

Design and Architecture Senior High

Miami Dade County Public Schools

Design and Architecture Senior High (DASH) is a premier magnet high school and serves the ethnically and racially diverse Miami-Dade population. With a rigorous academic and art and design education, students apply through an audition process to pursue a career in Architecture/Interior Design, Industrial Design (including transportation and product design), Fashion Design, Visual Communications (including graphic design and advertising), or Entertainment Technology/Film.

"Education by Design" is the philosophy behind DASH. Our vision is to educate talented students to become confident and critical thinkers through interdisciplinary challenges in visual arts and design in preparation for college and a career in the design world. The design programs provide curriculum focus and opportunities to incorporate both academic and artistic development. The Executive Internship Program provides professional mentoring experiences with practicing artists, architects and designers.

College preparation, applications, and scholarship eligibility are integral components of each student's program. The combination of high academic standards and exceptional design programs allows DASH students to compete effectively for both admission and merit scholarships to many of the country's finest universities and professional schools of design.

Design Programs

Architecture/Interior Design
Industrial Design
Fashion Design
Entertainment Technology/Film
Visual Communications/Wed Design

Highlights

Even more significant than the program showcases. Standardized test scores, grade point averages, Advanced Placement scores, Dual Enrollment Credits acquired, consistent US News and World Report ranking in the top high schools in the nation, nationally lauded placement in the Annual Scholastics Art and Writing Awards, finalists ranking in YoungArts (the National Advancement of Arts), Presidential Scholars, Posse Foundation Scholars, National Merit Finalists and Silver Knight nominations, is the college placement, scholarship acquisition, college completion and career entry, of the value of an education at Design and Architecture Senior High. Graduation rates, college entry and scholarship awards have risen every year, to a record-breaking 28.5 million dollars awarded in scholarships to 110 seniors in 2019.

ADVANCED PLACEMENT (AP) COURSES

Art

AP Studio 2D Art
AP Studio 3D Art
AP Studio Art Drawing

English

AP English Language and Composition
AP English Literature and Composition

Mathematics

AP Calculus AB

Science

AP Biology
AP Chemistry
AP Computer Science
AP Physics I

Social Studies

AP Art History
AP Macroeconomics
AP Psychology
AP US Government
AP US History

Foreign Language

AP French Language
AP Spanish Language
AP Spanish Literature

FIU DUAL ENROLLMENT (DE) COURSES

Auto CAD I
Auto CAD II
Beginning Drawing
Beginning Painting

INDUSTRY CERTIFICATION

Adobe Certified Associate (ACA)
Animate
Illustrator
Photoshop
Premier Pro

GRADUATION REQUIREMENTS

Thirty-two (32) Credits
Advanced Placement Exams
Art/Design Portfolio
Florida Standard Assessments (FSA)
End of Course Exams

