



MEDIA ARTS

COLLABORATIVE CHARTER SCHOOL

Curriculum Guide





OUR MISSION

The Media Arts Collaborative Charter School (MACCS) offers secondary students a comprehensive, project-based, cross-curricular education centered in the media arts. We prepare our graduates for positions in the media industries and for the rigor of post-secondary education.

MACCS will provide an integrated, inclusive curriculum through hands-on experiential learning that satisfies NM standards for graduation from secondary schools. We seek to prepare students for an education in the media arts at the university and community college level, as well as to prepare all students to understand the role of Media Arts in the world and how people's lives can be affected by them. Our mission stems from the need to provide an education that recognizes the extensive influence the media has on our children and society. Our vision is for MACCS to contribute sustainability to the growth the state of New Mexico is experiencing in the film and television industries through new generations of New Mexico residents, with marketable skills, playing important creative roles in these industries.

MEDIA ARTS

A Message from the Principal

Believing that a strong foundation in the media arts is the secret to preparing students for the opportunities of tomorrow, the Media Arts Collaborative Charter School (MACCS) seeks to give graduates the tools they need to succeed in positions in the media industries and for the rigor of post-secondary education. MACCS has excelled in the collaborative spirit of building a community with media industry partners, and strives to teach media arts with ethics and responsibility.

MACCS is the state's only media arts-focused public school, and students come from diverse backgrounds, unified by an interest in the arts and the unique approach the school takes to teaching and learning. Recently MACCS has become the first high school chapter of the prestigious Society of Motion Pictures and Television Engineers (SMPTE) and has joined other community affiliates such as the Coalition for Essential Schools, National Alliance for Media Arts & Culture, New Mexico Technology Council, New Mexico Women in Film, Nob Hill Studios and New Mexico Film Foundation.

The MACCS educational method is an outcome-based model designed to allow students to advance in an individual program of study based upon their needs and interests. Students have tackled a wide range of topics from gender and health-related issues to cultural and social norms.

Highlights:

- The State's only media arts-focused public school.
- Students are required to understand both the role and impact of media arts.
- Students earn certification in both Adobe and Microsoft Suites
- MACCS provides a comprehensive, project based, cross-curricular education.
- The school prides itself on being a safe learning community.

Thank you for choosing MACCS for your student's educational experiences!

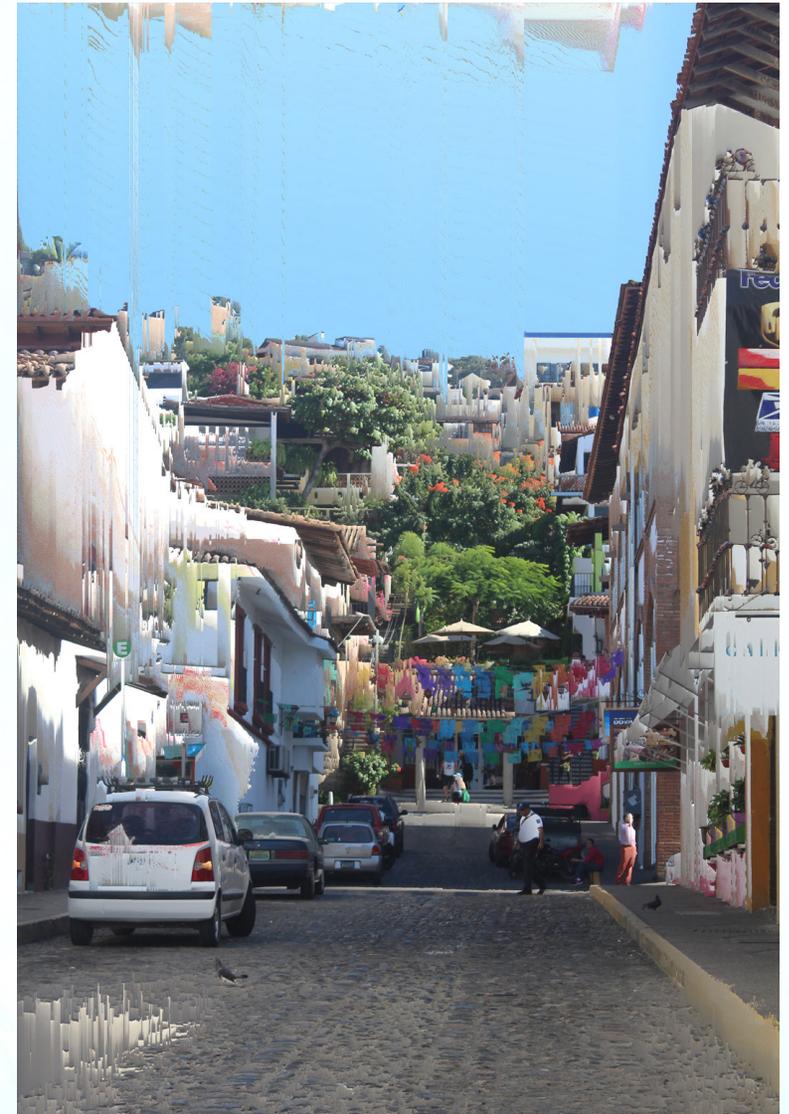
Jonathan Dooley, M.A.
Principal



Jasmine Gallegos

MACCS Graduation Requirements

MATH- Algebra, Geometry, Algebra II, Senior Math Ready *Students may take college level dual credit math classes to replace high school math credits	4 credits
SCIENCE- Biology, Chemistry, Physics	3 credits
ENGLISH- English 9, English 10, English 11, English 12 *Students may take college level dual credit classes to replace high school English 12	4 credits
Social Studies- Holocaust and Human Behavior, New Mexico History, World History, U.S. History, Economics and Government	4 credits
Foreign Language- Spanish I and Spanish II offered. *A limited number of students may use Rosetta Stone as an independent study for foreign language credits. Students may take college level dual credit foreign language classes to replace high school credit.	2 credits
Health	.5 credit
Physical Education	1 credit
CTE Elective Credits * students may take off campus, college level dual credit classes to replace high school electives	12 credits
Presentations on Learning	1 credit*



Youree

A minimum of 30 credits are required for graduation.

Honors Recognition

MACCS has an A/B Honor Roll. Students must earn no less than a B in all classes for a grading term (6 weeks) to earn Honor Roll status. Honor Roll students are treated to a luncheon in their honor every 6 weeks. MACCS recognizes students who are graduating with a 3.5 GPA or higher. MACCS recognizes students that are “Completers” of a career pathway and recognizes students who are “Master Completers” of a career pathway with a scholarship.

Advisory and College preparation

MACCS has an intensive support system for student post-secondary plans and college admissions through the advisory program, bi-annual parent-teacher conferences and support of the high school counselor. Students stay with the same teacher/advisor for the totality of their high school career. Students will have lessons, presentations and field trips in their advisories that focus on grade level appropriate college preparation, community building and issues/topics relevant to their age group. MACCS typically goes on 5 different local college tours a year and hosts colleges for presentations on MACCS campus. The high school counselor is available and welcomes one-to-one student and parent support for student success in high school and beyond. Students are supported for acceptance to both Ivy League schools and local state schools

A+	4.1	97-100 +%
A	4.0	94-96 %
A-	3.7	90-93 %
B+	3.4	87-89 %
B	3.0	84-86 %
B-	2.7	80- 83 %
C+	2.4	77-79 %
C	2.0	74-76 %
C-	1.7	70-73 %
F	0	0-69 %
I*		

Students successfully passing Dual Credit with a score of 80% or Higher will receive an additional .25 weighted GPA factored into their grade.

