| | Course Description | |
|----------------------------------|---|------------------------------------|
| Webpage | Design II is a half year course that meets on a rotating basis for three (3) 55-minute blocks and one (1) 40-minute b | lock for every five (5) day cycle. |
| | Design II presents aspects of creating and designing websites. Students will be introduced to design elements that a nal-looking websites for personal or business use. | enable them to create |
| Course Overview and Pacing Guide | | |
| Unit | Торіс | Time Frame |
| 1 | The Web Design Process | 4 weeks |
| 2 | Typography and Color | 4 weeks |
| 3 | Google Sites | 11 weeks |

| Computer Science and Design Thinking (Standard 8) | | |
|---|--|--|
| Core Idea | Performance Expectation | |
| The design and use of computing technologies and artifacts can positively or negatively affect equitable access to information and opportunities. | 8.1.12.IC.1: Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices. 8.1.12.IC.3: Predict the potential impacts and implications of emerging technologies on larger social, economic, and political structures, using evidence from credible sources. | |
| Individuals select digital tools and design automated processes to collect, transform, generalize, simplify, and present large data sets in different ways to influence how other people interpret and understand the underlying information. | 8.1.12.DA.1: Create interactive data visualizations using software tools to help others better understand real world phenomena, including climate change. | |
| Trade-offs related to implementation, readability, and program performance are considered when selecting and combining control structures. | 8.1.12.AP.4: Design and iteratively develop computational artifacts for practical intent, personal expression, or to address a societal issue. | |
| Complex programs are developed, tested, and analyzed by teams drawing on the members' diverse strengths using a variety of resources, libraries, and tools. | 8.1.12.AP.7: Collaboratively design and develop programs and artifacts for broad audiences by incorporating feedback from users. 8.1.12.AP.8: Evaluate and refine computational artifacts to make them more usable and accessible. | |
| Decisions to develop new technology are driven by societal and cultural opinions and demands that differ from culture to culture. | 8.2.12.ITH.1: Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints. | |
| Changes caused by the introduction and use of a new technology can range from gradual to rapid and from subtle to obvious, and can change over time. These changes may vary from society to society as a result of differences in a society's economy, politics, and culture. | 8.2.12.ITH.3: Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture. | |
| The ability to ethically integrate new technologies requires deciding whether to introduce a technology, taking into consideration local resources and the role of culture in acceptance. Consequences of technological use may be different for different groups of people and may change over time. Since technological decisions can have ethical implications, it is essential that individuals | 8.2.12.EC.3: Synthesize data, analyze trends, and draw conclusions regarding the effect of a technology on the individual, culture, society, and environment and share this information with the appropriate audience. | |

| analyze issues by gathering evidence from multiple perspectives and conceiving of alternative possibilities before proposing solutions. | |
|---|--|
| Career Readiness, Life Literacies, and Key S | kills (Standard 9) |
| Core Idea | Performance Expectation |
| There are strategies to improve one's professional value and marketability. | 9.2.12.CAP.3: Investigate how continuing education contributes to one's career and personal growth. |
| With a growth mindset, failure is an important part of success. | 9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas. |
| Innovative ideas or innovation can lead to career opportunities. | 9.4.12.CI.2: Identify career pathways that highlight personal talents, skills, and abilities. 9.4.12.CI.3: Investigate new challenges and opportunities for personal growth, advancement, and transition. |
| Collaboration with individuals with diverse experiences can aid in the problem-solving process, particularly for global issues where diverse solutions are needed. | 9.4.12.CT.1: Identify problem-solving strategies used in the development of an innovative product or practice. 9.4.12.CT.2: Explain the potential benefits of collaborating to enhance critical thinking and problem solving. 9.4.12.CT.3: Enlist input from a variety of stakeholders (e.g., community members, experts in the field) to design a service learning activity that addresses a local or global issue (e.g., environmental justice). 9.4.12.CT.4: Participate in online strategy and planning sessions for course-based, school-based, or other project and determine the strategies that contribute to effective outcomes. |
| Laws govern the use of intellectual property and there are legal consequences to utilizing or sharing another's original works without permission or appropriate credit. | 9.4.12.DC.1: Explain the beneficial and harmful effects that intellectual property laws can have on the creation and sharing of content. |
| Cultivating online reputations for employers and academia requires separating private and professional digital identities. | 9.4.12.DC.6: Select information to post online that positively impacts personal image and future college and career opportunities. |
| Digital communities influence many aspects of society, especially the workforce. The increased connectivity between people in different cultures and different career fields have changed the nature, content, and responsibilities of many careers. | 9.4.12.DC.7: Evaluate the influence of digital communities on the nature, content and responsibilities of careers, and other aspects of society. |
| Collaborative digital tools can be used to access, record and share different viewpoints and to collect and tabulate the views of groups of people. | 9.4.12.TL.3: Analyze the effectiveness of the process and quality of collaborative environments. 9.4.12.TL.4: Collaborate in online learning communities or social networks or virtual worlds to analyze and propose a resolution to a real-world problem. |
| Interdisciplinary Connections | |
| | |

