

Standards Correlations

Digital Visualization (8459)

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Demonstrating Personal Qualities and Abilities			
Demonstrate creativity and innovation.	<p>English: 6.1, 6.3, 6.4, 6.6, 6.7, 6.9, 7.1, 7.3, 7.4, 7.6, 7.7, 7.9, 8.1, 8.3, 8.4, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8</p> <p>History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WG.4, WHI.1, WHII.1</p> <p>Mathematics: 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7, 6.10, 6.11, 6.12, 7.2, 7.3, 7.8, 7.9, 8.2, 8.4, 8.6, 8.7, 8.11, 8.12, 8.17, 8.18, A.9, AFDA.3, AFDA.4, AFDA.5, AFDA.6, AFDA.7, AFDA.8, AII.9, COM.1, COM.3, COM.4, COM.5, COM.8, DM.7, DM.1*, DM.10, DM.2*, DM.3*, PS.3*, PS.4*, PS.7*, PS.9*, PS.10*</p>		

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
	Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PS.1		
Demonstrate critical thinking and problem solving.	<p>English: 6.1, 6.3, 6.4, 6.5, 6.6, 6.7, 6.9, 7.1, 7.3, 7.4, 7.5, 7.6, 7.7, 7.9, 8.1, 8.3, 8.4, 8.5, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8</p> <p>History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WG.4, WHI.1, WHII.1</p> <p>Mathematics: 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.10, 6.11, 7.2, 7.3, 7.8, 7.12, 7.13, 8.2, 8.4, 8.8, 8.9, 8.10, 8.11, A.8, A.9, G.1, G.13, G.14, AFDA.3, AFDA.5, AFDA.8, AII.9, AII.10, AII.11, COM.1, COM.3, COM.4, COM.5, COM.8, DM.4, DM.7, DM.1*, DM.2*, DM.3*, DM.9*, PS.9*, PS.10*</p> <p>Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PS.1</p>		
Demonstrate initiative and self-direction.	English: 6.1, 6.4, 6.6, 6.7, 6.9, 7.1, 7.4, 7.6, 7.7, 7.9, 8.1, 8.4, 8.6, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1,		

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	11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Demonstrate integrity.	English: 6.1, 7.1, 8.1, 9.1, 9.5, 10.1, 10.5, 11.1, 11.5, 12.1, 12.5 History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Demonstrate work ethic.	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: CH.1		
Demonstrating Interpersonal Skills			
Demonstrate conflict-resolution skills.	English: 6.1, 6.2, 6.4, 6.6, 6.7, 6.9, 7.1, 7.2, 7.4, 7.6, 7.7, 7.9, 8.1, 8.2, 8.4, 8.6, 8.7, 8.9, 9.1, 10.1, 11.1, 12.1		

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	History and Social Science: CE.1, CE.4, GOVT.1, USI.1, VUS.1		
Demonstrate listening and speaking skills.	English: 6.1, 6.2, 6.4, 6.6, 7.1, 7.2, 7.4, 7.6, 8.1, 8.2, 8.4, 8.6, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Demonstrate respect for diversity.	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1 History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, USII.9, VUS.1, VUS.13, WG.1, WHI.1, WHII.1		
Demonstrate customer service skills.	English: 6.1, 6.4, 6.7, 7.1, 7.4, 7.7, 8.1, 8.4, 8.7, 9.1, 9.5, 9.6, 10.1, 10.5, 10.6, 11.1, 11.5, 11.6, 12.1, 12.5, 12.6 History and Social Science: CE.1, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Collaborate with team members	English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1		

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	History and Social Science: CE.1, CE.3, CE.4, GOVT.1, GOVT.16, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Demonstrating Professional Competencies			
Demonstrate big-picture thinking.	English: 6.1, 6.4, 7.1, 7.4, 8.1, 8.4, 9.1, 9.5, 10.1, 10.5, 11.1, 11.5, 12.1, 12.5 History and Social Science: CE.1, CE.4, CE.12, GOVT.1, GOVT.15, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		
Demonstrate career- and life-management skills.	English: 6.1, 6.7, 7.1, 7.7, 8.1, 8.7, 9.1, 9.6, 10.1, 10.6, 11.1, 11.6, 12.1, 12.6 History and Social Science: CE.1, CE.4, CE.12, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 8.4		
Demonstrate continuous learning and adaptability.	English: 6.1, 6.4, 6.7, 6.9, 7.1, 7.4, 7.7, 7.9, 8.1, 8.4, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.1, 11.5, 11.6, 11.8, 12.1, 12.5, 12.6, 12.8		

