

This document lists units and competencies addressed by each module.  
For introduced competencies, the addresses descriptors are also listed.

G10: by the end of grade 10    G12: by the end of grade 12

I: Introduced    R: Reinforced    P: Proficient

## Summary

Module #	Module Name	# Items
1	Career Information and Employability	59
2	Business, Marketing, Accountability, Ethics, Safety	59
3	Writing and Communication	53
4	Influences and Performance Preparation	59
5	Movement and Dance and Technical Applications	62
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## Module 1            Career Information and Employability

Unit 1	Career Exploration and Development	G10	G12
01.01	Explore career pathways in arts and communication.		P
01.02	Compare and contrast the performance skills of individuals in the media, visual and performing arts.		P
01.03	Examine the history, trends and current issues related to visual design and imaging, media and performing arts.		I
	01 Trace the historical evolution and changing purposes of the arts.		
	04 Research history, politics, and policies related to the issues.		
	05 Determine the issues' effects on the industry.		
	06 Determine potential resolutions to the issues.		
01.04	Explain the impact of government influence and public opinion on the arts.		I
	01 Cite examples of public opinion and/or cultural perspectives influencing a product, work of art or service.		
Unit 2	Personal Employability Traits	G10	G12
02.01	Demonstrate the ability to seek and apply for employment.		P
02.02	Demonstrate positive work behaviors and personal qualities.		P
02.03	Apply problem solving and critical thinking techniques to workplace situations.		P
02.04	Demonstrate the ability to lead or work on a team.		P
Number of Items in Module 1 = Number of Minutes to Allow =			59

## Module 2      Business, Marketing, Accountability, Ethics, Safety

Unit 3	Business Processes	G10	G12
03.01	Explain basic economic principles.		I
01	Describe the essential nature of profitability and value.		
03.05	Apply marketing techniques.		I
01	Differentiate between marketing, promotions and publicity.		
02	Identify and evaluate methods of marketing products and services (e.g., Internet advertising, radio, television, print).		
03	Identify and develop strategies for self-promotion and image enhancement.		
04	Design and develop a professional portfolio and résumé.		
07	Advertise products and services.		
08	Conduct market research and analysis.		
03.06	Develop promotional materials.		I
03	Identify effective promotional strategies based on target audience.		
04	Utilize persuasive language and imagery.		
07	Utilize appropriate technology.		
03.10	Demonstrate the efficient use of technology.		P
Unit 4	Health and Safety	G10	G12
04.01	Maintain general safety in accordance with established regulations, health standards and best practices.		P
04.02	Demonstrate ergonomic practices associated with the arts and communications industry.		P
Unit 5	Legal and Ethical Aspects	G10	G12
05.01	Explain the laws and regulations governing information gathering and media production.		I
01	Specify copyright laws designed to protect publications, performances and artistic creations.		
02	Identify steps for securing permission to use copyrighted materials.		
05	Identify consequences if formal permission is not secured.		
06	Identify the process by which a creator obtains a copyright.		
08	Identify legal responsibilities covered under libel and privacy laws.		
05.02	Identify the influence of media, arts and performances on society.		I
04	Assess the implications of ethical and unethical behavior (e.g., plagiarism, confidentiality, use of anonymous sources).		
Number of Items in Module 2 = Number of Minutes to Allow =			59

**Module 3 Writing and Communication**

Unit 16 Writing and Communication		G10	G12
16.01	Deliver formal and informal presentations that demonstrate organization and delivery skill.		P
16.02	Apply active listening skills to obtain and clarify information provided in oral communications.		P
16.03	Write coherent and focused documents.		P
16.04	Use appropriate grammar and spelling.		P
16.05	Use visual imagery to support communication.		P
16.06	Match a product to the audience.		P
16.09	Develop scripts/libretti for communication.		I
01	Identify purposes of the script/libretto.		
02	Identify the types of scripts/libretto.		
03	Identify script elements and techniques.		
04	Describe storyboarding technique.		
05	Edit scripts/libretti (e.g., spelling, grammar, peer review, client and/or artistic approval).		
06	Write for the ease of the performer or speaker and the context of the presentation (e.g., phonetic spelling, hyphenate, spell-out numbers, words rather than abbreviations).		
Number of Items in Module 3 = Number of Minutes to Allow =			53

