Department: Business  Course Title: Web Design II  Course #:  634

DESCRIPTION OF COURSE: This course is designed for students who have successfully completed Web Design I and would like to move on to more advanced web design and development. Students will work on real-world projects such as maintaining and updating the Whitehall High School website, and designing sites for various nonprofit organizations. JavaScript, dynamic HTML, and graphic design are some of the new web design features to be covered. Students will learn project management, communication, and leadership skills, as a result of performing group work and dealing with various members of the business world.

<table>
<thead>
<tr>
<th>REQUIRED TOPICS OF STUDY</th>
<th>SUGGESTED INSTRUCTIONAL TIME</th>
<th>STANDARDS/ ASSESSMENT ANCHORS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review Basic HTML and Design Principles</td>
<td>1 week</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
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<tr>
<td>JavaScript and DHTML</td>
<td>1 week</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
</tr>
<tr>
<td>Macromedia Dreamweaver</td>
<td>3 weeks</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
</tr>
<tr>
<td>Macromedia Fireworks</td>
<td>2 weeks</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
</tr>
<tr>
<td>Macromedia Flash</td>
<td>2 weeks</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
</tr>
<tr>
<td>E-commerce</td>
<td>1 week</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
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<tr>
<td>Real-world application</td>
<td>4 weeks</td>
<td>3.7.10C, 3.7.10D, 3.7.12C, 3.7.12D</td>
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</tbody>
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INSTRUCTIONAL RESOURCES:

Software- Dreamweaver, Fireworks, Adobe Photoshop, Flash, Microsoft Word
Computer Lab, SmartBoard
Class Rules

1. We will respect the rights and responsibilities of others.

2. We will be punctual and accountable for our assigned schedules.

3. We will respect our property and the property of others.

4. We will follow the specific rules of classroom and designated school areas.

5. We will follow the directions as given by the person in charge.

6. We will not use the Internet for non-related school work unless allowed by the teacher.

7. An immediate “0” will result for the current activity if you are using the computer for non-school related purposes.

8. You must maintain a “B” average to have “free” computer time after all work is completed.

Class Attendance Policy (as per school policy)

Lates (per semester)
- 1st late = warning
- 2nd late = detention
- 3rd late = two detentions
- 4th & more lates = office referral

Unexcused late and absence = lost time toward 160 minutes (per marking period)

Classroom Procedures (more specific procedures attached)

1. If you don’t have a planner, then you don’t leave the room unless an emergency arises.

2. No lavatory privileges during instruction.

3. SEE ATTACHED COMPUTER LAB RULES
### Homework Procedures

1. Be sure to understand assignments before leaving class.
2. Do your best, be sure to complete all assignments to the best of your ability.
3. All homework assignments are to be completed.
4. Students are responsible for daily time management, and required to make up any work not finished during class.
5. In case of absences, make-up of class time may be necessary.

### Grading

1. Class work
2. Tests and quizzes
3. Projects (Web Pages, various topics)
4. Final project website
5. Outside reading assignments
6. Group Work

### Project Information (Due Dates)

1. Class work due throughout the course
2. Final project website due at the end of the course

___________________________________  
Parent Signature

___________________________________  
Student Signature