MEDIA ARTS Dual Credit Program

Media Arts has one of the most robust dual credit programs in the state of NM. The dual credit program allows students to earn college credits from CNM or UNM while in high school. The tuition and books for the dual credit classes are free to students. Every student at MACCS will take at least one dual credit class. MACCS provides students with incredible opportunities through the dual credit program in the media arts field and encompasses other student career interests. All three media arts career pathways contain dual credit courses. All of our Career Technical Education (CTE Elective) teachers are also approved CNM instructors allowing us to offer dual credit classes on our campus, embedded in the regular school schedule. Through the dual credit program students can customize a high school plan that meets their particular career goals such as a three-year high school plan or earning a post-secondary certification or associates degree upon high school graduation. Students may enter college having one to two years of college already completed!

The majority of dual credit classes that students take will be for high school elective credit. However, MACCS does allow for the following college courses to be taken to REPLACE high school core credits.

College course(s) completed at UNM or CNM:	Will replace high school CORE credit:
ENG 1101 AND ENG 1102, 6 college credits earned (both courses must be completed)	English 12, 1 high school credit
Intermediate College Algebra, 3 college credits	Algebra II, 1 high school credit
College Algebra, 4 college credits	Senior Year Math Ready, 1 high school credit
Foreign Language, 3-6 college credits	Spanish I and Spanish II, 2 high school credits



Bryanna Aguliar



Maria DeMarco

MEDIA ARTS Student and Parent Success Tools

Utilizing 21st century skills and technologies MACCS drives innovation in project-based learning and assessment aided by educational industry leaders.

- POWERSCHOOL - The school information system where students and parent guardians can keep track of student grades, upcoming assignment due dates and attendance
- CANVAS- Teachers use this on-line platform for parents and students to access detailed information about current lessons and resources needed for those lessons ensuring each student has access to course content when needed on campus or off.
- The ADVISORY RESOURCE CENTER - Every student and parent has access to this on-line compilation of resources that include college and career exploration, the college admissions process, ACT and SAT preparation, Scholarships, Resumé writing and job search tips.
- PORTFOLIUM - web portfolios link our students to universities and businesses around the world giving a clearer view of a student's capabilities than traditional grades alone while providing an advantage in applications for both further education and work experiences.
- OVERGRAD - Every MACCS student will have an account where they can do interest inventories, college and career exploration and keep track of GPA and academic goals to track their graduation progress and engage in ongoing national college and career exploration

Additionally, we are a Google school utilizing a wide range of Google applications for document creation sharing and collaboration. All of this and more is provided to each enrolled student without additional lab costs. It is expected that both students and parents will use these tools on a regular if not daily basis.

On-line Credit Recovery / Summer School

The Media Arts Collaborative Charter School offers select on-line courses which provide a hybrid learning environment for students' diverse learning styles. For students needing at least one semester of credit recovery, MACCS offers the on-line curriculum, Edgenuity, exclusively to seniors and summer school students.

Internships

Student Internships are available to all qualifying students who have completed two full years of prerequisite media electives and who have a minimum 2.5 GPA. The Internship Coordinator will facilitate industry collaboration and oversee the 60 internship hours required for the student intern to receive .5 credit

MEDIA ARTS Humanities Department



Humanities courses at MACCS are designed to prepare students to think critically about their own decisions and actively participate in the world around them. Through the study of history, literature, and language, students will learn the skills necessary for post-secondary studies and civic engagement. Students in Humanities courses should expect to read and write extensively, contribute meaningfully to class discussions, create media, and defend ideas and work publicly.

English 9

The goal of this course is to build skills in reading, writing, and critical thinking and to understand the importance of these to us as individuals and as members of society. Students will use texts (fiction and nonfiction) to practice discussion, reading, writing, and analytical skills. Students will learn to value multiple perspectives and support opinions with evidence. English 9 is half of the 9th grade humanities curriculum along with Holocaust and Human Behavior and New Mexico History.

New Mexico History .5 Credit

This class explores New Mexico's past, looking at ancient inhabitants, life under the Spanish Crown, Mexican rule, and focusing on New Mexico as a territory and subsequent statehood. We will consider issues facing New Mexico today and how these are impacted by the past. This course covers a broad spectrum of time but will take an in depth look at some of the major turning points that have made New Mexico what it is today and the multiple perspectives that inform how we understand the past. Students will use primary sources, including but not limited to paintings, photographs, census records, treaties, and first hand experiences to develop historical skills and will understand how historians study and document history.

Holocaust and Human Behavior (HHB) .5 Credit

This course is designed to help students explore the choices individuals make and how those choices make history. Using the Holocaust as a case study, students will explore the range of choices that led to the failure of democracy and ultimately the murder of millions of Jews and other targeted groups. The course investigates the complexities of human behavior, judgment, memory, and how individuals can make a difference in the world today. This course is the first class in our Humanities sequence and introduces historical concepts and frameworks that students will use throughout their study of history at MACCS.

Humanities 10 - English 10, World History (2 credits)

This course is a year long, integrated humanities course focusing on world literature and history from early civilizations to the Enlightenment. In addition to world history and literature the course will also integrate elements of language arts, sociology, psychology and the arts. It will be focused on interrogating the following questions: Where do individual, cultural and societal identities come from and how do they shift over time? What are the origins and purposes of morality and law and how do those structures change over time? How do individuals/institutions/societies acquire and retain power? What forces motivate social change?

Humanities 11 - US History, English 11 (2 credits)

