EMPLOYABILITY PROFILE
Creative Expression and Design

Industry-Based Skill Standards
Proficiency Definitions

NA = Not Applicable   1 = Developing   2 = Basic   3 = Proficient   4 = Mastery

	9th	10th	11th	12th		9th	10th	11th	12th
History of Design					**Three-Dimensional Effects**				
Understands the fundamentals of design thinking and design process as it specifically applies to Communication Design, Environmental and Interior Design, Fashion Design, and Industrial Design.					Identify and apply three-dimensional effects such as foreground, middle distance, and background images.				
Presentation Skills					**Copyright**				
Demonstrates information to peers using clear concise language, visual aids and engaging format.					Explain copyright and the consequences of copyright infringement.				
Ethics					**Design Process**				
Explain the ethical use of digital resources and explain what being a good digital citizen means.					Summarize what design is and demonstrate the design process.				
Safety					**Elements of Art**				
Demonstrate safe use and handling of tools and equipment and articulate federal, state, and local safety and legal requirements. Demonstrate disposal of hazardous materials and wastes appropriately.					Identify and apply traditional elements of art such as line shape, color, texture, form, and space and demonstrate use of technology to cut, shape, fasten materials.				
MakerSpace					**Project Management**				
Explain what is the purpose of a maker space and demonstrate proper use of equipment. Demonstrate correct use of PPE including inspecting, wearing and removing.					Identify the components of project management: initiation, planning, execution, performance, and monitoring, and close.				
Tools and Equipment					**Prototyping**				
Identify the proper tools associated with specific design area and demonstrate safe and proper use of basic hand tools.					Demonstrate use of an existing design to create a prototype and evaluate the design and prototype for revisions to improve the appearance or functionality of the prototype.				
Computer Softwares					**Refine a Design**				
Understands the difference between different computer softwares and identify software used for digital representation.					Evaluate feedback and refine a design using the feedback.				
Typography					**Critique**				
Identify and demonstrate principles of typography, including the manipulation of fonts and typefaces, contrast, consistency, white space, alignment, color, and hierarchy.					Demonstrate, respect and show professional interactions during a critique experience.				

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WORK-BASED LEARNING			POSTSECONDARY CREDIT			
Type of WBL Experience	**Year**	**Hours**	**College Course**	**Possible Cr.**	**Attained**	
					Y	N
					Y	N
					Y	N
					Y	N
			Technical Assessment	**Passed**		
				Y	N	
				Y	N	
				Y	N	
			CERTIFICATIONS, ENDORSEMENTS, LICENSES			
			Title	**Date Obtained**		
TOTAL						

AWARDS, SPECIAL RECOGNITION, SCHOLARSHIPS	DIPLOMA	Date Obtained	
	Diploma Earned: Insert diploma type here		
	Technical Endorsement on Diploma?	Y	N