CCSS.ELA-LITERACY.RST.11-12.3 Follow precisely a complex multistep procedure when carrying out experiments, taking measurements, or performing technical tasks; analyze the specific results based on explanations in the text. CCSS.ELA-LITERACY.RST.11-12.4 Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 11-12 texts and topics. CCSS.ELA-LITERACY.RST.11-12.7 Integrate and evaluate multiple sources of information presented in diverse formats and media (e.g., quantitative data, video, multimedia) in order to address a guestion or solve a problem.

| Modifications, Accommodations, and Differentiation | | | |
|---|--|--|---|
| English Language Learners | IEP / 504 | At Risk Students | Gifted and Talented |
| Peer tutoring Scaffolding Word walls Think alouds Read alouds Cognates Sentence/paragraph frames Annotation guides Graphic organizers Highlighted vocabulary Word banks Visual prompts/aides Modeling of techniques | Teacher tutoring Peer tutoring Study guides Notes/summaries Graphic organizers Highlighted vocabulary Visual prompts/aides Multimedia Assistive technology Modeling of techniques Modified assignments Timelines Extended time | At Risk StudentsTeacher tutoring Peer tutoring Study guides Notes/summaries Graphic organizers Highlighted vocabulary Visual prompts/aides Modeling of techniques Modified assignments Timelines Extended time Parent communication | Challenging assignments Enrichment activities Tiered activities Independent projects Collaborative teamwork Advanced discussion techniques Critical/Analytical thinking tasks Self-directed activities |
| Modified assignments Bilingual dictionaries/translation Extended time | Parent communication | | |

| Unit Name | Web Design Process | 4 weeks |
|-----------|--|--|
| | Chromebooks, Video Tutorials/Demonstrations, Class Internet Research and Activities, Google Sites | work Exercises, Software Applications, |

Disciplinary Concept: Web Design Process

This unit introduces the basic principles of web design involved when developing a website including internet basics, planning a website, designing and constructing a website, and website testing.

| Core Idea | Performance Expectation (Standard) |
|---|---|
| The design and use of computing technologies and artifacts can positively or negatively affect equitable access to information and opportunities. | 8.1.12.IC.1: Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices. 8.1.12.IC.3: Predict the potential impacts and implications of emerging technologies on larger social, economic, and political structures, using evidence from credible sources. |
| | 8.2.12.ITH.1: Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints. |
| Changes caused by the introduction and use of a new technology can range from gradual to rapid and from subtle to obvious, and can change over time. These changes may vary from society to society as a result of differences in a society's economy, politics, and culture. | 8.2.12.ITH.3: Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture. |
| The ability to ethically integrate new technologies requires deciding whether to introduce a technology, taking into consideration local resources and the role of culture in acceptance. Consequences of technological use may be different for different groups of people and may change over time. Since technological decisions can have ethical implications, it is essential that individuals analyze issues by gathering evidence from multiple perspectives and conceiving of alternative possibilities before proposing solutions. | 8.2.12.EC.3: Synthesize data, analyze trends, and draw conclusions regarding the effect of a technology on the individual, culture, society, and environment and share this information with the appropriate audience. |
| With a growth mindset, failure is an important part of success. | 9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas. |

| Student Learning Objectives (Knowledge and Skills) | Suggested Tasks/Activities | Evidence of Learning (Assessments) |
|--|----------------------------|---|
| Understand Internet basics and terminology Identify and understand the steps in the web design process | | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |
| Determine the purpose and identify the audience of a website | | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |
| Understand and differentiate between the elements of web design: information, interaction, and presentation design | | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |

| Unit Name | Typography and Color | 4 weeks |
|-----------|--|--|
| | Chromebooks, Video Tutorials/Demonstrations, Class Internet Research and Activities, Google Sites | work Exercises, Software Applications, |

