



## *Course Framework*

<b>Course Title</b>	<b>Webpage Design</b>
<b>Grade Level</b>	10,11,12
<b>Semesters (1-2-3-4)</b>	1
<b>Prerequisite</b>	Computer II or demonstrated proficiency
<b>Course Description</b>	This semester-long course is devoted to creating web pages using html, FrontPage and Dreamweaver. Students also learn animation techniques with Flash. Ethical issues regarding web page design are considered. Students are expected to be reliable and responsible for their own actions throughout this course.
<b>District-approved Materials and/or Resources</b>	

## *Unit Frameworks*

<b>Unit of Study: major topics</b>	<b>1. html</b>	<u>Resources that will support instruction</u> HTML Activites Webtop Publishing on the Superhighway Image files Internet
<b>Illinois Learning Standards, Benchmarks, National Standards Assessment Frameworks, or other standards that will be taught in this unit</b>	<u>Illinois Learning Standards for English:</u> <ul style="list-style-type: none"> <li>• 1.A.5a Identify and analyze new terminology applying knowledge of word origins and derivations in a variety of practical settings</li> <li>• 1.A.5b Analyze the meaning of abstract concepts and the effects of particular word and phrase choices.</li> <li>• 1.B.5a Relate reading to prior knowledge and experience and make connections to related information.</li> <li>• 1.B.5d Read age-appropriate material with fluency and accuracy.</li> <li>• 1.C.5b Analyze and defend an interpretation of text.</li> <li>• 1.C.5d Summarize and make generalizations from content and relate them to the purpose of the material.</li> </ul> <u>Illinois Learning Standards for Fine Arts:</u> <ul style="list-style-type: none"> <li>• 26.A.3e Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 25.A.5 Analyze and evaluate student and professional works for how aesthetic qualities are used to convey intent, expressive ideas and/or meaning.</li> <li>• 26.B.3d Demonstrate knowledge and skills to create 2- and 3-dimensional works and time arts (e.g., film, animation, video) that are realistic, abstract, functional and decorative.</li> <li>• 26.A.3e Visual Arts: Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Visual Arts: Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 26.A.5 Analyze and evaluate how the choice of media, tools, technologies and processes support and influence the communication of ideas.</li> <li>• 26.B.4d Demonstrate knowledge and skills that communicate clear and focused ideas based on planning, research and problem solving.</li> <li>• 26.B.5 Create and perform a complex work of art using a variety</li> </ul>	

	<p>of techniques, technologies and resources and independent decision making.</p> <ul style="list-style-type: none"> <li>• 27.A.4b Analyze how the arts are used to inform and persuade through traditional and contemporary art forms.</li> <li>• 27.B.5 Analyze how the arts shape and reflect ideas, issues or themes in a particular culture or historical period.</li> </ul>
<p><b>Objectives</b></p> <ul style="list-style-type: none"> <li>• <b>Conceptual</b></li> <li>• <b>Factual</b></li> <li>• <b>Procedural</b></li> </ul>	<ul style="list-style-type: none"> <li>• Understand the meaning of html, define the World Wide Web, understand how tags work and what browsers do, know the four html starting tags, create an html folder, be able to save text files with the .htm or .html extension, and be able to find and correct mistakes.</li> <li>• Understand what formatting tags do, be able to use the center, heading, paragraph, page break, ordered list and unordered list tags.</li> <li>• View html source codes on the web, use attributes and values in html tags, discuss copyright issues on the web, locate web page URLs and titles, construct hypertext links, insert graphics into web pages, enter lines into web pages, create enumerated and embedded lists, change background colors, links, and text colors, use tags that add emphasis, understand and use a hexadecimal system for colors.</li> <li>• Analyze html editors, examine how html editors are similar to and different from word processors, investigate improvements to html including Microsoft and Netscape extensions, evaluate html editors, and visit html websites on the web.</li> <li>• Understand and use the Internet Assistant for Word, manipulate the basic html tags with Internet Assistant, use graphic and WYSIWYG features, and create bookmarks and hypertext links with Internet Assistant.</li> <li>• Understand what makes a compelling web site, and incorporate words as web art, layout considerations and pictures in a web page.</li> <li>• Understand the responsibilities of a webmaster, and how web pages are uploaded into the web.</li> <li>• Understand and adhere to ethical issues regarding web page creation.</li> <li>• Demonstrate the ability to download images from the web into designated folders, and to use these images with correct referencing, create internal links with anchors, create external links, create frames, tables, and forms.</li> </ul>
<p><b>Assessments</b></p>	<p>Production work Oral response</p>

