10/13/2011

Technology

Course Number: 469

Discipline: Technology

Grade Level: 9-12

Course Length: 1 Semester

Credits: 2.5

Course Description: The purpose of this course is to prepare students for a future where they can properly harness advance web design skills. The course covers advance Hypertext Markup Language (HTML) and CSS Style Sheets, as well as advance topics in Dreamweaver and Photoshop as it pertains to Web Design. It will also introduce students to the Adobe Illustrator program, which is a program that will allow them to grow their skills in digital and print design. Students will do text and classroom work in addition to peer group activities and independent projects. If time permits they will also be introduced to Acrobat.com and Adobe Flash. They will create 2 Websites each serving a different purpose and audience. Many professions value an employee who is proficient and advance in HTML, Adobe Dreamweaver, Photoshop and Illustrator. This class will provide them with the skills necessary to use these technologies in such a way that they would be confident in adding them to their resume.

21st Century Student Learning Expectations:

- Use technology as a tool to research, organize, evaluate and communicate information
- Use digital technologies (computers, PDAs, media players, GPS, etc.), communication/networking tools and social networks appropriately to access, manage, integrate, evaluate and create information to successfully function in a knowledge economy.
- Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of information technologies.

Natick High School	
Technology Departmen	nt

Unit: Unit 3, Project Management/Planning Site Design and Layout

Enduring Understanding:	 To understand the benefits of project management skills when developing a Web site at a professional level. 	
Essential Questions:	How does completing a level in a video game to complete the overall goal of beating the game compare to the stages of planning for the development of a Website?	
Unit Objectives: (#) shows mapping to MA Frameworks	 To be able to successfully plan a site using a site map and a wire frame created in cacoo.com or similar mapping program. To become familiar with the interface and purpose of cacoo.com or similar mapping program. To carry over planning stages into the building and developing phase. Develop project management skills, which include organization, communication, time management and structure. Basic Operations, Gr.9-12: 1.1, 1.2, 1.5 & 1.6 Desktop Publishing, Gr. 9-12: 1.8 & 1.9 Multimedia, Gr. 9-12: 1.33 Web Authoring: Gr. 9-12: 1.36, 1.37, 1.38 & 1.39 Ethics, Gr. 9-12: 2.6 	
Assessment Activities:	 Weekly Wiki Entry Completion of site proposal Creation of site map Creation of wire frame Unit reflection 	
Vocabulary:	Deprecated, fixed layout, liquid layout, flowchart, site map, story board, wire frame, styles, scope creep, design influence & template	
Common Learning	Monstertemplate.com exploration	
Activities/Labs:	Cacoo.com tutorial	
Project Based Learning	Exploration of Sites; <u>www.sitesthatsuck.com</u> (sorry for the)	
Activities:	language)	
21 st Continue Student	Outside teacher approval of planning stages Masters of the technologies being used	
21 st Century Student	 Mastery of the technologies being used 	

Natick High School Technology Department	Adv. Web Design I	October 13, 2011

Learning Expectations:	
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What components are essential and non-essential?

Project Proposal

- Complete proposal at http://www.mrscullen.com/images/awd1 projectmanagement.pdf
 Proposal must be approved by teacher and site owner
- Find design influence from <u>www.monstertemplate.com</u>

Site Map

- Cacco.com Tutorial
- Understanding goal of site map
- Complete site map for educational Web site
 http://www.mrscullen.com/images/awd1 projectmanagement.pdf

Wire Frame

- Understanding goal of Wire Frame
- Complete wire frame for educational Web site
 http://www.mrscullen.com/images/awd1 projectmanagement.pdf