisite:** None

Description: (only at SHS and NFHS) this course will cover all areas of the Radio Broadcasting industry including internet radio and radio commercial and amateur broadcasting. Students will learn the theory and history of radio production as well as the production processes involved in commercial production and radio programming.

8C342 Digital Audio Technology II (R)**1 credit****Gr: 10-12****Prerequisite:** None

Description: (only at NFHS and SHS) Digital Audio Technology II was designed to provide additional opportunities and skill sets for students interested in audio production careers such as audio for radio and television broadcasting, audio for video and film, audio for animation and game design, and music production and live sound. Digital Audio Technology II does not replace Audio Video Production courses but is recommended as a single credit, co-curricular course with an audio production technical emphasis. This course can also be paired with Digital and Interactive Media (DIM). Students will be expected to develop an understanding of the audio industry with a technical emphasis on production and critical-listening skills.

8C220 Fashion Design I (R)**1 credit****Gr: 10-12****R. Prerequisite:** Principles of Arts, A/V Technology & Communications or any Business and Industry Endorsement Principles course

Description: Careers in fashion span all aspects of the textiles and apparel industries. 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.

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8C930 Fashion Design II w/ Lab (R)

2 credits

Gr: 11-12

8C935 Fashion Design II w/ Lab (DC) ⓓ



GRCTC

Prerequisite: Fashion Design I

Description: This Fashion Design course is paired with a lab. Design careers in fashion span all aspects of the textile and apparel industries. Within this context, in addition to developing technical knowledge and skills needed for success students will be expected to develop an understanding of the fashion industry with an emphasis on design and construction. Fashion Design II and the lab have been combined for this course and may not be taken apart. Student must complete interest form. Class requirements must be met.

8C200 Graphic Design and Illustration I (R)

1 credit

Gr: 10-12

8C205 Graphic Design and Illustration I (DC) ⓓ

R. Prerequisite: Principles of Arts, AV and Communications or any Business and Industry Endorsement Principles course

Description: This is a technical course designed to provide advanced knowledge & skills acquisition of the contemporary resources, processes, and impacts of graphic design and illustration technology. Activities may include: graphic design and illustration, computerized image composition, digital photography, prepress production procedures, image transfer, web design, computer animation, desktop publishing, bindery and finishing experiences. **For Dual Credit** student must apply and be accepted into DC with DCCCD.

8C960 Graphic Design and Illustration II with Lab (R)

2 credit

Gr: 11-12



GRCTC

Prerequisite: Graphic Design & Illustration I

Description: A technical course designed to provide advanced knowledge & skills acquisition of the contemporary resources, processes, and impacts of graphic design and illustration technology. Activities may include: graphic design and illustration, computerized image composition, digital photography, prepress production procedures, image transfer, web design, computer animation, Desktop publishing, bindery and finishing experiences. Advanced techniques are emphasized.

8C700 MST Graphic Design and Illustration I (R)

1 credit

Gr: 10-12

8C705 MST Graphic Design and Illustration I (DC) ⓓ

MST

R. Prerequisite: Principles of Arts, AV and Communications or any Business and Industry Endorsement Principles course

Description: [Math-Science-Technology magnet course offered only at NGHS] This is a technical course designed to provide advanced knowledge & skills acquisition of the contemporary resources, processes, and impacts of graphic design and illustration technology. Activities may include: graphic design and illustration, computerized image composition, digital photography, prepress production procedures, image transfer, web design, computer animation, desktop publishing, bindery and finishing experiences. **For Dual Credit** student must apply and be accepted into DC with DCCCD.

8C420 Practicum in Animation

2 credits

Gr: 11-12

Prerequisite: Animation II and Animation II Lab.

Description: (SHS only) Students shall be awarded two credits for successful completion of this course. A student may repeat this course once for credit provided that the student is experiencing different aspects of the industry and demonstrating proficiency in addition and more advanced knowledge and skills.

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8C940 Practicum in Fashion Design I (R)

2 credits

Gr: 11-12



GRCTC

Prerequisite: Fashion Design II

Description: This is a capstone course for students participating in a coherent sequence of career and technical education courses in the field of fashion design. Students must be employed by the beginning of the third week of school to remain in the class. Students will be expected to develop an advanced technical understanding of the business aspects of fashion, with emphasis on promotion and retailing. A student may repeat this course for credit provided the student is experiencing different aspects of the industry and demonstrating proficiency and more advanced knowledge and skills. Student must complete interest form. Class requirements must be met.