Disciplinary Concept: Typography and Color

This unit introduces the specifications of presentation design with a focus on typography and color to enhance the visual appeal and present content effectively.

| Core Idea | Performance Expectation (Standard) |
|---|---|
| artifacts can positively or negatively affect equitable | 8.1.12.IC.1: Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices. 8.1.12.IC.3: Predict the potential impacts and implications of emerging technologies on larger social, economic, and political structures, using evidence from credible sources. |
| | 8.2.12.ITH.1: Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints. |
| | 8.2.12.ITH.3: Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture. |
| The ability to ethically integrate new technologies requires deciding whether to introduce a technology, taking into consideration local resources and the role of culture in acceptance. Consequences of technological use may be different for different groups of people and may change over time. Since technological decisions can have ethical implications, it is essential that individuals analyze issues by gathering evidence from multiple perspectives and conceiving of alternative possibilities before proposing solutions. | 8.2.12.EC.3: Synthesize data, analyze trends, and draw conclusions regarding the effect of a technology on the individual, culture, society, and environment and share this information with the appropriate audience. |
| With a growth mindset, failure is an important part of success. | 9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas. |

| Student Learning Objectives (Knowledge and Skills) | Suggested Tasks/Activities | Evidence of Learning (Assessments) |
|--|------------------------------|---|
| Identify and differentiate between different categories of fonts Match fonts with the purpose and audience of a website | Typography Activity | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |
| Understand the color wheel and variations of colors Identify and differentiate between different color schemes Match colors with the purpose and audience of a website | Color Scheme Activity | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |
| Understand industry and cultural color associations Understand the psychology of color and identify the traits associated with each color | Psychology of Color Activity | Classroom Assignments and Activities, Website Evaluations/Analysis, Quiz |

| Unit Name | Google Sites | 11 weeks |
|-----------|--|--|
| | Chromebooks, Video Tutorials/Demonstrations, Class Internet Research and Activities, Google Sites | work Exercises, Software Applications, |

| Disciplinary Concept: Google Sites | | |
|--|---|--|
| This unit introduces Google Sites to create well-functioning, user-friendly, attractive websites. | | |
| Core Idea | Performance Expectation (Standard) | |
| The design and use of computing technologies and artifacts can positively or negatively affect equitable access to information and opportunities. | 8.1.12.IC.1: Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices. 8.1.12.IC.3: Predict the potential impacts and implications of emerging technologies on larger social, economic, and political structures, using evidence from credible sources. | |
| Individuals select digital tools and design automated processes to collect, transform, generalize, simplify, and present large data sets in different ways to influence how other people interpret and understand the underlying information. | 8.1.12.DA.1: Create interactive data visualizations using software tools to help others better understand real world phenomena, including climate change. | |
| Trade-offs related to implementation, readability, and program performance are considered when selecting and combining control structures. | 8.1.12.AP.4: Design and iteratively develop computational artifacts for practical intent, personal expression, or to address a societal issue. | |
| analyzed by teams drawing on the members' diverse | 8.1.12.AP.7: Collaboratively design and develop programs and artifacts for broad audiences by incorporating feedback from users. 8.1.12.AP.8: Evaluate and refine computational artifacts to make them more usable and accessible. | |
| Decisions to develop new technology are driven by societal and cultural opinions and demands that differ from culture to culture. | 8.2.12.ITH.1: Analyze a product to determine the impact that economic, political, social, and/or cultural factors have had on its design, including its design constraints. | |
| Changes caused by the introduction and use of a new technology can range from gradual to rapid and from subtle to obvious, and can change over time. These changes may vary from society to society as a result of differences in a society's economy, politics, and culture. | 8.2.12.ITH.3: Analyze the impact that globalization, social media, and access to open source technologies has had on innovation and on a society's economy, politics, and culture. | |
| The ability to ethically integrate new technologies | 8.2.12.EC.3: Synthesize data, analyze trends, and draw conclusions regarding the effect of a technology on | |

