Illinois Career Programs in Arts, Audio/Video Technology, and Communications

CAREER CONNECTED ILLINOIS
Opportunities for Success

These career programs are focused on designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services. All career and technical education programs provide students opportunities for practical application of academic concepts. The Strengthening Career and Technical Education for the 21st Century Act (Perkins V) emphasizes student achievement in science, English language arts, and mathematics. To assist local education agencies in selecting courses best suited for this purpose, specific CTE courses with emphasis on these subjects have been highlighted below. Courses best suited for science applications are shown in yellow, mathematics are shown in blue, and English language arts are shown in orange. Local boards of education may allow CTE courses to be substituted for graduation requirements. Refer to 105 Illinois Compiled Statutes 5/27-22 and 105 ILCS 5/27-22.05 for more information.

Science Applications	Math Applications	ELA Applications

CAREER CLUSTER	Arts, Audio/Video Technology and Communications	Arts, Audio/Video Technology and Communications	Arts, Audio/Video Technology and Communications
CIP	10.0301	10.0202	50.0406
TEACHER LICENSURE ENDORSEMENT	PEL with TEED (Technology Education) ELS with GRCM (Graphic Communications)	PEL with TEED (Technology Education) ELS with AVBT (Audio and Video Broadcasting)	PEL with TEED (Technology Education) ELS with PHTG (Photography)
PATHWAY	Graphic Communications	Radio and Television Broadcasting Technology/Technician	Commercial Photography
GROUP 1: ORIENTATION COURSES (Minimum Selection: One course from Group 1 or 2)			
ORIENTATION COURSES	**Career Exploration** 22151A001	**Career Exploration** 22151A001	**Career Exploration** 22151A001
	Introduction to Communication 11001A001	**Introduction to Communication** 11001A001	**Introduction to Communication** 11001A001
	Digital Media Technology 11151A001	**Digital Media Technology** 11151A001	**Digital Media Technology** 11151A001
	Introduction to Technology and Engineering 21052A002	**Introduction to Technology and Engineering** 21052A002	**Introduction to Technology and Engineering** 21052A002
	Production Technology 13052A001	**Production Technology** 13052A001	**Production Technology** 13052A001
	Communication Technology 11002A001	**Communication Technology** 11002A001	**Communication Technology** 11002A001
	Energy Utilization Technology 20101A001	**Energy Utilization Technology** 20101A001	**Energy Utilization Technology** 20101A001
GROUP 2: INTRODUCTORY COURSES			
INTRODUCTORY COURSES	**Foundations of Technology** 21052A001	**Foundations of Technology** 21052A001	**Foundations of Technology** 21052A001
	Computer and Information Technology 10003A001	**Computer and Information Technology** 10003A001	**Computer and Information Technology** 10003A001
	Computer Concepts and Software Applications 10004A001	**Computer Concepts and Software Applications** 10004A001	**Computer Concepts and Software Applications** 10004A001
	Beginning Graphic Communication 11154A003	**Beginning Audio/Visual Production** 11051A003	**Beginning Photography** 11052A003
	Beginning Digital Graphics 10202A002		**Photo Imaging** 11054A001
	Desktop Publishing 11152A001		
	Digital Media Design and Production 11153A001		

CAREER PROGRAMS IN ARTS, AUDIO/VIDEO TECHNOLOGY AND COMMUNICATIONS (2023-2024)