8C943 Practicum in Fashion Design I with an Extended Practicum (R)

3 credits

Gr: 11-12



GRCTC

Prerequisite: Fashion Design II

Description: This extended course is paired with Practicum in Fashion Design. A student may repeat this course for credit provided the student is experiencing different aspects of the industry and demonstrating proficiency and more advanced knowledge and skills. This course is a capstone experience for students participating in a coherent sequence of courses in the field of fashion design. Student must complete interest form. Class requirements must be met.

8C914 Practicum in Printing and Imaging Technology (LAB) (R)

2 credits

Gr: 11-12



GRCTC

Prerequisite: Printing and Imaging Technology II and Printing and Imaging Technology II Lab

Description: This course is a continuation of the first year of lab experience in production type work. Careers in printing span all aspects of the industry. Within this context, in addition to developing advanced knowledge and skills needed for success, students continue to develop their portfolio and learn advanced pre-press, digital imaging, digital printing, offset printing and digital photography with an introduction to process color printing, job costing, estimating, production schedules and continued leadership training. Student must complete interest form. Class requirements must be met.

8C100 Principles of Arts, A/V Technology & Communications (R)

1 credit

Gr: 9-12

Prerequisite: None

Description: Careers in the Arts, Audio/Video Technology, and Communications career cluster require, in addition to creative aptitude, a strong background in computer and technology applications, a strong academic foundation, and a proficiency in oral and written communication. Within this context, students will be expected to develop an understanding of the various and multifaceted career opportunities in this cluster and the knowledge, skills, and educational requirements for those opportunities.

8C900 Printing and Imaging Technology /Printing and Imaging Technology I Lab (R)

2 credits

Gr: 10-12



GRCTC

Prerequisite: None

Description: Careers in printing span all aspects of the industry, including prepress, press, and finishing and bindery operations. Developing technical knowledge and skills for success. Students will be expected to demonstrate an understanding of the printing industry with a focus on digital prepress and publishing. Student must complete interest form. Class requirements must be met.

8C910 Printing and Imaging Technology /Printing and Imaging Technology II Lab (R)

2 credits

Gr: 11-12



GRCTC

R. Prerequisite: Printing and Imaging Technology I with Lab

Description: Careers in printing span all aspects of the industry, including prepress, press, and finishing and bindery operations. 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 demonstrate an understanding of the printing industry with a focus on digital prepress and digital publishing. Student must complete interest form. Class requirements must be met.

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**8C906 Practicum in Graphic Design and Illustration (R)****2 credit****Gr: 11-12****GRCTC****Prerequisite:** Graphic Design & Illustration II and Graphic Design and Illustration II LAB

Description: A technical course designed to provide advanced knowledge & skills acquisition of the contemporary resources, processes, and impacts of graphic design and illustration technology. Activities may include: graphic design and illustration, computerized image composition, digital photography, prepress production procedures, image transfer, web design, computer animation, desktop publishing, bindery and finishing experiences. Advanced techniques are offered with emphasis on student acquisition of Adobe Certification in one or more of the Adobe Creative Suite programs (Adobe CS3 Photoshop, Illustrator, InDesign).

8C907 Practicum in Graphic Design and Illustration with Extended (R)**3 credit****Gr: 11-12****GRCTC****Prerequisite:** Graphic Design & Illustration II and Graphic Design and Illustration II LAB

Description: A technical course designed to provide advanced knowledge & skills acquisition of the contemporary resources, processes, and impacts of graphic design and illustration technology. Activities may include: graphic design and illustration, computerized image composition, digital photography, prepress production procedures, image transfer, web design, computer animation, desktop publishing, bindery and finishing experiences. Advanced techniques are offered with emphasis on student acquisition of Adobe Certification in one or more of the Adobe Creative Suite programs (Adobe CS3 Photoshop, Illustrator, InDesign). Student must complete interest form. Class requirements must be met.

8C920 Practicum in Printing and Imaging I (R)**2 credit****Gr: 11-12****GRCTC****Prerequisite:** Printing and Imaging Technology II and Printing and Imaging Technology II Lab

Description: Careers in printing span all aspects of the industry, including prepress, press, and finishing and bindery operations. 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 advanced technical understanding of the printing industry with a focus on finishing and bindery operations and customer-based projects. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities. Advanced techniques are offered with emphasis on student acquisition of Adobe Certification in one or more of the Adobe Creative Suite programs (Adobe CS3 Photoshop, Illustrator, InDesign). Student must complete interest form. Class requirements must be met.