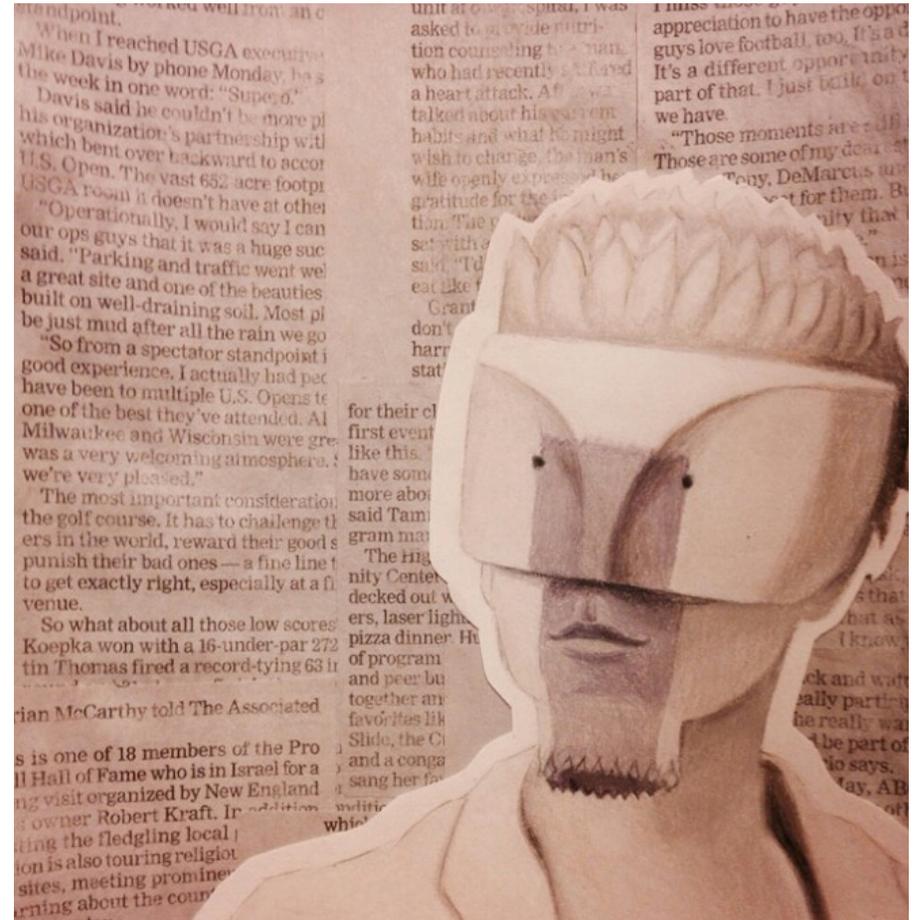
This class is a year long integrated Humanities course that combines US History, from Reconstruction to present, and American Literature. Students will read pillars of fiction written by American authors and learn to identify arguments in non-fiction across media, from music to cartoons and philosophy. Students are expected to analyze history from multiple perspectives through the use of primary sources. This class is rooted in the Socratic method of teaching adolescents, with emphasis on written work and student-driven discussion.

English 12

This course is a year long English course designed to prepare seniors for college especially with regards to the reading and writing requirements therein. The writing component of the course focuses on academic writing and vocabulary, while the literature component is designed to solidify reading comprehension and critical thinking. The literature is selected in conjunction with their government and econ courses and will specifically interrogate issues of government and economic structures and their ramifications of the lives of citizens. We will also spend time solidifying study and organizational skills.

Government .5 Credit

This is a semester long course designed to allow students to study the history, functions, purposes, and roles of federal, state, and local governments, and to understand how to participate in key contemporary events on a local, state, and national level.



Cece Mastripolito

Economics .5 Credit

This course will focus on economic concepts as they relate to the individual and society. It covers the basic principles of economics and will use these to look in depth at ways that economics impact us. We will examine personal economics, the importance of financial literacy, national and international economics, and the way in which personal, business, and governmental choices impact economics.

MEDIA ARTS Mathematics Department



Mathematics courses at MACCS provide a strong foundation in algebraic and geometric concepts to prepare students for real world mathematical applications and/or college level mathematics courses. All MACCS mathematics courses have a project-based-learning and/or hands-on component which correlates to various aspects of media arts.

Algebra I

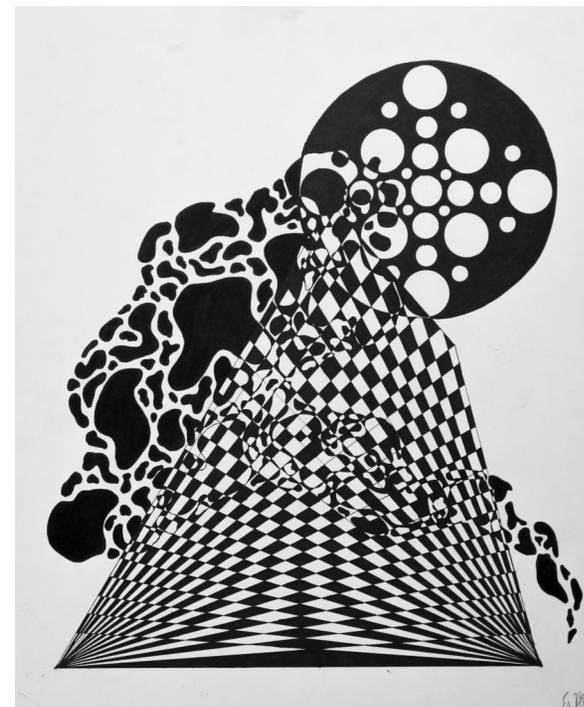
This course aligns to Common Core Standards for Mathematics. The five critical areas include: relationships between quantities and reasoning with equations; linear and exponential relationships; descriptive statistics; expressions and equations; and quadratic functions and modeling. The Mathematical Practice Standards apply throughout each course and, together with the content standards, prescribe that students experience mathematics as a coherent, useful, and logical subject that uses their ability to make sense of problem situations.

Algebra II

Recommended 11th grade class, or for students who have completed both Beginning Algebra and Beginning Geometry courses. The four critical areas are: (1) polynomial, rational, and radical relationships and functions; (2) trigonometric functions; (3) modeling with functions; and (4) inferences and conclusions from data. The Standards for Mathematical Practice apply throughout this course and, together with the content standards, prescribe mathematics as a coherent, useful, and logical subject that makes sense of problem situations. You will be required to have a graphing calculator, preferably a TI 84 or TI Inspire. The text will be supplemented with appropriate materials, lessons, activities, and web-based activities.

Math Ready

This course emphasizes understanding of mathematics concepts rather than just memorizing procedures. Math Ready students learn the context behind procedures and understand why to use a certain formula or method to solve a problem. By engaging students in real-world applications, Math Ready develops critical thinking skills that students will use in college and their careers.



Esther Burton

Geometry

This course is designed to emphasize the study of the properties and applications of common geometric figures in two and three dimensions. It includes the study of transformations and right triangle trigonometry.

ROBOTICS- 2 semesters*

The MACCS robotics classes taught by our math teacher are focused on designing, building, and marketing robots to take part in the BEST Robotics Competition and the New Mexico Regional Botball Tournament. The BEST robotics competition involves marketing, web pages, oral presentation, an engineering notebook, and a robot. There are a limited number of spots that are needed to fill all these positions and students will be chosen directly for those positions. Please visit www.bestinc.org for more information. The Botball competition begins in February and runs through April. The Botball robotics competition involves designing and programming autonomous robots, documenting the engineering process, and an on-site presentation. This competition involves mainly programming and documentation. Please visit www.botball.org for more information.

**These are elective classes not math credits. See the Programming and Design Pathway for more information on each semester class.*



DeArmond Lopez

MEDIA ARTS Foreign Languages Department

MACCS Spanish I

This introductory immersion course introduces students to contextual vocabulary and basic grammatical concepts presented in themed units. Student participate in peer-centered activities to develop their writing, reading speaking and listening skills and to develop their cultural awareness. Student evaluation consists of quizzes, assignments, homework and culminating projects where students work in groups to create media.