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	History and Social Science: CE.1, CE.3, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: BIO.1, CH.1, LS.1, PH.1, PH.4, PS.1		
Manage time and resources.	English: 6.1, 6.2, 6.4, 6.7, 6.9, 7.1, 7.2, 7.4, 7.7, 7.9, 8.1, 8.2, 8.4, 8.7, 8.9, 9.1, 9.5, 9.6, 9.8, 10.1, 10.5, 10.6, 10.8, 11.2, 11.5, 11.6, 11.8, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.11, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 6.12, 7.2, 7.3, 7.8, 7.9, 7.10, 7.11, 7.12, 7.13, 8.4, 8.11, 8.12, 8.13, 8.14, 8.17, 8.18, A.4, A.5, A.8, A.9, AFDA.3, AFDA.4, AFDA.5, AFDA.6, AFDA.7, AFDA.8, COM.1, COM.3, COM.5, COM.8		
Demonstrate information-literacy skills.	English: 6.1, 6.2, 6.4, 6.6, 6.7, 6.9, 7.1, 7.2, 7.3, 7.4, 7.6, 7.7, 7.9, 8.1, 8.2, 8.3, 8.4, 8.6, 8.7, 8.9, 9.2, 9.5, 9.6, 9.8, 10.2, 10.5, 10.6, 10.8, 11.2, 11.5,		

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	11.6, 11.8, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 7.8, 7.9, 8.11, 8.12, A.8, A.9, AFDA.3, AFDA.4, AFDA.6, AFDA.7, AFDA.8, DM.8, PS.1*, PS.2*, PS.3*, PS.4*, PS.7*, PS.8*, PS.9*, PS.10* Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PH.1, PS.1		
Demonstrate an understanding of information security.	English: 6.1, 6.2, 6.3, 6.4, 6.6, 6.7, 6.8, 6.9, 7.1, 7.2, 7.3, 7.4, 7.6, 7.7, 7.8, 7.9, 8.1, 8.2, 8.3, 8.4, 8.6, 8.7, 8.8, 8.9, 9.1, 9.2, 9.5, 9.6, 9.8, 10.1, 10.2, 10.5, 10.6, 10.8, 11.1, 11.2, 11.5, 11.6, 11.8, 12.1, 12.2, 12.5, 12.6, 12.8 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: COM.10		
Maintain working knowledge of current information-technology (IT) systems.	English: 6.1, 6.3, 6.4, 6.6, 6.9, 7.1, 7.3, 7.4, 7.6, 7.9, 8.1, 8.3, 8.4, 8.6, 8.9		

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	History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 7.8, COM.1, COM.2, COM.7, COM.9, COM.10, COM.11, COM.16, COM.18, PS.17 Science: BIO.1, CH.1, ES.1, PH.1		
Demonstrate proficiency with technologies, tools, and machines common to a specific occupation.	History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Mathematics: 6.10, 6.11, 7.9, 8.4, A.7, A.8, A.9, AFDA.1, AFDA.3, AFDA.5, AII.4, AII.7, AII.9, COM.1, COM.7, COM.10, COM.11, COM.12, COM.16 Science: CH.1, ES.1, LS.1, PH.1, PS.1		
Apply mathematical skills to job-specific tasks.	English: 6.4, 6.6, 6.7, 7.4, 7.6, 7.7, 8.4, 8.6, 8.7, 9.5, 9.6, 10.5, 10.6, 11.5, 11.6, 12.5, 12.6 History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1		