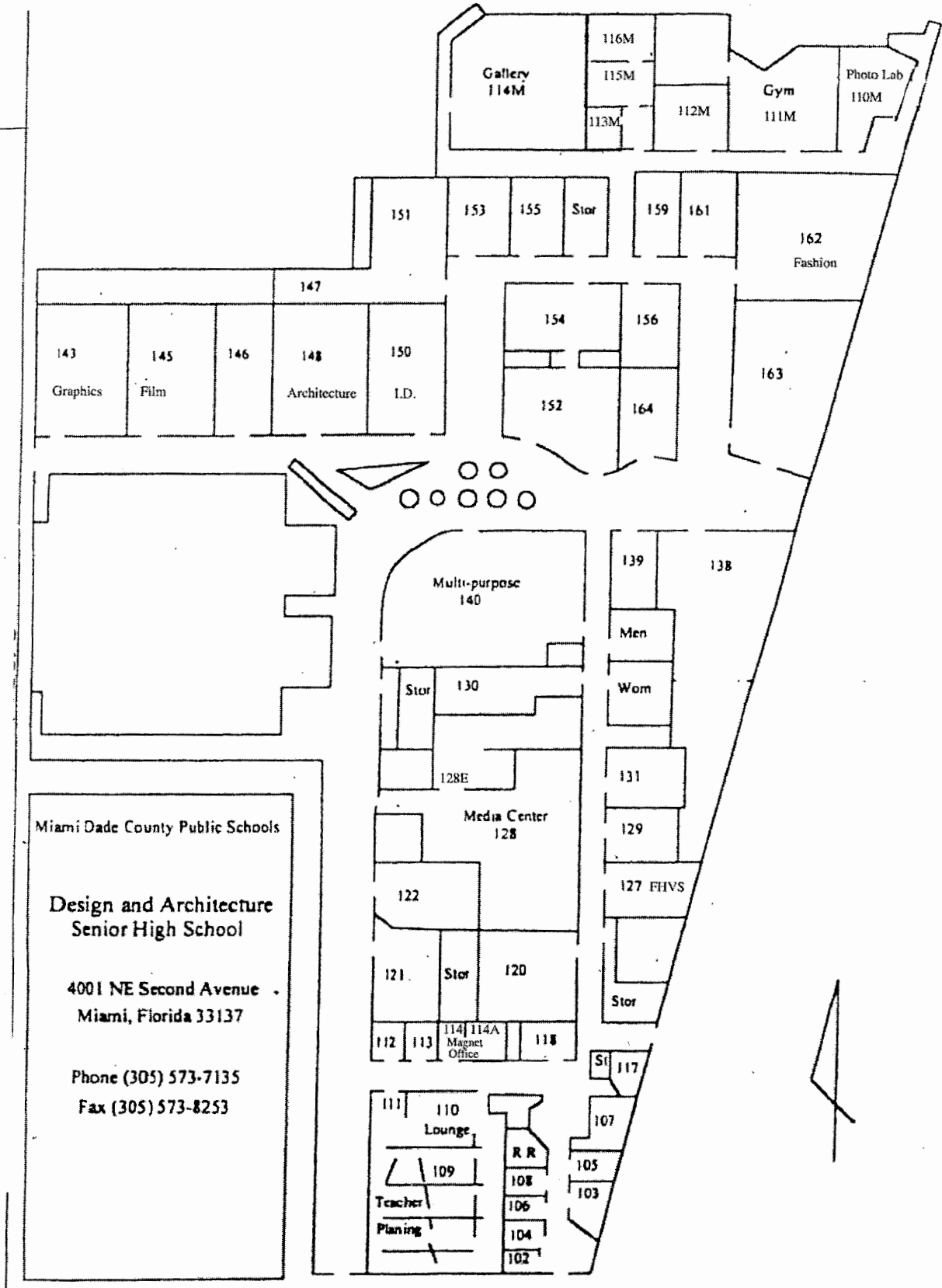
Ana Alvarez-Armon, Principal

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www.dashschool.org

DESIGN and ARCHITECTURE SENIOR HIGH

NE
2nd
Avenue



39th Street

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Design and Architecture Senior High School
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 Miami, Florida 33137
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Design and Architecture Senior High Tentative CURRICULUM Plan

9 TH	10 TH	11 TH	12 TH
Two Dimensional Art	Painting 3H Beginning Drawing/Painting DE	AP Studio Art Drawing	AP Studio Art 2D, and/or AP Studio Art 3D
Intro to Information Technology V	Photoshop ICE		
Personal Fitness & Team Sports	DESIGN PROGRAMS:		
	Architecture/Interior Design 10	(1) Architecture/Interior Design 11 & (2) Computer Aided Design DE	(1) Architecture 12 & (2) Interior Design
	Industrial Design 10	(1) Industrial Design 11 & (2) Computer Aided Design DE	(1) Industrial Design 12 H & (2) Product Design H
	Visual Communications 10	(1) Visual Communications 11 & (2) Illustrator ICE	(1) Visual Communications 12 & (2) Commercial Graphics
	Entertainment Technology 10	(1) Entertainment Technology 11 & (2) Art of the Cinema 1	(1) Entertainment Technology 12 H & (2) Art of the Cinema 2 H
	Fashion Production 10	(1) Fashion Production 11 & (2) Textiles	(1) Fashion Production 12 & (2) Fashion Marketing H
Foreign Language 1, 2, 3H Intensive Math/Reading Elective	Foreign Language 1, 2, 3H, AP Intensive Math/Reading Elective	Foreign Language 1, 2, 3H, AP Elective	Foreign Language 2, 3H, AP Elective
English 1 S/H/G	English 2 S/H/G	English 3 S/H English Language AP	English 4 S Writing and Rhetoric 1 & 2 DE English Literature AP
World History H/G	Art History S/AP	American History S/H/AP	Government and Economics S/H/AP
Algebra 1 Geometry S/H Algebra 2 S/H	Geometry S/H Algebra 2 S/H Math Analysis H/Trigonometry H Pre-Calculus H	Geometry S/H Algebra 2 S/H Math Analysis H/Trigonometry H Pre-Calculus H AP Calculus AB	Algebra 2 S/H Math Analysis H/Trigonometry H Pre-Calculus H Calculus H AP Calculus AB/BC
Chemistry S/H Environmental Science S	Chemistry S/H Biology S/H Physics S/H Environmental Science S/AP	Biology S/H/AP Physics S/H/AP Marine Science V Environmental Science S/AP	Biology S/H/AP Physics S/H/AP Marine Science V Environmental Science S/AP