PATHWAY	Graphic Communications	Radio and Television Broadcasting Technology/Technician	Commercial Photography
CIP	10.0301	10.0202	50.0406
	GROUP 3: SKILLS COURSE (Minimum Selection 1)		
SKILLS COURSE	**Graphic Communications I** 11154A001	**Audio/Video Production I** 11051A001	**Commercial Photography I** 11052A001
	Commercial & Advertising Art I 11155A001	**Radio Production** 11107A001	**Photography and Printing Technology** 11156A001
	Digital Graphics 10202A001	**Broadcasting Technology** 11103A001	
	GROUP 4: ADVANCED COURSES		
ADVANCED COURSES	**Graphic Communications II** 11154A002	**Audio/Video Production II** 11051A002	**Commercial Photography II** 11052A002
	Commercial & Advertising Art II 11155A002	**Social Media** 11004A001	**Photographic Laboratory and Darkroom** 11053A001
	Social Media 11004A001	**Drone Operation and Maintenance** 20099A001	
	Computer Gaming and Design 10205A001		
	Mobile Applications 10206A001		
	Interactive Design 05252A001		
	Interactive Media 10203A001		
	Emerging Technologies 21053A001		
	GROUP 5: WORKPLACE EXPERIENCE COURSES		
WORKPLACE EXPERIENCE	**Arts, Audio/Video Technology & Communications Workplace Experience** 11998A002		
	Graphic Communications Workplace Experience 11048A001	**Broadcast Technology Workplace Experience** 11998A001	**Commercial Photography Workplace Experience** 11098A001

A quality CTE program delivers all required elements of Illinois' definition of Size, Scope, Quality. CTE program elements include: a sequence of courses, each educational entity offering approved courses provides assurance that the course content includes at a minimum the State course description, meets the State's minimum requirements for course offerings by program, curriculum aligned to state recognized learning standards & industry standards, career pathway guidance, resources to support program/course delivery (licensed & qualified staff, appropriate facilities, adequate equipment, instructional materials, work-based learning experiences, special populations support services, an active affiliated CTSO chapter), articulation/dual credit agreements, documentation of state agency certification or licensing requirements for occupations regulated by law or licensure, & content which prepare students for reflective of current labor & opportunity for workplace experience or a structured capstone course. Orientation courses are suggested to be taught at the prior-to-secondary or 9th grade levels. Introductory level courses are suggested to be taught at the 9th-11th grade level. Skill level courses are suggested to be taught at the 10th – 12th grade levels. Workplace Experiences Courses are suggested to be taught at the 12th grade level.

Group	State Course Code	State Course Title	State Course Description
Group 1	22151A001	Career Exploration	Career Exploration courses help students identify and evaluate personal goals, priorities, aptitudes, and interests with the goal of helping them make informed decisions about their careers. These courses expose students to various sources of information on career and training options and may also assist them in developing job search and employability skills.
Group 1	21052A002	Introduction to Technology and Engineering (Industrial)	Introduction to Technology & Engineering is comprised of the following areas: Production, Transportation, Communication, Energy Utilization and Engineering Design but is not limited to these areas only. This course will cover the resources, technical processes, industrial applications, material sciences, technological impact and occupations encompassed by that system.
Group 1	11001A001	Introduction to Communication	Introduction to Communication courses enable students to understand and critically evaluate the role of media in society. Course content typically includes investigation of visual images, printed material, and audio segments as tools of information, entertainment, and communication to influence opinion; improvement of presentation and evaluative skills in relation to mass media; recognition of various techniques for delivery of a particular message; and, in some cases, creation of a media product. The course may concentrate on a particular medium.
Group 1	11151A001	Digital Media Technology	These courses are designed to give students the skills necessary to support and enhance their learning about digital medial technology. Topics covered in the course may include internet research, copyright laws, web-publishing, use of digital imagery, electronic forums, newsgroups, mailing lists, presentation tools, and project planning.
Group 1	13052A001	Production Technology	Production Technology is a course designed to foster an awareness and understanding of manufacturing and construction technology. Through a variety of learning activities, students are exposed to many career opportunities in the production field. Experiences in manufacturing include product design, materials and processes, tools and equipment including computers, safety procedures, corporate structure, management, research and development, production planning, mass production, marketing, and servicing. In construction, students are exposed to site preparation, foundations, building structures, installing utilities, and finishing and servicing structures.
Group 1	11002A001	Communication Technology	Communication Technology is a course designed to foster an awareness and understanding of the technologies used to communicate in our modern society. Students gain experience in the areas of design and drafting, radio and television broadcasting, computers in communication, photography, graphic arts, and telecommunications.
Group 1	20101A001	Energy Utilization Technology	Energy Utilization Technology is a course designed to foster an awareness and understanding of how we use energy in our industrial technological society. Areas of study include conversion of energy, electrical fundamentals, solar energy resources, alternate energy resources such as wind, water, and geothermal; fossil fuels, nuclear power, energy conservation, and computer uses in energy technology. Students use laboratory experiences to become familiar with current energy technologies.
Group 2	21052A001	Foundations of Technology	The course employs teaching/learning strategies that enable students to build their own understanding of new ideas. It is designed to engage students in exploring and deepening their understanding of “big ideas” regarding technology and apply technological processes to solve real problems and develop knowledge and skills to design, modify, use and apply technology in the following areas: engineering design, manufacturing technologies, construction technologies, energy & power, information & communication technologies and emerging technologies.
Group 2	11154A003	Beginning Graphic Communication	Beginning Graphic Communication course will teach students to use artistic techniques to effectively communicate ideas via illustration and other forms of digital or printed media. Topics covered may include

