

Student's Name/Initial:	/	Date:	Teacher's Initials:	Date:
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IMAGE EDITING 2 STUDENT PROFILE

COURSE CODE: 5341

Directions: Evaluate the student using the applicable rating scales below and check the appropriate box to indicate the degree of competency. The ratings 3, 2, 1, and N are not intended to represent the traditional school grading system of A, B, C, and D. The description associated with each of the ratings focuses on the level of student performance or cognition for each of the competencies listed below.

PERFORMANCE RATING

- 3 - Skilled--can perform task independently with no supervision
- 2 - Moderately skilled--can perform task completely with limited supervision
- 1 - Limitedly skilled--requires instruction and close supervision
- N - No exposure--has no experience or knowledge of this task

COGNITIVE RATING

- 3 - Knowledgeable--can apply the concept to solve problems
- 2 - Moderately knowledgeable--understands the concept
- 1 - Limitedly knowledgeable--requires additional instruction
- N - No exposure--has not received instruction in this area

A. SAFETY

3 2 1 N

- ___ ___ ___ ___1. Review school safety policies and procedures.
- ___ ___ ___ ___2. Review classroom safety rules and procedures.
- ___ ___ ___ ___3. Review safety procedures for using equipment in the classroom.
- ___ ___ ___ ___4. Identify major causes of work-related accidents in office environments.
- ___ ___ ___ ___5. Demonstrate safety skills in an office/work environment.

B. STUDENT ORGANIZATIONS

3 2 1 N

- ___ ___ ___ ___1. Identify the purpose and goals of a Career and Technology Student Organization (CTSO).
- ___ ___ ___ ___2. Explain how CTSOs are integral parts of specific clusters, majors, and/or courses.
- ___ ___ ___ ___3. Explain the benefits and responsibilities of being a member of a CTSO.
- ___ ___ ___ ___4. List leadership opportunities that are available to students through participation in CTSO conferences, competitions, community service, philanthropy, and other activities.

- ___ ___ ___ ___5. Explain how participation in CTSOs can promote lifelong benefits in other professional and civic organizations.

C. TECHNOLOGY KNOWLEDGE

3 2 1 N

- ___ ___ ___ ___1. Demonstrate proficiency and skills associated with the use of technologies that are common to a specific occupation.
- ___ ___ ___ ___2. Identify proper netiquette when using e-mail, social media, and other technologies for communication purposes.
- ___ ___ ___ ___3. Identify potential abuse and unethical uses of laptops, tablets, computers, and/or networks.
- ___ ___ ___ ___4. Explain the consequences of social, illegal, and unethical uses of technology, e.g., piracy; illegal downloading; licensing infringement; inappropriate uses of software, hardware, and mobile devices in the work environment.
- ___ ___ ___ ___5. Discuss legal issues and the terms of use related to copyright laws, fair use laws, and ethics pertaining to downloading of images, photographs, documents, video, sounds, music, trademarks, and other

- ___ ___ ___ ___6. Describe ethical and legal practices of safeguarding the confidentiality of business-related information.
- ___ ___ ___ ___7. Describe possible threats to a laptop, tablet, computer, and/or network and methods of avoiding attacks.

D. PERSONAL QUALITIES AND EMPLOYABILITY SKILLS

- ___ ___ ___ ___1. Demonstrate punctuality.
- ___ ___ ___ ___2. Demonstrate self-representation.
- ___ ___ ___ ___3. Demonstrate work ethic.
- ___ ___ ___ ___4. Demonstrate respect.
- ___ ___ ___ ___5. Demonstrate time management.
- ___ ___ ___ ___6. Demonstrate integrity.
- ___ ___ ___ ___7. Demonstrate leadership.
- ___ ___ ___ ___8. Demonstrate teamwork and collaboration.
- ___ ___ ___ ___9. Demonstrate conflict resolution.
- ___ ___ ___ ___10. Demonstrate perseverance.
- ___ ___ ___ ___11. Demonstrate commitment.
- ___ ___ ___ ___12. Demonstrate a healthy view of competition.
- ___ ___ ___ ___13. Demonstrate a global perspective.
- ___ ___ ___ ___14. Demonstrate health and fitness.
- ___ ___ ___ ___15. Demonstrate self-direction.
- ___ ___ ___ ___16. Demonstrate lifelong learning.

