Florida CTE

Digital Design 3 (2025)

Identify relevant career/college opportunities and produce required documents. The student will be able to: 41.0	1 **Reinforce competence in job interview skills and techniques.** 41.01 2 **Create a professional résumé and letter of introduction.** 41.02 3 **Procure letters of recommendation; list awards, certifications and recognition received.** 41.03
Demonstrate the ability to independently set, design and evaluate project requirements, project planning, model project planning and utilize the design process. The student will be able to: 42.0	1 **Demonstrate knowledge of project management tasks and responsibilities.** 42.01 2 **Evaluate solutions to ensure the sustainability and effectiveness of a digital design product (e.g., visual appeal, audience, media, and market research).** 42.02 3 **Practice basic usability, readability, and accessibility standards.** 42.03 4 **Recommend final design based on the relationship between design criteria and design constraints.** 42.04 5 **Utilize a variety of approaches to solve digital design problems.** 42.05
Demonstrate understanding in creating a simple webpage. The student will be able to: 43.0	1 **Convert publications for viewing on the Internet.** 43.01 2 **Optimize images and files for the web.** 43.02 3 **Create a simple webpage and use hyperlinks.** 43.03 4 **Develop awareness of acceptable website design.** 43.04 5 **Demonstrate an understanding of WYSIWYG editors.** 43.05
Demonstrate an advanced understanding in digital publishing operations. The student will be able to: 44.0	1 **Produce multiple projects using a variety of software programs.** 44.01 2 **Demonstrate the ability to prepare output files.** 44.02 3 **Demonstrate proficiency in the use of a raster-based illustration program.** 44.03 4 **Demonstrate proficiency in the use of a vector-based illustration program.** 44.04
Demonstrate the ability to pr	1 **Create and incorporate multimedia files; add audio, links, images/photos, and video.** 45.01

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student will be able to: 45.0	**2** the ability to create a multimedia PDF. 45.02
	3 Demonstrate proficiency in the use of 2D and 3D animation effects. 45.03
	4 Create links in webpages, PDF files, and other documents. 45.04
	5 Optimize images for Internet publication. 45.05
	6 Incorporate multimedia elements into digitally delivered documents/products. 45.06
	7 Generate presentation following accessibility guidelines. 45.07
	8 Generate presentations with embedded content. 45.08
Demonstrate advanced knowledge and skills relative to the design process. The student will be able to: 46.0	**1** Demonstrate the ability to represent a concept. 46.01
	2 Determine the most effective software applications for the digital design problem. 46.02
	3 Use communication, analysis, and design skills to define project specifications that meet the client's needs/desires; include purpose, mood, and audience. 46.03
	4 Demonstrate increased proficiency in the use of tools and techniques in desktop/digital publishing software applications (e.g., layout, text, graphics, color and transparency, and output). 46.04
	5 Define, design, and complete digital design projects; account for time and resources. 46.05
	6 Create a project plan to account for the time and resources to complete the project. 46.06
	7 Facilitate project completion based on a documented plan related to the design process. 46.07
Demonstrate proficiency in digital photography. The student will be able to: 47.0	**1** Demonstrate proficiency in adjusting the hardware features (e.g., manual settings, shutter speed, and f-stops) of a basic digital single-lens reflex camera (DSLR or digital SLR). 47.01
	2 Demonstrate knowledge of editing processes on smartphone devices; recognize the availability of apps related to photograph editing. 47.02
	3 Demonstrate understanding of white balance and ISO. 47.03
	4 Understand the role of lighting in photographic composition; develop an awareness of and use the three-point lighting concept. 47.04

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	5 Use imaging techniques (e.g., High Dynamic Range, panoramic, long exposure, stop motion, and time lapse) to achieve different artistic effects. 47.05
	6 Demonstrate the use of various photography techniques (e.g., black and white photography, macro photography). 47.06
	7 Demonstrate knowledge of photography by creating a variety of photos that include appropriate composition, framing, and point-of- view (POV). 47.07
Plan, organize, and carry out collaborative digital design projects. The student will be able to: 48.0	1 Apply the design process to determine the scope of a project. 48.01
	2 Identify the resources required for the project. 48.02
	3 Organize a team and assign specific tasks according to individual strengths. 48.03
	4 Develop a project plan (conduct research, design, development, and evaluation activities) for the project. 48.04
	5 Determine project priorities and the timeline for completion. 48.05
	6 Carry out the project plan to successful completion. 48.06
	7 Create a presentation to articulate the problem, the solution, the selected process, conclusions, and lessons learned (self-reflection). 48.07
Demonstrate proficiency in the creation of a digital design product using mobile communication devices. The student will be able to: 49.0	1 Design and create digital design products suitable for delivery via multiple media options (e.g., smartphones, tablets, and laptops). 49.01
	2 Examine the design implications of products intended for delivery via mobile devices. 49.02
	3 Compare and contrast the security and privacy issues associated with different delivery media, particularly in regard to social media. 49.03
	4 Reinforce the implications of copyright and compare various licensing practices. 49.04
Create a portfolio (print and/or digital). The student will be able to: 50.0	1 Assess personal interests and create an individual career plan that reflects the transition from school to work, lifelong learning, and personal and professional goals. 50.01
	2 Prepare a traditional (hard copy) portfolio. 50.02
	3 Prepare a digital portfolio. 50.03
	4 Identify opportunities to present the portfolio to an audience. 50.04
	5 Refine and implement a plan to facilitate personal growth and skill development related to career opportunities in digital design. 50.05

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6 Incorporate a résumé and letter of interest in portfolio 50.06