



Principles of Arts, AV Technology & Communications (Proc 17)

PRE-TEST/POST-TEST TEKS BLUEPRINT

Pre-Test/Post-Test Development Overview

TEKS Addressed Selection Process

The Texas Essential Knowledge & Skills (TEKS) included in the course pre-test and post-test were selected for their direct relevance to the course content. This selection process was guided by the goal of assessing learners' understanding of specific topics and skills that are integral to the course. As a result, TEKS related to general employability skills or broader topics were often excluded. This focus ensures that the assessments accurately measure students' mastery of the subject matter, allowing educators to gain a clear insight into areas where students excel or may need additional support. By concentrating on content-specific TEKS, the tests provide a more precise evaluation of the students' knowledge and understanding of the core material.

Test Question Development Process

The questions created for the pre-test and post-test were designed using psychometric principles to ensure they are of high quality and fairness. This approach helps to accurately assess student understanding. These principles guide the development of questions to be reliable, valid, and free from bias, ensuring that they effectively measure the knowledge and skills the students are expected to acquire in the course.

Principles of Arts, Audio/Video Technology & Communications (Proc 17) Pre-Test/Post-Test TEKS Blueprint

Knowledge & Skills Statement	Student Expectation	iCEV Lesson Title
(2) The student applies English language arts in Arts, Audio/Video Technology, and Communications projects. The student is expected to:	(B) use correct grammar, punctuation, and terminology to write and edit documents	Written Communication Practices
(2) The student applies English language arts in Arts, Audio/Video Technology, and Communications projects. The student is expected to:	(C) identify assumptions, purpose, and propaganda techniques	Communication Styles
(2) The student applies English language arts in Arts, Audio/Video Technology, and Communications projects. The student is expected to:	(D) compose and edit copy for a variety of written documents	Written Communication Practices
(3) The student applies professional communications strategies. The student is expected to:	(E) apply active listening skills to obtain and clarify information	Listening 101
(5) The student uses technology applications when completing Arts, Audio/Video Technology, and Communications projects and processes. The student is expected to:	(A) use technology applications such as social media, email, Internet, writing and publishing, presentation, and spreadsheet or database applications for Arts, Audio/Video Technology, and Communications projects	Fundamentals of Audio/Visual Production
(6) The student understands arts, audio/video technology, and communications systems. The student is expected to:	(B) analyze and summarize the history and evolution of the arts, audio/video technology, and communications fields of study	Exploring Careers: Arts, A/V Technology & Communications
(6) The student understands arts, audio/video technology, and communications systems. The student is expected to:	(C) analyze the arts, audio/video technology, and communications economic base	Exploring Careers: Arts, A/V Technology & Communications
(6) The student understands arts, audio/video technology, and communications systems. The student is expected to:	(D) analyze and summarize evidence of interdependence between the technical and the artistic sides of arts, audio/video technology, and communications	Exploring Careers: Arts, A/V Technology & Communications
(7) The student understands principles of audio/video production. The student is expected to:	(A) apply knowledge of audio and video script production	Fundamentals of Audio/Visual Production
(7) The student understands principles of audio/video production. The student is expected to:	(B) discuss the impact of audio and video selection on human emotion	Fundamentals of Audio/Visual Production
(7) The student understands principles of audio/video production. The student is expected to:	(C) demonstrate the use of audio and video for a three-screen environment, including cell phones, television monitors, and computer screens	Introduction to Video Game Design
(7) The student understands principles of audio/video production. The student is expected to:	(D) demonstrate various videography techniques, including picture composition, video composition, audio composition, editing, and delivery	Fundamentals of Audio/Video Production
(7) The student understands principles of audio/video production. The student is expected to:	(E) understand the differences between linear and nonlinear systems	Fundamentals of Audio/Video Production
(7) The student understands principles of audio/video production. The student is expected to:	(F) demonstrate knowledge of control peripherals for capturing or ingesting media	Fundamentals of Audio/Video Production
(8) The student understands principles of fashion design that impact consumer purchasing of fashion and apparel accessories. The student is expected to:	(A) describe social, cultural, and life cycle influences	Developing a Fashion Product
(8) The student understands principles of fashion design that impact consumer purchasing of fashion and apparel accessories. The student is expected to:	(B) explain how fashion trends are determined	Developing a Fashion Product
(8) The student understands principles of fashion design that impact consumer purchasing of fashion and apparel accessories. The student is expected to:	(C) analyze the influence of advertising on consumer apparel choices	The Fashion Industry
(9) The student understands principles of video game design. The student is expected to:	(B) demonstrate appropriate use of hardware components, software programs, and storage devices	Introduction to Video Game Design
(9) The student understands principles of video game design. The student is expected to:	(C) demonstrate knowledge of sound editing	Fundamentals of Audio/Video Production
(9) The student understands principles of video game design. The student is expected to:	(D) demonstrate knowledge of file formats and cross-platform compatibility	Introduction to Video Game Design

