<table>
<thead>
<tr>
<th>SUBJECT</th>
<th>Principles of Arts A/V</th>
<th>Graphic Design &amp; Illustration</th>
<th>Animation I</th>
<th>A/V Production</th>
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</thead>
<tbody>
<tr>
<td>Ideas students are learning</td>
<td>Career focus and what are requirements specific to their career of choice; career planning.</td>
<td>The elements and intricacies of art, and how they are used in Illustration</td>
<td>Student Portfolio and resume</td>
<td>Different segments in the A/V industry.</td>
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<tr>
<td>Skills</td>
<td>Making good career decisions based on what interest the student; how to plan for a career.</td>
<td>Demonstrates knowledge of linear and one point perspective; pencil and pen and ink portraits.</td>
<td>Demonstrates ability to assemble an electronic portfolio and resume.</td>
<td>Demonstrates knowledge of different careers available in the A/V Industry.</td>
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<tr>
<td>Work and assignments to look for</td>
<td>Research paper on a chosen career and completed plan for that career.</td>
<td>Compilation of students work to show family and friends: self portrait, perspective drawings</td>
<td>Completed portfolio and professional resume.</td>
<td>Completed presentation and paper on careers in the A/V Industry.</td>
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<tr>
<td>Questions Parents Can Ask</td>
<td>For your chosen career, is it mandatory to go to college? What does your career plan look like?</td>
<td>What is the difference between linear and one point perspective? Is there a two point perspective?</td>
<td>Although they can be similar, what is the difference between a portfolio and a resume?</td>
<td>How does film production differ from directing? Why does the industry use demo reels?</td>
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<td>Special Notes</td>
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