MACCS Spanish II

Students, in this immersion class, will watch the soap opera “Sol y Viento” and later perform scenes based on the movie, which are filmed in our school’s green screen studio. Later in the year, students will continue developing their reading and writing skills by interpreting Spanish and Chilean myths to eventually creating a puppet show based on one myth learned in class. Also by mastering key grammatical concepts such as verb conjugation and agreement rules, students will more proficiently express themselves in Spanish.

Rosetta Stone

A select group of students (20 per year) may utilize the reputable Rosetta Stone program for acquisition of a foreign language other than Spanish. Students have over 20 languages to choose from to earn their two required foreign language credits for graduation. Students will meet bi-weekly with a facilitator to help them through the Rosetta Stone program



Bryanna Aguliar

MEDIA ARTS Science Department



The MACCS Science department provides a comprehensive offering of the core science courses: Biology, Chemistry, and Physics. Students gain a basic understanding of the discipline through interactive lessons, engaging laboratory experiments, and research-based projects. Students are encouraged to create multimedia presentations to demonstrate their understanding of scientific concepts, and emphasis is placed on students using their art and media skills in core classes. Students learn scientific research skills and technical communication through semester-long projects, such as science fair experiments, Rube Goldberg machines, and course specific projects.

Biology

Biology provides information and understanding regarding the fundamental principles of living organisms, with emphasis on living things and their processes. Concepts are explored and reinforced in a laboratory setting as much as possible with the opportunity for students to develop scientific process skills and laboratory techniques. Major topics include, but are not limited to, the scientific method, cell structure and function, cellular processes, genetics and heredity, evolution and classification, diversity of living organisms and their ecological roles, and an introduction to animal structure and function. Students are expected to research and create multimedia presentations on various topics, such as plant and animal field guides.

Physics

Physics provides an understanding of the fundamental principles of physics in order to gain an appreciation for the physical interactions that govern the universe. Students will learn to develop analytical problem solving and critical thinking skills. Laboratory experiments will be conducted to reinforce concepts. Major topics include, but are not limited to, scientific measurements, motion in 1 and 2-dimensions, forces, Newton's laws of motion, nuclear physics, vectors, projectile motion, work and energy, simple machines, thermodynamics, waves, optics, electricity, and magnetism. Students are expected to create multimedia presentations on various topics, including a Rube Goldberg machine, and research on historical scientific figures.

Chemistry

Chemistry provides an understanding of the theory and applications of basic chemistry and involves the composition, properties, and reactions of substances. Fundamental concepts are presented and reinforced in a laboratory setting as much as possible. Students will learn to develop their observation and problem-solving skills in both qualitative and quantitative aspects. Major topics include, but are not limited to, scientific measurements, properties and structure of matter, atomic theory, light waves and color, periodic trends, ionic and covalent bonding, chemical reactions, stoichiometry, nuclear chemistry, and acid-base chemistry. Students are expected to create multimedia presentations on various topics, such as a unique periodic table of items.

Health and Wellness

Health

This course will follow the NM state health standards and examine how our behaviors and choices affect us in the areas of: sexuality, nutrition, drug and alcohol consumption, physical activity, and mental and emotional wellbeing both as individuals and community members. It will be focused on interrogating the following questions: What are the elements of health? What is the relationship of the body to health? What are our personal health needs and how can we meet them? How do other people and/or systems and institutions impact our health? What is the role and responsibility of government /social groups to the healing of its constituent members? How do I get my physical, social, spiritual, and emotional needs met? How do I connect with others while protecting myself in relationships? Where does conflict come from and how might I navigate it? How do I say “No” and respect the “No” of others? What do I need to know to be healthy in sexual relationships? How do I talk to my parents and partner about sex?



Jasmine Gallegos

Physical Education

Physical education focuses on personal health with an emphasis on health-related fitness. Students will work on exercise, cardiovascular training, body composition, strength, endurance, and flexibility. Unlike traditional high school P.E. courses, MACCS offers P.E. on Saturdays only, allowing students to engage in non-traditional activities off campus, such as hiking, dance, swimming, bowling, sports, etc. P.E. is traditionally taken during students' Freshman year.

CTE Media Department

Our Career Technical Education (CTE) Media department provides three extensive career pathways to choose from. “Programming and Design”, “Fine Arts” and “Film Production”. Each pathway is a program of study designed to inspire creativity and foster a set of multimedia technical skills with professional industry standard certifications. Students have the opportunity to earn Adobe Suite and Microsoft certifications in the Visual Arts and Programming pathways while having the opportunity and to earn a CNM post-secondary certification as a Film Technician in the Film Production pathway. We work collaboratively with core classes to enrich the media experience of every student with the goal of delivering the highest quality execution in each assignment. Taking a project-based learning approach, students learn to analyze works of art and develop an aesthetic style of their own.



Nathan Spon

MEDIA ARTS Film Production Pathway

The Film Production Pathway program of study is designed to prepare students to enter careers in many areas of developing visual media production across a wide variety of delivery platforms and formats. The courses offered in this pathway are designed to acquaint students with the major components of film production with emphasis on the IATSE supported skills such as gripping, electrical, lighting, camera, sound design, editing and special effects. By completing the suggested program of study, students have the opportunity to earn 31 college credits through the Media Arts' dual credit program and our partnership with CNM. Upon completion of the required 31 college credits, a student will earn a post-secondary certificate of completion as a Post-Production Technician.

The Film Production pathway is designed to prepare students to enter the growing film industry in New Mexico. Students may also choose to continue their post-secondary skill development as a CNM student completing a certificate program or earning an A.A. degree through the Film Technician Program.

Film I

In the Film I Class, students will explore introductory film production techniques related to camera mechanics, shooting, editing video, and basic visual storytelling. Course activities include exercises in shooting, working with audio, and editing captured footage. Students will complete short projects both individually and in groups to demonstrate their newly acquired technical abilities.

Documentary Film Production

Documentary films are films about real people and real situations. They do not include scripts or lines of dialogue. Documentary filmmakers film what really happens and then pull it together into a cohesive film. The first part of this class will provide students with an introduction to the documentary genre (non-fiction film) via critical screenings of important, well-made documentary films and the second part will include production of student generated projects.

Intermediate Film

Prerequisite: Introduction to Digital Film making.

In the Intermediate Film Course expands on the practice of video production. The primary focus is on narrative film, but work will also include documentary and experimental practices. Over the course of the semester students will learn at a basic level how to write a script, plan a production, the various roles and responsibilities of production, and more advanced techniques involving post production.



Dual Credit Media Workflow FILM 1001

In the Media Workflow course students will explore the various crafts and skills of the film industry. After this course is completed, students will be able to understand how a film goes from script to screen and be able to identify all professional film positions and what those jobs entail. Students will be exposed to film set equipment and protocol used by grips, light crew, camera department, sound crew and director. Finally, a detailed look at post production rounds out this information packed semester.

Dual Credit Post Production Editing FILM 1335

The Post-Production Editing class is a lab-based course that focuses on industry standard post-production processes, techniques and software applications. Learning experiences are project based. Students will gain experience with all fundamentals of editing on Adobe Premiere including file management, editing for story and special effects.

