



# SALINE COUNTY CAREER CENTER

"Training students to pursue excellence in scholastics, work, and life."

## SYLLABUS

2009-2010 SCH YR.

**COURSE: WEBSITE DESIGN**

**INSTRUCTOR: BILL MICHAEL**

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### **COURSE DESCRIPTION:**

The web design class focuses on Web page planning, basic design, layout and construction. Also included is setup and maintenance of a Web site. HTML/XHTML, Cascading Style Sheets, Dreamweaver CS4 and Adobe Photoshop Elements 7 and other Web page and image creation tools are discussed or used in the course. While extensive computer experience is not required to attend the class, it is important to be able to type, and to be familiar with Windows, word processing, and the Internet prior to attending. The course will be taught in two segments, Semester 1 will be an introduction to HTML and designing a web pages without the use of web page design programs. Semester 2 will advance to an intermediate level requiring the use of Adobe Dreamweaver CS4 and Adobe Photoshop Elements 7.

### **PREREQUISITES:**

Must be a, sophomore, junior or senior.

### **Other Expectations:**

Students are expected to attend all classes, participate in class discussions, and complete all labs/assignments/activities. All exams are to be taken on the assigned date and time. Assignments are due at the start of class on the assigned date and time. If you must miss a class for any reason, you are responsible for making up the work and collecting any notes/assignments that you missed. "Makeup" exams and assignments will be accepted at the instructor's discretion and allowed only in extraordinary situations. On the first day that you return to class, it is your responsibility to check with the instructor.

### **TEXTBOOK:**

Adobe Dreamweaver CS4, Classroom in a Book and Adobe dreamweaver CS4 HOW-TOs Publisher: Adobe Press

### **INSTRUCTIONAL/SUPPLEMENTARY SUPPLIES:**

Notebook paper, pencil and pen.

### **CLASS MEETING TIME:**

3<sup>RD</sup> HOUR

### **OBJECTIVES:**

*Upon completion of this course the student will be able to:*

- Basics of HTML: how to write it, what it is, the difference between HTML and XHTML. Plus hosting and putting your Web page on the Internet.
- Basic text: paragraphs, line breaks, headings, strong and emphasized text.
- More text: quotations, pre-formatted text, and rule lines.
- Typography: changing the font size, family, and color. Plus information about using color in Web Design and adding in special characters to your pages.
- Lists: numbered lists, bulleted lists, and definition lists.
- Images: using graphics on Web pages, uploading graphics, adding photos, making them small.
- Links: creating and using links, both internal (bookmarks) and external. Plus image maps and how to create them.

- Tables: the basics of XHTML tables and how to create them on your Web site.
- Frames: what they are and how to build a framed Web page.
- Forms: adding interactivity to your Web pages.

### **METHODS OF INSTRUCTION:**

Students will be expected to meet all of the course goals and be able to demonstrate their understanding of the underlying concepts. The instruction includes a combination of discussion/lecture actives and laboratory/application-based activities. Students will be required to work independently in part of the course and in teams throughout the remaining part of the course. Assignments will require students to draw upon academic skills in various fields.

### **Methods of Evaluation:**

Students will be assessed using activity classroom participation, book quizzes, reports, professionalism and pride in their work. And hands on computer lab work.

**GRADES** – Grades will be based on the percentage of total points earned out of total points possible for this semester. The assignments will vary in the number of possible points based upon amount of work involved and complexity of material.

### **GRADING SCALE:**

A	95-100	C	73-76
A-	90-94	C-	70-72
B+	87-89	D+	67-69
B	83-86	D	63-66
B-	80-82	D-	60-62
C+	77-79	F	59-0

Keep a record of your scores so you can calculate and always know your grade. If you are ever concerned about your progress or your grade, please talk to your instructor.

### **UNITS OF INSTRUCTION:**

#### **SEMESTER 1**

- Basics of HTML: how to write it, what it is, the difference between HTML and XHTML. Plus hosting and putting your Web page on the Internet.
- Basic text: paragraphs, line breaks, headings, strong and emphasized text.
- More text: quotations, pre-formatted text, and rule lines.
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#### **SEMESTER 2**

##### Interface

- choosing a workspace
- document window & toolbars
- the document window
- the launcher
- the insert panel & tool sets
- the document toolbar
- the property inspector

- dockable floating panels
- using contextual menus

#### Site Control

- defining a site
- file and folder management
- creating site maps
- using the file browser
- create a site from nothing

#### Basics

- defining the site
- creating and saving documents
- inserting images with assets panel
- adding text
- aligning page elements
- modifying page properties
- creating links with text and images
- adding keyword & description meta tags
- preview in browser
- define a secondary browser

