

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: Introduction	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> Identify basic communications application software (e.g., e-mail and browser software). Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> Explore emerging application software. Identify the types of application software and explain the purpose or use of each. Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). Use the collaborative features of application software to complete simulate or real organization tasks. Use advanced features of common application software. Use online databases, Web-based sources, and other information sources to access and retrieve information. Evaluate the effectiveness of software to solve specific problems.

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Explore the structure and history of the World Wide Web</p> <p>B. Define HTML (or Hypertext Markup Language), the language of the Web</p> <p>C. Define, provide examples of, and efficiently find information using search engines</p> <p>D. Define and provide examples of: URL, ISP, web server, browser, search engines</p> <p>E. Distinguish between: Internet, web page, and World Wide Web</p> <p>F. Recognize various types of web sites: business, informational, personal, news, and advocacy</p> <p>G. Discuss the Internet's impact concerning social issues and society</p>
--

<p>ACTIVITIES:</p> <ol style="list-style-type: none"> Class discussion and notes Hands-on demonstration and discussion of various principles as related to basic web design concepts Guided practice Projects Enrichment and challenge problems <p>RESOURCES:</p>	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> Teacher observation Quizzes Worksheets/Handouts Practice problems and projects Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> Assistance – Teacher/peer Adjustment – Length/breadth
--	---

<ul style="list-style-type: none">▪ Internet▪ Teacher created notes, handouts and Activities▪ Other	<ul style="list-style-type: none">▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none">▪ Alternative<ul style="list-style-type: none">· Assignments - length· Extended focus - challenge▪ Additional<ul style="list-style-type: none">· Problems/Projects
---	--

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: Organize, Design and Publish Web Pages	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Evaluate web sites – discuss elements of good and bad web design</p> <p>B. Create web pages for a specific audience and design a page appropriate for that audience (with careful regard to font size, font face, color schemes, etc.)</p> <p>C. Storyboard a web site in order to organize, set goals, design and develop the structure of web pages</p> <p>D. Use images effectively</p> <p>E. Write web pages that are easily scanned and read</p> <p>F. Organize content and decide on a general structure for pages and topics</p> <p>G. Find a web server on which to store your web presentation</p> <p>H. Upload and test pages</p>
--

<p>ACTIVITIES:</p> <p>ACTIVITIES:</p>	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Teacher observation 2. Quizzes
---	---

<ol style="list-style-type: none"> 1. Class discussion 2. Hands-on demonstration and discussion of various principles as related to basic web design concepts 3. Guided practice 4. Projects 5. Enrichment and challenge problems <p>RESOURCES:</p> <ul style="list-style-type: none"> ▪ Internet ▪ Teacher created notes, handouts and Activities ▪ Other 	<ol style="list-style-type: none"> 3. Worksheets/Handouts 4. Practice problems and projects 5. Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> ▪ Assistance – Teacher/peer ▪ Adjustment – Length/breadth ▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none"> ▪ Alternative <ul style="list-style-type: none"> • Assignments - length • Extended focus - challenge ▪ Additional <ul style="list-style-type: none"> • Problems/Projects
---	---

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: Basics of Creating Simple Web Pages	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Creating an HTML Document</p> <ul style="list-style-type: none"> • Create and modify HTML documents using a simple text editor • Identify the meaning and purpose of HTML tags • Use a text editor and HTML tags in order to create the basic HTML structure for any web page • Open a document within a web browser in order to see how it is displayed • Make changes in a HTML document using a text editor • Reload (or refresh) a document in a web browser to see changes <p>B. Formatting</p> <ul style="list-style-type: none"> • Identify and use various formatting tags • Identify and use the different levels of heading tags in HTML • Recognize the difference between paragraph and break tags • Identify and use the different HTML tags for text styles: bold, italics and underline • Align text at the center, right or left of a web document • Use Internet sources to locate and use special characters within an HTML document - including items as: non-English letters, non-breaking spaces, and unique symbols not appearing on the

keyboard (£ © ®, etc)

- Change the size, color and face of specific portions of text within a web page
- Recognize the difference between, and identify: tag, attribute and value
- Create marquees, superscripts and subscripts for text in a web page