Principles of Arts, Audio/Video Technology & Communications (Proc 17) Pre-Test/Post-Test TEKS Blueprint

Knowledge & Skills Statement	Student Expectation	iCEV Lesson Title
(9) The student understands principles of video game design. The student is expected to:	(F) combine graphics, images, and sound	Introduction to Video Game Design
(10) The student understands principles of graphic design and illustration. The student is expected to:	(B) explain the evolution of art and design	Introduction to Visual Arts
(10) The student understands principles of graphic design and illustration. The student is expected to:	(C) compare current visual arts technologies with historical technologies	Introduction to Visual Arts
(10) The student understands principles of graphic design and illustration. The student is expected to:	(D) understand general characteristics in artwork from a variety of cultures	Introduction to Visual Arts
(10) The student understands principles of graphic design and illustration. The student is expected to:	(E) analyze and apply art elements and principles in photographic works, multimedia applications, and digital and print media	Introduction to Visual Arts
(11) The student understands principles of commercial photography. The student is expected to:	(A) demonstrate knowledge of photographic composition and layout	Introduction to Visual Arts
(11) The student understands principles of commercial photography. The student is expected to:	(B) evaluate photographs using principles of art, commercial photography standards, and critical-thinking skills	Introduction to Visual Arts
(12) The student understands principles, elements, and techniques of animation. The student is expected to:	(A) describe and use audience identification, script writing, character design, storyboarding, and audio and delivery formats	Introduction to Animation
(12) The student understands principles, elements, and techniques of animation. The student is expected to:	(B) describe and use cell, stop motion, tweening, motion paths, masking, looping, scripting/programming, and interactivity	Introduction to Animation
(12) The student understands principles, elements, and techniques of animation. The student is expected to:	(C) describe lighting and camera shots	Fundamentals of Audio/Visual Production
(12) The student understands principles, elements, and techniques of animation. The student is expected to:	(D) describe and use flip books, claymation, or cut-outs	Introduction to Animation
(13) The student understands principles of printing and imaging. The student is expected to:	(A) identify processes required for the production of various printed products	Introduction to Visual Arts
(13) The student understands principles of printing and imaging. The student is expected to:	(B) identify basic design elements such as text, graphics, and white space	Introduction to Visual Arts
(13) The student understands principles of printing and imaging. The student is expected to:	(C) demonstrate basic knowledge of color theory	Introduction to Visual Arts
(16) The student applies ethical decision making and understands and complies with laws regarding use of technology in arts, audio/video technology, and communications. The	(A) demonstrate an understanding of ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and giving proper credit for ideas	Ethics in Business
(16) The student applies ethical decision making and understands and complies with laws regarding use of technology in arts, audio/video technology, and communications. The	(B) examine the First Amendment, Federal Communications Commission regulations, Freedom of Information Act, liability laws, and other regulations for compliance issues	Fundamentals of Audio/Video Production
(16) The student applies ethical decision making and understands and complies with laws regarding use of technology in arts, audio/video technology, and communications. The	(E) demonstrate an understanding of proper digital etiquette, personal security guidelines, use of network resources, and the district's acceptable use policy for technology	Web Ethics & Safety
(17) The student understands communications strategies as they relate to arts, audio/video technology, and communications. The student is expected to:	(A) adapt the language and design of a project for audience, purpose, situation, and intent	Introduction to Professional Communication
(17) The student understands communications strategies as they relate to arts, audio/video technology, and communications. The student is expected to:	(C) interpret and communicate information for multiple audiences	Public Speaking Basics
(18) The student uses a variety of strategies to plan, obtain, evaluate, and use valid information. The student is expected to	(A) obtain print and digital information such as graphics, audio, and video from a variety of resources while citing the sources	Web Ethics & Safety
(20) The student develops a basic understanding of arts, audio/video technology, and communications. The student is expected to:	(B) develop an understanding of the elements and principles of art	Introduction to Visual Arts
(20) The student develops a basic understanding of arts, audio/video technology, and communications. The student is expected to:	(C) develop an understanding of the industry by explaining the history and evolution of the arts, audio/video technology, and communications career fields and defining and using related terminology	Fundamentals of Audio/Visual Production

Principles of Arts, Audio/Video Technology & Communications (Proc 17) Pre-Test/Post-Test TEKS Blueprint

Knowledge & Skills Statement	Student Expectation	iCEV Lesson Title
(20) The student develops a basic understanding of arts, audio/video technology, and communications. The student is expected to:	(E) determine the use of art elements such as color, texture, form, line, and space	Introduction to Visual Arts
(20) The student develops a basic understanding of arts, audio/video technology, and communications. The student is expected to:	(F) determine the use of principles of design such as continuity, pattern, rhythm, balance, proportion, and unity in products	Introduction to Visual Arts
(21) The student makes informed judgments about product designs and the designs of others. The student is expected to:	(B) select and analyze original product designs by peers and others to form precise conclusions about formal qualities and historical and cultural contexts, intents, and meanings	Introduction to Visual Arts