<b>Unit of Study: major topics</b>	<b>2. Microsoft FrontPage 2000</b>	<u>Resources that will support instruction</u> FrontPage 2000 Simplified Image files Internet
<b>Illinois Learning Standards, Benchmarks, National Standards Assessment Frameworks, or other standards that will be taught in this unit</b>	<u>Illinois Learning Standards for English:</u> <ul style="list-style-type: none"> <li>• 1.A.5a Identify and analyze new terminology applying knowledge of word origins and derivations in a variety of practical settings</li> <li>• 1.A.5b Analyze the meaning of abstract concepts and the effects of particular word and phrase choices.</li> <li>• 1.B.5a Relate reading to prior knowledge and experience and make connections to related information.</li> <li>• 1.B.5d Read age-appropriate material with fluency and accuracy.</li> <li>• 1.C.5b Analyze and defend an interpretation of text.</li> <li>• 1.C.5d Summarize and make generalizations from content and relate them to the purpose of the material.</li> </ul> <u>Illinois Learning Standards for Fine Arts:</u> <ul style="list-style-type: none"> <li>• 26.A.3e Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 25.A.5 Analyze and evaluate student and professional works for how aesthetic qualities are used to convey intent, expressive ideas and/or meaning.</li> <li>• 26.B.3d Demonstrate knowledge and skills to create 2- and 3-dimensional works and time arts (e.g., film, animation, video) that are realistic, abstract, functional and decorative.</li> <li>• 26.A.3e Visual Arts: Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Visual Arts: Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 26.A.5 Analyze and evaluate how the choice of media, tools, technologies and processes support and influence the communication of ideas.</li> <li>• 26.B.4d Demonstrate knowledge and skills that communicate clear and focused ideas based on planning, research and problem solving.</li> <li>• 26.B.5 Create and perform a complex work of art using a variety of techniques, technologies and resources and independent decision</li> </ul>	

	<p>making.</p> <ul style="list-style-type: none"> <li>• 27.A.4b Analyze how the arts are used to inform and persuade through traditional and contemporary art forms.</li> <li>• 27.B.5 Analyze how the arts shape and reflect ideas, issues or themes in a particular culture or historical period.</li> </ul>
<p><b>Objectives</b></p> <ul style="list-style-type: none"> <li>• <b>Conceptual</b></li> <li>• <b>Factual</b></li> <li>• <b>Procedural</b></li> </ul>	<ul style="list-style-type: none"> <li>• Create a new web site, hide and display the folder list, enter text, start a new line of text, create a new web folder, create a blank web page, create a web page using a template, and save a web page.</li> <li>• Scroll through a web page, print a web page, switch between web pages, use different page views, display a web page in a browser, change the view of a web site, change the title and name of a web page, and delete a web page.</li> <li>• Select text, insert and delete text, move and copy text, insert symbols, check spelling, and use the thesaurus.</li> <li>• Manage web page appearance: bold, italic, underline, alignment, font, size, color, and highlight text, indent, bullet, number, change background color, create a definition list, and apply a theme.</li> <li>• Work with images: add an image saved to a folder and a clip art image from online, move and resize an image, add a border, align an image with text, add a background image, make an image background transparent, add and customize a horizontal line, and create an image map.</li> <li>• Work with links: create a link to another web page and within a web page, create an email link, create a link to sound and video, change link colors, remove links, use the hyperlinks view, and check links.</li> <li>• Work with tables: add a table, add a row or column, change row height and column width, combine cells, change alignment of text, add an image to a table, add a caption to a table, add color to cells, and change table borders.</li> <li>• Work with navigational structure: use the navigation view, add and remove a web page to the web structure, move a web page in the web structure, change web page title, add shared borders, and change navigation buttons in shared borders.</li> <li>• Create frames: add existing and new web pages to a frame, resize frames, save frames and create links to frames.</li> <li>• Create forms: set up a form, add a one-line text box, scrolling text box, check boxes, radio buttons, and drop-down menus, and access form results.</li> </ul>
<p><b>Assessments</b></p>	<p>Production work Oral response</p>