Dual Credit Sound recording and Design FILM 1345

The Sound Recording for Film class focuses on the technical and creative principles of electronic media and sound capture, post-production and sound design for a variety of electronic media platforms. Students will learn various techniques of sound recording, mixing and using sound to help advance story lines. Students will engage in hands-on activities both individually and in groups utilizing various microphones, recording equipment and recording situations to prepare for a professional career in sound recording and post-production.

Dual Credit Advanced Film Editing FILM 2005

The aim of this course is to advance students' film editing skills from a basic technically-appropriate approach, to a creative-emotionally driven one; and to expand their knowledge and technical skills in areas of color grading & correction, sound design and basic VFX. The rationale behind the cut will be a constant in this course: Why cut there? Why like this and not like that? What about not cutting at all? This course is appropriate for students that already know how to use Premiere Pro and hence there will be no software usage teaching. Expect to watch and discuss great scenes & films, a test, in-class and online forum participation: in short, a constant workload. Students will be provided with material to edit and post-produce; but they'll have the option to work on their own footage. (Approval required).

Dual Credit @ CNM Campus

Intro to Digital Media CIS 1310
Basic Film Media Production FILM 1003
Film on Set FILM 1015
Film Location FILM 1110
Camera Operation FILM 1325
Professional Portfolio FILM 1390

MEDIA ARTS' Film Production Pathway

	Fall Semester	Spring Semester
Freshman	Film 1	
Academic Co-requisites	English 9, Algebra 1, Biology, NM History, HHB	
Sophomore	Dual Credit Media Work Flow, Film 1001	Intermediate Film
	Dual Credit, Intro to Media, CIS 1310	Dual Credit, Computer Concepts and Applications IT 1010
	Dual Credit, Basic Film Media Production, Film 1003	
Academic Co-requisites	English 10, Geometry, World History, Chemistry, Spanish1, Health	
Junior	Dual Credit Sound Recording & Design, Film 1345	Dual Credit Post-Production Editing, Film 1335
	Dual Credit, Film Location, Film 1110	Dual Credit, Film on Set, Film 1015
Academic Co-requisites	English 11, Algebra II, U.S. History, Spanish II, Physics	
Senior	Dual Credit, Camera Operation, Film 1325	Dual Credit Professional Portfolio, Film 1390
	Dual Credit Advanced Editing, Film 2005	The Art of Finance
Academic co-requisites	College Readiness English or Dual Credit Eng 1101 and Eng 1102 College Readiness Math or Dual Credit College Algebra Government/Economics	

*Students must complete at least 4 courses with 2 of the 4 courses taken in the Junior or Senior block in order to be a Film Production Career Pathway completer. Students must complete 10 Career Technical Courses (CTE) in order to be a MASTER completer and earn a scholarship.

Class is taken on the CNM Campus

Caleb Schuh



with Colin Buksas

Elena Ochoa

Anthony Conforti

MEDIA ARTS Visual Arts Pathway

The Visual Arts Pathway program of study is designed to prepare students who wish to pursue an associates and/ or bachelor's degree in Fine Arts after graduating from MACCS. Courses offered are designed to acquaint students with fundamentals of visual arts including painting & drawing, photography, 2-D design, mixed media, the history of art, as well as the important role which art plays in society. This pathway is geared towards students wishing to pursue a career in the fine arts or related fields. Sample job titles include: Professional Artist/ Craftsman, Museum Curator or Preparator, Professional Photographer, Art Educator, Gallery Director, Graphic Designer, Art Administration, Illustrator or Muralist.

Survey Art

Survey of Art is a semester long foundation course designed to expose students to a wide range of art media, styles and techniques. Students need not have experience with making art, just lots of energy and a desire to try new things. Students will learn the elements of design and color theory, and also look at images from artists and art history. This is primarily an introductory drawing course, and we will work with pencil, charcoal, oil and chalk pastels, pen and ink, collage and mixed media. Students will also be expected to discuss and evaluate their own art as well as that of their classmates.

Studio Lighting and Portraiture

This course introduces the use of studio and location lighting to create photographs in controlled environments. Lighting techniques are demonstrated and applied in a series of photographic projects of both tabletop and portraiture. DSLR cameras and studio lights are used to attain control of design, composition, contrast and color temperature. Along with the physical principles of light, concentration on aspects of design, composition, perception and content with an emphasis on technical mastery of photography studio equipment will be addressed.

Introduction to Photography

Students learn the fundamentals of photography working with digital SLR cameras. Camera operations, lighting, composition, and photo file management are among the topics learned in this semester long course. Basic photo-editing is also covered in this course using Adobe Lightroom.

Photoshop for Certification

The Photoshop for Certification course is designed for the student who wants to become an Adobe Certified Expert (ACE) in Adobe Photoshop, the leading photo and graphic arts editing software in today's media industry. The course projects are designed to help students gain mastery in using Photoshop and to prepare students to take the ACE exam. Adobe certifications can help students land internships or employment with local photography, graphic design, or web design businesses.



Intermediate Art

In the Intermediate Art Course, students broaden their knowledge of drawing techniques using a range of materials. You will learn to draw the human figure and portraits, develop shading techniques and explore pen and ink techniques. Our subject matter will vary, as will our styles of drawing. Students will also try their hand at a variety of painting techniques. We will work with watercolor, acrylic paint, mixed media and water based oil paints. Students will learn about painting genres and experience painting in different ways: plein air, still life, abstraction, and working from photographs. Students will also be expected to discuss and evaluate their own art as well as that of their classmates.

Advanced Media Portfolio

The Advanced Media Portfolio and Community Art class is designed for the student who wishes to pursue a professional career in Fine Arts and related fields. Students will benefit from this course in the following ways:

- Develop an art portfolio that represents your unique artistic vision
- Learn techniques that add depth and meaning to artwork
- Participate in exhibitions and public art events
- Submit art to local and national competitions for awards and scholarships
- Discover exciting artists and their methods for producing art
- Explore careers related to fine-arts
- Visit local artists and galleries

Progressive Art

This class is designed for artist and non-artist students to creatively explore ideas and issues contemporary artists and thinkers explore in the 21st century. The class begins with materials exploration and journaling; and then expands to incorporate students' individual art and non-art making responses to various class projects.

Dual Credit Intro To Art ARTH 1101

The Introduction to Art class explores the rich history of art. Students will learn about major art movements and the associated artists beginning with prehistoric man up through modern times. If you've ever wondered what's so special about Leonardo da Vinci's Mona Lisa or why Vincent Van Gogh is missing part of his ear, it's time for you to sign up for this class.

Dual Credit 2D Design ARTS 1121

The 2-D Design course introduces the student artist to the fundamental building blocks of all works of art: line, shape, value, texture, color theory, space and volume, painting principles and visual vocabulary. With the successful completion of this course, the student will have a solid basis for which to explore painting, photography, drawing, and graphic design and create with confidence. This course is a must for those wishing to take their art to a professional level.