C. Modify Page Properties

- Create a solid color background for a web page
- Change the color of text
- Use Internet sources to locate the hexadecimal code for a color value that can be applied to font or background.
- Use Internet sources to locate and insert a textured background to a web page

D. Horizontal Rules

- Insert and identify horizontal rule tags
- Alter attributes of a horizontal rule to change color, width, size and alignment

E. Troubleshoot – solve problems when the web page isn't working correctly

ACTIVITIES:

1. Hands-on demonstration and discussion of various principles as related to basic web design concepts
2. Guided practice
3. Projects
4. Enrichment and challenge problems

RESOURCES:

- Internet
- Teacher created notes, handouts and Activities
- Other

ASSESSMENTS:

1. Teacher observation
2. Quizzes
3. Worksheets/Handouts
4. Practice problems and projects
5. Tests

REMEDIATION:

- **Assistance** – Teacher/peer
- **Adjustment** – Length/breadth
- **Alternative** – Assignments

ENRICHMENT and DIFFERENTIATION

- **Alternative**
 - Assignments - length
 - Extended focus - challenge
- **Additional**
 - Problems/Projects

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML - Lists	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

STATE STANDARDS:	
To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.	
UNIT OBJECTIVES:	
<p>A. List Tags</p> <ul style="list-style-type: none"> • Identify HTML codes for creating unordered, ordered, and glossary (definition) lists • Recognize the difference and when to use unordered, ordered and glossary (definition) lists <p>B. List Attributes</p> <ul style="list-style-type: none"> • Write an unordered list to utilize different bullet styles (circle, disc and square) • Write an ordered list that numbers items via capital and small alphabetical letters or large or small Roman numerals • Modify an ordered list to start counting from any positive value <p>C. Nested Lists</p> <ul style="list-style-type: none"> • Insert (or nest) a list within an original list in order to create a leveled type of appearance • Create mixed nested lists which involved both ordered and ordered lists 	
ACTIVITIES:	ASSESSMENTS:

1. Hands-on demonstration and discussion of various principles as related to basic web design concepts
2. Guided practice
3. Projects
4. Enrichment and challenge problems

RESOURCES:

- Internet
- Teacher created notes, handouts and Activities
- Other

1. Teacher observation
2. Quizzes
3. Worksheets/Handouts
4. Practice problems and projects
5. Tests

REMEDIATION:

- **Assistance** – Teacher/peer
- **Adjustment** – Length/breadth
- **Alternative** – Assignments

ENRICHMENT and DIFFERENTIATION

- **Alternative**
 - Assignments - length
 - Extended focus - challenge
- **Additional**
 - Problems/Projects

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML – Manipulating Media within Web Pages	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software’s installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
<p>UNIT OBJECTIVES:</p> <p>A. Inserting Media into an HTML Document</p> <ul style="list-style-type: none"> • Identify various media formats (graphical, audio, video) appropriate for the World Wide Web • Discuss key points to consider when including media within web documents such as image size, resolution, copyright issues, and visitors using non-graphic browsers • Download media (such as a graphic or audio clip) to the computer • Use HTML tags to include downloaded media files within a web document <p>B. Simple Image Manipulation and Creation</p> <ul style="list-style-type: none"> • Scale and resize images • Save files for future modification • Create an image with a transparent background • Create an image from scratch that can be used as a textured background • Create or modify an image that will serve as a heading banner • Wrap text around an image using the align attribute • Provide alternatives for browsers that cannot view images

<p>ACTIVITIES:</p> <ol style="list-style-type: none"> 1. Class discussion 2. Hands-on demonstration and discussion of various principles as related to basic web design concepts 3. Guided practice 4. Projects 5. Enrichment and challenge problems <p>RESOURCES:</p> <ul style="list-style-type: none"> ▪ Internet ▪ Teacher created notes, handouts and Activities ▪ Other 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Teacher observation 2. Quizzes 3. Worksheets/Handouts 4. Practice problems and projects 5. Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> ▪ Assistance – Teacher/peer ▪ Adjustment – Length/breadth ▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none"> ▪ Alternative <ul style="list-style-type: none"> • Assignments - length • Extended focus - challenge ▪ Additional <ul style="list-style-type: none"> • Problems/Projects
---	--

