Florida CTE

Digital Design 2 (2026)

Perform critical thinking activities. The student will be able to: 24.0	1 **Research a digital design problem and determine the most appropriate problem-solving method to enhance the functional, economic, and ethical viability of a project.** 24.01
	2 **Use critical thinking skills to evaluate information and select relevant material.** 24.02
Demonstrate the ability to set project requirements, engage in project planning, and utilize the design process. The student will be able to: 25.0	1 **Demonstrate knowledge of project management tasks and responsibilities.** 25.01
	2 **Conduct a brainstorming exercise (e.g., concept mapping and graphic organizers).** 25.02
	3 **Convert thumbnail sketches and rough designs into final designs.** 25.03
	4 **Produce final designs and make decisions based on project specifications.** 25.04
	5 **Explain the relationship between design criteria and design constraints.** 25.05
	6 **Determine whether a digital design problem should be addressed or resolved.** 25.06
Demonstrate a basic understanding of typography. The student will be able to: 26.0	1 **Demonstrate basic use of typography in digital design projects.** 26.01
	2 **Identify the characteristics and psychology of type, type families, type series, and type styles.** 26.02
	3 **Describe the principles of typographic design as they relate to digital design.** 26.03
	4 **Understand the installation and application of fonts.** 26.04
Demonstrate basic skills in digital photography. The student will be able to: 27.0	1 **Demonstrate the operation of a digital camera (typical features/modes).** 27.01
	2 **Apply effective design principles in digital photography compositions (e.g., rule of thirds).** 27.02
Demonstrate skills in the us ap	1 **Demonstrate skill in vector image manipulation, color correction, and special ffects.** 28.01
	emonstrate ability to convert vector files to raster files. 28.02

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student will be able to: 28.0	
Demonstrate an intermediate understanding in digital publishing operations. The student will be able to: 29.0	1 **Produce a variety of color designs using different color techniques; include process color and spot color.** 29.01 2 **Prepare output files using prepress operations (e.g., color separation, font management, and file management).** 29.02 3 **Read work orders and prepare electronic files that meet all specifications.** 29.03 4 **Understand how to prepare interactive components (hyperlinks, buttons, etc.).** 29.04
Demonstrate skills in promotional design and application. The student will be able to: 30.0	1 **Identify the types of promotional designs used in various industries.** 30.01 2 **Write a promotional message that appeals to a specified target market.** 30.02 3 **Use design principles to prepare promotional messages (e.g., slogans and taglines).** 30.03 4 **Produce designs for the appropriate advertising medium.** 30.04 5 **Use advertising guidelines to design appropriate sample ads (print, television, and the Internet, etc.)** 30.05
Demonstrate proficiency in digital imaging. The student will be able to: 31.0	1 **Demonstrate understanding of and proficiency in the use of formats and modes.** 31.01 2 **Demonstrate proficiency with image editing software.** 31.02 3 **Complete projects using appropriate resolution and screen values (e.g., DPI, LPI, and PPI).** 31.03 4 **Retouch digital photographs utilize tones, hues, values, etc.** 31.04 5 **Demonstrate proficiency in digital image manipulation (e.g., compositing, destructive vs. non-destructive editing, masks, and color-correction).** 31.05
Demonstrate understanding in the creation of digital design solutions involving motion or special effects. The student will be able to: 32.0	1 **Demonstrate an understanding of kinetic typography.** 32.01 2 **Design a communication solution that employs animation or motion (e.g., graphics, text, and video) to achieve or enhance the intended message.** 32.02 3 **Describe the design constraints associated with devices (e.g., tablet, kiosk, and smartphone) used to deliver digital design products.** 32.03
De understanding of the	**iscuss trends in digital and printed mediums.** 33.01

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use of emerging technologies in digital design industries. The student will be able to: 33.0	**2** Explain the various technologies associated with digital design, advertising, and associated industries. 33.02
	3 Understand what responsive design is and how it affects digital design. 33.03
	4 Compare and contrast printing processes. 33.04
Demonstrate an ability to translate data into a well-designed project. The student will be able to: 34.0	**1** Demonstrate comprehension of consumer data through selecting and designing appropriate visual tools. 34.01
	2 Demonstrate the ability to visualize data through a planning process that will help communicate the information clearly, visually, and engagingly. 34.02
	3 Select and design appropriate visual tools to represent data accurately. 34.03
	4 Design a presentation that communicates the data's message effectively and without distraction. 34.04