E. PROFESSIONAL KNOWLEDGE

- 3 2 1 N
- _____ 1. Demonstrate effective speaking and listening skills.
- _____ 2. Demonstrate effective reading and writing skills.
- _____ 3. Demonstrate mathematical reasoning.
- _____ 4. Demonstrate job-specific mathematics skills.
- _____ 5. Demonstrate critical-thinking and problem-solving skills.
- _____ 6. Demonstrate creativity and resourcefulness.
- _____ 7. Demonstrate an understanding of business ethics.
- _____ 8. Demonstrate confidentiality.
- _____ 9. Demonstrate an understanding of workplace structures, organizations, systems, and climates.
- _____ 10. Demonstrate diversity awareness.
- _____ 11. Demonstrate job acquisition and advancement skills.
- _____ 12. Demonstrate task management skills.
- _____ 13. Demonstrate customer-service skills.

F. ADVANCED TOOLS AND TECHNIQUES

- 3 2 1 N
- _____ 1. Customize and save palettes, workspaces, and tool settings.
- _____ 2. Utilize advanced features of tools and adjustment layers.
- _____ 3. Utilize the following features of the brushes panel: brush tip, shape dynamics, scattering, texture, color dynamics, wet edges, and smoothing.
- _____ 4. Batch process images.
- _____ 5. Utilize advanced features and settings of filter effects.

G. IMAGE RESTORATION

- 3 2 1 N
- _____ 1. Correct exposure errors to improve color, contrast, and tone.
- _____ 2. Restore images, correct damage, and reconstruct

missing image information.

- _____ 3. Retouch photos to modify skin, makeup, and hair.

H. WORKING WITH VECTOR GRAPHICS

- 3 2 1 N
- _____ 1. Create and edit vector paths.
- _____ 2. Mask images with paths.
- _____ 3. Modify shapes using the Direct Selection Tool.

I. WORKING WITH CAMERA RAW

- 3 2 1 N
- _____ 1. Identify the differences between Camera RAW and interpolated images.
- _____ 2. Manipulate images in Camera RAW.

J. CREATING 3D GRAPHICS

- 3 2 1 N
- _____ 1. Extrude 3D text and objects.
- _____ 2. Rotate 3D objects.
- _____ 3. Adjust settings for 3D objects.

K. WORKING WITH ACTIONS

- 3 2 1 N
- _____ 1. Identify the advantages and disadvantages of utilizing actions.
- _____ 2. Play, create, record, test, and save actions.

L. CREATING WEB GRAPHICS

- 3 2 1 N
- _____ 1. Identify file formats utilized for web graphics.
- _____ 2. Create and slice a website mockup.
- _____ 3. Optimize and save sliced graphics.

M. CREATING ANIMATIONS AND VIDEO (OPTIONAL)

- 3 2 1 N
- _____ 1. Identify file formats utilized for animations and videos.
- _____ 2. Utilize the timeline to create animations and videos.
- _____ 3. Incorporate audio into animations and

videos.

- _____ 4. Utilize adjustment layers with video smart objects.
- _____ 5. Create an animated GIF.
- _____ 6. Use advanced layer features to create animations and video effects.
- _____ 7. Apply transitions to videos.
- _____ 8. Animate position, opacity, and style in animations and videos.

N. PRODUCING DOCUMENT-READY IMAGES

- 3 2 1 N
- _____ 1. Specify color management settings.
- _____ 2. Preview an image.
- _____ 3. Adjust an image.
- _____ 4. Select various printer options (i.e., orientation, duplex, number of copies).
- _____ 5. Print an image.

O. PORTFOLIO

- 3 2 1 N
- _____ 1. Explain the purpose of portfolios and how to select the pieces to include in the portfolio.
- _____ 2. Create a resumé to include in the portfolio.
- _____ 3. Assemble a career portfolio of a variety of documents produced in the course.