**This pathway also requires the Graphic Design Class
See the **Universal Electives** for a description of the class.*

MEDIA ARTS' Visual Arts Pathway

	Fall Semester	Spring Semester
Freshman	Intro to Photography	Survey of Art
Academic Co-requisites	English 9, Algebra 1, Biology, NM History, HHB	
Sophomore	Studio Lighting and Portraiture	Intermediate Art
Academic Co-requisites	English 10, Geometry, World History, Chemistry, Spanish1, Health	
Junior	Dual Credit Art History ARTH 1101	Dual Credit 2-D Design ARTS 1121
	Photoshop for Certification	Graphic Design
Academic Co-requisites	English 11, Algebra II, U.S. History, Spanish II, Physics	
Senior	Advanced Portfolio and Community Art	Dual Credit- The Art of Finance
		The Art of Finance
Academic Co-requisites	College Readiness English or Dual Credit Eng 1101 and Eng 1102 College Readiness Math or Dual Credit College Algebra Government/Economics	

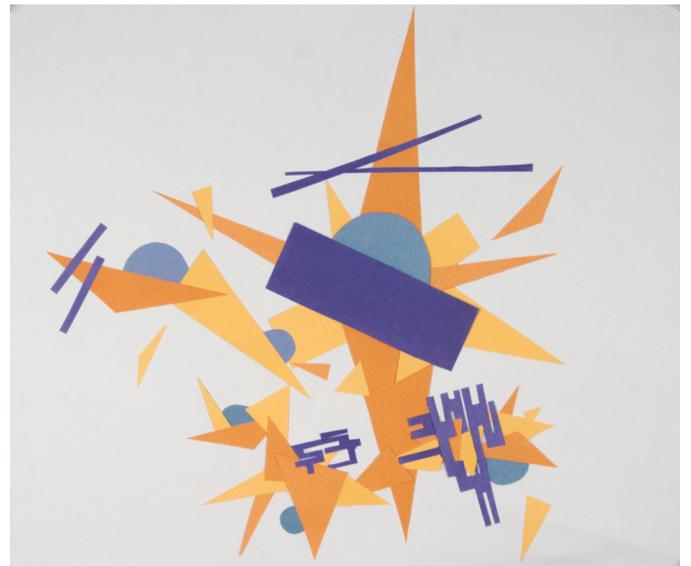
*Students must complete at least 4 courses with 2 of the 4 courses taken in the Junior and Senior block in order to be a Visual Arts Career Pathway completer. Students must complete 9 Career Technical Courses (CTE) in order to be a MASTER completer and earn a scholarship.



Skyler Johnson



Mateo Gonzalez



Sara Giering

MEDIA ARTS Programming & Design Pathway

The Programming and Design Pathway program of study encompasses courses that concern the design, development and implementation of computer technology. Students will gain artistic and technical skills in: 1) creation of computer-based artworks with digital painting, Graphic Design and 3-D Design, 2) the fundamentals of computer programming for the purposes of web and game design, 3) software and operating system navigation and 4) the manipulation, processing and transmission of data in multiple formats. This program of study is intended to prepare students for further post-secondary study in Network Administration, Programming, Animation and Game Design. Students will be working towards careers in the Entertainment, Software Development and IT Technical Support industries.

Web Design

In this web design course students will be introduced to the creation and maintenance of web pages. Students will learn to critically evaluate effective design in HTML and JavaScript both from the perspective of an end user and a designer developer. They will study both the design and the art of web creation, as well as the programming languages and coding required for clean, effective web creation. Students will learn web standards and design skills to create a site of their own.

Animation

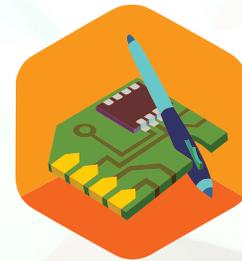
Animation is a growing industry with skill sets used in all forms of on-screen presentations. Classic cartoons are just one avenue for an animator to express themselves and make a living. The skills learned in this class can be used in live action movies, advertising, game development, software and application graphical user interfaces, and much more. The skills of animation include verbal and written communication, as well as critical thinking, artistic expression, and limited mathematics. Throughout the course you will learn the twelve basic principles of animation while creating work in Adobe Software.

Digital Art

This course is an introduction to digital painting and color composition. Here students will discover the widely used- but often understated- industry standard techniques used in film video games and illustration. Coursework will cover line work, color theory, perspective, and the use of brushes & textures in Photoshop to create digital art work for screen and print.

Dual Credit Computer Concepts and Applications IT1010

The IT 1010 Computer Concepts and Software Applications introduces fundamental computer literacy, which includes hardware and software topics, with lecture and hands-on instruction. Computer applications include operating systems, word processing, spreadsheets, presentations, databases and the basics of using networked computers (e.g., email and the Internet).



3D Modeling

The creation of 3D models can be used in multiple forms of media, from films to video games and even training material. Digital models are also used outside of the media industry for industrial and textile visualization, such as the creation of vehicles, buildings, and even the soles of your sneakers. In this class we will be exploring the use of multiple modeling platforms and their impact on a wide range of industries. Students will learn the fundamental uses of different modeling software and gain abilities in hard surface modeling as well as organic digital sculpting. Software Used: Maya, Mudbox, 3D Studio Max, Sculptres, and 3D Coat.

Game Design

In the Game Design class students will study the basic psychology behind games and the process of designing a user experience. Students will create a card game, rules for a sport and a board game as well as review one another's designs. Students will have a hands on opportunity to work as a production team with the goal of developing a design brief for a functional and entertaining computer game.

Game Development

The Game Development class will build on the skills learned in Web and Game Design class's such as code writing and artistic content creation. Students will delve further into the logic of computer programming and a web based video game code using Javascript C+ and HTML5 to create a group project using design briefs created by students in the Game Design class.

**This pathway also requires the Art of Finance Class
See the **Universal Electives** for a description of the class.*



Natalie Rauth

Botball Robotics

In the spring semester, the students are focused on the Botball competition. There is some continuation from the first to the second semester, however, the primary focus is for students to learn how to use coding and technical writing skills. In both semesters team work is a must.

