



2016-17 Framework *Revised Summer 2016*

This framework is designed to prepare students for five of the current certification exams in the Adobe® Certified Associate® (ACA) program (Photoshop, Illustrator, InDesign, Premiere Pro, and Dreamweaver). These exams are currently administered through Certiport/Pearson Vue.

(Recommended hours of instruction: 135-180)

NC 2013 Objective						ExplorNet Objective	Unit Titles/Competency and Objective Statements (The learner will be able to:)	Course Weight	RBT	
							<b>Total Course Weight</b>	<b>100%</b>		
							<b>A. DIGITAL MEDIA, BUSINESS, SAFETY AND LEGAL ISSUES</b>	<b>5%</b>		
							<b>101</b>	<b>Understand digital media and the relationship to society</b>	<b>5%</b>	<b>B2</b>
101.01 101.02						101.01	Describe the core concepts of digital media and relationship between digital media, society, and industry certifications.	2%		
102.01 102.02	1.2	1.2	1.4	1.3	1.3	101.02	Explain safety and legal issues in the digital media environment.	3%		
							<b>B. DIGITAL GRAPHICS</b>	<b>60%</b>		
							<b>102</b>	<b>Understand concepts and methods used to create digital graphics</b>	<b>50%</b>	<b>B2</b>
103.01	2.2, 2.6	2.1, 2.4 2.5, 3.4	2.2, 2.4 3.3			102.01	Explain design concepts used to create digital graphics.	15%		
103.02 203.01 203.03	1.1, 2.1 2.5, 3.3 5.1	1.1, 2.2 3.7, 5.1				102.02	Describe digital graphics production methods.	5%		
103.02 203.02	2.4, 2.6 3.1, 3.4 3.5, 4.1 4.2, 4.4 4.5, 4.7 4.8	2.5, 3.1 3.2, 3.3 3.5, 3.6 4.1, 4.2 4.3, 4.4 4.6				102.03	Compare and contrast digital graphics tools and their uses.	10%		
	2.4, 2.6 3.4, 3.5 4.1, 4.2 4.4, 4.5 4.7, 4.8	2.5, 3.2 3.3, 3.4 3.5, 3.6 3.7, 4.1 4.2, 4.3 4.4, 4.5 4.6				102.04	Utilize appropriate tools and methods to produce digital graphics.	20%		
							<b>103</b>	<b>Understand concepts and methods used to create digital animation</b>	<b>10%</b>	<b>B2</b>
104.01						103.01	Explain concepts used to create digital animation.	2%		
104.02						103.02	Describe digital animation production methods, software, and hardware.	4%		
104.02						103.03	Utilize appropriate tools and methods to produce digital animation.	4%		
							<b>C. DIGITAL AUDIO AND VIDEO</b>	<b>25%</b>		
							<b>104</b>	<b>Understand concepts and methods used to create digital audio</b>	<b>5%</b>	<b>B2</b>



# ExplorNet's Digital Media I

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105.01				2.4		104.01	Explain concepts used to create digital audio.	2%	
105.02				4.1		104.02	Describe digital audio production methods, software, and hardware.	3%	
						<b>105</b>	<b>Understand concepts and methods used to create digital video</b>	<b>20%</b>	<b>B2</b>
106.01				2.2, 5.1		105.01	Explain concepts used to create digital video.	5%	
106.02				1.1, 1.2 2.1, 2.6		105.02	Describe digital video production methods.	5%	
106.02				2.2, 2.3 2.4, 2.5 3.1, 3.2 3.3, 4.1 4.2, 4.3 4.4, 4.5 4.6, 5.2		105.03	Describe software and hardware used to create digital video.	10%	
<b>D. WEB DESIGN BASICS</b>								<b>10%</b>	
						<b>106</b>	<b>Understand basic concepts and methods used to create websites</b>	<b>10%</b>	<b>B2</b>
107.01	5.1	5.1			2.2, 2.3	106.01	Explain concepts used to create websites.	5%	
201.02						106.02	Utilize a website builder to create a portfolio.	5%	