| requires deciding whether to introduce a technology, taking into consideration local resources and the role of culture in acceptance. Consequences of technological use may be different for different groups of people and may change over time. Since technological decisions can have ethical implications, it is essential that individuals analyze issues by gathering evidence from multiple perspectives and conceiving of alternative possibilities before proposing solutions. | the individual, culture, society, and environment and share this information with the appropriate audience. |
|--|--|
| There are strategies to improve one's professional value and marketability. | 9.2.12.CAP.3: Investigate how continuing education contributes to one's career and personal growth. |
| With a growth mindset, failure is an important part of success. | 9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas. |
| Innovative ideas or innovation can lead to career opportunities. | 9.4.12.CI.2: Identify career pathways that highlight personal talents, skills, and abilities. 9.4.12.CI.3: Investigate new challenges and opportunities for personal growth, advancement, and transition. |
| Collaboration with individuals with diverse experiences can aid in the problem-solving process, particularly for global issues where diverse solutions are needed. | 9.4.12.CT.1: Identify problem-solving strategies used in the development of an innovative product or practice. 9.4.12.CT.2: Explain the potential benefits of collaborating to enhance critical thinking and problem solving. 9.4.12.CT.3: Enlist input from a variety of stakeholders (e.g., community members, experts in the field) to design a service learning activity that addresses a local or global issue (e.g., environmental justice). 9.4.12.CT.4: Participate in online strategy and planning sessions for course-based, school-based, or other project and determine the strategies that contribute to effective outcomes. |
| Laws govern the use of intellectual property and there are legal consequences to utilizing or sharing another's original works without permission or appropriate credit. | 9.4.12.DC.1: Explain the beneficial and harmful effects that intellectual property laws can have on the creation and sharing of content. |
| Cultivating online reputations for employers and academia requires separating private and professional digital identities. | 9.4.12.DC.6: Select information to post online that positively impacts personal image and future college and career opportunities. |
| Digital communities influence many aspects of society, especially the workforce. The increased connectivity between people in different cultures and different career fields have changed the nature, content, and responsibilities of many careers. | 9.4.12.DC.7: Evaluate the influence of digital communities on the nature, content and responsibilities of careers, and other aspects of society. |
| Collaborative digital tools can be used to access, record and share different viewpoints and to collect and tabulate the views of groups of people. | 9.4.12.TL.3: Analyze the effectiveness of the process and quality of collaborative environments. 9.4.12.TL.4: Collaborate in online learning communities or social networks or virtual worlds to analyze and propose a resolution to a real-world problem. |
| | Created August 202 |

| Student Learning Objectives (Knowledge and Skills) | Suggested Tasks/Activities | Evidence of Learning (Assessments) |
|---|--|--|
| Understand and identify the client's needs to adequately plan and organize the website | Website planning forms Font and color scheme plans Logo creation | Classroom Assignments and Activities |
| Name a site Change theme Change header type and image Add, rename, duplicate, reorder, hide, delete pages Understand sub pages Change navigation settings Change site settings Add announcement banners Add collaborators Insert content boxes, text boxes, images, image carousels, videos, maps, buttons, dividers, Google files, collapsible groups | Google Sites: Ocean Action Project Google Sites: Pampered Pups Google Sites: Cityside Sweetery | Classroom Assignments and Activities, Website Evaluations/Analysis, Quizzes |
| Determine navigational structure to ensure easy navigation Determine how content is presented Incorporate graphic and visual elements to enhance appeal and interest | Google Sites: Ocean Action Project Google Sites: Pampered Pups Google Sites: Cityside Sweetery | Classroom Assignments and Activities, Website Rubric |
| Test, redesign, and evaluate websites Consider feedback from users and provide feedback to other web designers | Google Sites: Ocean Action Project Google Sites: Pampered Pups Google Sites: Cityside Sweetery | Classroom Assignments and Activities, Website Peer Evaluations |