EMPLOYABILITY PROFILE
Media Technology and Design

STEAM High School

SYRACUSE CITY SCHOOL DISTRICT

Industry-Based Skill Standards

NA = Not Applicable | 1 = Introduced | 2 = Developing | 3 = Proficient | 4 = Mastery

	9th	10th	11th	12th
Digital Literacy Safety				
Explains what being a good digital citizen is, and demonstrates how to protect yourself online, including verifying someone's online identity, verifying that a link is safe, and identifying online scams.				
Computer Skills				
Demonstrates booting, accessing, and exiting an OS and applications and demonstrate file-management techniques to manipulate and organize folders and files. Creates and publishes a multimedia presentation.				
Programming				
Demonstrates programming languages, such as Python, Java, and C++, and explains how they are applied to different types of programming tasks. Writes code that is usable by other people and establishes how well it works.				
Ethics and Regulations				
Defines and show examples of intellectual property, fair use, pubic domain, copyright, creative commons, and trademark. Describes how they are used in the media industry.				
Principles of Design				
Creates and improves digital designs by applying the appropriate design and layout principles, to include; form, line, pattern, proportion, balance, alignment, proximity, variety, emphasis, symmetry, continuity, repetition, contrast, texture, and the Rule of Thirds.				
Publishing Software				
Produces a variety of design layouts (e.g., flyers, postcards, brochures, business cards, and letterhead) using industry software. (Microsoft Publisher, Adobe InDesign, Swift Publisher, Affinity Publisher, Scribus, and LucidPress).				

	9th	10th	11th	12th
Digital Photography				
Demonstrates the operations of a digital camera and accessories including set up and take down a tripod, auto focus, manual focus, macro focus, and exposure meter.				
Website Development				
Creates a website using design principles, design software and/or a programming language.				
Video and Audio Production and Postproduction				
Produces a completed video production with properly exposed video, audio editing, and graphics.				
2D and 3D Animation				
Create and manipulate 2D and 3D animations using the principles of animation to include squash and stretch, anticipation, staging, straight ahead and pose to pose, follow through and overlapping action, slow in and slow out, arcs, secondary action, timing, exaggeration, solid drawing, and appeal.				
Video Game Design				
Creates and manipulates a 2D video game using the fundamental building blocks of game play, including player goals, player actions, rewards, and challenges.				
Career Development Portfolio				
Creates a career development portfolio using appropriate writing skills to create cover letter, resumes, samples of work, and career plan to be used in the job seeking process.				

Industry Certifications / Credential / Endorsement	yes	no

Articulated College Credit or Advanced Standing	credits
Total	