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML - Links	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> Identify basic communications application software (e.g., e-mail and browser software). Prepare documents that include a variety of media (e.g., images, text, and sounds). Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> Explore emerging application software. Identify the types of application software and explain the purpose or use of each. Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). Use the collaborative features of application software to complete simulate or real organization tasks. Use advanced features of common application software. Use online databases, Web-based sources, and other information sources to access and retrieve information. Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> Diagnose and solve application software problems. Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Understand the various parts of the URL and the kinds of URLs available</p> <p>B. Write an HTML anchor to link to an internal file</p> <p>C. Write an HTML anchor to link to an external web document</p> <p>D. Write an HTML anchor that will jump a visitor to another place within that same web document</p> <p>E. Write an HTML anchor that will connect a visitor to an email address</p> <p>F. Incorporate a graphic that acts as a hyperlink to another web document</p> <p>G. Format the color of the links, visited links and active links within the document</p>

<p>ACTIVITIES:</p> <ol style="list-style-type: none"> Class discussion Hands-on demonstration and discussion of various principles as related to basic web design concepts 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> Teacher observation Quizzes Worksheets/Handouts Practice problems and projects
---	--

<p>3. Guided practice 4. Projects 5. Enrichment and challenge problems</p> <p>RESOURCES:</p> <ul style="list-style-type: none"> ▪ Internet ▪ Teacher created notes, handouts and Activities ▪ Other 	<p>5. Tests</p> <p>REMEDIATION:</p> <ul style="list-style-type: none"> ▪ Assistance – Teacher/peer ▪ Adjustment – Length/breadth ▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none"> ▪ Alternative <ul style="list-style-type: none"> • Assignments - length • Extended focus - challenge ▪ Additional <ul style="list-style-type: none"> • Problems/Projects
---	---

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML - Tables	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Organizing Information With Tables</p> <ul style="list-style-type: none"> • Incorporate tables in order to present organized information within a web page • Write HTML tags that will insert a table within a web page • Recognize the difference between a table row, table data and table heading tags • Use table attributes to alter the table's: width, color, border color, border thickness, alignment, padding and spacing. • Use cell attributes to change the color and adjust the width of a cell • Use row attributes to change the height of a row • Create cells that span multiple rows and/or columns <p>B. Use HTML table tags in order to layout the design (align text and images) within a web document</p>
--

<p>ACTIVITIES:</p> <p>1. Hands-on demonstration and discussion of</p>	<p>ASSESSMENTS:</p> <p>1. Teacher observation</p>
--	--

<p>various principles as related to basic web design concepts</p> <ol style="list-style-type: none"> 2. Guided practice 3. Projects 4. Enrichment and challenge problems <p>RESOURCES:</p> <ul style="list-style-type: none"> ▪ Internet ▪ Teacher created notes, handouts and Activities ▪ Other 	<ol style="list-style-type: none"> 2. Quizzes 3. Worksheets/Handouts 4. Practice problems and projects 5. Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> ▪ Assistance – Teacher/peer ▪ Adjustment – Length/breadth ▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none"> ▪ Alternative <ul style="list-style-type: none"> • Assignments - length • Extended focus - challenge ▪ Additional <ul style="list-style-type: none"> • Problems/Projects
--	---

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML - Frames	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Create a web page that consists of multiple frames.</p> <ul style="list-style-type: none"> • Recognize the different between frameset rows and frameset columns. • Create complex framesets. <p>B. Write HTML code that will create hypertext links to load content into a specified area of a framed web page.</p> <ul style="list-style-type: none"> • Differentiate between frames by using the "name" attribute. • Target links to open in a specific frame. <p>C. Determine when frames are appropriate for web site layout.</p> <p>D. Recognize the advantages and disadvantages of using frame for website layout.</p>
--

