

Appendix I

ARTS, A/V TECHNOLOGY AND COMMUNICATIONS YOUTH APPRENTICESHIP

COURSE OUTCOME SUMMARY: OVERVIEW AND TABLE OF CONTENTS

Arts, A/V Technology and Communications Youth Apprenticeship

Course Outcome Summary

Course Information

Organization	Cooperative Educational Services Agency 6 (CESA6)
Developers	Robin Kroyer-Kubicek
Development Date	August 2012

Description

This curriculum describes the performance-based worksite Competencies, Performance Standards, and Learning Objectives for the Wisconsin Youth Apprenticeship (YA) Program in Arts, A/V Technology and Communications. The Wisconsin Arts, A/V Technology and Communications YA Program is designed to provide students with a working understanding of core industry skills and occupationally specific technical skills that serve as the standard for occupations in the Arts, A/V Technology and Communications industry. This program provides the framework for educators and industry to work together to produce work-ready, entry-level employees that will compete favorably in a global market, as well as, provide for post-secondary educational advancement while integrating work-based learning in the school and worksite.

The Arts, A/V Technology and Communications YA program competencies are aligned with the National Association of State Directors of Career Technical Education Consortium (NASDCTEC) Career Cluster Skill Standards in Arts, A/V Technology and Communications, <http://www.careertech.org/>. Arts, A/V Technology and Communications YA students are required to perform all of the Core, Safety and Security skills for the pathway they enroll in. **Level One (one year)** YA students are to choose additional competencies from a A/V Technology, and Communications Unit in a specific pathway. **Level Two (two year)** YA students are to complete all of the Level One requirements plus an additional unit within their chosen pathway.

Pathway choices:

Printing Technology

EACH competency (worksite skill) is listed with its corresponding Performance Standards and Learning Objectives. The Performance Standards describe the behaviors, **as applicable**, that employers should look for in order to evaluate the competency. The Learning Objectives describe the classroom learning content recommended for the required related technical instruction.

Curriculum Sources

Blackhawk Technical College, Course Outcome Summaries for Computer Page Layout, Advanced Page Layout, Computer Illustration, and Photoshop/Image Manipulation.

Illinois Occupational Skill Standards for Image/Pre-Press Cluster and Print Press, Illinois Occupational Skill Standards and Credentialing Council, published 2000, accessed June 2007 online at http://www.eric.ed.gov/ERICWebPortal/search/detailmini.jsp?_nfpb=true&_ERICExtSearch_SearchValue_0=ED448354&ERICExtSearch_SearchType_0=no&accno=ED448354.

Madison Area Technical College, Course Outcome Summaries for Softwares for Print Production 1 (4/15/2010), Pre-Press Production Procedures 1 (4/15/2010), Lithographic Press Systems 1 (4/15/2010), Finishing and Machine Basics (4/15/2010), Pre-Press Production Procedures 2 (5/18/2010), Lithographic Press Systems 2 (4/15/2010), Finishing and Fulfillment (4/15/2010), Quality Control for Printing (4/15/2010).

NASDCTEc , Career Cluster Knowledge and Skills charts for Cluster Skills, Printing Technology and Visual Arts for 2008. <http://www.careertech.org/>.

NCTEF, Arts, A/V Technology and Communications Career Cluster Brochure, 2010, Item No. CC103.

Northcentral Technical College, Course Outcome Summaries for Commercial Printing Applications, Press Tech 1 and 2, (8/21/2011).

Oklahoma Career Tech Skills Standards for Graphic Communications: Bindery Operator (OD44104- 2006), Digital Pre-Press Technician (OD44101- 2006), Offset Press Operator (OD44103- 2006), Pre-Press Assembler (OD44102-2006).

Suttle-Straus Printing Company visit on January 25, 2012. 1000 Uniek Dr. Waunakee, WI.

Wikipedia, Printing, Offset Printing, Pre-Press, Bookbinding, Raster Image, Imposition, www.wikipedia.org, accessed September 2011-February 2012.

Wisconsin Administrative Code, Department of Workforce Development, Chapter 270, Child Labor, (dated August 2005) and Wisconsin State Statutes Chapter 106, Apprentice, Employment and Equal Rights Program..

Wisconsin Department of Workforce Development, Jim Chiolino, Labor Standards Bureau, Child Labor Laws, 2012.

Wisconsin Department of Workforce Development, Printing Technology Review Committee, formed September 2011 for the purpose of revising and updating the Graphic Arts/Printing Youth Apprenticeship curriculum.

Wisconsin Technical College System Curriculum Bank, Course Outcome Summaries for Design Fundamentals (6/4/2007- LTC), and Typography (5/12/2009- SWTC).

Worknet Occupation Task Lists for Graphic Designers, Pre-Press Technicians, Printing Machine Operators, Job Printers, Binder Workers, Bookbinders, and Paper Goods Machine Setters, Operators and Tenders accessed from <http://worknet.wisconsin.gov/worknet/default.aspx>.

This curriculum was developed through a Grant from the Wisconsin Department of Workforce Development to Cooperative Educational Services Agency 6 (CESA6) .

Arts, A/V Technology and Communications Youth Apprenticeship
Table of Contents
REQUIRED SKILLS

APPENDIX J:

Unit 1: Core Skills

1. Apply academic knowledge
2. Apply career knowledge
3. Apply Arts, A/V Technology and Communications industry knowledge
4. Communicate effectively
5. Act professionally
6. Demonstrate customer service skills
7. Cooperate with others in a team setting
8. Think critically
9. Exhibit regulatory and ethical responsibilities
10. Use resource wisely
11. Use basic technology

Unit 2: Safety and Security

1. Follow personal safety requirements
2. Maintain a safe work environment
3. Demonstrate professional role to be used in an emergency
4. Follow security procedures
5. Maintain confidentiality

APPENDIX K:

Unit 3: Printing Technology Pathway: Graphic Design and Pre-Press

1. Study effective design elements (W/S)
2. Analyze a job ticket
3. Use graphics and/or pre-press software
4. Maintain project, image, photo, and/or illustration files
5. Obtain scanned or photographic images
6. Create and/or edit objects, shapes, charts, images, and/or graphics
7. Apply and/or correct color
8. Select typography
9. Create and/or edit a layout
10. Perform pre-flight print on job files
11. Review proofs
12. Trap project files
13. Impose and configure press sheets
14. Send completed files to RIP
15. Produce print plates/stencils (N/A for digital printing)
16. Maintain pre-press equipment
17. Participate on a print project team

APPENDIX L:

Unit 4: Printing Technology Pathway: Press and Post-Press Operations

BOTH Operations

1. Review job ticket
2. Select materials
3. Perform safety checks
4. Operate tools and equipment safely
5. Monitor equipment for correct operation
6. Clean up
7. Complete job tracking documentation

Press Operations

8. Register print job
9. Mount plate/screen (N/A for digital printing)
10. Load paper and ink
11. Set up press
12. Verify press set up (make-ready)
13. Perform press operation

Post-Press Operations

14. Identify paper options for project
15. Calculate most efficient cuts/folds
16. Set up post-press equipment
17. Verify post-press set up (make-ready)
18. Perform post-press operation