


NEWTEC


PROGRAM ARTICULATION AGREEMENT

College Program: Graphic Design
CIP: 50.0402
Career Pathway: Visual Arts
Career Cluster: Arts, Audio/Video Technology & Communications

The purpose of this agreement is to grant college credit to high school students who have achieved the level of knowledge and skill required for the college-equivalent entry-level course(s) identified in this agreement. Upon successful completion of the identified course competencies with a grade of 'B' (3.0) or higher and the high school teacher's endorsement that the competency requirements have been met, students will be qualified to receive college credit.

The following Spokane Falls Community College course(s) have been approved for Tech Prep articulation with Deer Park School District high school course(s) as listed below:

High School / Course Title	College / Course Title	Credits
Deer Park HS – Digital/Web/Multimedia & Information Design	SFCC	
Animate 1	GRDSN 171 Animate 1	2
Dreamweaver	GRDSN 172 Dreamweaver	2
<i>(one year – each component graded separately)</i>		

**see attached list(s) of competencies for articulated courses*

Student Articulation Procedure:

1. Be enrolled in the required high school class.
2. Register for Tech Prep/Dual Credit articulated course during the same academic year the high school class is completed. If a series of courses are involved in the articulation, students register for credit during the same academic year the last course in the series is completed.
3. Earn a grade of 'B' (3.0) or better in all courses required under the articulation agreement.
4. Complete all required skills as identified on the competency profile.
5. If an exam or review of completed work is required under the terms of this agreement, students must receive a passing score (determined by college or industry certification) to earn college credit (*see competency list for requirements*).
6. Within seven years of completing the articulated class, enroll at SCC or SFCC and submit the SERS Tech Prep Registration Confirmation to the Transcript Office. Articulation requirements will be reviewed and verified by the appropriate office or department. Credit will be awarded to qualifying students.

High School Instructors:

1. Ensure all students receive a copy of the course syllabus outlining information about Tech Prep, the college course competencies and the process required to earn college credit.
2. Hold students accountable for the same competency standard and course expectations as required by the college-equivalent course (*see competency list attached*).
3. If required for articulation, ensure students are prepared to take industry certification exams, complete a professional portfolio documenting their work, or take a final exam to measure their level of skill and competence in the coursework.
4. Submit final grades for all students registered to earn Tech Prep college credit no later than June of the current academic year.
5. Attend scheduled meetings, workshops or in-service activities that enhance the high school/college partnership & support implementation of the Tech Prep articulated program.

Articulation Review and Renewal:

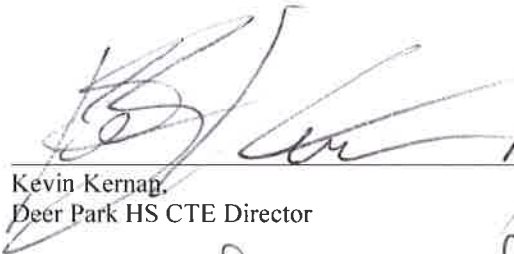
The designated program facilitators, college administrators and/or instructors and high school faculty will meet regularly to revise or discuss the articulation agreement. Agreements must be reviewed/updated and re-signed by college faculty/deans and CTE directors/HS teachers on a schedule, not to exceed a three (3) year rotation, or as deemed necessary due to changes in HS/college course content or structure. Individual teacher verification forms must be signed and submitted annually. Minor revisions can be made via phone calls, correspondence or e-mail.

**PROGRAM ARTICULATION AGREEMENT
Graphic Design**

PARTICIPATING INSTITUTIONS

Deer Park School District and Spokane Falls Community College

We the undersigned representatives of the Northeast Washington Technical Education Consortium (NEWTEC), agree to all provisions of the articulation program/course agreement, have reviewed the course competencies, and understand the process to which students may be granted college credit through the Tech Prep program. We commit staff time and resources to ensure successful program implementation.