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
	<p>Mathematics: 6.1, 6.2, 6.5, 6.6, 6.12, 6.13, 6.14, 7.1, 7.2, 7.3, 7.4, 7.5, 7.6, 7.8, 7.9, 7.11, 7.12, 7.13, 8.4, 8.5, 8.6, 8.8, 8.9, 8.10, 8.11, 8.12, 8.13, 8.14, 8.15, 8.16, 8.17, 8.18, A.1, A.3, A.4, A.5, A.7, A.8, A.9, AFDA.1, AFDA.3, AFDA.5, AFDA.8, AII.3, AII.7, AII.9, AII.10, COM.1, COM.7</p> <p>Science: 6.1, BIO.1, CH.1, ES.1, LS.1, PH.1, PS.1</p>		
Demonstrate professionalism.	<p>English: 6.1, 7.1, 8.1, 9.1, 10.1, 11.1, 12.1</p> <p>History and Social Science: CE.1, CE.4, CE.14, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1</p>		
Demonstrate reading and writing skills.	<p>English: 6.1, 6.6, 6.7, 7.1, 7.6, 7.7, 8.1, 8.6, 8.7, 9.1, 9.5, 9.6, 9.7, 10.1, 10.5, 10.6, 10.7, 11.1, 11.5, 11.6, 11.7, 12.1, 12.5, 12.6, 12.7</p> <p>History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1</p> <p>Science: 6.1, PH.1, PS.1</p>		

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Demonstrate workplace safety.	English: 6.4, 7.4, 8.4, 9.5, 10.5, 11.5, 12.5 History and Social Science: CE.1, CE.4, GOVT.1, USI.1, USII.1, VUS.1, WG.1, WHI.1, WHII.1 Science: CH.1		
Examining All Aspects of an Industry			
Examine aspects of planning within an industry/organization.	History and Social Science: GOVT.16		
Examine aspects of management within an industry/organization.			
Examine aspects of financial responsibility within an industry/organization.			
Examine technical and production skills required of workers within an industry/organization.			
Examine principles of technology that underlie an industry/organization.			
Examine labor issues related to an industry/organization.	History and Social Science: GOVT.16		

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Examine community issues related to an industry/organization.	History and Social Science: GOVT.16		
Examine health, safety, and environmental issues related to an industry/organization.	History and Social Science: GOVT.16		
Addressing Elements of Student Life			
Identify the purposes and goals of the student organization.			
Explain the benefits and responsibilities of membership in the student organization as a student and in professional/civic organizations as an adult.			
Demonstrate leadership skills through participation in student organization activities, such as meetings, programs, and projects.			
Identify Internet safety issues and procedures for complying with acceptable use standards.			
Exploring Work-Based Learning			

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Identify the types of work-based learning (WBL) opportunities.			
Reflect on lessons learned during the WBL experience.			
Explore career opportunities related to the WBL experience.			
Participate in a WBL experience, when appropriate.			
Introducing Digital Visualization			
Explain digital visualization.	<p>English: 9.3, 9.5, 10.3, 10.5, 11.3, 11.5</p> <p>History and Social Science: VUS.14</p> <p>Mathematics: G.13, COM.12</p>	<p>Information and Communication Technologies</p> <p>The Characteristics and Scope of Technology</p>	<p>Digital Video Production</p> <p>Future Technology Teacher</p> <p>Scientific Visualization (SciVis)</p>
Create a multimedia portfolio of examples of student's digital visualization work.	<p>English: 9.1, 9.5, 9.6, 10.1, 10.5, 10.6, 11.1, 11.5, 11.6</p> <p>Mathematics: G.3, COM.12</p>	<p>Apply Design Processes</p> <p>Information and Communication Technologies</p> <p>The Core Concepts of Technology</p> <p>Use and Maintain Technological Products and Systems</p>	<p>Digital Video Production</p> <p>Scientific Visualization (SciVis)</p>

