Florida CTE

Digital Design 4 (2026)

Demonstrate mastery in digital publishing operations. The student will be able to: 46.0	1 **Establish workflows using advanced features in desktop publishing software.** 46.01 2 **Create documents using advanced features in desktop publishing software.** 46.02
Demonstrate understanding of the importance of safeguarding client data and protecting all work products. The student will be able to: 47.0	1 **Compare and contrast the difference between "Private" vs. "Public" client data.** 47.01 2 **Demonstrate understanding of the importance of using strong passwords and security settings to control who can access sensitive information.** 47.02 3 **Demonstrate understanding of the need to protect all work products.** 47.03
Demonstrate proficiency in typography. The student will be able to: 48.0	1 **Demonstrate proficiency in incorporating typographic techniques into a communication design.** 48.01 2 **Evaluate and review the use of typography in collaborative projects.** 48.02
Demonstrate proficiency in digital photography. The student will be able to: 49.0	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).** 49.01 2 **Use imaging techniques (e.g., High Dynamic Range, panoramic, long exposure, stop motion, and time lapse) to achieve different artistic effects.** 49.02 3 **Demonstrate the use of various photography techniques (e.g., black and white photography, macro photography).** 49.03 4 **Demonstrate knowledge of photography by creating a variety of photos that include appropriate composition, framing, and point-of-view (POV).** 49.04
Demonstrate the ability to independently set and evaluate project requirements, engage in collaborative project planning, and employ the st to:	1 **Evaluate solutions to ensure the sustainability and effectiveness of a digital design product (e.g., visual appeal, audience, media, and market research).** 50.01 2 **Use communication, analysis, and design skills to define project specifications that meet the client's needs/desires; include purpose, mood, and audience.** 50.02

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	3 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). 50.03
	4 Create a project plan and define, design, and complete digital design projects; account for time and resources. 50.04
	5 Facilitate project completion based on the document plan related to the design process. 50.05
Demonstrate the ability to use design to solve customer/user problems. The student will be able to: 51.0	1 Clearly identify the problem and the user. 51.01
	2 Develop strategies that could potentially solve the design issue using design principles to make the solution intuitive. 51.02
	3 Demonstrate an ability to work through the testing process and get feedback to improve their design. 51.03
	4 Demonstrate an ability to refine their design based on their feedback and present or document how the final design addressed the problem. 51.04
Demonstrate proficiency in website design. The student will be able to: 52.0	1 Compare and contrast various specialized web design programs. 52.01
	2 Demonstrate proficiency using modern coding trends (such as AJAX, HTML5, WYSIWYG editor, CCS, etc.). 52.02
	3 Understand how to prepare interactive components (hyperlinks, buttons, etc.). 52.03
Compare and contrast various digital media delivery systems. The student will be able to: 53.0	1 Explain the benefits and constraints of fixed versus streaming digital media. 53.01
	2 Describe the variations in design considerations between the mass display and on-demand display of digital media. 53.02
	3 Discuss the variations in design considerations related to digital signage. 53.03
	4 Describe the design implications of digital images and/or graphics based on projected, mobile and Wi-Fi delivery media. 53.04
Demonstrate advanced project design capabilities associated with digital publishing. The student will be able to: 54.0	1 Demonstrate advanced capabilities in the use of tools and techniques in digital publishing software applications (e.g., layout of a document, text, graphics, color/transparency, and output). 54.01
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student will be able to: 55.0

2 **Present an updated portfolio to an audience.** 55.02