

Course:	Web Design II	Teacher:	Tracy A. Meyer
Grades:	10-12	School:	Egg Harbor Twp High School
Department:	Business	Year:	2016-2017

Course Description:	<p>Pre-requisite: Web Design I or permission of the instructor.</p> <p>This full year course is designed for students who have had previous Web design experience or Web Design I. Cutting- edge web authoring tools will be examined and compared with “coding from scratch”. Most professional Web designers use a combination of both of these techniques. Optimization of images for fast download will be addressed by using Fireworks software. Students will learn to add animation, video and multimedia to their Web pages by creating Flash movies and develop advanced proficiencies with Dreamweaver. Students will also explore emerging techniques for e-commerce and Internet Marketing opportunities.</p>
Primary Objectives:	<ul style="list-style-type: none"> • Evaluate a variety of web pages as presented taking in to consideration emerging design elements and principles • Apply advanced principles and elements of design to web site creation • Apply principles of animation to a web site • Optimization of images for use on websites by using Fireworks • Apply principles of video to a web site • Apply principles of adding multimedia to a web site utilizing Flash • The learner will define and demonstrate advanced web security practices, legal and ethical issues as well as copyright policies • Create professional looking websites/projects using Dreamweaver
Required Materials:	<ul style="list-style-type: none"> • HP Computers • Text: The Web Collection Revealed Premium Edition; Adobe Flash, Dreamweaver, and Photoshop CS4 • Adobe Creative Suite 4 software ; Dreamweaver, Flash, and Fireworks • My Graphics Lab • Certiport • W3Schools.com • Codeacademy.com
Major Topics Covered:	<ul style="list-style-type: none"> • Getting Started with Dreamweaver • Developing an advanced webpage • Working with text, images, and links • Using HTML tables to lay-out a page • Managing a web server and files • Getting Started with Adobe Flash • Drawing objects in Flash • Working with Symbols and interactivities • Creating Animations • Getting Started with Photoshop • Working with layers • Making Selections • Incorporating color techniques

	<ul style="list-style-type: none">• Placing type in an image• Integration with Adobe CS4 with Web Premium																		
Method of Evaluation:	<p>Students are evaluated on a combination of achievement, effort, participation and mastery of content.</p> <ul style="list-style-type: none">• Daily Class work and participation• Quizzes• Tests• Projects• Website Development <p style="text-align: center;">Student grades are calculated on a cumulative total point basis.</p> <p>Grading Scale:</p> <table><tr><th>Numeric Grade</th><th>Letter Grade</th><th>Description</th></tr><tr><td>90-100</td><td>A</td><td>Outstanding Achievement</td></tr><tr><td>80-90</td><td>B</td><td>Above Average Achievement</td></tr><tr><td>70-80</td><td>C</td><td>Average Achievement</td></tr><tr><td>60-70</td><td>D</td><td>Minimal Achievement</td></tr><tr><td>Below 60</td><td>F</td><td>Unacceptable Achievement</td></tr></table>	Numeric Grade	Letter Grade	Description	90-100	A	Outstanding Achievement	80-90	B	Above Average Achievement	70-80	C	Average Achievement	60-70	D	Minimal Achievement	Below 60	F	Unacceptable Achievement
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Student Expectations:	<p>Daily Expectations:</p> <p>NO CELL PHONES!!</p> <p>Do not need to be out / visible during class time.</p> <p>No bags at computer desks.</p> <p>No eating or drinking at computer desks.</p> <p>Be courteous and respectful.</p> <p>There are several assignments/projects when you will work on “at your own pace” in class. This requires respect for your peers whether they are further ahead than you or behind you in the assignment.</p>																		
Student Responsibilities:	<p>Bring a good attitude each and every day</p> <p>Be in class on time and prepared</p> <p>LISTEN</p> <p>Prepare for quizzes and tests</p> <p>Apply yourself and participate constructively in class activities</p> <p>Students are expected to abide by the EHT HS Acceptable Use Policy Agreement when working on any computer.</p>																		
Work Environment	<p>This class is a simulated office environment and the behavior should reflect that each day. Please respect the equipment and keep your work area clean.</p> <p>Students will not listen to music during lectures, quizzes and tests.</p>																		