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Analyze legal and ethical considerations related to digital visualization.	English: 9.5, 10.5, 11.5 History and Social Science: GOVT.1, GOVT.9, GOVT.15	Relationships Among Technologies and the Connections Between Technology and Other Fields The Role of Society in the Development and Use of Technology	Debating Technological Issues Digital Video Production Essays on Technology Video Game Design Webmaster
Exploring Fundamentals of Graphics			
Compare raster and vector images.	English: 9.5, 10.5, 11.5 Mathematics: MA.7	Information and Communication Technologies	Geospatial Technology (Virginia only) Scientific Visualization (SciVis) Video Game Design
Explain standard file-naming conventions.	English: 9.5, 10.5, 11.5 Mathematics: COM.2	Information and Communication Technologies Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Geospatial Technology (Virginia only) Scientific Visualization (SciVis)

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
			Video Game Design Webmaster
Create an image.	Mathematics: COM.1, COM.10, COM.12	Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Geospatial Technology (Virginia only) Scientific Visualization (SciVis) Video Game Design Webmaster
Edit an image, using image-editing software.	Mathematics: COM.12	Relationships Among Technologies and the Connections Between Technology and Other Fields Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Geospatial Technology (Virginia only)

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
			Scientific Visualization (SciVis) Video Game Design
Describe the design process.	English: 9.5, 10.5, 11.5 History and Social Science: VUS.1 Mathematics: COM.3, COM.4	The Attributes of Design	Architectural Design Computer-Aided Design (CAD), Architecture Dragster Design Engineering Design Flight Endurance Scientific Visualization (SciVis) System Control Technology Technology Problem Solving
Explain the elements of design.	English: 9.5, 10.5, 11.5 Mathematics: G.3, COM.12	The Attributes of Design	Animatronics Architectural Design Computer-Aided Design (CAD), Architecture Digital Video Production Engineering Design

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
			Fashion Design and Technology On Demand Video Photographic Technology Scientific Visualization (SciVis)
Analyze the principles of design.	English: 9.5, 10.5, 11.5 Mathematics: G.7	The Attributes of Design	Animatronics Architectural Design Computer-Aided Design (CAD), Architecture Digital Video Production Engineering Design Fashion Design and Technology On Demand Video Photographic Technology Scientific Visualization (SciVis)
Exploring Computer Animation			
Describe computer input devices.	English: 9.3, 9.5, 10.3, 10.5, 11.3, 11.5 Mathematics: COM.10	Relationships Among Technologies and the	Computer-Aided Design (CAD), Architecture

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
		<p>Connections Between Technology and Other Fields</p> <p>The Core Concepts of Technology</p>	<p>Computer-Aided Design (CAD), Engineering</p> <p>Geospatial Technology (Virginia only)</p> <p>On Demand Video</p> <p>Scientific Visualization (SciVis)</p> <p>Video Game Design</p> <p>Webmaster</p>
Outline the evolution of animation technology.	<p>English: 9.6, 9.7, 10.6, 10.7, 11.6, 11.7</p> <p>History and Social Science: VUS.13, VUS.14, WHIL.13, WHIL.14</p> <p>Mathematics: COM.12</p>	<p>The Influence of Technology on History</p> <p>The Role of Society in the Development and Use of Technology</p>	<p>Computer-Aided Design (CAD), Architecture</p> <p>Digital Video Production</p> <p>Scientific Visualization (SciVis)</p> <p>Video Game Design</p>
Examine the mutual influence between animation and society.	<p>English: 9.5, 10.5, 11.5</p> <p>History and Social Science: VUS.13, VUS.14, WHIL.13, WHIL.14</p> <p>Mathematics: COM.12</p>	<p>The Cultural, Social, Economic, and Political Effects of Technology</p> <p>The Role of Society in the Development and Use of Technology</p>	<p>Computer-Aided Design (CAD), Architecture</p> <p>Digital Video Production</p> <p>Scientific Visualization (SciVis)</p> <p>Video Game Design</p>

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
			Webmaster
Analyze fundamental principles of animation.	English: 9.5, 10.5, 11.5 Mathematics: COM.12	Information and Communication Technologies	Computer-Aided Design (CAD), Architecture Digital Video Production Scientific Visualization (SciVis) Video Game Design Webmaster
Explore careers related to computer animation.	English: 9.5, 9.8, 10.5, 10.8, 11.5, 11.8 Mathematics: COM.12	Information and Communication Technologies Relationships Among Technologies and the Connections Between Technology and Other Fields The Cultural, Social, Economic, and Political Effects of Technology	Computer-Aided Design (CAD), Architecture Digital Video Production Scientific Visualization (SciVis) Video Game Design Webmaster
Exploring Storyboards			
Explain the storyboard.	English: 9.3, 9.5, 10.3, 10.5, 11.3, 11.5 Mathematics: COM.12	Information and Communication Technologies	Digital Video Production Scientific Visualization (SciVis) Video Game Design

