Web Design

Grade(s):	9-12
Discipline/Course:	Business
Course Title:	Web Design
Prerequisite(s):	None
Course Description: *Program of Studies*	The purpose of this course is to increase the understanding of technology and the use of the Internet. Effective and efficient web pages need to be carefully planned in order to make them clear and attractive. In this course, students will be exposed to web page design by utilizing HTML/HTML5 and the Adobe Web Development Suite (Dreamweaver, Photoshop).
Course Essential Questions:	- What education and background are required for a career in the computer industry? - What components are involved in a website and how do they work? - How do graphics affect website design? - What are the technologies used to create websites? - How does one produce a website? - Work with layering and filtering to an image - Import images into a website - Know how to adjust the color/brightness, cropping, editing image - Add text and use filters such as (the skew tool, distort tool, and the pen tool) - Use shapes tools to create various objects
Course Enduring Understandings:	- Utilizing graphic design software is an important aspect of website development and design. - Effective graphic design construction is critical for the user to correctly identify the message of the design. - Effective graphic design layout is critical for the user to correctly identify the message of the design. - HTML coding is the foundation for all web page editor the knowledge of the HTML/HTML5 structure is essential when problem solving

	● Web design software will give the ability to create web pages for both business and personal use ● the utilization of enhancements and elements in web development and design contribute to a successful website
Duration:	½ Year - .5 Credits
Course Materials/Resources:	Access to a desktop computer with Adobe WEB Suite installed
FPS Course Academic Expectation(s):	<u>Synthesizing and Evaluating</u> The student weighs evidence, arguments, claims and beliefs in order to critically and effectively solve problems and to justify conclusions**.** <u>Creating and Constructing</u> The student transforms existing ideas and knowledge into original ideas, products, and processes.
Year at a Glance (Units):	Unit 1: Introduction to Computer Careers (2 weeks) Unit 2: HTML / HTML5 and CSS (2 weeks) Unit 3: Photoshop (8 weeks) Unit 4: Dreamweaver (8 weeks)

Unit Number and Title:	Unit 1: Introduction to Computer Careers
Duration:	2 weeks
Resource(s):	Online Career Databases Technology Resources Software: word processing, spreadsheet, presentation
Overview	To provide students with educational and career path options during and after high school.
Learning Goals	

Standard(s):	Standards
	21st Century Skills/International Society for Technology in Education
	     1. Use real-world digital and other research tools to access, evaluate and effectively apply information appropriate for authentic tasks.
	     2. Work independently and collaboratively to solve problems and accomplish goals.
	     3. Communicate information clearly and effectively using a variety of tools/media in varied contexts for a variety of purposes.
	
	NBEA – Information Technology
	Explore positions and career paths in information technology.

Essential Question(s):	● What challenges do computer professionals face in today's world? ● What will the computer industry look like in 10 years?
Enduring Understanding(s):	Technology is ever changing and shifting and can lead to career changes as advances and technology improves. Technology can be used to support careers and provide access and analysis of information based on user need.

Learning Goal(s): *Students will be able to use their learning to:*	Students will be able to: ● Define different careers associated with computers. ● Define the requirements and education necessary for these careers. ● use analytical skills and support conclusions with specificity. ● access and research information using the Internet. ● display creative thinking, problem-solving, and decision making. ● organize and maintain files. ● use computers to process information.

Unit Number and Title:	Unit 2: HTML / HTML5 and CSS
Duration:	2 weeks
Resource(s):	Adobe suite
Overview	To provide all students the opportunity to learn basic web development skills.

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<tr><th colspan="2" align="center">Learning Goals</th></tr>
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<td>Standard(s):</td>
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Standards
21st Century Skills/International Society for Technology in Education
    1. Use real-world digital and other research tools to access, evaluate and effectively apply information appropriate for authentic tasks.
    2. Work independently and collaboratively to solve problems and accomplish goals.
    3. Communicate information clearly and effectively using a variety of tools/media in varied contexts for a variety of purposes.

NBEA – Information Technology
    1. Use various input technologies to enter and manipulate information appropriately.
    2. Achievement Standard: Analyze and design information systems using appropriate development tools.
    3. Design, develop, test, and implement programs.

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<td>Essential Question(s):</td>
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- How does one produce a website?
- What components are involved in a website and how do they work?
- How do graphics affect website design?

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<td>Enduring Understanding(s):</td>
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- What components are involved in a website and how do they work?
- How do graphics affect website design?

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<td>Learning Goal(s):
<i>Students will be able to:</i></td>
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Students will be able to:
- Identify the basic components involved in a website and how they work.

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Unit Number and Title:	Unit 3: Photoshop
Duration:	8 weeks
Resource(s):	Adobe suite
Overview	To provide all students the opportunity to learn photo/graphic skills on websites.
Learning Goals	

Standard(s):	Standards
	21st Century Skills/International Society for Technology in Education
	    1. Use real-world digital and other research tools to access, evaluate and effectively apply information appropriate for authentic tasks.
	    2. Work independently and collaboratively to solve problems and accomplish goals.
	    3. Communicate information clearly and effectively using a variety of tools/media in varied contexts for a variety of purposes.
	
	NBEA – Information Technology
	    4. Use various input technologies to enter and manipulate information appropriately.
	    5. Achievement Standard: Analyze and design information systems using appropriate development tools.
	    6. Design, develop, test, and implement programs.

Essential Question(s):	How does one produce graphics for a website?
Enduring Understanding(s):	● Graphics should fit in with the purpose, organization, and style of the page. ● Appropriate graphic file sizes reduce load times. ● Graphics help to guide the viewers' focus to the important content on the page. ● Graphics are used to enhance but not convey textual content information.

	● Use descriptive text for impaired users textual equivalent alternatives for graphic content.
Learning Goal(s): *Students will be able to use their learning to:*	Students will be able to: ● work with layering and filtering to an image. ● import images into a website. ● know how to adjust the color/brightness, cropping, editing image. ● add text and use filters such as (the skew tool, distort tool, and the pen tool). ● use shapes tools to create various objects.

Unit Number and Title:	Unit 4: Dreamweaver
Duration:	8 weeks
Resource(s):	Adobe suite
Overview	To provide all students the opportunity to learn basic web site development skills, combining images and text.

Learning Goals	

Standard(s):	Standards
	21st Century Skills/International Society for Technology in Education
	    1. Use real-world digital and other research tools to access, evaluate and effectively apply information appropriate for authentic tasks.
	    2. Work independently and collaboratively to solve problems and accomplish goals.
	    3. Communicate information clearly and effectively using a variety of tools/media in varied contexts for a variety of purposes.
	
	NBEA – Information Technology
	    7. Use various input technologies to enter and manipulate information appropriately.
	    8. Achievement Standard: Analyze and design information systems using appropriate development tools.
	    9. Design, develop, test, and implement programs.

Essential Question(s):	How does one produce a website?

Enduring Understanding(s):	● Technology advances and graphics affect and support website design, including:
	    ○ Work with layering and filtering to an image
	    ○ Import images into a website server
	    ○ Use shapes tools to create various objects
	    ○ Use motion and pictorial objects in a website

Learning Goal(s): *Students will be able to use their learning to:*	Students will be able to: ● determine what education and background are required for a career in the computer industry. ● identify what components are involved in a website and how they work. ● explain how graphics affect website design. ● explain what are the technologies used to create websites. ● demonstrate how one produces a website. ● work with layering and filtering to an image. ● import images into a website. ● know how to adjust the color/brightness, cropping, editing image. ● add text and use filters such as (the skew tool, distort tool, and the pen tool). ● use shapes tools to create various objects.