<b>Unit of Study: major topics</b>	<b>3. Macromedia Flash</b>	<u>Resources that will support instruction</u> MacroMedia Studio MX Step-By-Step Image files Internet
<b>Illinois Learning Standards, Benchmarks, National Standards Assessment Frameworks, or other standards that will be taught in this unit</b>	<u>Illinois Learning Standards for English:</u> <ul style="list-style-type: none"> <li>• 1.A.5a Identify and analyze new terminology applying knowledge of word origins and derivations in a variety of practical settings</li> <li>• 1.A.5b Analyze the meaning of abstract concepts and the effects of particular word and phrase choices.</li> <li>• 1.B.5a Relate reading to prior knowledge and experience and make connections to related information.</li> <li>• 1.B.5d Read age-appropriate material with fluency and accuracy.</li> <li>• 1.C.5b Analyze and defend an interpretation of text.</li> <li>• 1.C.5d Summarize and make generalizations from content and relate them to the purpose of the material.</li> </ul> <u>Illinois Learning Standards for Fine Arts:</u> <ul style="list-style-type: none"> <li>• 26.A.3e Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 25.A.5 Analyze and evaluate student and professional works for how aesthetic qualities are used to convey intent, expressive ideas and/or meaning.</li> <li>• 26.B.3d Demonstrate knowledge and skills to create 2- and 3-dimensional works and time arts (e.g., film, animation, video) that are realistic, abstract, functional and decorative.</li> <li>• 26.A.3e Visual Arts: Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Visual Arts: Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 26.A.5 Analyze and evaluate how the choice of media, tools, technologies and processes support and influence the communication of ideas.</li> <li>• 26.B.4d Demonstrate knowledge and skills that communicate clear and focused ideas based on planning, research and problem solving.</li> </ul>	

	<ul style="list-style-type: none"> <li>• 26.B.5 Create and perform a complex work of art using a variety of techniques, technologies and resources and independent decision making.</li> <li>• 27.A.4b Analyze how the arts are used to inform and persuade through traditional and contemporary art forms.</li> <li>• 27.B.5 Analyze how the arts shape and reflect ideas, issues or themes in a particular culture or historical period.</li> </ul>
<p><b>Objectives</b></p> <ul style="list-style-type: none"> <li>• <b>Conceptual</b></li> <li>• <b>Factual</b></li> <li>• <b>Procedural</b></li> </ul>	<ul style="list-style-type: none"> <li>• Explain vector graphics, raster images, and their role in streaming technology, use the macromedia Flash Player, recognize Macromedia Flash file formats, and recognize Macromedia Flash in action in websites.</li> <li>• Understand the purpose of the stage, tools toolbox, panels, and timeline, open, close, and configure the panels of the workspace, work with Flash and use players, use drawing tools, and use the properties inspector panel to modify and object's properties.</li> <li>• Create ovals and circles with the oval tool, design and use gradient fills, create and edit symbols, import images in to Flash, and export image from Flash.</li> <li>• Understand the basics of site architecture and document sizing, use a background image as a guide, create and use graphic and movie clip symbols, create and use layers and guides, import and place JPG files, and create a template movie clip.</li> <li>• Create and configure text, line up objects with another layer, create a transparency overly image, create navigation buttons, create layer folders, and insert Flash movies with .SWF extensions.</li> <li>• Create a movie clip symbol out of existing layers or from another movie clip symbol, work in symbol-editing mode to edit a movie clip instance, and edit and align text boxes.</li> <li>• Import a sequence of images, create button symbols to control photographic navigation, add Action Script to buttons and frames to control movement on the timeline, and insert keyframes and frames.</li> <li>• Insert motions tweens to create animated transitions between sections of the web site, insert keyframes and frames to extend the timeline, create frame actions to stop the movie clip, and create button actions to navigate the Gallery site.</li> <li>• Create a mask to control the view of a large graphic, create motion tweens that zoom in and shift position, use the pen tool to draw map highlights, add sounds to animation, and use the stop action to control movie segments.</li> <li>• Add controls to the animated map, use Flash components to build</li> </ul>



	<p>a combo box for directions to the Gallery, configure a dynamic text box to hold directions sent from ActionScript, work with ActionScript to process a user selection, and integrate and animate the Visit section into the main timeline.</p> <ul style="list-style-type: none"> <li>• Import JPG images into a Flash file dynamically, create invisible buttons for functionality, configure the registration point of a movie clip symbol, import script from a script file, and use check boxes and input text boxes to create an email form.</li> <li>• Import video into Macromedia Flash, create a new scene for a preloader, develop the ActionScript and loading animation for a preloader, create buttons to control video in Macromedia Flash, configure ActionScript to control the timeline of another movie, and use the loadMovie command and a blank movie target to bring the video SWF into the main movie.</li> <li>• Make Flash content accessible, add named anchors for browser navigation capabilities, and publish a Flash movie for a web site.</li> </ul>
<b>Assessments</b>	<p>Production work Oral response</p>