Level Key: S=Standard, H=Honors, G=Gifted, AP=Advanced Placement, DE=Dual Enrollment, ICE=Industry Certification, V=Virtual School

Foreign Languages: Spanish for non-native speakers 1/2/3H, Spanish for native speakers 1/2, AP Spanish Language, French 1/2/3H/4H, AP French Language

Electives: Color Photography, Creative (Digital) Photography H, DE Painting, DE Sculpture, Yearbook H, Executive Internship 1/2/3, Transportation Design 1/2H, AP Art History, Weight Training, AP Biology, AP Physics, AP Environmental Science, AP Calculus AB, Photoshop ICE, Illustrator ICE, Flash/Animation ICE, AP Spanish, AP French

DASH 2020

Student Clubs/Organizations

Interest Clubs
Animation Club
Student Activism Club
Environmental Club
Photography Club
Chess Club
Gay/Straight Alliance
Architecture Club
Young Designers Consortium
French Club
Aspiring Design Scholars
Future Educators of America
Special Interests (band, drama, dance, zines)
Video/Film Club
Jewish Student Union
Muslim Student Association
Bible Club
Fashion Club
Industrial Design Students of America
Peer to Peer Club
Fun Science Club
Vinyl Club
By Invitation/Qualification/Election
Student Government Assoc.
Freshman Class
Sophomore Class
Junior Class
Senior Class
Women of Tomorrow
5000 Role Models
Math National Honor Society Mu Alpha Theta
English National Honor Society (includes Book Club)
Science National Honor Society
Sociedad Honoraria Hispánica
Art National Honor Society
National Honor Society
Curricular
Dash Dispatch/Creative Writing
Yearbook

FINE ART and DESIGN PROGRAM DESCRIPTIONS DASH's unique visual arts magnet curriculum combines fine art with practical design concentrations to provide a well-rounded art education that has proven successful for over two decades. As a result, DASH students compete very effectively for college admissions and scholarships. Please note, all DASH students (without exception) must complete the full curriculum of fine art and design coursework.

FINE ART FOUNDATION The four-year fine art program (which runs parallel to the design program) includes foundation courses in drawing and painting; dual enrollment courses in design concepts; and advanced placement courses in drawing, 2-D design/painting, 3-D design/sculpture, and art history. The option to take fine art classes without design coursework is not available at DASH. We do not offer a stand-alone Fine Art program but rather require all students to complete fine art classes during each of their four years of high school in addition to their separate design program classes.

DESIGN PROGRAMS Beginning sophomore year, students specialize in one of the five design programs described below. DASH students do not officially choose their design program until just before tenth grade. The audition evaluates an applicant's potential as a visual communicator with a focus on basic observation drawing skills for all applicants. Indicating which program interests you has no impact on the outcome of your audition. All applicants complete the same audition.

Architecture/Interior Design This program includes freehand drawing, model building, computer aided design and juried presentation. Furniture, landscape, and urban planning are critical components of the architecture program. Students learn to design structures that are beautiful and functional. They work in a design studio setting just as they would in a professional firm and are taught by accomplished, practicing architect Eric Hankin. They build small-scale conceptual models of their designs and prepare dynamic presentations showing plans, elevations, sections, axonometrics, and perspectives. And they learn to use the tools of the trade such as drawing equipment including computer aided design (CAD) software in dual enrollment classes taught by professors from Florida International University. These students tend to work quietly and independently and sometimes choose to enhance their education with advanced math and science classes. They learn to present their work confidently not only through dynamic displays, but also through articulating in person in front of juries of professional architects.

Industrial Design - (Product and Transportation Design) The industrial design program, one-of-a-kind in the nation, focuses on the interaction between products and individuals. Product design begins with hand drafting and concept drawings. Students are fluent in two-point perspective as it plays an important role in their design process. I.D. students design the surfaces consumers interact with such as watches, phones, shoes, and cars. They commit to hard work on demanding assignments. Many who complete the DASH I.D. program are offered large or full scholarships to elite design universities such as College for Creative Studies, and go on to work for companies like Adidas, Nike, Puma, Cadillac, and Mercedes Benz. These students are taught by accomplished professional designer, Kelley Kwiatkowski, and earn college credit for their CAD class. DASH I.D. students possess strong line-drawing skills, and are required to meet strict deadlines for large quantities of concept drawings and high-quality final renderings from multiple perspectives.