#### Linking

- link with point to file
- linking to new source files
- browse for file and link history
- anchor links
- email links
- file links
- imagemaps

#### Typography

- html text formatting
- font lists
- text alignment
- html lists
- color schemes
- text in tables
- flash text
- character objects

#### Tables

- insert and modify a table
- fixed width tables
- relative width tables
- hybrid table
- insert tabular data
- sort table data

#### Frames

- create and save a frameset
- setting frame and frameset properties
- links and targets in frames
- no frames content
- frames objects

## Rollovers

- simple rollovers - insert rollover
- simple rollover - swap image behavior
- multiple-event rollovers
- flash buttons

## Cascading Style Sheets

- redefining HTML tags
- defining a custom class
- CSS selectors
- CSS selectors to group tags
- linking to external CSS
- CSS reference panel

## Code

- editing in the code view
- code view options
- quick tag editor & attribute hints
- cleanup HTML
- cleanup word HTML
- code validator / XHTML

## Forms

- form objects
- creating a form
- creating a jump menu

## Behaviors

- set text of status bar
- open browser window behavior
- downloading and installing extensions

## Automation

- history panel
- copy / paste history
- create web photo album

## Templates and Library Items

- templates in action
- creating / modifying templates
- library items in action
- creating / modifying library items

## Inserting Media Objects

- linking to sounds
- embedding sounds
- inserting flash content
- inserting director content
- inserting a quicktime movie

## Get It Online

- putting files to the web server

**ATTENDANCE:**

It is important to attend class each day. Lectures and class activities extend your understanding and the application of your new skills and knowledge. If you must miss a class meeting, you are responsible for any missed assignments or handouts.

**ACADEMIC HONESTY:**

You are encouraged to assist each other and exchange information in order to master the concepts and skills covered in this class and to seek tutoring if necessary. However, collaboration on any graded assignment or exam to the extent that it is not an individual student's total, personal effort will be considered as a violation of the Student Conduct Code as printed in the Student Handbook.

When an academic exercise is designed to result in a grade, any of the following activities constitute violations of academic honesty unless expressly authorized in advance by the instructor.

1. Cheating includes the intentional giving, receiving, or use (or attempts thereof) of any assistance, including notes, copying, or prior knowledge of examination materials.
2. Plagiarism includes intentionally or knowingly representing the words, ideas, or images of another as one's own in any academic exercise.
3. Fabrication includes the intentional falsification or invention of any information.
4. Collusion includes any secret agreement among students who participate in any academically dishonest activity.

**CLASSROOM ETIQUETTE—YOUR INSTRUCTOR'S EXPECTATIONS\***

Please arrive at class on time or before the starting time. Please attend all classes unless there is good reason to miss. If you must miss class, please inform your instructor ahead of time, by phone, by e-mail, or in person.

Please come to class prepared for the work to be done and in a positive frame of mind so that you are ready to learn. Please complete readings and other assignments on time. Please bring all necessary course materials such as paper, pencil, required books, handouts, and notes.

Please try to be pleasant and positive in your classroom behavior. Show respect for all class members. Address legitimate grievances appropriately, preferably outside of normal class time. If you have a problem with your instructor, please try to solve the problem with him or her before appealing to a higher authority.

When responding to classroom questions, please do not interrupt a fellow student or the instructor. Take your turn. When you respond to another student's comment, please try to acknowledge the other's position. When responding, please try your best to call other class members by name.

Your student handbook will define the rules for cell phone usage.

Please treat the furniture and equipment in the classrooms and computer labs as if they were your own. Throw any trash away on your way out.

Please remember that for the protection of our facilities and equipment, food and drinks are not allowed in the classrooms or labs. Under no condition is smoking or other tobacco use acceptable in the classroom.

Leave classrooms and labs as you find them, turning off equipment as necessary and pushing in chairs. Before leaving your computer, please log off the network. Also reset the printer so that the paper is wound back out of the platen and not left in the "tear off" position. If you have moved any equipment (keyboard, mouse, etc.), please put it back in its proper place before leaving the classroom. Also, please dispose of all discarded printer paper and torn-off perforated edges.

Most classes begin on time and end on time. If you need to know about schedule or assignment changes, please ask about them at the beginning of class. If you have a real need to leave early, please inform your instructor and leave quietly.

You will do better if you are interested in the class, and the best way to be interested is to get involved. Talk to your friends about the material, and look for current applications or examples about the course issues in newspapers or popular magazines

and on the Web. If you can make connections between yourself and the course materials, you will be a happier and a better student.

Most of all, keep in touch with the class syllabus, the instructor, and your classmates. You will do better when you feel you are a real part of the class.

**\*Source:** Instructor's Guide, *Business Communication, Process and Product*, M. E. Guffey