8C923 Practicum in Printing and Imaging I with Extended Practicum (R)**3 credit****Gr: 11-12****GRCTC****Prerequisite:** Printing and Imaging Technology II and Printing and Imaging Technology II Lab

Description: Careers in printing span all aspects of the industry, including prepress, press, and finishing and bindery operations. 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 advanced technical understanding of the printing industry with a focus on finishing and bindery operations and customer-based projects. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities. Advanced techniques are offered with emphasis on student acquisition of Adobe Certification in one or more of the Adobe Creative Suite programs (Adobe CS3 Photoshop, Illustrator, InDesign). Student must complete interest form. Class requirements must be met.

8C110 Professional Communication (R)**0.5 credit****Gr: 9-12****Prerequisite:** None

Description: Professional Communications blends written, oral, and graphic communication in a career-based environment. Careers in the global economy require individuals to be creative and have a strong background in computer and technology applications, a strong and solid academic foundation, and a proficiency in professional oral and written communication. Within this context, students will be expected to develop and expand the ability to write, read, edit, speak, listen, apply software applications, manipulate computer graphics, and conduct Internet research.

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**8C400 Project-Based Research - Animation (R)****1 credit****Gr: 12****Prerequisite:** None

Description: Project-Based Research is a course for students to research a real-world problem. Students are matched with a mentor from the business or professional community to develop an original project on a topic related to career interests. Students use scientific methods of investigation to conduct in-depth research, compile findings, and present their findings to an audience that includes experts in the field. To attain academic success, students must have opportunities to learn, reinforce, apply, and transfer their knowledge and skills in a variety of settings.

8C340 Video Game Design (R)**1 credit****Gr: 9-12****R. Prerequisite:** Principles of Arts, AV and Communications or any Business and Industry Endorsement Principles course

Description: (Only at SGHS) the student will be provided the opportunity to design, program, and create a functional video game. The course will introduce basic programming language and skills that are essential to developing a video game. Topics covered are math, physics, design, and computer programming. Students apply technical skills to address business applications of emerging technologies. Knowledge and skills in programming and creating video games are delivered through totally interactive software. Through text, pictures, animations, digital video and a highly interactive and self-directed curriculum, students are led through the exciting world of video game design. This course will instruct students on how to apply the design or problem solving process in order to create a real world solution and learn the basics of programming structure and functions.

Classes used in conjunction with Fashion Design for a mixed Design/Marketing pathway**8N970 Advanced Marketing****2 credits****Gr: 11-12****8N975 Advanced Marketing (DC) D****GRCTC****Prerequisite:** One credit from the courses in the Marketing Cluster

Description: In Advanced Marketing, students will gain knowledge and skills that help them become proficient in one or more of the marketing functional areas. Students will illustrate appropriate management and research skills to solve problems related to marketing. This course covers technology, communication, and customer-service skills. This course covers technology, communication and customer service skills. Students will have the opportunity for a fee to earn a certification in the area of marketing. Student must make application and be accepted into the program. **For Dual Credit** student must apply and be accepted into DC with DCCCD.

8N210S Fashion Marketing (R)**0.5 credit****Gr: 9-12****8N215 Fashion Marketing (DC) D****Prerequisite:** None; Recommended Prerequisite: Principles of Business, Marketing, and Finance

Description: A course designed just for the student with a creative flair and an interest in marketing and fashion. Explore the relationships between fashion, style, design and marketing. Students learn the development, promotion, advertising, retailing, fashion history, fashion style and design, textiles and fashions, and career opportunities in fashion marketing. Fashion Marketing is designed to provide students with knowledge of the various business functions in the fashion industry. Students in Fashion Marketing will gain a working knowledge of promotion, textiles, merchandising, mathematics, selling, visual merchandising, and career opportunities. **For Dual Credit** student must apply and be accepted into DC with DCCCD.

8I450 Food Science (R)**1 credit****Gr: 11-12****Optional course awarding science credit in the Business and Industry Endorsement if needed to complete a pathway****Prerequisite:** Three units of science, including chemistry and biology. R. Prerequisite: Principles of Hospitality and Tourism or any Business and Industry Endorsement Principles course

Description: In this course students conduct laboratory and field investigations, use scientific methods during investigations, and make informed decisions using critical thinking and scientific problem solving. Food Science is the study of the nature of foods, the causes of deterioration, the principles underlying food processing, and the improvement of foods for the consuming public. Students must meet the 40% laboratory and fieldwork requirement. This course satisfies a high school science graduation requirement.

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