## Module 4 Influences and Performance Preparation

Unit 17 Influences on the Performing Arts		G10	G12
17.01	Describe the characteristics of music, dance and theatre from past and present cultures.		I
03	Compare and contrast time periods, cultures, socioeconomic and geographic influences.		
04	Analyze performances from various historic periods (e.g., stylistic details, manner of performance, understanding the “time” in which it was created, artistic intent).		
06	Compare and contrast selections from various artists and describe the distinguishing characteristics of their work.		
17.02	Describe the influences on music, dance and theatre.		I
03	Analyze the relationship between form and function in different cultures.		
04	Identify the contribution and influence of significant artists.		
05	Analyze the impact of major artistic periods.		
17.03	Explore interrelationships of the music, dance and theatre disciplines.		I
01	Compare and contrast the role of the creator with the role of the performer.		
02	Explore the similarities among technical fields of music, dance and theatre.		
03	Identify examples of current performers using music, dance and theatre in combination.		
17.04	Recognize the financial influences on the performing arts.		I
01	Recognize funding opportunities from individuals, corporations, foundations, and governments on the local, state and national levels.		
02	Compare and contrast professional with community production.		
03	Describe the role of finances in the funding of arts associations.		
17.05	Recognize the stylistic diversity among the performing arts genres.		I
01	Describe the various genres in the discipline.		
02	Explain the contemporary trends.		
03	Compare and contrast the diversity between genres.		
Unit 22 Preparation for Performance		G10	G12
22.01	Prepare for the physical and vocal demands of performance.		P
22.02	Identify psychological issues pertaining to performance.		I
01	Describe stresses and their impacts on performance (e.g., performance anxiety, rejection).		
02	Identify methods and approaches to manage and relieve anxieties.		
03	Identify strategies to resolve artistic conflict.		
22.03	Demonstrate practice and rehearsal habits and techniques.		P
22.04	Demonstrate effective audition skills.		P
22.05	Use observation to communicate and connect with the audience and fellow performers.		P
Number of Items in Module 4 = Number of Minutes to Allow =			59

## Module 5            Movement and Dance and Technical Applications

Unit 18	Movement and Dance	G10	G12
18.01	Analyze basic movement concepts in movement and dance.		P
18.02	Demonstrate the use of space, time and energy through movement and dance.		P
18.03	Demonstrate choreographic principles, processes and structures.		I
	02 Apply processes of reordering and chance.		
	03 Demonstrate processes of improvisation.		
	04 Demonstrate a variety of structures in classical and contemporary forms.		
	06 Demonstrate the differences between abstract and narrative movements.		
	07 Utilize various forms of dance notation.		
	08 Create a movement sequence that incorporates dance techniques and choreographic principles.		
Unit 21	Technical Applications to Production or Design	G10	G12
21.01	Analyze and create wardrobe, hair and makeup, sets, light, sound and props.		I
	01 Identify the basic components of a set design.		
	02 Determine wardrobes, hair/wig and makeup needed to create a character.		
	03 Contrast the similarities and differences between cultural and historical periods through wardrobe, set, hair, makeup and prop design.		
	04 Apply wardrobe, hair/wig, make-up application and set and prop design to convey the mood, character, historical context and social status of a character.		
21.02	Analyze technical requirements for a production.		P
21.03	Stage a production.		I
	01 Identify the steps in the production process from inception to completion.		
	02 Analyze the elements, function and physical layout of the location.		
	03 Demonstrate production design (e.g., visualization, set design, blocking).		
Number of Items in Module 5 = Number of Minutes to Allow =			62

## Modules 6 & 7    Music Appreciation and Performance and Technical Applications

Unit 19	Music	G10	G12
19.01	Recognize the elements of music through listening.		P
19.02	Read musical symbols.		P
19.03	Perform instrumental or vocal music.		P
19.04	Arrange and compose music.		I
	01 Analyze compositions (e.g., form, harmony, rhythm).		
	02 Transpose musical notation.		
	04 Apply notation and sequencing technology.		

Unit 21	Technical Applications to Production or Design	G10	G12
21.01	Analyze and create wardrobe, hair and makeup, sets, light, sound and props. 01 Identify the basic components of a set design. 04 Apply wardrobe, hair/wig, make-up application and set and prop design to convey the mood, character, historical context and social status of a character.		I
21.02	Analyze technical requirements for a production.		P
21.03	Stage a production. 05 Support a production with graphics, scenery, set pieces and prop design.		I
Number of Items in Module 6 = Number of Minutes to Allow =			38
Number of Items in Module 7 = Number of Minutes to Allow =			32

## **Module 8 Theatre and Technical Applications**

Unit 20	Theatre	G10	G12
20.01	Demonstrate the physical and vocal dimensions of character.		P
20.02	Create and sustain a variety of believable, multidimensional characters.		P
20.03	Demonstrate the process of creating a theatrical/video/audio production.		P
Unit 21	Technical Applications to Production or Design	G10	G12
21.01	Analyze and create wardrobe, hair and makeup, sets, light, sound and props. 01 Identify the basic components of a set design. 02 Determine wardrobes, hair/wig and makeup needed to create a character. 03 Contrast the similarities and differences between cultural and historical periods through wardrobe, set, hair, makeup and prop design. 04 Apply wardrobe, hair/wig, make-up application and set and prop design to convey the mood, character, historical context and social status of a character. 05 Compare and contrast the features of props and their real life counterparts.		I
21.02	Analyze technical requirements for a production.		P
21.03	Stage a production. 01 Identify the steps in the production process from inception to completion. 02 Analyze the elements, function and physical layout of the location. 03 Demonstrate production design (e.g., visualization, set design, blocking). 04 Apply principles for staging multiple subjects. 05 Support a production with graphics, scenery, set pieces and prop design.		I
Number of Items in Module 8 = Number of Minutes to Allow =			61