



Career and Technical Education (CTE) Middle School Competencies

Career Cluster:

M50-Arts, Entertainment, & Design

May 2026



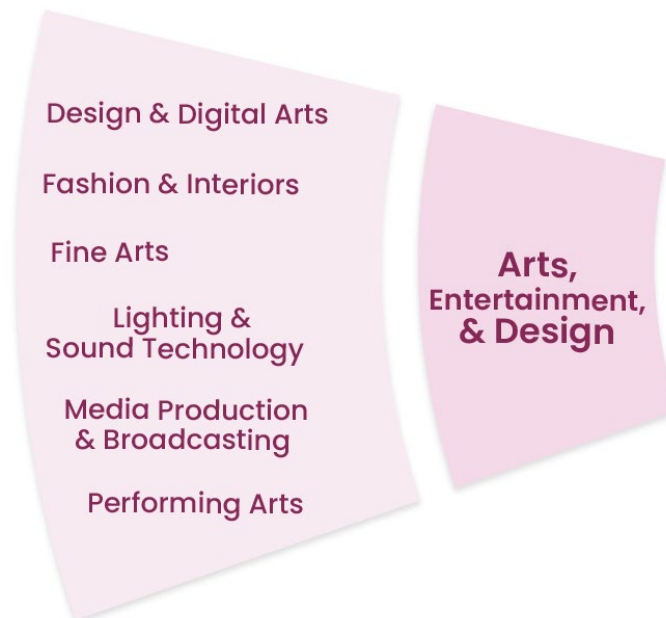
M50-Arts, Entertainment, & Design: Inspiring Creativity, Innovation, and Artistry

Cluster Definition: " The Arts, Entertainment, & Design Career Cluster combines creative roles in visual and performing arts, film, journalism, fashion, interior design, and creative technologies. This Cluster focuses on creating, producing, and sharing artistic and design work across multiple platforms, aiming to entertain, inform, beautify, and inspire."

Sub-Clusters:

- Design & Digital Arts
- Fashion & Interiors
- Fine Arts
- Lighting & Sound Technology
- Media Production & Broadcasting
- Performing Arts

More details can be found at [Arts, Entertainment, and Design - Advance CTE](#)



Middle School Competencies

The MS Instructional Design form will be used to communicate the delivery model of the program, which will also be entered into the Career and Technical Education Information System (CTEIS).

Competency Code	M50 Arts, Entertainment, & Design Middle School Competency Statements
M1	Evaluate safety procedures in arts, entertainment, and design environments by identifying hazards related to equipment, materials, performance spaces, and production tools, and by demonstrating appropriate protective practices.
M2	Explain how creative ideas move through the production process—from concept and planning to development, revision, and final presentation—across visual, performing, and multimedia arts.
M3	Analyze how elements such as color, line, movement, rhythm, space, and sound contribute to effective artistic or design communication in various media.
M4	Apply technical skills, such as using digital creation tools, stage equipment, recording devices, or basic design software, to produce original creative work.
M5	Differentiate among artistic disciplines—including visual arts, performing arts, multimedia production, and design fields—by identifying their unique methods, tools, and purposes.
M6	Create original artistic or design projects that use creativity, problem-solving, and technology to express ideas and engage an audience.
M7	Assess how collaboration, feedback, critique, and revision improve the quality and impact of artistic and design work in both individual and team settings.
M8	Explore careers in the Arts, Entertainment & Design Career Cluster and connect the opportunities to personal interests, strengths, and future goals.

Advance CTE Career Ready Practices

Career Ready Practices, built on a meta-analysis of over 30 different listings of general professional skills developed by industry and educational institutions, represent the skills needed to succeed in the modern workplace. These practices should be embedded across the pre-kindergarten to workforce continuum. Refer to the [Advance CTE Career Ready Practices](#) document for more detailed information.

Competency Code	Career Ready Practices
CRP 01	Lead as a contributing and professional employee
CRP 02	Communicate clearly, effectively, and with reason
CRP 03	Think critically to make sense of problems and persevere in solving them
CRP 04	Collaborate productively while using cultural and global competencies
CRP 05	Use digital skills and technologies to enhance productivity and make data-informed decisions
CRP 06	Remain resilient in a changing workplace and world of work
CRP 07	Manage time and space effectively
CRP 08	Demonstrate a creative and innovative mindset
CRP 09	Act as a good steward of organizational and personal finances and resources
CRP 10	Navigate an education and career path aligned to strengths, work style, interests, and goals
CRP 11	Consider the environmental and social impacts of decisions
CRP 12	Apply appropriate academic and technical skills