 Kevin Kernag,
 Deer Park HS CTE Director

10/6/17


 Date



 Greg Stiles,
 SFCC Faculty

6/1/17

 Date



 Kelli Demarest,
 Deer Park HS Teacher

10/6/17

 Date



 Bonnie Brunt,
 SFCC Program Dean

6/5/17

 Date



 Nancy Szofran,
 Provost, Community Colleges of Spokane

10-16-17

 Date

- Original 03/02/05
- Renewed 10/01/08: Renewal rotation – gmf
- Renewed 2011-12: Renewal rotation – gmf
- Renewed 2014-15: Renewal rotation – gmf
- Renewed 2017-18: Renewal rotation – gmf

GRDSN 171 FLASH Course Outline

Chapter 1 - Introduction to Flash and Its Drawing Tools

- CP-09.15 Draw with the Pencil tool and use the Pencil Tool modifiers.
- CP-09.16 Select line mode, line color, line thickness and line style.
- CP-09.17 Select, move, rotate, and modify a drawing element.
- CP-09.18 Select and apply color for a shape, fill or line.
- CP-09.19 Create and apply a linear gradient.
- CP-09.20 Save a color set.
- CP-09.21 Use the Paint Bucket and Brush tools and their modifiers.
- CP-09.22 Use the Text tool to add text to a drawing.

Chapter 2 - Layers, Imported Art, Symbols, and Instances

- CP-09.23 Create, name, hide and lock layers.
- CP-09.24 Draw a closed shape with the Line tool and enhance it with the Arrow tool.
- CP-09.25 Copy and paste between layers.
- CP-09.26 Extract a color set from an imported GIF.
- CP-09.27 Set a movie's background.
- CP-09.28 Use the Magic Wand to make a selection.
- CP-09.29 Import bitmap image files into Flash.
- CP-09.30 Use Break Apart to make a bitmap editable and how to trace a bitmap.
- CP-09.31 Import a Flash movie format file from FreeHand.
- CP-09.32 Convert artwork to a symbol and how symbols keep Flash files small.
- CP-09.33 Open a Flash file as a Library.
- CP-09.34 Organize and sort a library.
- CP-09.35 Edit symbols and modify instances.

Chapter 3 - Animation

- CP-09.36 Use instances of a symbol in a movie.
- CP-09.37 Create keyframes for each layer.
- CP-09.38 Generate frames between keyframes with Motion Tween.
- CP-09.39 Create a Motion Guide.
- CP-09.40 Test a movie.

Chapter 4 - Scenes, Actions, and Buttons

- CP-09.41 Insert a scene.
- CP-09.42 Use the Scene Inspector.
- CP-09.43 Rename a scene and how to change the order of scenes.
- CP-09.44 Attach an action to a frame.
- CP-09.45 Attach an action to one state of a button.
- CP-09.46 Use the Stop and Go To commands.

Chapter 5 - Sounds

- CP-09.47 Import sounds into Flash.
- CP-09.48 Add sound to a button.
- CP-09.49 Set options in the Sound panel of the Frame Properties dialog box.
- CP-09.50 Stream sound.

Chapter 6 - Publish

- CP-09.51 Use Publish settings to export an HTML file.
- CP-09.52 Export a Flash projector file for PC or Mac.

**GRDSN 172 DREAMWEAVER
Course Outline**

Chapter 1 - Getting Started

- CP-08.14 Use the Dreamweaver interface, its palettes and Property Inspector.
- CP-08.15 Set up or import a Web site in Dreamweaver.

Chapter 2 - Understanding HTML Basics

- CP-08.17 Use the basics of HTML.
- CP-08.18 Use good HTML practices.
- CP-08.19 Clean up HTML imported from other applications.

Chapter 3 - Building a Web Site

- CP-08.20 Create a Web page in Dreamweaver.
- CP-08.21 Preview work in a browser.
- CP-08.22 Differentiate between Break tag and the Paragraph tag.
- CP-08.23 Differentiate between ordered and unordered lists.
- CP-08.24 Define colors in a document.

Chapter 4 - Adding Images, Hyperlinks, and Image Maps

- CP-08.25 Add images to Web pages.
- CP-08.26 Align text next to an image.
- CP-08.27 Link text or images to other files within a site.
- CP-08.28 Create an internet, or jump, link from one place in a file to another.
- CP-08.29 Link to a page at another site.
- CP-08.30 Set up an email link.
- CP-08.31 Create an image map.

Chapter 5 - Using Templates, Library Items, and Multimedia Files

- CP-08.32 Use the Templates feature to make design work easier.
- CP-08.33 Use Library items to save time with frequently used elements.
- CP-08.34 Use a range of multimedia file types on the Web.
- CP-08.35 Use multimedia files in a variety of browsers.

Chapter 6 - Create HTML Tables, Text Your Work, and Upload Your Site to a Remote Server

- CP-08.37 Insert a table onto a page.
- CP-08.38 Use the Property Inspector to change table attributes.
- CP-08.39 Merge table cells.