<b>Unit of Study: major topics</b>	<b>4. Macromedia Dreamweaver</b>	<u>Resources that will support instruction</u> MacroMedia Dreamweaver MX training from the source Image files Internet
<b>Illinois Learning Standards, Benchmarks, National Standards Assessment Frameworks, or other standards that will be taught in this unit</b>	<u>Illinois Learning Standards for English:</u> <ul style="list-style-type: none"> <li>• 1.A.5a Identify and analyze new terminology applying knowledge of word origins and derivations in a variety of practical settings</li> <li>• 1.A.5b Analyze the meaning of abstract concepts and the effects of particular word and phrase choices.</li> <li>• 1.B.5a Relate reading to prior knowledge and experience and make connections to related information.</li> <li>• 1.B.5d Read age-appropriate material with fluency and accuracy.</li> <li>• 1.C.5b Analyze and defend an interpretation of text.</li> <li>• 1.C.5d Summarize and make generalizations from content and relate them to the purpose of the material.</li> </ul> <u>Illinois Learning Standards for Fine Arts:</u> <ul style="list-style-type: none"> <li>• 26.A.3e Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 25.A.5 Analyze and evaluate student and professional works for how aesthetic qualities are used to convey intent, expressive ideas and/or meaning.</li> <li>• 26.B.3d Demonstrate knowledge and skills to create 2- and 3-dimensional works and time arts (e.g., film, animation, video) that are realistic, abstract, functional and decorative.</li> <li>• 26.A.3e Visual Arts: Describe how the choices of tools/technologies and processes are used to create specific effects in the arts.</li> <li>• 26.A.4e Visual Arts: Analyze and evaluate how tools/technologies and processes combine to convey meaning.</li> <li>• 26.A.5 Analyze and evaluate how the choice of media, tools, technologies and processes support and influence the communication of ideas.</li> <li>• 26.B.4d Demonstrate knowledge and skills that communicate clear and focused ideas based on planning, research and problem solving.</li> </ul>	

	<ul style="list-style-type: none"> <li>• 26.B.5 Create and perform a complex work of art using a variety of techniques, technologies and resources and independent decision making.</li> <li>• 27.A.4b Analyze how the arts are used to inform and persuade through traditional and contemporary art forms.</li> <li>• 27.B.5 Analyze how the arts shape and reflect ideas, issues or themes in a particular culture or historical period.</li> </ul>
<p><b>Objectives</b></p> <ul style="list-style-type: none"> <li>• <b>Conceptual</b></li> <li>• <b>Factual</b></li> <li>• <b>Procedural</b></li> </ul>	<ul style="list-style-type: none"> <li>• Explore tools, work with panels, develop site structure, define a local site, specify preview browser, create and save a new page, title a page, specify a background color, use a background graphic, specify a default font color, place text on a page, import text, create a line break, center and indent text, make lists, definition and nesting lists, formatting characters, repeat a command, change font, font size, and font color, save colors as favorites, create and apply HTML styles, add special characters, horizontal rules, dates, and flash text.</li> <li>• Place graphics, resize, and position graphics on a page, add a border on an image, assign names .and &lt;Alt&gt; tags to images, insert images from the Assets panel, manage images with the favorites list, wrap text around images, adjust space around an image, insert an image placeholder, replace an image placeholder, align an image relative to a single line of text, add and modify Flash buttons, add Flash animations, and insert an accessible image.</li> <li>• Specify link colors, insert email links, create hypertext and graphics links and target links, insert and link to named anchors, and create image maps.</li> <li>• Create and modify a table in layout and standard views, format table cells, use layout width and spacer images, import data from spreadsheets, copy and paste table cells, select a table, select and modify table elements, sort and modify a table, export a table, use images in tables, nest and outline tables, design tables for computer screens, use window size to check layout, use a tracing image, and insert accessible tables.</li> <li>• Insert a rollover image, add behaviors, swap multiple images with one event, edit actions and events, add behaviors to image maps, create a pop up menu and create a status bar message.</li> <li>• Create and save a frameset, resize frames and specify frame properties, create and edit frames content, add a navigation bar, open an existing page in a frame, check frame content, and control frame contents with links.</li> <li>• Use forms to add single and multi line text fields, add check</li> </ul>

	<p>boxes, add buttons and radio buttons, add list and menu items, validate and text forms, and create jump menus.</p> <ul style="list-style-type: none"> <li>• Edit html code, switch document views, use meta tags and comments, use the tag selector, use code hints and snippets, and use Clean Up HTML.</li> <li>• Create external style sheets, add a style to an existing external style sheet, edit an existing style, create custom styles, create CSS selector styles for link and tag combinations, link to an existing external style sheet, create internal styles, convert from internal to external styles, and convert CSS to HTML.</li> <li>• Create, name and modify layers, change stacking order of layers, nest and un-nest layers, change layer visibility, convert layers to tables, and use Netscape Resize Layer Fix.</li> <li>• Animate objects, use keyframes, position objects, change animation with keyframes, record the path of a layer, change image properties, change animation layers, adjust keyframes, change layer visibility, add behaviors to a timeline, and play the timeline.</li> </ul>
<b>Assessments</b>	<p>Production work  Oral response  Final Web Project</p>