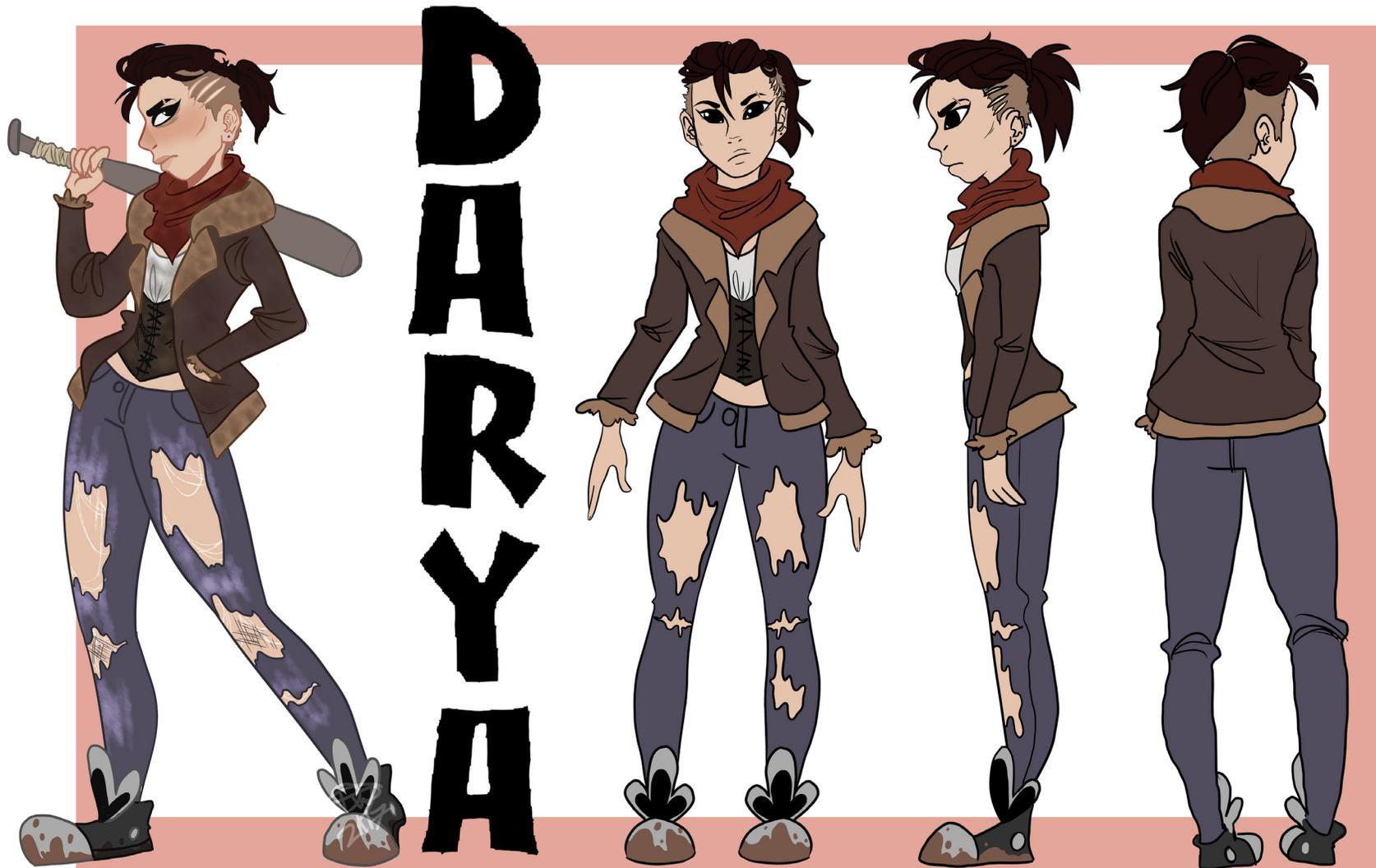
BEST Robotics

In the fall semester, students are focused on the BEST Robotic competition. Students will work as members in a company tasked with designing, building, and marketing a remote-controlled robot from scratch. The course focuses on project-based learning in which students will function as employees at an engineering firm. The primary focus is for students to learn how to use basic tools, technical writing skills.

MEDIA ARTS' Programming and Design Pathway

	Fall Semester	Spring Semester
Freshman	Digital Art	Web Design
Academic Co-requisites	English 9, Algebra 1, Biology, NM History, HHB	
Sophomore	Dual Credit Computer Concepts and Applications IT 1010	Animation
Academic Co-requisites	English 10, Geometry, World History, Chemistry, Spanish 1, Health	
Junior	3-D Modeling	
	Robotics- Boosting Engineering Science and Technology (BEST)	BotBall Robotics
Academic Co-requisites	English 11, Algebra II, U.S. History, Spanish II, Physics	
Senior	Game Design	Game Development
		The Art of Finance
Academic Co-requisites	College Readiness English or Dual Credit Eng 1101 and Eng 1102 College Readiness Math or Dual Credit College Algebra Government/Economics	

*Students must complete at least 4 courses with 2 of the 4 courses taken in the Junior and Senior block in order to be a Programming and Design Career Pathway completer. Students must complete 8 Career Technical Courses (CTE) in order to be a MASTER completer and earn a scholarship.



Danny Williams

MEDIA ARTS Universal Electives

The Art of Finance

The Art of Finance class introduces students to the basics of money management and financial skills necessary to meet real-world challenges. The course is interactive and will cover concepts and decision making through illustrations and real-life problems. Topics covered include budgeting, managing money, borrowing money and planning for the future. The course will be geared towards artists and the need to market one's work and to manage money as an independent artist.

** This Universal Elective pairs with every pathway and is taken with the Progressive Art course*

Graphic Design

The Graphic Design class is designed to expose students to the principles of design, color theory and design vocabulary and concepts. It will emphasize concepts in design working primarily with Adobe Illustrator. Students will have the chance to create a wide range of design projects from CD covers to T-shirts.

** This Universal Elective pairs best with the Visual Art and the Programming and Design Pathways*

Presentation of Learning .25 Credit

Every year, MACCS students are required to complete a self-directed, semester long, research driven project called a Presentation of Learning (POL). Students choose a topic, develop research questions, and propose their project to a mentor. Students conduct and document research, demonstrate what they've learned in a medium of their choice, and publicly present their work to their peers and members of the community.

Television Production

The Television Production class focuses on live-on-tape, multi-camera and in studio production which has been a foundation of television since its inception. It still works for certain types of programming and has a new platform within on-line, web based casts. In this introductory course, the fundamentals, different skill sets, work flow and differentiated personnel roles will be introduced. Students will also work with the latest in green screen production techniques.

** This Universal Elective pairs best with the Film production pathway*

Holocaust & Human Behavior

The Holocaust & Human Behavior course is designed to help students explore the choices individuals make and how those choices make history. Using the Holocaust as a case study, students will explore the range of choices that led to the failure of democracy and ultimately the murder of millions of Jews and other targeted groups. The course investigates the complexities of human behavior, judgment, memory, and how individuals can make a difference in the world today. This course is the first class in our Humanities sequence and introduces historical concepts and frameworks that students will use throughout their study of history at MACCS.



Lukas Kollar

Senior Leadership

Senior Leadership is a class designed to allow seniors to explore the idea of leadership through a self-directed project. Through texts, discussion, observation, and opportunity to take action, students develop an awareness of the communities of which they are a part and ways in which they can demonstrate leadership in those communities. Students are required to spend a minimum of 30 hours with a mentor, conduct research, and present their projects. Students completing a minimum of 60 hours can earn credit for an internship.



Industry Certifications

The Adobe Certified Associate, or ACA, is an industry-recognized credential that demonstrates proficiency in Adobe digital skills. ACA certification helps bridge the gap between the classroom and working world by providing students with industry-backed digital skills required by today's media arts industry. MACCS currently offers ACA training for students in the following programs: Adobe Photoshop ... and Dreamweaver as well as Microsoft Office. Additional certifications can be obtained in Adobe Illustrator and Premiere free of cost. These certifications insure our students are acquiring the knowledge and skills valued in today's workplace and provide our graduates with an extra edge when applying for jobs and negotiating wages.

