Kentucky CTE

Computer Science: Design for the Internet 110213 (2026–2027)

Identify the principles of communication through the visual medium using text, still imagery and video technology. 1	1 Identify the principles of communication through the visual medium using text, still imagery and video technology. 1
Explain copyright laws affecting digital graphics, including images and image use. 2	2 Explain copyright laws affecting digital graphics, including images and image use. 2
Identify the purpose of an audience, storyboarding, and audience needs for preparing images. 3	3 Identify the purpose of an audience, storyboarding, and audience needs for preparing images. 3
Explain the design process for various forms of digital media. 4	4 Explain the design process for various forms of digital media. 4
Identify considerations of designing for a specific audience, including paid customers. 5	5 Identify considerations of designing for a specific audience, including paid customers. 5
Analyze and evaluate digital media content for audience, purpose and design techniques. 6	6 Analyze and evaluate digital media content for audience, purpose and design techniques. 6
Ide us	dentify trends in the use and creation of digitally generated media. 7

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digitally generated media. 7

Explain the key elements of drawing and painting. 8

8 Explain the key elements of drawing and painting. 8

Explain image resolution, image size, and image file format for the web, video, and print. 9

9 Explain image resolution, image size, and image file format for the web, video, and print. 9

Demonstrate effective message composition and design using industry-standard design elements and principles. 10

10 Demonstrate effective message composition and design using industry-standard design elements and principles. 10

Explain the principles of image composition. 11

11 Explain the principles of image composition. 11

Explain digital typography. 12

12 Explain digital typography. 12

Differentiate between typeface and font. 13

13 Differentiate between typeface and font. 13

Demonstrate digital camera and scanner operation. 14

14 Demonstrate digital camera and scanner operation. 14

Define digital image terminology. 15

15 Define digital image terminology. 15

Explain image and editing layers. 16

16 Explain image and editing layers. 16

Demonstrate importing, exporting, organizing, and saving digital graphic files. 17

17 Demonstrate importing, exporting, organizing, and saving digital graphic files. 17

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Manipulate image selections and measurements. 18

measurements. 18

Use digital graphic editing software guides and rulers. 19	19 Use digital graphic editing software guides and rulers. 19
Transform digital images using editing applications. 20	20 Transform digital images using editing applications. 20
Adjust or correct the tonal range, color, or distortions of an image using editing applications. 21	21 Adjust or correct the tonal range, color, or distortions of an image using editing applications. 21
Explain retouching and blending images. 22	22 Explain retouching and blending images. 22
Explain and apply digital image editing filters. 23	23 Explain and apply digital image editing filters. 23
Prepare images for web, print, and video. 24	24 Prepare images for web, print, and video. 24
Identify career and entrepreneurial opportunities in digital graphics technology. 25	25 Identify career and entrepreneurial opportunities in digital graphics technology. 25