Web Development I Syllabus

INTRODUCTION:

Mr. X

Web Designers are NOT people like Mr. X.

Today's web designers are high energy, young, exciting, multi faceted people who don't spend all of their time in front of a computer monitor. A web designer needs to have good communication skills, a strong graphic design sense, digital art expertise, and may have some experience with programming languages. The Internet is not what it used to be and as it changes their will always be a need for web-educated people.

TOPICS:

The presentation of the material will be in the following order.

START

I. Intro
  A. The Internet, the Web, and HTML
  B. Browsers
  C. Web Standards
  D. Hexadecimal

II. Web Page Building Blocks
  A. Markup: Elements, Tags, Attributes, and Values
  B. Textual Tags
  C. HTML vs. XHTML
  D. Versions, flavors, and DOCTYPE
  E. Using Stylesheets
  F. Formatting with Stylesheets

III. Working with Web Page Files
  A. Microsoft Word
  B. Microsoft Frontpage
  C. Using Adobe Dreamweaver 8
  D. Templates
  E. Organizing Files

IV. Links
  A. Absolute vs. Referenced
  B. Anchors
  C. Image Maps
  D. Styling Links

V. Lists
  A. Unordered, Ordered
  B. Styling Lists

VI. Tables
  A. Formatting Tables

VII. Forms

VIII. Creating Web Images
  A. Using Adobe Photoshop CS
    1. Creating Documents
    2. Tools and Functions
    3. Media Design
    4. Template Design
    5. Optimizing Images for the Web
  B. Using Adobe Fireworks 8
    1. See all above

IX. Back End Management
  A. File Management
  B. Hosting
  C. FTPing
  D. Publishing your website

X. Advanced Stylesheets
  A. The Box Model
  B. Containers
  C. Rules
  D. Positioning in CSS
  E. Navigation

XI. Multimedia
  A. Adobe Flash 8
    1. Creating Documents
    2. Tools and Functions
    3. Optimizing Files for the Web

XII. Scripts
  A. JavaScript
  B. PHP
  C. Actionscript

END

Generally speaking 45 minutes (1 day) of work is worth 10 pts. Each assignment's total point value is determined by the total amount of time the assignment took students to complete. This applys to homework, classwork, and projects. Quizzes are worth 20 points each.

Grade Breakdown

Percentage	Assessment
1%	Homework
60%	Classwork
20%	Individual/Team Projects
19%	Quizzes

GRADING:

1. A point system will be used on grading projects, quizzes, class work, presentations, and interviews. Point values will be determined by the length and difficulty of the assignment.
   ### Grade = Earned Points / Total Points Possible

2. Grades will never be rounded.
3. All work must be turned in by the **due date** in order to avoid having the assignment grade reduced by one letter grade.
4. All work must be turned in by the **deadline** (*deadline = two days after due date*) in order to avoid receiving a zero on the assignment.

The grading scale will be as follows:

A	100	-	90
B	89	-	80
C	79	-	70
D	69	-	60
E	59	-	0

ATTENDANCE:

If you are absent be sure to bring in an excuse to the attendance secretary in order to have it coded unexcused. You are responsible for any assignments that you miss during an excused absence. Ask Mr. Brown about make up work before and after school and during lunch. Students will be given the same amount of time students who were present received to complete assignments. The school policy for absences and tardiness will be followed.

3 unexcused tardies = one unexcused absence
3 unexcused absences = formal warning
5 unexcused absences = LC

CHEATING/ACADEMIC DISHONESTY/PLAGIARISM:

Unauthorized use of <u>another person's work</u> or talents or the providing of one's own work to another for an unauthorized purpose. Grades or credit earned by those involved in such action will be disallowed.
Minimum - Parent notification. In addition, detention and/or no credit on test/assignment may be given.
Maximum - Suspension

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Please check my website daily for information, assignments, and resources for completing assignments.