Visual Communications/Web Design - (Print and Digital Graphics) In the DASH Visual Communications/Web Design program, students work on iMac computers to produce movie posters, logos, fashion labels, packaging, signage, books, web sites and video games. These students often incorporate inspiration from their fine art work in their graphics work. They study typeface, analyze composition, and frequently use software tools like Adobe Photoshop. Taught by skilled graphic designer Dale Brooks, DASH Visual Communications students develop multi-stage projects such as board games and super hero dolls that involve conceptualizing, packaging, branding, and marketing in the form of billboards and web launches. They must also adhere to strict deadlines and learn to produce quality work under pressure in the competitive world of graphic design.

Entertainment Technology - (Film) The DASH Entertainment Technology program teaches the behind-the-camera aspects of the film world including script-writing, story-boarding, working with editing software such as Final Cut Pro, using state-of-the-art equipment, researching career options in the film industry, and submitting work to the festival circuit. Students work within production companies and have to budget their projects. The DASH film studio was upgraded in 2010 with thirty 27-inch iMacs. Phantom Film Works students have been regularly invited to participate alongside real world projects shot on location in Miami such as the MTV Video Music Awards, Super Bowl Miami, and the major motion picture "Marley and Me." They produce events that incorporate lighting, audio, cinematography, directing, and budgeting. Their teacher is filmmaker Tom Pike. Every year, DASH senior filmmakers share their best short films, music videos, and animated movies at the Phantom Film Festival in a local theater on the big screen. These students must coordinate their own projects by working independently and collaboratively, and need to develop strong time management skills both in and out of class.

Fashion Design Fashion designers at DASH learn pattern making, draping, tailoring, how to work with various textiles, and how to use professional sewing equipment to produce beautiful, functional clothing. They prepare mood boards, collages full of visual inspiration, before assembling their seasonal fashion lines. These students work in a well-appointed lab overseen by fashion maverick Rosemary Pringle, and they follow the work of major international houses to study current trends in the industry.

Opportunities for DASH Graduates

	Architecture	Industrial Design	Visual Communication	Fashion	Entertainment Technology	Fine Art
Definition	Designs and develops the plans for building. Oversees the construction from the plans to the complete structure.	Designs the form of a product, shaping it to fit the people who use it. Creates innovative and better ways to build better objects.	Designs layouts and creates illustrations for individual companies, media, advertising, books, presentations, technology, film, television	Designs Clothing and accessories for individuals, ready to wear, and industry production.	Designs entertainment content using a variety of art & technology to create narrative film, TV, traditional & computer animation, sound design, and live production.	Maintains studio experience in drawing, painting, sculpture, ceramics and printmaking.
Types of Jobs and Projects	Institutional , commercial, residential, urban design, parks and recreation facilities	Game products, athletic equipment, cars, audio and electronic products, toys, packaging, boats, exhibits	Newspapers, logos, brochures, CD covers, magazines, stationary, websites, billboards, displays, packaging, ads, promotions.	Clothing for children, men, women, hats, shoes, jewelry, accessories, costumes, and uniforms.	Short film, commercial, music video, television, video game, music production, live production, video content to web.	Gallery and museum exhibits, installations, fine art commissions, teaching.
Techniques and Skills	Drafting, layout, plans, freehand sketching, computer assisted design model building (CAD), presentation skills, business skills, physics of materials and structure, psychology of society and culture, art history	Human factors, freehand sketching, prototypes, rendering, presentation skills, layout, materials and structures, marketing	Computer illustration, presentation skills, business skills, psychology of society and culture, communications.	Fashion illustration and fashion figure drawing freehand sketching, presentation skills, business skills, psychology of society and culture, art history, customer garment making, pattern making, draping, sewing, textile design, tailoring.	Writing, storyboarding, editing, computer SFX, camera technique, directing organizational & business skills, pitching, critique skills, psychology of characters & audience.	Drawing installation, painting, photography, printmaking, framing, ceramics, sculpture and glass-blowing presentation.
Related Careers	Draftsman, model builder, landscape architect, city planner, builder, engineer, interior designer, restoration designer.	Product designer, transportation designer, furniture designer, environmental designer.	Graphic designer, computer illustrator, public relations, marketing, web designer, book illustrator, technical illustrator, medical illustrator.	Designer, merchandiser, buyer, illustrator, tailor, costume designer, textile designer.	Producer, director, art director, director of photography (DO), set designer, special effects (SFX) designer, editor, motion graphics designer.	Museum and gallery installation, curator, programming, set design, free-lance artist/illustrator.
Education Required	5 years of college, w/school of architecture state certificate. FIU, UM, UF, Cornell, Cooper Union, Pratt, RISD, Washington University, Illinois Institute of Technology	4 years of more of college, design or art school with a school of industrial design. Arts Center College of Design College of Creative Studies Rhode Island School of Design Cleveland Institute of Art	4 years of more of college, design and art school. FSU, Ringling School of Art & Design, Marilyn Institute College of Art, Kansas City Art Institute, School of Visual Arts, Pratt Institute	2-4 years of college, design or art school with school of fashion or fashion merchandising. FIT, Parsons, Pratt, MICA, RISD ,Art Institute of Chicago, Moore College of Art & Design	4 years of college, design or art school with film, motion graphics or theater. New York University Florida State University Film School Pratt Institute Art Center College of Design	4 years art school with fine art major. Graduate school for MFA to teach college. Marilyn Institute College of Art, Otis College of Arts, Pratt Institute, Cooper Union, Boston Museum, San Francisco Art Institute, School of the Art Institute of Chicago, Kansas City Art Institute



