

Adv. Web Design II

10/13/2011

Technology

Adv. Web Design II

Course Number: 487

Discipline: Technology

Grade Level: 9-12

Course Length: 1 Semester

Credits: 2.5

Course Description: The purpose of this course is to confidently transition students into the professional world of Web Design and Development. Students will focus on preparing for the Adobe Dreamweaver CS5 certification exam. The teacher will administrate the exam at the end of the semester in the classroom setting. The course will also introduce students to Adobe Illustrator, advance features in Photoshop and Acrobat. Illustrator is a professional graphic design application for vector drawing, which can be used to create graphics that scale across several mediums. Acrobat will provide them with the tools to create an E-portfolio, which will be used to showcase their work when applying to colleges or jobs. In conjunction with preparing for the exam and expanding their knowledge on the Adobe CS5 suite students will build and maintain a minimum of 1 website. This website will need to be based on an educational or non-profit environment. When students exit this course they will be prepared to apply for an entry-level job in Web Design/Development.

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.

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

Enduring Understanding:	<ul style="list-style-type: none"> To understand the benefits of project management skills when developing a Web site at a professional level.
Essential Questions:	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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. <p> 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 </p>
Assessment Activities:	<ul style="list-style-type: none"> Completion of site proposal Creation of site map Creation of wire frame Unit reflection
Vocabulary:	<ul style="list-style-type: none"> Deprecated, fixed layout, liquid layout, flowchart, site map, story board, wire frame, styles, scope creep, design influence & template
Common Learning Activities/Labs:	<ul style="list-style-type: none"> Monstertemplate.com exploration Inspiration on the iPad tutorial Adobe Proto on the iPad tutorial
Project Based Learning Activities:	<ul style="list-style-type: none"> Exploration of Sites; www.sitesthatsuck.com (sorry for the language) Outside teacher approval of planning stages
21 st Century Student	<ul style="list-style-type: none"> Mastery of the technologies being used

Learning Expectations:	
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Unit: Unit 1, Project Management/Planning Site Design and Layout

What components are essential and non-essential?

- **Project Proposal**
 - Complete proposal at http://mrscullen.com/images/awd2_projectmanagement.pdf . Proposal must be approved by teacher and site owner
 - Find design influence from www.monstertemplate.com
- **Site Map**
 - Inspiration on the iPad Tutorial
 - Understanding goal of site map
 - Complete site map for educational Web site
http://mrscullen.com/images/awd2_projectmanagement.pdf
- **Wire Frame**
 - Adobe Proto on the iPad tutorial
 - Understanding goal of Wire Frame
 - Complete wire frame for educational Web site
http://www.mrscullen.com/images/awd1_projectmanagement.pdf