

Web Page Design

K. Newman

Month	Project	Content	Skills	Assessment	State Standard
September - January	Introduction to the foundations of web page Design	Classroom rules, grading procedures, overview of computer lab, classroom procedures			
	Curriculum Tour	Overview of Cisco curriculum	Navigating course text		
	Overview of computer software	Adobe Illustrator, PhotoShop, GoLive, Image Ready, Premiere, LiveMotion	Group discussion	Group discussion	
	Chapter 1	Basic overview of the web, Internet, Browsers, Plug-ins	Understanding of the world wide web, history of the internet, connections, services, browser functions, e-mail, plug-ins	Quiz, review questions, chapter test	3, 4
	Chapter 2	Web Page Elements, HTML, File Formats, Interactive Elements	HTML coding, file formatting,	Quiz, review questions, chapter test	2, 3
	Lab 2.2.15	Basic HTML	Creating a HTML web page from scratch	Labs are assessed on a complete or incomplete basis	
	Chapter 3	HTML, Web Design Applications	Operating and understanding the various ways to create web pages and the positives and negatives of each.	Quiz, review questions, chapter test	
	Lab 3.2.9.a	Adobe GoLive	Editing HTML with a what you see is what you get application	Completion of Lab	1, 2
		Lab sequences based on the Cisco - Adobe curriculum components.			
	Lab 3.2.9.b	Adobe GoLive	Working with text and tables	Completion of Lab	1, 2
Lab 3.2.9.c	Adobe GoLive	Creating Links	Completion of Lab	1, 2	
Lab 3.3.3.a	Adobe PhotoShop	Manipulating and creating bitmap graphics	Completion of Lab	1, 2	
Lab 3.3.3.b	Adobe PhotoShop, Adobe ImageReady	Working with selection tools	Completion of Lab	1, 2	
Lab 3.3.3.c	Adobe Photoshop	Introduction to Layers	Completion of Lab	1, 2	
October - February	Lab 3.3.7.a	Adobe Illustrator	Manipulating and creating vector based graphics	Completion of Lab	1, 2
	Lab 3.3.7.b	Adobe Illustrator	Introduction to pen tool	Completion of Lab	1, 2
	Lab 3.5.3.a	Adobe LiveMotion	Exploring Multimedia components	Completion of Lab	1, 2
	Lab 3.5.3.b	Adobe LiveMotion	Creating animation	Completion of Lab	1, 2
	Lab 3.5.6.a	Adobe Premiere	Exploring video editing	Completion of Lab	1, 2

	Lab 3.5.6.b	Adobe Premiere	Manipulating and creating videos for the web	Completion of Lab	1, 2
	Chapter 4	Pre-Production Process	Planning, defining, organizing and managing the web development process.	Quiz, review questions, chapter test	3
	Chapter 5	Layout and Design	Exploring the web as a medium; design, content, format, audience	Quiz, review questions, chapter test	2, 3
	Lab 5.4.15	Adobe GoLive	Creating and using cascading style sheets	Completion of Lab	1, 2
	Chapter 6	User Interface	Interface design basics and usability, Navigation design and usability	Quiz, review questions, chapter test	3
	Lab 6.4.8.a	Adobe Photoshop Adobe ImageReady	Creating slices and rollovers	Completion of Lab	1, 2
	Lab 6.4.8.b	Adobe Photoshop Adobe ImageReady	Optimizing images	Completion of Lab	1, 2
	Lab 6.4.8.a	Adobe GoLive	Creating a web page layout with navigation	Completion of Lab	1, 2
November - March	Chapter 7	Accessibility and Internationalization	Accessibility, localization, translation,	Quiz, review questions, chapter test	3, 4
	Chapter 8	Media Creation	Writing for the web, image creation and manipulation, animation, audio and video creation	Quiz, review questions, chapter test	3
	Lab 8.2.6.a	Adobe Photoshop	Painting and editing images	Completion of Lab	1, 2
	Lab 8.2.6.b	Adobe Illustrator	Creating basic shapes	Completion of Lab	1, 2
	Lab 8.2.6.c	Adobe Illustrator	Using fills and strokes	Completion of Lab	1, 2
	Lab 8.2.6.d	Adobe Illustrator	Transforming objects	Completion of Lab	1, 2
	Lab 8.3.12.a	Adobe Photoshop	Working with masks and channels	Completion of Lab	1, 2
	Lab 8.3.12.b	Adobe Photoshop	Creating vector shapes and clipping paths	Completion of Lab	1, 2
	Lab 8.3.12.c	Adobe Photoshop	Retouching photos	Completion of Lab	1, 2
	Lab 8.4.3	Adobe GoLive	Creating animation with DHTML	Completion of Lab	1, 2
	Lab 8.5.2	Adobe Photoshop Adobe ImageReady	Creating animated GIFs	Completion of Lab	1, 2
	Lab 8.6.1.a	Adobe LiveMotion	Drawing basic shapes	Completion of Lab	1, 2
	Lab 8.6.1.b	Adobe LiveMotion	Creating basic animation	Completion of Lab	1, 2
	Lab 8.6.1.c	Adobe LiveMotion	Exploring optimized files	Completion of Lab	1, 2
	Lab 8.7.14.a	Adobe Premiere	Adding transitions	Completion of Lab	1, 2

	Lab 8.7.14.b	Adobe Premiere	Creating titles	Completion of Lab	1, 2
January - May June	Chapter 9	Interactivity	Defining and utilizing the various type of web interactivity	Quiz, review questions, chapter test	3, 4
	Lab 9.2.2.a	Adobe GoLive	Creating rollovers with HTML	Completion of Lab	1, 2
	Lab 9.2.2.b	Adobe GoLive	Working with frames	Completion of Lab	1, 2
	Lab 9.3.4a	Adobe LiveMotion	Creating rollovers with Flash	Completion of Lab	1, 2
	Lab 9.3.4.b	Adobe GoLive	Creating rollovers with HTML	Completion of Lab	1, 2
	Lab 9.4.4	Adobe GoLive	Creating actions and using forms	Completion of Lab	1, 2
	Chapter 10	Testing and Optimization	Testing, error checking, speed optimization, management, maintenance, usability testing	Quiz, review questions, chapter test	3
	Chapter 11	Implementation and hosting	Legal components, ISP Requirements, Domain name registration, advertising, marketing, file publishing to the web.	Quiz, review questions, chapter test	3
	Final Project	Reinforcing Course objectives	Creating a personal web page	Completion of Assignment	1, 2