# Audio-Video Technology & Communications

## Bismarck High School Career Cluster Program of Study

This Program of Study Template can serve as a guide, along with other career planning materials, as you continue your career path. Courses listed within this plan are only recommended coursework and should be individualized to meet each learner’s educational and career goals. Ask your high school counselor to help you fill in the required courses you need to graduate.

<table>
<thead>
<tr>
<th>Grade</th>
<th>English 8 semesters</th>
<th>Math 6 semesters</th>
<th>Science 6 semesters</th>
<th>Social Studies 6 semesters</th>
<th>Other Required Courses, Recommended Electives</th>
<th>Career &amp; Technical Courses and/or Degree Major Courses</th>
<th>SAMPLE Occupations Relating to this Pathway</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Comm Arts I</td>
<td>High School Math</td>
<td>High School Science Course</td>
<td>High School S.S. Course</td>
<td>Personal Finance Computer Science Ag. Electives Audio Visual Electives</td>
<td>Check with high school counselor for course offerings</td>
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<tr>
<td>10</td>
<td>Comm Arts II</td>
<td>High School Math</td>
<td>High School Science Course</td>
<td>High School S.S. Course</td>
<td>Personal Finance Computer Science Audio Visual Electives</td>
<td>Check with high school counselor for course offerings</td>
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<tr>
<td>11</td>
<td>Comm Arts III</td>
<td>Pre-College Algebra or high school math course</td>
<td>High School Science Course</td>
<td>High School S.S. Course</td>
<td>See high school counselor for more course offerings</td>
<td>*Unitect Graphic Arts Program Check with high school counselor: Television Production III, Conv. Journ.- III, Yearbook III College Art History, Painting II *Fundamentals of Music, Music Theory, * additional Band &amp; Choir Courses by audition *Check with school counselor for dual enrollment classes available on the MAC website or on MAC Campus</td>
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<td></td>
<td>Comm Arts elective</td>
<td>*English Comp I</td>
<td>*College General Biology</td>
<td>*Am. College History I &amp; II *College Political Systems</td>
<td>*College Microcomputer App *Intro to Mass Media *Intro to Cinema *Intro to Broadcasting *TV Production Practicum *Intro to Theatre (Available as Dual Enrollment)</td>
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<td>*Public Speaking</td>
<td>*College Algebra</td>
<td>*College Algebra</td>
<td>*College General Biology</td>
<td>*Am. College History I &amp; II *College Political Systems</td>
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</tr>
<tr>
<td>12</td>
<td>*Senior Comm Arts &amp; Comm Arts elective</td>
<td>Pre-College Algebra or high school math course</td>
<td>High School Science Course</td>
<td>High School S.S. Course</td>
<td>See high school counselor for more course offerings</td>
<td>*Unitect Graphic Arts Program Check with high school counselor: Television Production IV, Conv. Journ.-IV, Yearbook IV Printmaking, Portfolio Development, College Art History *Fundamentals of Music, Music Theory, * additional Band &amp; Choir Courses by audition *Check with school counselor for dual enrollment classes available on the MAC website or on MAC Campus</td>
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<td></td>
<td></td>
<td>*College Astronomy or Oceanography</td>
<td>*College Algebra</td>
<td>*College Astronomy or Oceanography</td>
<td>*Am. College History I &amp; II *College Political Systems</td>
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</table>

~ Please note that upper level visual arts courses can be taken in any order during any year as long prerequisites are met.
**Dual Credit courses can often be substituted for high school credit.**
**Dual Enrollment courses can be taken on a MAC campus or online.**

**Assessments/Certifications:** College Placement Assessments, Compass, ACT, SAT

**Clubs/Extracurricular Activities:** Ask your Counselor what is available at your school.

**Additional Learning Opportunities:** ☐ Theater Guild ☐ Yearbook ☐ Newspaper ☐ Speech & Debate Team ☐ Skills USA

**Work-Based Learning:** ☐ After School Employment ☐ Internship/Mentorship ☐ Job Shadowing ☐ Service Learning ☐ Supervised Business Experience

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### Sample Career Specialties / Occupations

<table>
<thead>
<tr>
<th>Pathways</th>
<th>Cluster Knowledge and Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Audio and Video Technology and Film</strong></td>
<td>✽ Academic Foundations  ✽ Communications  ✽ Problem Solving and Critical Thinking  ✽ Information Technology Applications  ✽ Systems</td>
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<tr>
<td><strong>Printing Technology</strong></td>
<td>✽ Safety, Health and Environmental  ✽ Leadership and Teamwork  ✽ Ethics and Legal Responsibilities</td>
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<tr>
<td><strong>Visual Arts</strong></td>
<td>✽ Employability and Career Development  ✽ Technical Skills</td>
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<tr>
<td><strong>Performing Arts</strong></td>
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<td><strong>Journalism and Broadcasting</strong></td>
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<td><strong>Telecommunications</strong></td>
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</tbody>
</table>

- Video Systems Technicians
- Video Graphics, Special Effects, and Animation Audio-Video Designers and Engineers
- Technical Computer Support Technicians, State, Film, Video, and DVD
- Audio-Video System Service Technicians
- Audio Systems Technicians
- Commercial Photographers, Digital, Still, Video, Film
- Interior Designers, Commercial/Residential and Home Furnishings Coordinators
- Graphic Designers, CAD Technicians, and Fashion Illustrators
- Textile Designers
- Commercial Artists, Illustrators, and Artists, all Media
- Curators and Gallery Managers
- Fashion Designers
- Production Managers, Digital, Video, Stage
- Cinematographers, Film/Video Editors
- Dancers
- Play Writers, Screen Writers, Screen Editors, Script Writers
- Directors and Coaches, Performers, actors, Musicians
- Make-Up Artists and Costume Designers
- Stagecraft Designers, Lighters, Sets, Sound Effects, Acoustics, Painters
- Composers, Conductors, and Music Instructors
- Audio/Video Operations, Control Room Technician
- Station Managers and Radio & TV Announcers
- Publishers, Editors, and Journalists and Reporters, Print, Broadcast, Other Broadcast Technicians
- Telecommunication Technicians
- Telecommunication Equipment, Cable, Line Repairers/Installers
- Telecommunication Computer Programmers, and Systems Analysts

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Designing, producing, exhibiting, performing, writing, and publishing multimedia content including visual and performing arts and design, journalism, and entertainment services