			concept design, layout, paste -up and techniques such as engraving, etching, silkscreen, lithography, offset, drawing, collage and computer graphics.
Group 2	10202A002	Beginning Digital Graphics	Beginning Digital Graphics course provides students with the opportunity to explore the capability of the computer to produce visual imagery and to apply graphic techniques to various fields, such as advertising, TV /video, and architecture. Typical course topics include modeling, simulation, animation, and image retouching.
Group 2	11152A001	Desktop Publishing	Desktop Publishing courses integrate the knowledge and skills learning in word processing with the concepts, procedures and application of desktop publishing. Students learn to format, create and proofread brochures, programs, newsletters, web pages, presentations and manuscripts.
Group 2	11153A001	Digital Media Design and Production	Digital Media Design and Production courses teach students the fundamentals of graphic design and production and provide students with the opportunity to apply these principles to printed media, digital presentation media, and interactive media.
Group 2	10004A001	Computer Concepts and Software Applications	Computer Concepts and Software Applications is an orientation-level course designed to develop awareness and understanding of application software and equipment used by employees to perform tasks in business, marketing, and management. Students will apply problem-solving skills to hands-on, real-life situations using a variety of software applications, such as word processing, spreadsheets, database management, presentation software, and desktop publishing. Students will explore topics related to computer concepts, operating systems, telecommunications, and emerging technologies. The development of employability skills, as well as transition skills, will be included in the course as well as an understanding of the ethical considerations that arise in using information processing equipment and gaining access to available databases.
Group 2	10003A001	Computer and Information Technology	Computer and Information Technology courses teach students to operate and use computer and information technology, emphasizing their role as tools to communicate more effectively, conduct research more efficiently, and increase productivity. Course content includes the legal and ethical issues involved with computer technology and use.
Group 2	11051A003	Beginning Audio/Visual Production	Beginning Audio/Visual Production course provide students with the basic knowledge and skills necessary for television, video, film, and/or radio production. Camera operation, use of graphics and other visuals, lighting, audio techniques, editing, production principles, and career opportunities are typical topics covered within this course.
Group 2	11052A003	Beginning Photography	Beginning Photography course provides instruction in the use of conventional and digital cameras and laboratory film processing techniques. Topics covered in the course include composition and color dynamics; contact printing; enlarging; developing film and use of camera meters.
Group 2	11054A001	Photo Imaging	Photo Imaging courses provide students with the opportunity to effectively communicate ideas and information via digital, film, still and video photography. Topics covered typically include composition, layout, lighting and supplies. More advanced courses may include instruction in specialized camera and equipment maintenance, application to commercial and industrial need and photography business operations.
Group 3	11154A001	Graphic Communications I	Graphic Communications I provides learning experiences common to all graphic communications occupations. Instruction should include use of color, balance and proportion in design; three -dimensional visualization; sketching; design procedures; layout; selection of type styles; selection of appropriate drawing tools and media; and the use of the computer as a communication tool. Planned learning activities will allow students to become knowledgeable of fundamental principles and methods and to develop technical skills related to the graphic arts industry.
Group 3	11155A001	Commercial & Advertising Art I	This course is designed to provide students with the skills needed for a career in the fields of advertising, commercial art, graphic design, web site development, and graphic illustrator. Students learn to apply artistic design and layout principles along with text, graphics, drawing, rendering, sound, video, and 2D/3D animation

