## Web Design WHAT TO DO WHILE I AM OUT October 6, 2014

- \* If you are in room 201 begin with item #1, A. If you are not in room 201 or have already completed item #1,A then begin with item #1,B. For any additional instructions on the items listed below see the week outline or the "Student Resources" page for Intro. Web Design (http://mrscullen.com/studentresourcesintroweb.html)
- 1. Complete any of the past three assignments given in class over the past few days
- A. Express Yourself Photo (do not worry about the reflection we will finish that upon my return on Friday.)

Link to Instructions: <u>http://mrscullen.com/studentresourcesintroweb.html</u>

- B. Copyright Assignment Link to Worksheet: <u>http://mrscullen.com/images/dm\_copyrightassignment.pdf</u>
- C. Watch the video a "Fairy Tail Use" which is connected to the Copyright Assignment Link to Video: <u>https://www.youtube.com/watch?v=CJn\_jC4FNDo&feature=player\_embedded#!</u>
- 2. Design Principles
- A. Design Principles, Pre-Assessment Assignment only Step #1 Link to Assignment with Directions: http://mrscullen.com/images/wd\_designknowledgeassignment.pdf
- B. Design Principles Presentation with Quiz. Read through the presentation and then take the quiz at the end. Take a screen shot of your score and submit that screen shot in a Google Doc with the title "Name of Class, Design Exam." Link to Presentation/Exam: http://mrscullen.com/images/introdesignhandbook.swf

Video Version of Directions: <u>https://www.youtube.com/watch?v=AIYZYNwNPAE&feature=youtu.be</u>

\* Keep in mind as I told you the Tech department and myself can see the activity on your computer at any time. You should stay focused on the task at hand because you never know if anyone of us is watching you- do not give us a reason to have to watch you!

NO PLAYING VIDEO GAMES! If I get any reports of video games being played an additional written reflection will be assigned.