Florida CTE

Digital Design 1 (2026)

Demonstrate knowledge of digital publishing concepts. The student will be able to: 10.0	1	**Define the terms commonly used in digital publishing.** 10.01
	2	**Identify the characteristics of paper (e.g., weight and point).** 10.02
	3	**Apply different types of color (e.g., RGB, CMYK, Pantone Color Matching System, and HEX).** 10.03
	4	**Identify software used in digital publishing.** 10.04
	5	**Differentiate between raster (bitmap) and vector graphic images.** 10.05
	6	**Compare and contrast image formats (e.g., BMP, EPS, GIF, JPEG, PDF, PNG, RAW, and TIF).** 10.06
Demonstrate knowledge of basic digital imaging. The student will be able to: 11.0	1	**Demonstrate proper use of scanners, digital cameras, and various input devices.** 11.01
	2	**Identify the attributes of line art, grayscale, duotone, spot color and the four-color process.** 11.02
Demonstrate proficiency in the safe and ethical use of the Internet to locate information. The student will be able to: 12.0	1	**Understand the principles of copyright.** 12.01
	2	**Identify and apply Copyright Fair Use guidelines.** 12.02
	3	**Demonstrate an understanding of safe and ethical Internet usage.** 12.03
	4	**Demonstrate an understanding of safeguarding work and protecting private client information.** 12.04
Identify project requirements, define project planning, and understand the design process. The student will be able to: 13.0	1	**Identify the purpose, audience, and the needs of the audience for the preparation of design projects.** 13.01
	2	**Research and describe the implications of audience, purpose/message, and time constraints relative to a design project.** 13.02
	3	**Determine and define project specifications, design criteria, and design constraints.** 13.03
		'roduce basic thumbnail sketches and rough designs. 13.04

Skip to main content

	5 Identify project management tasks and responsibilities. 13.05
Perform page layout and measurement activities. The student will be able to: 14.0	1 Determine the appropriate type of basic layout for a specified problem (e.g., audience and purpose). 14.01
	2 Identify distinct components in a layout (e.g., headlines, subheads, and body copy). 14.02
	3 Compare and contrast units of measurement (e.g., inches, centimeters, millimeters, points, picas, and pixels). 14.03
	4 Produce a variety of design layouts (e.g., flyers, postcards, brochures, business cards, and letterhead). 14.04
	5 Incorporate clip art, images, borders, and other special effects into a layout. 14.05
	6 Select the appropriate color format and resolution for a variety of purposes (e.g., web, print). 14.06
	7 Design a document using grids and formats. 14.07
Demonstrate an understanding of color and its role in digital design. The student will be able to: 15.0	1 Understand the color wheel and its uses. 15.01
	2 Describe the spectral colors in the visible light spectrum. 15.02
	3 Define and explain the terminology related to color (e.g., Chroma, lightness, saturation, hue, intensity, luminance/value, shade, and tint). 15.03
	4 Describe the difference between additive and subtractive color mixing. 15.04
	5 Compare and contrast RGB and CYMK color models as used in digital design. 15.05
	6 Demonstrate the application of color theory to design practices. 15.06
Identify basic typography terminology. The student will be able to: 16.0	1 Label and define the anatomy of typography (e.g., baseline, sans serif, loop, ascender, etc.). 16.01
	2 Define and describe the terminology related to character and line spacing (e.g., leading, kerning, tracking, baseline shift, and ligature). 16.02
Demonstrate an understanding of elements and principles of design. The student will be able to: 17.0	1 Identify the elements of design (line, shape, mass, color, texture, etc.). 17.01
	2 Identify the principles of design (variety, movement, emphasis, balance, space, etc.). 17.02
De un	Skip to main content :ompare and contrast various types of digital cameras. 18.01

photography. The student will be able to: 18.0	**2** Label and describe the anatomy of a digital camera. 18.02
	3 Demonstrate knowledge of ethics related to digital images/imaging; examine legal and content-related issues. 18.03
	4 Develop an understanding of metadata and the digital photography workflow. 18.04
Demonstrate skills in the use of raster software applications. The student will be able to: 19.0	**1** Demonstrate basic knowledge of the tools and techniques for using a raster-based software application. 19.01
	2 Demonstrate skill in importing, transforming and cropping images. 19.02
	3 Create and edit images/photographs using digital imaging software (e.g., layers, image editing, adjustments, filters, and selections). 19.03
	4 Demonstrate skill in raster image manipulation, color correction, and special effects. 19.04
	5 Demonstrate an understanding of image resolution and compression factors such as transmission speed, color reduction, and delivery media parameters. 19.05
Demonstrate basic skills in the use of vector software applications. The student will be able to: 20.0	**1** Demonstrate basic knowledge of the tools and techniques for using vector software applications. 20.01
	2 Create and edit various illustrations using vector software (e.g., line art, drawing basics, transforming/applying effects to objects, painting, type and type effects, and layers). 20.02
Demonstrate basic technical skills using a desktop publishing application. The student will be able to: 21.0	**1** Determine the activities and implications of content preparation and proofreading. 21.01
	2 Incorporate scanned and digital photographs into documents comprising a specified design (e.g., poster, brochure, card, and advertisement). 21.02
	3 Proofread manually and digitally. 21.03
	4 Produce documents integrating the Elements and Principles of Art and Design. 21.04
Develop an awareness of the emerging technologies associated with digital design. The student will be able to: [illegible]	**1** Compare and contrast emerging technologies relative to their role in digital design (e.g., wireless, cloud-based, mobile, portable devices, and kiosks). 22.01
	2 Describe social media as a form of digital design. 22.02
	3 Describe the emergent and evolving nature of software applications used in interactive design. 22.03

Skip to main content

	4 **Explain how the use of advanced image sensing devices have altered the manner in which communication takes place, especially those utilizing Quick Response (QR) Codes and other forms of two-dimensional bar coding techniques.** 22.04
Demonstrate an understanding of career opportunities and requirements in the field of digital design. The student will be able to: 23.0	1 **Discuss individual interests related to a career in digital design.** 23.01
	2 **Identify the skills required of a digital designer.** 23.02
	3 **Explore career opportunities in the field of digital design.** 23.03
	4 **Explore secondary and post-secondary educational opportunities related to digital design.** 23.04
	5 **Identify job search platforms.** 23.05