Blueprint for Instruction and Assessment

Graphic Design

50.0409.00

Domain	Related Standards	Instructional Time
Domain 1 Creative Process	**STANDARD 6.0** APPLY GRAPHIC DESIGN CONCEPTS TO PRODUCE DESIGN SOLUTIONS **STANDARD 7.0** APPLY THE DESIGN THINKING PROCESS TO INCREASE SUCCESS AND PRODUCTIVITY **STANDARD 8.0** CREATE PROBLEM-SOLVING VISUALS USING INDUSTRY-STANDARD SOFTWARE	60 - 70%
Domain 2 Technology Production	**STANDARD 5.0** UTILIZE INDUSTRY TOOLS AND EQUIPMENT AND COMPUTER HARDWARE AND SOFTWARE **STANDARD 9.0** DEMONSTRATE APPLICATION OF MEDIA OUTPUT	15 - 20%
Domain 3 Legal and Business Practices	**STANDARD 2.0** ANALYZE ETHICAL AND LEGAL ISSUES RELATED TO EMERGING TECHNOLOGIES WITHIN THE GRAPHIC DESIGN INDUSTRY **STANDARD 3.0** APPLY PROFESSIONAL AND BUSINESS PRACTICES FOR SUCCESS IN THE GRAPHIC DESIGN INDUSTRY	10 - 15%
Domain 4 Media Industries	**STANDARD 1.0** ANALYZE THE GRAPHIC DESIGN INDUSTRY **STANDARD 4.0** ANALYZE GRAPHIC DESIGN AS A VISUAL COMMUNICATION TOOL	5 - 10%

Content domains are knowledge, skills, and abilities to be taught and 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 11, 2026.