<p>ACTIVITIES:</p> <p>1. Hands-on demonstration and discussion of various principles as related to basic web</p>	<p>ASSESSMENTS:</p> <p>1. Teacher observation 2. Quizzes</p>
---	---

<p>design concepts</p> <ol style="list-style-type: none"> 2. Guided practice 3. Projects 4. Enrichment and challenge problems <p>RESOURCES:</p> <ul style="list-style-type: none"> ▪ Internet ▪ Teacher created notes, handouts and Activities ▪ Other 	<ol style="list-style-type: none"> 3. Worksheets/Handouts 4. Practice problems and projects 5. Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> ▪ Assistance – Teacher/peer ▪ Adjustment – Length/breadth ▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none"> ▪ Alternative <ul style="list-style-type: none"> • Assignments - length • Extended focus - challenge ▪ Additional <ul style="list-style-type: none"> • Problems/Projects
---	---

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML – Image Mapping	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software’s installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Create an inline image that has different portions hyperlinked to other web pages, pictures, and other external sites on the Internet.</p> <p>B. Insert and find coordinates for hotspots in the shapes of: rectangle, polygon and circle.</p>

<p>ACTIVITIES:</p> <ol style="list-style-type: none"> 1. Hands-on demonstration and discussion of various principles as related to basic web design concepts 2. Guided practice 3. Projects 4. Enrichment and challenge problems 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> 1. Teacher observation 2. Quizzes 3. Worksheets/Handouts 4. Practice problems and projects 5. Tests <p>REMEDIATION:</p>
<p>RESOURCES:</p>	

<ul style="list-style-type: none">▪ Internet▪ Teacher created notes, handouts and Activities▪ Other	<ul style="list-style-type: none">▪ Assistance – Teacher/peer▪ Adjustment – Length/breadth▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none">▪ Alternative<ul style="list-style-type: none">· Assignments - length· Extended focus - challenge▪ Additional<ul style="list-style-type: none">· Problems/Projects
---	--

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: HTML – Authoring Tools (such as Macromedia Dreamweaver)	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software’s installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
<p>UNIT OBJECTIVES:</p> <ul style="list-style-type: none"> A. Utilize Authoring Tool: An HTML editing and web page construction tool, offering a graphical user interface (GUI) for HTML functionality B. Explore interface & menus C. Format background properties D. Enter, edit, and format text E. View and edit HTML source F. View pages in a web browser G. Add and align text, horizontal rules, images, tables, hyperlinks H. Create hotspots on one image using image mapping tools I. Insert special characters (£ ™ ©) and pre-designed interactive buttons (Flash Buttons). J. Form elements: <ul style="list-style-type: none"> • Insert basic web form elements (text fields, text area fields, radio buttons, checkboxes, menu selections, and buttons)

- Make a web page form that sends data via email in a readable format by sending it to a CGI script.
- Insert the HTML for a hidden form element.

K. Create a Web Photo Album

ACTIVITIES:

1. Hands-on demonstration and discussion of various principles as related to basic web design concepts
2. Guided practice
3. Projects
4. Enrichment and challenge problems

RESOURCES:

- Internet
- Teacher created notes, handouts and Activities
- Other

ASSESSMENTS:

1. Teacher observation
2. Quizzes
3. Worksheets/Handouts
4. Practice problems and projects
5. Tests

REMEDIATION:

- **Assistance** – Teacher/peer
- **Adjustment** – Length/breadth
- **Alternative** – Assignments

ENRICHMENT and DIFFERENTIATION

- **Alternative**
 - Assignments - length
 - Extended focus - challenge
- **Additional**
 - Problems/Projects

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: Basic Animation Software (such as Macromedia Flash)	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> • Identify basic communications application software (e.g., e-mail and browser software). • Prepare documents that include a variety of media (e.g., images, text, and sounds). • Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> • Explore emerging application software. • Identify the types of application software and explain the purpose or use of each. • Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> • Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). • Use the collaborative features of application software to complete simulate or real organization tasks. • Use advanced features of common application software. • Use online databases, Web-based sources, and other information sources to access and retrieve information. • Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> • Diagnose and solve application software problems. • Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>
--

<p>UNIT OBJECTIVES:</p> <p>A. Explore interface & menus</p> <ul style="list-style-type: none"> • Property Inspector • Toolbars • Scrubber Tool • Timeline • Toolbar • Canvas <p>B. Frame-by-Frame Animation</p> <ul style="list-style-type: none"> • Keyframes • Layers <p>C. Motion-Tweening</p> <p>D. Motion Guide</p> <p>E. Action – Stop the Movie</p> <p>F. Insert the object within a web page</p>

- G. Create and insert action buttons
 H. Publish a Flash document and insert the file within a web page.

