

Blueprint for Instruction and Assessment

Music and Audio Production

15.0307.00



Domain	Related Standards	Instructional Time
Domain 1 Production	STANDARD 1.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF PRODUCT CREATION STANDARD 2.0 IMPLEMENT PLAN(S) FOR ACQUIRING OR CREATING A PRODUCT IN ACCORDANCE WITH PRODUCTION PHASE TASKS STANDARD 3.0 PERFORM TASKS IN POST-PRODUCTION PHASE OF PRODUCT REFINEMENT STANDARD 4.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION STANDARD 5.0 DELIVER/DISTRIBUTE PRODUCT(S) USING VARIOUS MEDIA IN ACCORDANCE WITH CONSUMER EXPECTATIONS STANDARD 6.0 PRESENT PRODUCT(S) TO SELECTED LIVE AUDIENCE(S)	55 – 65 %
Domain 2 Computer Literacy	STANDARD 7.0 APPLY CONTENT CAPTURE STANDARD 8.0 UTILIZE COMPUTER AND PERSONAL ELECTRONIC DEVICE APPLICATIONS TO MANAGE MEDIA	5 – 10 %
Domain 3 Career Preparation	STANDARD 9.0 DEMONSTRATE PRACTICES APPROPRIATE TO PERSONAL SUCCESS IN THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY AS IT RELATES TO MUSIC AND AUDIO PRODUCTION	5 – 10 %
Domain 4 Communications	STANDARD 10.0 DEMONSTRATE COMMUNICATION SKILLS	5 – 10 %
Domain 5 Industry Concepts	STANDARD 11.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT STANDARD 12.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY	5 – 10 %

Content domains are bodies of knowledge, skills, or abilities to be taught or assessed. They illustrate the relationship among technical standards, instructional time, and student success on the Technical Skills Assessment. This blueprint corresponds with the technical standards endorsed on July 13, 2020.

