Kentucky CTE

Media Arts: Moving Image Animation 480903 (2026–2027)

Apply multimedia project development decisions based on your analysis and interpretation of design specifications. 1	1 Apply multimedia project development decisions based on your analysis and interpretation of design specifications. 1
Design and implement flowcharts, storyboards, wireframes, and design comps to create media elements and a project map that maintains the planned multimedia project hierarchy. 2	2 Design and implement flowcharts, storyboards, wireframes, and design comps to create media elements and a project map that maintains the planned multimedia project hierarchy. 2
Organize and compose ideas intended for internal and external business correspondence to convey or obtain information in a cohesive, meaningful order effectively. 3	3 Organize and compose ideas intended for internal and external business correspondence to convey or obtain information in a cohesive, meaningful order effectively. 3
Use applicable terminology, layout, and design principles to create animations and moving images. 4	4 Use applicable terminology, layout, and design principles to create animations and moving images. 4
Utilize critical thinking an de	5 Utilize critical thinking and planning skills to determine the best options and utcomes. 5

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options and outcomes. 5	
Implement processes for the development and coordination of digitally based art and design strategies such as storyboarding, concept mapping, and the use of scenarios and personas. 6	6 Implement processes for the development and coordination of digitally based art and design strategies such as storyboarding, concept mapping, and the use of scenarios and personas. 6
Revise and refine projects based on peer evaluation processes for effective connections within individual components of the work. 7	7 Revise and refine projects based on peer evaluation processes for effective connections within individual components of the work. 7
Demonstrates effective time and self-management strategies and practices for completing individual components of the work. 8	8 Demonstrates effective time and self-management strategies and practices for completing individual components of the work. 8
Describe and apply the collaboration and roles in a design team environment. 9	9 Describe and apply the collaboration and roles in a design team environment. 9
Utilize appropriate design principles and software used for interactive media. 10	10 Utilize appropriate design principles and software used for interactive media. 10
Apply principles of media critique to media arts and design projects. 11	11 Apply principles of media critique to media arts and design projects. 11
Apply the visual, spatial, so int ter	12 Apply the visual, spatial, sound, motion, interactive, and temporal elements/features, concepts and principles of digital technology to the creation and application of digital media-based work. 12

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elements/features, concepts and principles of digital technology to the creation and application of digital media-based work. 12	
Plan a media project using industry-standard visual elements and principles of visual organization. 13	**13 Plan a media project using industry-standard visual elements and principles of visual organization.** 13
Demonstrate and utilize appropriate mathematical concepts and principles related to moving image animation. 14	**14 Demonstrate and utilize appropriate mathematical concepts and principles related to moving image animation.** 14
Create short animated sequences to communicate with a specific purpose. 15	**15 Create short animated sequences to communicate with a specific purpose.** 15

Standard