DASH

Bell Schedule

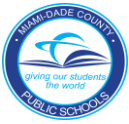
Starting Time	Ending Time	A Day M & W	B day T & R
7:40 a.m.	9:50 a.m.	1	2
9:55 a.m.	11:30 a.m.	3	4
11:30 a.m.	12:20 p.m.	Lunch	Lunch
12:20 p.m.	1:55 p.m.	5	6
2:00 p.m.	3:35 p.m.	7	8

Monday & Wednesday – A Days
Tuesday & Thursday – B Days
Friday – A or B Day

9:15 a.m. – 9:20 a.m. Announcements

9:20 a.m. – 9:50 a.m. Reading

Revised 10/5/2020



MIAMI-DADE COUNTY PUBLIC SCHOOLS
2020-2021 SCHOOL CALENDAR
ELEMENTARY AND SECONDARY
 REVISED 9/29/20
DASH A/B CALENDAR

July 2020				
M	T	W	T	F
		1	2	3
6	7	8	9	10
13	14	15	16	17
20	21	22	23	24
27	28	29	30	31

August 2020				
M	T	W	T	F
3	4	5	6	7
10	11	12	13	14
^o 17	^o 18	19	20	21
24	25	26	27	28
31				

September 2020				
M	T	W	T	F
	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
^a 28	29	30		

October 2020				
M	T	W	T	F
			1	^a 2
5	6	7	8	9
12	13	14	15	16
19	20	21	22	^a 23
26	27	28	29	30

November 2020				
M	T	W	T	F
2	^a 3	4	5	6
9	10	11	12	13
16	17	18	19	20
23	24	^a 25	26	27
30				

December 2020				
M	T	W	T	F
	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
28	29	30	31	

January 2021				
M	T	W	T	F
				1
4	5	6	7	8
11	12	13	14	15
18	19	20	21	22
25	26	27	28	29

February 2021				
M	T	W	T	F
1	2	3	4	5
8	9	10	11	12
15	16	17	18	19
22	23	24	25	26

March 2021				
M	T	W	T	F
1	2	3	4	5
8	9	10	11	12
15	16	17	18	19
22	23	24	25	^a 26
29	30	31		

April 2021				
M	T	W	T	F
			1	2
5	6	7	8	9
12	13	14	15	16
19	20	21	22	23
26	27	28	29	30

May 2021				
M	T	W	T	F
3	4	5	6	7
10	11	12	13	14
17	18	19	20	21
24	25	26	27	28
31				

June 2021				
M	T	W	T	F
	1	2	3	4
7	8	9	^o 10	11
^o 14	15	16	17	18
21	22	23	24	25
28	29	30		

- New Teachers Report
- Teacher Planning Day
- Teacher Planning Day - (No Opt)
- District-wide Professional Development Day
- Floating Teacher Planning Day (No Opt)

- Recess Day
- Beg/End of Grading Period
- Legal Holiday
- Available to opt
- Teacher Planning Day available to opt

Days in Grading Period	
1- 36	Total A/B Days A- 87 B- 87
2- 49	
3- 43	
4- 47	

For information on employee opt days, please refer to back of calendar.