			integration to develop various print, video, and digital products. Students use hardware and software programs to create, manipulate, color, paint, and layer scanned images, computer graphics, and original artwork. Students use hardware and software to capture, edit, create, and compress audio and video clips. Students use animation and 2D/3D hardware and software to create animated text, graphics, and images. Students apply artistic techniques to design and create advertisements, displays, publications, technical illustrations, marketing brochures, logos, trademarks, packaging, video graphics, and computer-generated media.
Group 3	10202A001	Digital Graphics	Digital Graphics course provides students with the opportunity to use the computer to produce visual imagery and to apply graphic techniques to various fields, such as advertising, TV/video, and architecture. Course topics include modeling, simulation, animation, and image retouching.
Group 3	11051A001	Audio/Video Production I	This course is designed to provide students with the skills needed for a career in the technical aspects of radio and television broadcasting. Instruction includes camera operations, basic audio and video editing, sound and lighting techniques, and sound mixing. Students learn the operation and maintenance of video recording equipment, video /digital cameras, microphones, computers, lighting/grip equipment, and other production equipment used in the video and audio production of broadcast programs. Students also learn to use and maintain various types of audio recorders, amplifiers, transmitters, receivers, microphones, and sound mixers to record and broadcast radio programs.
Group 3	11107A001	Radio Production	Radio Production courses address practices related to the management and operation of a broadcasting station. Students are introduced to the radio industry, news reporting, and broadcast engineering. In these courses, students learn basic electricity and electronics, including all aspects of safety. Topics typically include operating audio boards, announcing, creating and producing audio scripts, and using digital audio software. Advanced courses may explore direct programming, on-air performance, and analysis of ratio markets.
Group 3	11103A001	Broadcasting Technology	Broadcasting Technology courses provide students with the knowledge and skills to produce television broadcast programs. Typically, students prepare and produce short programs, learning the technical aspects of the operation and how to evaluate programming and assess audience reaction and impact.
Group 3	11052A001	Commercial Photography I	This course provides students with experiences related to the photography field including conventional and digital cameras. Planned experiences give students a clear and concise introduction in the following areas: safety and proper housekeeping of the photo studio, photography of visual and communicative discipline, constructing a usable cardboard camera and develop printing, learning basic terms, understanding how film/paper work, proper exposure, working in the darkroom and knowing all necessary darkroom activities, safe use of photo chemicals, using dyes, and mounting and matting a completed photographic image. In addition, students are introduced to photographic terms, using light meters to measure natural and artificial lighting, using various lighting sources, manipulating basic backgrounds with different light sources, conducting shop operations, performing camera work, processing film and performing darkroom work on black and white and color film, printing photographic images, purchasing equipment and supplies, and the selection and use of cameras, film, lenses, accessories, tripods and filters
Group 3	11156A001	Photography and Printing Technology	Photography and Printing Technology courses expose students to the tools, materials and processes involved in mass production of photography and printing. Types of printing covered in the course may include intaglio, relief, planographic, screen processes printing, silk screening, serigraphy processes and thermograph. Additional topics may include the use of cameras, composition, imposition, presswork, and computer aided publishing.
Group 4	11154A002	Graphic Communications II	Graphic Communications II provides learning experiences related to the tools, materials, processes and practices utilized in the printing industry. Instruction is provided in industrial safety; stencil preparation and duplicating equipment operation; print screen preparation and printing; machine typesetting; ink and color preparation; assembly, binding, and trimming operations; layout, digital paste up and copy preparation. In addition, the

