



Phone: 713-688-1361

Website: www.houstonisd.org/waltrip

COURSE SYLLABUS ~ WEB TECHNOLOGIES
In conjunction with Houston Community College – Dual Credit
Career and Technical Education Department (CTE)
S. P. Waltrip High School
1900 West 34th Street ~ Houston, Texas 77018

Instructor:	Ms. Grimm
Contact information:	jgrimm@houstonisd.org ~ Office Phone 713-688-1361
Room	1115
Conference Period:	7 th
Prerequisite:	Principles of Information Technology
Dual Credit Hours	6 transferable hours from HCC; ARTC 1302 and IMED 1316
Certification:	Adobe

Course Description

The purpose of the Web Technologies course is to build the skills students will need as web designers. Web designers understand the principles of web technology and design as well as web design principles. In Web Technologies, students will build their technology skills using scripting with state of the art web design software. Students will learn to create web sites using Dreamweaver CS5 and Photoshop CS5, create web animation using Flash CS5, and create web buttons and banners using Illustrator CS5 and Fireworks CS5. The course will conclude with a final project building a basic client website using all of the skills acquired in the course. In Web Technologies, students will learn to make informed decisions and apply the decisions to the field of IT. Students will implement personal and interpersonal skills to prepare for a rapidly evolving workplace environment. The knowledge and skills acquired and practiced will enable students to successfully perform and interact in a technology-driven society. Students will enhance reading, writing, computing, communication, and critical thinking and apply them to the IT environment.

Textbook

Adobe Photoshop CC Classroom in a Book
Learning Web Technologies

Materials

Pen, Pencil, Paper, External USB/FW Hard drives

Attendance and Participation

Attendance and participation are required; new material is being presented daily as well as collaborative activity projects. It is your responsibility to see me, check the board/HUB or check with a partner if you are absent from class.

Tutorials

Tutorials are offered Tuesday and Wednesday morning.

Grading System

Participation	20%
Major	40%
Daily	40%

Late Work:

Assignments that are not turned in on-time are considered late work. A late assignment will not receive full credit; 20 points will be deducted.

Instruction Methods, Students Assignments and Assessments

Face to Face and Web-enhanced - Problem Based Learning

A variety of instructional methods are used throughout the semester to enhance PBL. The course will be taught using a Problem Based Learning (PBL) format. Students in groups work through real-world problems with the goal of learning how to apply software development techniques, find and evaluate information about programming technologies, and communicate ideas and information about software development to others. Examples may include class discussions, lectures, readings, group projects, internet searches, and presentations. Discussion is the primary way in which students come to understand a concept. Discussion is both large group and small group and is usually student led, but are sometimes conducted online through HUB Discussion threads. Cooperative learning groups are also used extensively in this class. Projects/Assignments will be done individually as well. Assignments, projects and web-enhanced activities have been developed to guide your learning and concept development as an intro level programmer. As an instructor, I want my students to be successful. I feel that it is my responsibility to provide you with knowledge and opportunities for critical thinking and applications as appropriate.

Student Expectations

As a student wanting to succeed at your academic and career endeavors, it is your responsibility to do the assigned readings, submit assignments on time, and participate in discussion forums and other activities. Please be respectful of yourself and peers, come to class prepared and on time. Clean up after yourself and remain seated until the bell sounds.

SCHEDULE OF CLASSES:

Following is a tentative outline of discussion topics and class assignments for the year. This schedule is subject to change. The instructor reserves the right to change the assignments, projects and dates as deemed necessary. You will be informed of any changes. Updated information will be posted online on the HUB.

Fall Semester

First - Six Weeks

- MS Word
 - Microsoft Office Certification Test
 - Manage Documents and Templates
 - Prepare Documents for Review
 - Manage Document Changes
 - Perform Advanced Editing and Formatting
 - Create Styles
 - Create and Manage Indexes
 - Create and Manage References
 - Manage Forms, Fields, and Mail Merge Operations
 - Create and Modify Building Blocks, Marcos, and Controls
 - Create Custom Styles Sets and Templates
 - Prepare a document for Internationalization and Accessibility
- Photoshop
 - Text and Shape Layers • PSD's Vector paths • Making text in PSD • Creating and editing a text layer • Font style, size, and color • Combining layer effects and type • Drawing a custom shape layer • Selecting and formatting a paragraph • Creating text along a path • Drawing with shape outlines • Combining vector-based shapes • Preparing text for commercial output

Second - Six Weeks

- Illustrator
 - Introduction to Adobe Illustrator CS6, Working With Documents, Drawing and Transforming Objects, Making and Saving Selections, Working with Shapes and Objects, Working with Color, Gradients, Pattern Fills, and Blends, Points and Paths, Working With Paths, Working With Layers, Working with Type, Drawing and Painting, Illustrator Effects, Symbols, Outputting Your Work

Third - Six Weeks

- Flash
 - Exploring Flash products: Flash applications, Flash approaches, Evaluation of Flash products
 - Basics of Flash software: Working with Flash, Working with graphics, Building graphic elements for a Flash product
 - Flash Animation: Frame-by-frame, Motion tweening, Shape tweening
 - Flash Interactivity: Types of Interactivity, Active Learning, ActionScript in Flash, Components in Flash

Final Exam Week

Spring Semester

Fourth - Six Weeks

- Web Basics-
 - Introduction, Concept of Internet- History of Internet, Protocols of Internet, World Wide Web, URL, Web Server, Web Browser.
- Basic principles
 - Developing a web site 1.2 Planning process 1.3 Five Golden rules of web designing 1.4 Designing navigation bar 1.5 Page design 1.6 Home Page Layout 1.7 Design Concept. JavaScript

Fifth - Six Weeks

- HTML
 - Introduction, History of HTML, Structure of HTML Document: Text Basics, Structure of HTML Document: Images and Multimedia, Links and webs, Document Layout, Cascading Style Sheet- HTML 4 style sheet features, Creating Forms, Frames and Tables.
- Dream Weaver
 - Introduction, History of Dream Weaver, Structure of Dream Weaver Document: Text Basics, Structure of Dream Weaver Document: Images and Multimedia, Links and webs, Document Layout, Creating Forms, Frames and Tables.

Six- Six Weeks

- Dream Weaver
 - Continue from 5th Six Weeks
- CSS
 - Concept of CSS, Creating Style Sheet, CSS Properties, CSS Styling (Background, Text Format, Controlling Fonts), Working with block elements and objects, Working with Lists and Tables, Introduction, Border properties, Padding Properties, Margin properties, Creating page Layout and Site Designs.

Final Exam Week