

Participate in the advertising and marketing industry while developing advertising and promotional

tactics across different media channels. Learn about the different types of media, such as the cameras, films, the internet and digital forms. Learn new software and develop writing skills to design and create multimedia projects.

Academic Courses

- Digital Photography/Video I
- Digital Photography II/Video II
- CAD Drafting and Design
- Robotics with Computer Programming

Career Experiences

- Listen to industry speakers
- Attend the Bridges Career Exploration Day or other regional career fairs
- · Use professional software and equipment

Completion Standards

COMPLETE





Earn a certificate and green cord at graduation





Explore types of careers www.careerwise.minnstate.edu/careers

Review the local job outlook www.careerwise.minnstate.edu/jobs

Find postsecondary programs www.careerwise.minnstate.edu/education

Job Skills

In addition to having technical skills, employers expect workers in this industry to have these skills:

- Ability to work with customers and coordinating with other employees
- Critical thinking, problem solving and decision-making skills
- Managing equipment and software
- Employing necessary academic skills, such as math, grammar and technology
- Listening skills

Bridges Career Academies & Workplace Connection

www.BridgesConnection.org/CrosbyIronton

Supported in part by Sourcewell (formerly NJPA)

Graphic Arts Career Academy

Crosby-Ironton High School

The Graphic Arts Academy offer students an opportunity to be a key player in the advertising and marketing industry of today as they develop advertising and promotional activities across different media channels. Students will learn about the different types of media, such as the cameras, films, the internet and digital forms. Learning new software and developing writing skills will allow students to acquire the basic tools necessary to design and create multimedia projects. Students with creative skills and interested in being part of the everchanging media industries should enroll in this Academy.

ACADEMY COURSES

Digital Photography and Video Production — .5 High School Credit

This course is designed to engage students in the lifelong hobby of photography. Students will learn to capture unique images using photography concepts like composition, lighting, and exposure. Students will use a free and open source program called GIMP to edit images and create projects. Students will learn how to work with cameras, equipment, and various editing software. Students will work individually and in groups to write, shoot, and edit projects.

Digital Photography II and Video II — .5 High School Credit

This course is designed to prepare students who are interested in a becoming a serious amateur photographer or pursuing a photography career. Students will learn about advanced photography and video concepts like Aperture, Shutter Speed, ISO, and their relationship to one another. Students in the course will produce short videos, taking each project from preproduction, through shooting, to post-production and editing.

CAD Drafting and Design — .5 High School Credit

This course is an exploration into the areas of architectural, engineering and *computer-aided design* and 3-D parametric modeling design. The theme of this course is that drafting, and design are the extremely important factors in any mechanical, architectural or design process. The knowledge and skills achieved within this class will provide an excellent opportunity to prepare for any post-secondary engineering, design or technical program. If a career in drafting/design or engineering is in your future, this class is an excellent way to prepare yourself for that future endeavor.

Robotics with Computer Programming — .5 High School Credit

Students will begin learning the concepts of programming through various introductory languages and environments. Students will apply what they learn to create programs, applications, and games. A unit on robotics will be included. This course is designed to be a rewarding and fun learning experience for students of all programming skill levels.

COMPLETION STANDARD

Students wishing to receive a certification for this academy must complete the three of the four Academy courses. In addition, students must maintain a grade point average of 'C' or better in each course.

CAREER EXPERIENCES

Students will explore and research careers with industry speakers and attend the Bridges' Career Exploration Day event and other regional career fairs. Through a variety of hands-on projects, students will be exposed to software and equipment used in these career fields.

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Graphic Arts Career Academy

Crosby-Ironton High School

JOB SKILLS

In addition to having technical skills, employers expect their workers to have other skills such as:

- Listening skills
- Ability to work with customers and coordinating with other employees
- Critical thinking, problem solving and decision-making skills
- · Managing equipment and software
- Employing necessary academic skills, such as math, grammar and technology

CAREER OPTIONS: www.careerwise.minnstate.edu/careers

JOB OUTLOOK: www.careerwise.minnstate.edu/jobs

POSTSECONDARY PROGRAMS: www.careerwise.minnstate.edu/education

