

CTE Course Crosswalk

| TAC Chapter 130. Career and Technical Education | | | | |
|--|---------|--|---------|-------|
| Subchapter C. Arts, A/V Technology, and Communications | | | | |
| 2010 | Credits | 2017 | Credits | Codes |
| Principles of Arts, Audio Video Technology, and Communications | .5 - 1 | Principles of Arts, Audio/Video Technology, and Communications | 1 | |
| Animation | 1 - 2 | Animation I | 1 | |
| | | Animation I Lab* | 1 | |
| Advanced Animation | 2 - 3 | Animation II | 1 | P |
| | | Animation II Lab* | 1 | P |
| n/a | | Practicum in Animation | 2 | P |
| | | Extended Practicum in Animation** | 1 | P |
| Audio Video Production | 1 - 2 | Audio/Video Production I | 1 | |
| | | Audio/Video Production I Lab* | 1 | |
| Advanced Audio Video Production | 2 - 3 | Audio/Video Production II | 1 | P |
| | | Audio/Video Production II Lab* | 1 | P |
| Practicum in Audio Video Production | 2 - 3 | Practicum in Audio/Video Production | 2 | P |
| | | Extended Practicum in Audio/Video Production** | 1 | P |
| Graphic Design and Illustration | 1 - 2 | Graphic Design and Illustration I | 1 | |
| | | Graphic Design and Illustration I Lab* | 1 | |
| Advanced Graphic Design and Illustration | 2 - 3 | Graphic Design and Illustration II | 1 | P |
| | | Graphic Design and Illustration II Lab* | 1 | P |
| Practicum in Graphic Design and Illustration | 2 - 3 | Practicum in Graphic Design and Illustration | 2 | P |
| | | Extended Practicum in Graphic Design and Illustration** | 1 | P |
| Commercial Photography | 1 - 2 | Commercial Photography I | 1 | |
| | | Commercial Photography I Lab* | 1 | |
| Advanced Commercial Photography | 2 - 3 | Commercial Photography II | 1 | |
| | | Commercial Photography II Lab* | 1 | |
| n/a | | Practicum in Commercial Photography | 2 | P |
| | | Extended Practicum in Commercial Photography** | 1 | P |
| Fashion Design | 1 - 2 | Fashion Design I | 1 | |
| | | Fashion Design I Lab* | 1 | |
| Advanced Fashion Design | 2 - 3 | Fashion Design II | 1 | P |
| | | Fashion Design II Lab* | 1 | P |
| Practicum in Fashion Design | 2 - 3 | Practicum in Fashion Design | 2 | P |
| | | Extended Practicum in Fashion Design** | 1 | P |
| Printing and Imaging Technology | 1 - 2 | Printing and Imaging Technology I | 1 | |
| | | Printing and Imaging Technology I Lab* | 1 | |
| Advanced Printing and Imaging Technology | 2 - 3 | Printing and Imaging Technology II | 1 | |
| | | Printing and Imaging Technology II Lab* | 1 | |
| Practicum in Printing and Imaging Technology | 2 - 3 | Practicum in Printing and Imaging Technology | 2 | P |
| | | Extended Practicum in Printing and Imaging Technology** | 1 | P |

CTE Course Crosswalk

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|---|--------|-----------------------------|----|---|
| Professional Communications | .5 - 1 | Professional Communications | .5 | |
| Radio Broadcasting I (Innovative Course) | .5 - 1 | Digital Audio Technology I | 1 | |
| Radio Broadcasting II (Innovative Course) | .5 - 1 | Digital Audio Technology II | 1 | P |
| Video Game Design I (Innovative Course) | 1 | Video Game Design | 1 | |

*This course must be taken concurrently with the respective corequisite course and may not be taken as a stand-alone course. Districts are encouraged to offer this lab in a consecutive block with the respective course to allow students sufficient time to master the content of both courses.

Example: Animation I (1 credit) + Animation I Lab (1 credit) = 2 credits

**This course must be taken concurrently with the related practicum course and may not be taken as a stand-alone course.

Example: Practicum in Animation (2 credits) + Extended Practicum in Animation (1 credit) = 3 credits

Note: A student may repeat a practicum course or practicum course + extended practicum course once for credit provided that the student is experiencing different aspects of the industry and demonstrating proficiency in additional and more advanced knowledge and skills.

Legend:

P = This course has prerequisites