ACTIVITIES:

1. Hands-on demonstration and discussion of various principles as related to basic web design concepts
2. Guided practice
3. Projects
4. Enrichment and challenge problems

RESOURCES:

- Internet
- Teacher created notes, handouts and Activities
- Other

ASSESSMENTS:

1. Teacher observation
2. Quizzes
3. Worksheets/Handouts
4. Practice problems and projects
5. Tests

REMEDIATION:

- **Assistance** – Teacher/peer
- **Adjustment** – Length/breadth
- **Alternative** – Assignments

ENRICHMENT and DIFFERENTIATION

- **Alternative**
 - Assignments - length
 - Extended focus - challenge
- **Additional**
 - Problems/Projects

COURSE: Web Design	GRADE(S): 10 - 12
UNIT: Cascading Style Sheets (CSS)	

<p>NATIONAL STANDARDS</p> <p>Achievement Standard: Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.</p> <p>INFORMATION TECHNOLOGY: APPLICATION SOFTWARE</p> <p><i>Level 1 Performance Expectations</i></p> <ul style="list-style-type: none"> Identify basic communications application software (e.g., e-mail and browser software). Prepare documents that include a variety of media (e.g., images, text, and sounds). Use a variety of application software appropriate to specific tasks (e.g., use a Web browser to find information). <p><i>Level 2 Performance Expectations</i></p> <ul style="list-style-type: none"> Explore emerging application software. Identify the types of application software and explain the purpose or use of each. Use online and offline help to learn software. <p><i>Level 3 Performance Expectations</i></p> <ul style="list-style-type: none"> Use application software reference materials (e.g., online help, vendor Web sites, tutorials, and manuals). Use the collaborative features of application software to complete simulate or real organization tasks. Use advanced features of common application software. Use online databases, Web-based sources, and other information sources to access and retrieve information. Evaluate the effectiveness of software to solve specific problems. <p><i>Level 4 Performance Expectations</i></p> <ul style="list-style-type: none"> Diagnose and solve application software problems. Import and export text, data, sound, video, and still images between software programs.
--

<p>STATE STANDARDS:</p> <p>To teach and apply concepts and skills in current and emerging technology areas including keyboarding/document processing, computer application software, networking, multimedia production, Internet, email and business programming.</p>	
<p>UNIT OBJECTIVES:</p> <p>A. Add Cascading Style Sheet formatting within HTML documents.</p> <p>B. Apply style sheet formatting to the HTML elements including body, paragraph, and heading.</p>	
<p>ACTIVITIES:</p> <ol style="list-style-type: none"> Hands-on demonstration and discussion of various principles as related to basic web design concepts Guided practice Projects Enrichment and challenge problems 	<p>ASSESSMENTS:</p> <ol style="list-style-type: none"> Teacher observation Quizzes Worksheets/Handouts Practice problems and projects Tests <p>REMEDIATION:</p> <ul style="list-style-type: none"> Assistance – Teacher/peer
<p>RESOURCES:</p>	

<ul style="list-style-type: none">▪ Internet▪ Teacher created notes, handouts and Activities▪ Other	<ul style="list-style-type: none">▪ Adjustment – Length/breadth▪ Alternative – Assignments <p>ENRICHMENT and DIFFERENTIATION</p> <ul style="list-style-type: none">▪ Alternative<ul style="list-style-type: none">· Assignments - length· Extended focus - challenge▪ Additional<ul style="list-style-type: none">· Problems/Projects
---	---