



ARTS, A/V TECHNOLOGY & COMMUNICATION

A GUIDE TO PURSUING YOUR CAREER PATH

GRAPHIC COMMUNICATIONS >>>

Programs in printing technologies prepare people to produce printed materials such as books, magazines, brochures, and educational materials. Students learn to lay out pages, make plates, and operate printing presses. They learn to set up, maintain, and repair equipment. They also learn to work with sometimes very complex publishing software to edit digital images.

Students will take courses in print-related operations, including lithography, offset printing, and flexography. They will learn to lay out the components of a page such as text columns, graphics, and headers. With a background in this field, you may open doors for yourself to related careers in desktop publishing, graphic arts, technical writing, and web publishing. Jobs related directly to this pathway are page layout workers, prepress operators, and printing press operators.

HIGH SCHOOL PATHWAY CLASSES >>>



INTRODUCTION TO GRAPHICS & DESIGN introduces students to graphic communications; includes an introduction to a graphic arts career field, digital file preparation, press operations, measurement, safety & first aid, and math for printing.



GRAPHIC DESIGN & PRODUCTION focuses on the procedures commonly used in the graphic communication and design industries. Experience in creative problem solving and the practical implementation of solutions across multiple areas of graphic communications will be gained.



ADVANCED GRAPHIC OUTPUT PROCESSES teaches students to manage the output and completion process as a whole including customer relations management, printing, finishing, and binding.

CAPSTONE: WBL INTERNSHIP >>>

WBL (WORK-BASED LEARNING) connects skilled, knowledgeable and driven students to local businesses every year. Students who participate in the Arts ,A/V Technology & Communication program and have been selected to participate in WBL will leave school early to work with our fantastic business partners. Benefits to students include a chance to put skills learned in the classroom to use in an authentic setting, getting a competitive advantage on their career and networking with industry leading professionals all while still in high school. www.hallcowbl.org



CAREER TECH STUDENT ORGANIZATIONS >>>

SKILLSUSA is a partnership of students, teachers and industry working together to ensure America has a skilled workforce. We help each student excel.

SkillsUSA's mission is to empower its members to become world-class workers, leaders and responsible American citizens. We improve the quality of our nation's future skilled workforce through the development of SkillsUSA Framework skills that include personal, workplace and technical skills grounded in academics. Our vision is to produce the most highly skilled workforce in the world, providing every member the opportunity for career success.



POTENTIAL CAREERS >>>

- Graphic Designers
- Desktop Publishers
- Prepress Technicians & Workers
- Print Binding & Finishing Workers
- Printing Press Operators
- Proofreaders & Copy Markers
- Commercial & Industrial Designers
- Equipment Repairers

GRAPHIC COMMUNICATIONS

CAREER PATHWAY - PLAN OF STUDY



GRADUATION REQUIREMENTS >>>

ENGLISH/LANGUAGE ARTS

4 Units *Must Include:*

9th Grade Literature & American Literature

SOCIAL STUDIES

3 Units *Must Include:*

World History, US History, Government & Economics

MATHEMATICS

4 Units *Must Include:*

GSE Algebra I, GSE Geometry & GSE Algebra II

+

one additional GSE/AP/IB/DE Math course

OR

GSE Accelerated Algebra I/Analytic Geometry A,

GSE Accelerated Geometry B/Algebra II, GSE Precalculus

+

one additional GSE/AP/IB/DE Math course

SCIENCE

4 Units *Must Include:*

Physical Science or Physics; Biology;

Chemistry, Earth Systems, Environmental Science or AP/IB course

+

one additional Science course

HEALTH & PERSONAL FITNESS

1 Unit *Must Include:*

1/2 unit of each

CAREER, TECHNICAL & AGRICULTURE EDUCATION (CTAE)

3 Units *Must include:*

Introduction to Graphics & Design, Graphic Design & Production,

Advanced Graphic Output Processes

ELECTIVES

4 Units

*Students planning to attend most post-secondary institutions must take 2 units of the same modern language.

TOTAL UNITS REQUIRED

23 Units

PERSONAL APTITUDES >>>

ACTIVITIES THAT DESCRIBE WHAT I LIKE TO DO:

- Use my imagination to communicate new info to others.
- Perform in front of others.
- Read and write.
- Play a musical instrument.
- Use video & recording technology.
- Create brochures & posters.



PERSONAL QUALITIES THAT DESCRIBE ME:

- Creative & imaginative
- Good communicator
- Determined
- Curious about new technology
- Relate well to feelings & thoughts of others

WANT MORE INFORMATION ON YOU?

YouScience is the science of YOU – how your mind is wired, what makes you tick, the skills and knowledge that set you apart. You have talent and there's a path that's right for you – we can help you find it.



Login to Infinite Campus and locate the SLDS Portal link on the left. Once logged in, click on "My Career Plan" then choose "Go to YouScience".

WHAT YOU LEARN IN SCHOOL MATTERS

You're learning skills and knowledge that can make you a qualified candidate for in-demand careers. Industry-recognized certifications, available to all pathway students, are great signals to employers that you have the skills they're looking for. Certifications help validate what you know, so other people know, that you know it.

QUESTIONS?

Contact your CTAE teacher, WBL Coordinator or School Counselor

PATHWAY TO FUTURE CAREER OPTIONS >>>

HIGH SCHOOL

Pathway Courses

Introduction to Graphics & Design
Graphic Design & Production
Advanced Graphic Output Processes

Capstone

WBL Internship
Dual Enrollment

POST-SECONDARY

Technical College

Certificate
Diploma Program
Degree Program

4 Year College/University

Bachelor Degree
Masters Degree
Graduate Studies