			course provides the student with learning experiences in the use of cameras and photographic equipment, development and processing of photographic negatives and prints, negative stripping and related platemaking procedures, photocomposition, photoengraving, lithography, and offset presswork. Use of the computer in graphic arts occupations should be emphasized.
Group 4	11155A002	Commercial & Advertising Art II	This course continues to build on the concepts and skills introduced in Commercial and Advertising Art I. In addition to expanding on the activities explored in Commercial and Advertising Art I, students work in a project - based environment to create a variety of interactive online and CD/DVD-based products such as web sites, catalogs, publications, marketing materials, presentations, and educational/training programs. Students create dynamic web pages and sites using HTML, HTML editors, and graphic editors. Students create graphic sketches, designs, and copy layouts for online content. Instruction includes how to determine size and arrangement of illustrative material and copy, select style and size of type, and arrange layout based upon available space. Students learn how to capture and edit images, sound, and video, and combine them with text and animation. Instruction includes client interviewing skills, product proposal development, and product presentation techniques. Students also learn how to create a product portfolio.
Group 4	11004A001	Social Media	Social Media courses expose students to various types of social media and how social media has influenced society. These courses emphasize the forms, functions, regulations, implications, and utilization of social media.
Group 4	10205A001	Computer Gaming and Design	Computer Gaming and Design courses prepare students to design computer games by studying design, animation, artistic concepts, digital imaging, coding, scripting, multimedia production, and game play strategies. Advanced course topics include, but are not limited to, level design, environment and 3D modeling, scene and set design, motion capture, and texture mapping.
Group 4	10206A001	Mobile Applications	Mobile Applications courses provide students with opportunities to create applications for mobile devices using a variety of commercial and open-source software. These courses typically address the installation and modification of these applications, as well as customer service skills to handle user issues.
Group 4	05252A001	Interactive Design	Interactive Design courses explore the creative, technical, and conceptual aspects of designing and producing interactive media arts experiences, products, and services, including reactive (sensory-based devices) and interactive technologies, 3D game mechanics, interface design, mobile device applications, social media-based and web multimedia, physical spaces, augmented reality, and/or virtual reality. Topics may include aesthetic meaning; artistic, design and technical methods and practices; story and audience engagement; analysis and media literacy; construction, development, processing, modeling, simulation, and programming of interactive experiences; their transmission, distribution, placement, and marketing; and contextual, cultural, and historical aspects and considerations.
Group 4	10203A001	Interactive Media	Interactive Media courses provide students with the knowledge and skills to create, design, and produce interactive digital media products and services. The courses may emphasize the development of digitally generated and/or computer-enhanced media. Course topics may include 3D animation, graphic media, web development, and virtual reality. Upon completion of these courses, students may be prepared for industry certification.
Group 4	21053A001	Emerging Technologies	Emerging Technologies courses emphasize students' exposure to and understanding of new and emerging technologies. The range of technological issues varies widely but typically include lasers, fiber optics, electronics, robotics, computer technologies (software engineering), Game Art and Design, CAD/CAM, communication modalities, and transportation technologies.
Group 4	11051A002	Audio/Video Production II	This course is for students who have completed Audio/Video Production I. In addition to expanding on the activities explored in the first course, students work in a team-based environment to create a variety of video and audio related broadcasts. Instruction includes single and multi-camera operations, linear and nonlinear video

