

Communication (Grades 9-12)

Communication

A Communication AVC

- 1 Identify, analyze and synthesize historical, social, economic, environmental, and government regulations impact on Communications technology from multiple authoritative sources. **AVC.01**
 - a List and explain historical innovations in the evolution of communications systems. **AVC.01.01**
 - b Gather relevant information from multiple authoritative print, digital resources, using advanced researches, to Predict the social, economic and environmental impacts of existing and evolving communication technologies. **AVC.01.02**
 - c Identify key factors that have impacted the evolution of the communications technologies. **AVC.01.03**
 - d Explain how governmental regulations impact communications. **AVC.01.04**
- 2 Define and utilize communications technology systems domain specific words and phrases. **AVC.02**
 - a Define and properly use common communication terminology. **AVC.02.01**
 - b Read, interpret and utilize media communication equipment instruction manuals, troubleshooting guides, and specification requirements. **AVC.02.02**

- 3 Demonstrate the use of appropriate communication equipment for the delivery of a message. [AVC.03](#)
 - a Select equipment required for specific types of audio productions. [AVC.03.01](#)
 - b Describe how an audio mixing console, quality-monitoring equipment, and basic recording equipment are utilized. [AVC.03.02](#)
 - c Demonstrate how to record and mix audio. [AVC.03.03](#)
 - d Distinguish between analog and digital audio formats. [AVC.03.04](#)
 - e Describe the difference in data signals and equipment for analog and digital technology. [AVC.03.05](#)
 - f Demonstrate how audio is synchronized with other audio or video. [AVC.03.06](#)
 - g Identify the key elements required in production scripts. [AVC.03.07](#)
 - h Explain how various styles of music can create a specific emotional impact. [AVC.03.08](#)
 - i Apply writing skills to the development of a production script. [AVC.03.09](#)
 - j Identify types and placement and use of lighting fixtures for various lighting effects. [AVC.03.10](#)
 - k Demonstrate lighting techniques used for remote and studio productions. [AVC.03.11](#)
 - l Demonstrate operation of communication technology equipment. [AVC.03.12](#)
 - m Demonstrate how to maintain equipment. [AVC.03.13](#)
 - n Describe how to frame and maintain composition. [AVC.03.14](#)
 - o Identify types of software used in the development of media (IE: video files, game design files, and animations). [AVC.03.15](#)
 - p Demonstrate how to use software for developing a message. [AVC.03.16](#)
- 4 Edit media productions to demonstrate basic skills in operating various elements in a production system. [AVC.04](#)
 - a Define editing related to media productions. [AVC.04.01](#)
 - b Identify editing skills related to various delivery requirements, for various forms of distribution. [AVC.04.02](#)
 - c Describe the significance of digital technology production, and the required equipment related to editing. [AVC.04.03](#)
 - d Describe linear and nonlinear systems. [AVC.04.04](#)
 - e Demonstrate skills required for editing using these systems. [AVC.04.05](#)
 - f Edit programming utilizing various digital platforms. [AVC.04.06](#)

- 5 Analyze and apply laws affecting communication enterprises to maintain up-to-date compliance with key regulations influencing the industry. [AVC.05](#)
 - a Analyze the copyright laws in relation to seeking formal permission to use materials. [AVC.05.01](#)
 - b Identify steps for securing permission to use copyrighted materials. [AVC.05.02](#)
 - c Exhibit how credit is given for use of copyrighted materials. [AVC.05.03](#)
 - d Define what original content is and when credit does not need to be given. [AVC.05.04](#)
 - e Identify the benefits and restrictions of copyright laws. [AVC.05.05](#)
 - f Identify consequences if formal permission is not secured. [AVC.05.06](#)