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Analyze an existing storyboard.	English: 9.6, 10.6, 11.6	Information and Communication Technologies The Attributes of Design	Digital Video Production Scientific Visualization (SciVis) Video Game Design
Create a storyboard.	Mathematics: G.13, COM.12	Apply Design Processes The Attributes of Design	Digital Video Production Scientific Visualization (SciVis) Video Game Design
Exploring Computer Modeling			
Describe the computer-modeling process.	English: 9.5, 10.5, 11.5 Mathematics: G.13	Information and Communication Technologies	Animatronics Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Dragster Design Engineering Design Scientific Visualization (SciVis) Video Game Design

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
Create computer models of basic 3D forms.	Mathematics: G.14	Information and Communication Technologies Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Dragster Design Engineering Design Scientific Visualization (SciVis) Video Game Design
Modify basic computer-generated 3D forms.	Mathematics: G.14	Information and Communication Technologies Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Computer-Aided Design (CAD), Engineering Digital Video Production Dragster Design Engineering Design Scientific Visualization (SciVis)

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
			Video Game Design Webmaster
Creating Computer Animation			
Analyze an existing animation.	History and Social Science: VUS.5	The Attributes of Design	Computer-Aided Design (CAD), Architecture Digital Video Production Dragster Design Scientific Visualization (SciVis) Video Game Design
Create an animation of a graphic image.	English: 9.5, 10.5, 11.5 History and Social Science: GOVT.1 Mathematics: COM.12	Information and Communication Technologies Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Digital Video Production Engineering Design Scientific Visualization (SciVis) Video Game Design
Create an animated product for the purpose of informing.	English: 9.1, 9.2, 10.1, 10.2, 11.1, 11.2 Mathematics: G.3, COM.12	Apply Design Processes Assess the Impact of Products and Systems	Digital Video Production Scientific Visualization (SciVis) Video Game Design

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
		Information and Communication Technologies The Attributes of Design	
Create an animated product for the purpose of instructing.	English: 9.1, 9.2, 10.1, 10.2, 11.1, 11.2 History and Social Science: GOVT.1 Mathematics: G.3, COM.12	Apply Design Processes Assess the Impact of Products and Systems Information and Communication Technologies The Attributes of Design	Digital Video Production Scientific Visualization (SciVis) Video Game Design
Create an animated product for the purpose of persuading.	English: 9.2, 10.2, 11.2 History and Social Science: GOVT.1 Mathematics: G.3, COM.12	Apply Design Processes Assess the Impact of Products and Systems Information and Communication Technologies The Attributes of Design	Digital Video Production Scientific Visualization (SciVis) Video Game Design
Create an animated product for the purpose of entertaining.	English: 9.1, 9.2, 10.1, 10.2, 11.1, 11.2 History and Social Science: GOVT.1 Mathematics: G.3, COM.12	Apply Design Processes Assess the Impact of Products and Systems Information and Communication Technologies	Digital Video Production Scientific Visualization (SciVis) Video Game Design

Task	SOL Correlation	ITEEA National Standards	TSA Competitive Events
		The Attributes of Design	
Exploring Interactive Animation			
Explain interactive animation.	English: 9.5, 10.5, 11.5 Mathematics: G.3, COM.12	Information and Communication Technologies	Computer-Aided Design (CAD), Architecture Digital Video Production Dragster Design Scientific Visualization (SciVis) Video Game Design Webmaster
Create an interactive animation.	Mathematics: G.3, COM.12	Apply Design Processes Information and Communication Technologies The Attributes of Design Use and Maintain Technological Products and Systems	Computer-Aided Design (CAD), Architecture Dragster Design Scientific Visualization (SciVis) Video Game Design