			editing, production and post -production processes, animation graphics, sound mixing, multi-track production, audio editing, and special effects. Students learn how to use digital editing equipment and software to electronically cut and paste video and sound segments together, as well as how to regulate and monitor signal strength, volume, sound quality, brightness, and clarity of outgoing signals. This course also provides students with an understanding of the FCC and other governmental agencies regulations related to radio and television broadcasting.
Group 4	20099A001	Drone Operation and Maintenance	Drone Operation and Maintenance courses introduce students to the fundamentals of flying drones. Topics covered typically include FAA rules and regulations; types and capabilities of unmanned aircraft; drone piloting; aerial photography and videography; maintenance and preflight procedures; and aeronautical decision-making.
Group 4	11052A002	Commercial Photography II	This course provides learning experiences related to the tools, materials, processes, and practices utilized in the photography industry including conventional and digital cameras. Instruction includes arranging photography sessions, selecting and using cameras, film, lenses, and accessories, calculating and setting shutter speed, preparing darkroom equipment, mixing chemicals, processing film both black and white and color, printing photographic images such as enlargements, sandwich negatives, and copying slides. In addition, Commercial Photography II provides students with a better understanding of photographic images and their application in design. Students shoot photographs specifically for design layouts and in the process develop a better visual language, enhancing photo selection and editing skills. Students learn to visualize not only the look of the design, but also the structure and form of the photographs they shoot
Group 4	11053A001	Photographic Laboratory and Darkroom	Photographic Laboratory and Darkroom courses prepare students to develop and print still or motion picture film. Topics covered in the course may include controlling resultant prints; touching up negatives; and finishing, coloring, restoring, and copying prints.
Group 5	**11998A002**	**Arts, Audio/Video Technology & Communications Workplace Experience**	**Arts, Audio/Video Technology & Communications Workplace Experience courses provide work experience in fields related to the Arts, Audio/Video Technology & Communications cluster. Goals must be set cooperatively by the student, teacher, and employer (although students are not necessarily paid). These courses must include classroom instruction at least once per week, involving further study of the field, discussion of relevant topics that are responsive to the workplace experience and employability skill development. Workplace Experience courses must be taught by an approved WBL educator-coordinator. These courses should be aligned to a Career Development Experience that could include Student-led Enterprises; School-based Enterprises; Immersion Supervised Agricultural Experiences; Clinical Experiences in Health Science and Technology programs; Internships; and Apprenticeship programs including Youth Apprenticeships, Pre-apprenticeships, and Registered Apprenticeships.**
Group 5	**11048A001**	**Graphic Communications Workplace Experience**	**Graphic Communications Workplace Experience courses provide students with work experience in a field related to communication. Goals must be set cooperatively by the student, teacher, and employer (although students are not necessarily paid). These courses must include classroom instruction at least once per week, involving further study of the field, discussion of relevant topics that are responsive to the workplace experience and employability skill development. Workplace Experience courses must be taught by an approved WBL educator-coordinator. These courses should be aligned to a Career Development Experience that could include: Student-led Enterprises; School-based Enterprises; Immersion Supervised Agricultural Experiences; Clinical Experiences in Health Science and Technology programs; Internships; and Apprenticeship programs including Youth Apprenticeships, Pre-apprenticeships, and Registered Apprenticeships.**
Group 5	**11998A001**	**Broadcast Technology Workplace Experience**	**Broadcast Technology Workplace Experience courses provide students with work experience in a field related to communication or audio/visual technology. Goals must be set cooperatively by the student, teacher, and employer (although students are not necessarily paid). These courses must include classroom instruction at**

			least once per week, involving further study of the field, discussion of relevant topics that are responsive to the workplace experience and employability skill development. Workplace Experience courses must be taught by an approved WBL educator-coordinator. These courses should be aligned to a Career Development Experience that could include Student-led Enterprises; School-based Enterprises; Immersion Supervised Agricultural Experiences; Clinical Experiences in Health Science and Technology programs; Internships; and Apprenticeship programs including Youth Apprenticeships, Pre-apprenticeships, and Registered Apprenticeships.
Group 5	**11098A001**	**Commercial Photography Workplace Experience**	**Commercial Photography Workplace Experience courses provide students with work experience in a field related to audio/visual technology and/or film. Goals must be set cooperatively by the student, teacher, and employer (although students are not necessarily paid). These courses must include classroom instruction at least once per week, involving further study of the field, discussion of relevant topics that are responsive to the workplace experience and employability skill development. Workplace Experience courses must be taught by an approved WBL educator-coordinator. These courses should be aligned to a Career Development Experience that could include Student-led Enterprises; School-based Enterprises; Immersion Supervised Agricultural Experiences; Clinical Experiences in Health Science and Technology programs; Internships; and Apprenticeship programs including Youth Apprenticeships, Pre-apprenticeships, and Registered Apprenticeships.**