9th Grade Freshman Class offerings

Academic Co-requisites

English 9		
1 credit		2 Semesters
Algebra I		
1 credit		2 Semesters
Biology		
1 credit		2 Semesters
New Mexico History		
0.5 credits		1 Semester
Holocaust and Human Behavior		
0.5 credits		1 Semester
Spanish I		
1 credit		2 Semesters

Film Production

Film 1		
1 credit	2 Semester	

Visual Arts

Introduction to Photography		
0.5 credits	1 Semester	
Survey of Art		
0.5 credits	1 Semester	

Programming and Design

Digital Art		
0.5 credits	1 Semester	
Web Design		
0.5 credits	1 Semester	

10th Grade Sophomore Class offerings

Academic Co-requisites

English 10		
1 credit		2 Semesters
Geometry		
1 credit		2 Semesters
World History		
1 credit		2 Semesters
Chemistry		
1 credit		2 Semesters
Spanish II		
1 credit		2 Semesters
Health		
0.5 credits		1 Semester

Film Production

Media Work Flow -FILM1001		
Dual / 1 credit	1 Semester	
Intermediate Film		
0.5 credits	1 Semester	

Visual Arts

Studio Lighting & Portraiture		
0.5 credits	1 Semester	
Intermediate Art		
0.5 credits	1 Semester	

Programming and Design

Computers & Applications -IT1010		
Dual / 1 credit	1 Semester	
Animation		
0.5 credits	1 Semester	

**Off campus Dual Credit options*

Basic Film Media Production, FILM 1003 Intro To Digital Media CIS 1310

11th Grade Junior Class offerings

Academic Co-requisites

Academic Co-requisites		
English 11		
1 credit		2 Semesters
Algebra II		
1 credit		2 Semesters
Physics		
1 credit		2 Semesters
History		
1 credit		2 Semesters

Film Production

Film Production		
Post-Production Editing -FILM1335		
Dual / 1 credit		1 Semester
Sound Recording & Design- FILM1345		
Dual / .66 credits		1 Semester

Visual Arts

Visual Arts		
Intro To Art -ARTH1101		
Dual / 1 credit		1 Semester
2-D Design - ARTS1121		
Dual / 1 credit		1 Semester
Photoshop for Certification		
0.5 credits		1 Semester
Graphic Design *Universal Elective		
0.5 credits		1 Semester

Programming and Design

Programming and Design		
3-D Modeling		
1 credit		2 Semesters
Game Design		
0.5 credits		1 Semester
Game Development		
0.5 credits		1 Semester

**Off campus Dual Credit options
Film on Set- FILM 1015
Film Location-FILM 1110*

12th Grade Senior Class offerings

Academic Co-requisites

Senior English Offerings

College Readiness English

1 credit

2 Semesters

Dual Credit English 1101 and English 1102

1 credit each (Total 2 Credits)

2 Semesters

Senior Math Offerings

College Readiness

1 credit

2 Semesters

Dual Credit College Algebra (Or Other)

1 credit

1 Semesters

Government

0.5 credits

1 Semester

Economics

0.5 credits

1 Semester

Film Production

Advanced Editing - Film 2005

Dual / .66 credits | 1 Semester

Documentary

0.5 credits | 1 Semester

Visual Arts

Advanced Media Portfolio

0.5 credits | 1 Semester

The Art of Finance-FIN 1010

Dual / 1 credit | 1 Semester

Progressive Art

0.5 credits | 1 Semester

Programming and Design

Game Design

0.5 credits | 1 Semester

Game Development

0.5 credits | 1 Semester

The Art of Finance-FIN1010

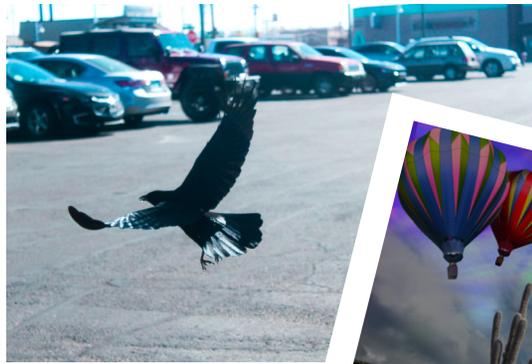
Dual / 1 credit | 1 Semester

* Off campus Dual Credit options
 Camera Operation - FILM 1325
 Professional Portfolio - FILM 1390

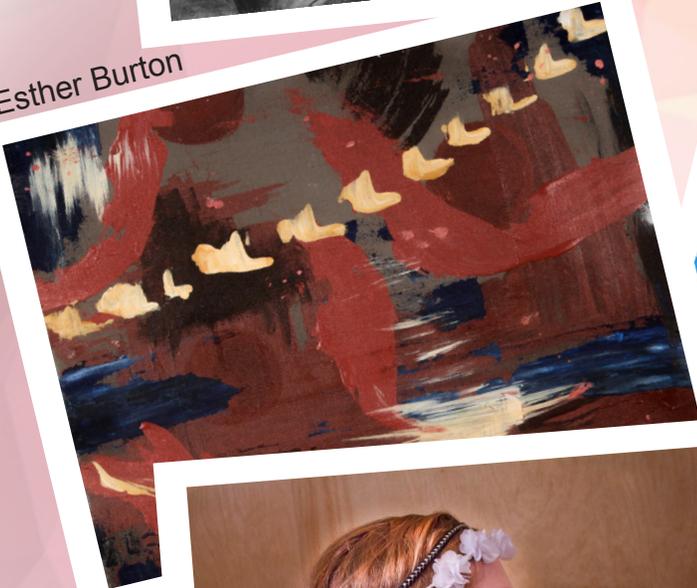
Elliot Pending



Sophia Rigali



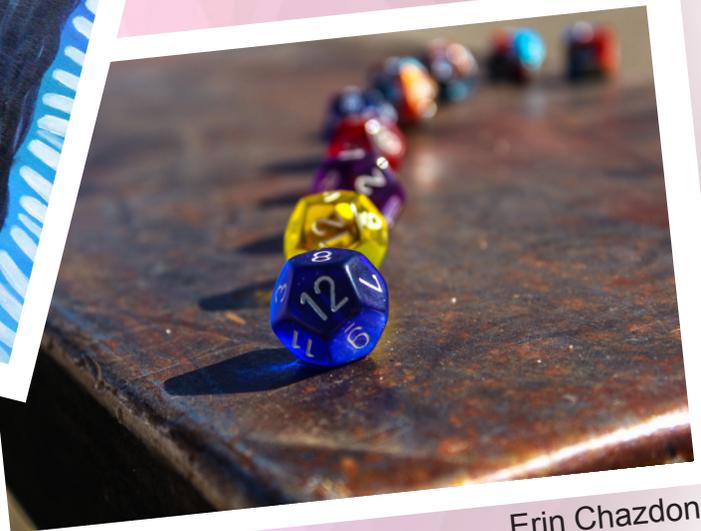
Esther Burton



Rachel Mapes



Olivia Weinreich



Erin Chazdon



Grace Vilar



Media Arts Collaborative Charter School
4401 Central Avenue NE, Building #2
Albuquerque, New Mexico, 87108
505-243-1957
nmmediaarts.org