

SEC – Digital Media Technology Blueprints

This document contains the blueprints for the concentration areas in secondary Digital Media Technology.

Course Code(s)	Test Code	Program Name	Supplemental Materials/Notes
994100, 994108, 994109	10321Y1-2014	Digital Media Technology	
994101, 994110, 994111	10321Y2-2014	Digital Media Technology	
994101, 994110, 994111	10321PB-2014	Digital Media Technology	

Curriculum	Perkins Assessment 2016-17		Teacher Evaluation Pilot 2016-17			
	Y1 Post-Test	Y2 Post-Test	Y1 Baseline	Y1 Post-Test	Y2 Baseline	Y2 Post-Test
Digital Media Technology	MS-CPAS2*	PBA* MS-CPAS2*	NA*	NA*	NA*	NA*

* These assessments are subject to change based on funding and policy changes/updates. Information for test coordinators will be disseminated on the ordering process for the national certification by the Research and Curriculum Unit at Mississippi State University.



MS-CPAS2 Blueprint Summary

Assessment: Digital Media Technology
Test Code: 10321Y1-2014
CIP Code: 090702
Course Codes: 994100, 994108, 994109
Type: CP

The MS-CPAS2 Blueprint Summary indicates the number of assessment questions related to each unit on the assessment and indicates the relative emphasis placed on each unit. All of the listed competencies will appear on the assessment, but because of the length of the assessment, not every competency will be equally represented in the assessment.

The MS-CPAS2 Blueprint Summary includes a variety of information, which is explained below:

Terms and Definitions	
Assessment:	This signifies the name of the assessment, which corresponds with the name of the pathway or program.
CIP Code:	Developed by the U.S. Department of Education's National Center for Education Statistics (NCES), CIP codes are a federal coding system utilized for assessment and reporting of fields of study and program completions activity tracking.
Test Code:	A unique code that serves to numerically identify a specific assessment
DOK Levels:	Based on Webb's Depth of Knowledge (DOK), this signifies the assessment item difficulty factor to be expected in each unit. The three levels are as follows: <i>1 = Recall and Reproduction, 2 = Skills and Concepts, 3 = Short-term Strategic Thinking</i> Some postsecondary programs will not use DOK levels until the next revision.
Instructional	The total number of hours assigned to a unit per the pathway's curriculum
Total Items:	The total number of items assigned to each unit on the assessment. It is calculated as follows: <i>(Unit Instructional Hours / Total Instructional Hours) * Total Active Items</i>
Active Items:	The number of items on the assessment that will be graded
Field-test Items:	The number of items that are being field-tested, or piloted, to determine their eligibility for inclusion as an Active Item on future assessments. These items are not graded and, thus, will not impact the student's final score.
Total Assessed Items:	The total number of items on the given assessment. It is calculated as follows: <i>Active Items + Field-test Items</i>

For more information regarding this MS-CPAS2 Blueprint Summary, please contact the Mississippi Assessment Center by phone at 1.866.901.7433 or by e-mail at helpdesk@rcu.msstate.edu.



Assessment: Digital Media Technology	DOK Level(s)			Instructional Hours	Total Items
	Test Code: 10321Y1-2014	1	2		
CIP Code: 090702					
Total Hours: 180					
Unit 2: Photography and Photo Editing	1	2		60	26
1. Explain photography and graphic design elements. 2. Use photo editing software to create and edit a product.					
Unit 3: Print Production and Design	1	2	3	60	27
1. Apply color theory and design principles. 2. Examine typography and layout design. 3. Apply design principles and techniques in the creation of a print project.					
Unit 4: Introduction and Editing for Audio Production	1	2	3	60	27
1. Explore the audio production software. 2. Create loops using audio production software. 3. Demonstrate basic editing skills in audio production software. 4. Demonstrate the techniques involved in refining the editing process. 5. Produce an audio track by mixing in audio production software.					
Active Items					80
Field-Test Items					20
TOTAL ASSESSED ITEMS					100

MS-CPAS2 Blueprint Summary

Assessment: Digital Media Technology
Test Code: 10321Y2-2014
CIP Code: 090702
Course Codes: 994101, 994110, 994111
Type: CP

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Instructional Hours:	The total number of hours assigned to a unit per the pathway's curriculum
Total Items:	The total number of items assigned to each unit on the assessment. It is calculated as follows: <i>(Unit Instructional Hours / Total Instructional Hours) * Total Active Items</i>
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Assessment: Digital Media Technology	DOK Level(s)			Instructional Hours	Total Items
Test Code: 10321Y2-2014					
CIP Code: 090702					
Total Hours: 190					
Unit 8: Preparing to Edit	1	2		22.5	9
1. Explore the video production software. 2. Demonstrate the importing and organizing of media.					
Unit 9: Telling the Story	1	2	3	32.5	14
1. Assemble the rough cut. 2. Completing the rough cut. 3. Polishing the rough cut.					
Unit 10: Editing Basics	1	2	3	32.5	14
1. Add transitions to a project. 2. Explore audio and add effects. 3. Implement titles, generators, and themes.					
Unit 11: Finishing the Project	1	2	3	32.5	14
1. Adjust the timing. 2. Employ effects and color grading techniques. 3. Output to media.					
Unit 12: Discovering Motion Graphics	1	2	3	35	14
1. Explore the motion graphics interface. 2. Set up the workflow.					
Unit 13: Basic Animation				35	15
1. Utilize keyframes and behaviors. 2. Incorporate audio to basic animations.					
Active Items					80
Field-Test Items					20
TOTAL ASSESSED ITEMS					100

MS-CPAS2 Blueprint Summary

Assessment: Digital Media Technology
Test Code: 10321PB-2014
CIP Code: 090702
Course Codes: 994101, 994110, 994111
Type: CP

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Assessment: Digital Media Technology				
Test Code: 10321PB-2014				
CIP Code: 090702				
Total Hours: 190	DOK Level(s)			Instructional Hours
Unit 8: Preparing to Edit	1	2		22.5
1. Explore the video production software. 2. Demonstrate the importing and organizing of media.				
Unit 9: Telling the Story	1	2	3	32.5
1. Assemble the rough cut. 2. Completing the rough cut. 3. Polishing the rough cut.				
Unit 10: Editing Basics	1	2	3	32.5
1. Add transitions to a project. 2. Explore audio and add effects. 3. Implement titles, generators, and themes				
Unit 11: Finishing the Project	1	2	3	32.5
1. Adjust the timing. 2. Employ effects and color grading techniques. 3. Output to media.				
Unit 12: Discovering Motion Graphics	1	2	3	35
1. Explore the motion graphics interface. 2. Set up the workflow.				
Unit 13: Basic Animation	1	2		35
1. Utilize keyframes and behaviors. 2. Incorporate audio to basic animations.				