



**Principles of Art, A/V Technology &
Communication
Year at a Glance (YAG)
2024-2025**



First Semester		Second Semester	
1 st Nine Weeks		3 rd Nine Weeks	
<u>TEKS</u> 1A-E 2A-F 3A-H 4A-B 5A-B 6A-D 14A-B 16A-F 20A-F	<ul style="list-style-type: none"> ● Elements of Art and Principles of Design ● Digital Media Terminology ● Careers ● Ethics, Fair Use, Copyright, Trademark ● Google Tools (Docs, Slides, Drawings) ● Intro to Graphic Design ● Symbols/Typography Design 	<u>TEKS</u> 5A-B 7A-F 10A-E 11A-B 18A-C 19A-B	<ul style="list-style-type: none"> ● Introduction to film and broadcast ● Video Camera Functions, Usage ● Roles & Responsibilities in Film/Broadcasting ● Production Planning & Scheduling ● Visual Effects ● Audio Recording Concepts
2 nd Nine Weeks		4 th Nine Weeks	
<u>TEKS</u> 8A-C 10A-E 11A-B 12A-D 13A-C	<ul style="list-style-type: none"> ● Graphic Design: Adobe Spark, Photoshop ● Photography in Art & Design ● Basic Photo Corrections ● Color Management ● Camera Function/Usage ● Animation: Animate ● Animation Principles and Techniques ● Fashion Development 	<u>TEKS</u> 9A-F 15A-B 17A-D 20A-F 21A-B	<ul style="list-style-type: none"> ● Video Game Design ● Production Projects ● Portfolio ● Career/Employability Skills (Resume) <p>Additional Information: Adobe Spark and Creative Cloud Software as well as Google Applications will be used throughout the year.</p>