

COMPUTER MAGNET – Advance Web Applications 2

COURSE DESCRIPTION AND EXPECTATIONS

Instructor: Mr. Esparza

Credit: 5 Semester Hours per semester (DCC -Possibility Concurrent Enrollment 2nd semester)

Prerequisite: Intro to Web Application 1

Phone: 720-423-7135

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COURSE DESCRIPTION

MATERIALS

Many of the classroom lessons are video tutorials. Therefore, students are required to have their own **headphones** everyday in class. Not having headphones will prevent students from doing their reflective responses and having full access to the class tutorials. Coming without headphones will keep students from doing the assignment and will cause them to get behind with their class assignments. (I will have headphones available for sale or daily rent if a student desires to use my headphone)

Headphone must be obtained by **August. 30th, 2021.**

FEES

There is a **\$40** fee for this class. This fee pays for software, and school supplies. Please give the money to Mr. Esparza by **Friday September 3, 2021.** Checks should be made payable to **Thomas Jefferson High School.** Credit card payment can be made at the Treasures office or the TJ website using My Schoolbucks link. This fee may have been paid at the time of registration.

DCC Concurrent Enrollment (tentative)

This class qualifies as a 3 credit college class through Denver Community College. There is no cost to the students for this class, but students must pass with a minimum grade of a C.

CLASS RULES AND PROCEDURES FOR CLASS AND REMOTE

Please refer to the attached CCT Magnet class rules for details of the behavior and procedures that will be followed in class. You may also refer to the teacher website for documentation jesparza.tjspartans.org

MAKE-UP and Incomplete WORK

Excused or Unexcused Absence: Student will be allowed to make up work for full credit as long as the work is done within 2 weeks of due date, excluding assessments and reflection assignments.

Incomplete Work: I realize there will be times when unforeseen circumstances (particularly with computers) make it difficult for work to be completed on time. After the due date, work will still be accepted up to 2 weeks for full credit. If more time is needed, Students need to work out a plan with the teacher.

Open Lab: The Lab for 1st semester will only be open during instructional class time. The lab is not available after school.

GRADING and POSTING of GRADES

Grading will be based upon assignments, reflection writing projects, assessments, and participation. More points will be given to assessments and projects that demonstrate skills. There may be a group project where individuals will be responsible for their share of the group project. There will also be a team grade. Your grade is cumulative for one semester. Progress grade is sent home each week, For Athletic eligibility, assignments due by Thursday of each week will be posted for sports eligibility. Grades are pulled from the grade book every Monday to determine eligibility.

GRADING SCALE

90-92.9%= A-

93-100% = A

80-82.9%=B-

83-86.9=B

87-89% = B+

70-72.9%=C-
60-62.9%=D-

73-76.9%=C
63-66.9=D

77-79% = C+
67-69% = D+ Below 60% = F

Content Overview:

Due to the pandemic remote learning last year, some of level one web design learning will be integrated into this level 2 class. This course will build on the skills learned in web apps 1 course. The focus of web apps 2 will be to create a more interactive website using CSS, other web 2 resources found on the internet, and javascript functionality. The class will include elements of animation and the integration of video media to enhance the web user experience. Students will be creating real world websites that will **communicate information for the school and the local community**. You will be given the opportunity often to reflect on your work and demonstrate your understanding of key concepts in web design. SkillsUSA will be integrated into the lesson plans to facilitate collaboration and career readiness skills.

Software Tools:

Dreamweaver, Photoshop, Bridge, Illustrator, Google Suite, HTML text editors, and Code.org

Projects:

1. Students will create a five page web site to review CSS (Web Design Standards website)
2. Students will create a website that will demonstrate their skills to include dropdown menus and animation.
3. Students will create an interactive photo gallery- Dreamweaver
4. Students will create a website that will demonstrate their skills to include interactivity and forms
5. **SkillsUSA:** Participate in local competition with collaborative teams is **mandatory**

Students will participate in the SkillsUSA in house competition in Feb 2022 with a team member. Three additional meetings or program involvement will be required outside of class time semester 1. Semester 2 will require 2 meetings. The top 3 team finalist will qualify to attend the Colorado State Competition and Conference in Colorado Springs in April (3 days and 2 nights)

6. Students will be given projects that will require them to build a website that is real- world. Website functions will be determined by the client interview. **Examples of projects:**

- Student Run Organization (SkillsUSA, DECA, Student Council, Student Leadership, ect)
- Content resource website (a go to website for in-depth information on relevant subject)
- Any club at TJ
- Any sport team at TJ
- Church/Religious organizations
- Non- profit organizations
- Local businesses
- Family business
- Any Elective Class (Art, Drama, Music)

Key Learning:

A. Review of basic skills of web design

- 1 Planning a website
2. File management
2. Creating asset using software tools
3. **Designing a mock up- in Photoshop or Illustrator**
4. **Basic CSS layout design- Learn how to use web authoring tool- Dreamweaver**
5. Functionality of the website
6. Final evaluation **using web standards** before publication

B. Interactive Functionality

1. Dropdown menus
2. Interactive photo gallery
3. Creating forms
4. Contextual floating text

C. Animation and Graphic Elements

1. Basic javascript functionality and use of JQuery
2. Gif animation
3. HTML Animation using Animate

F. Final production and publication

1. Submit project plan
2. Gather asset and resources
3. Create mockup and optimize images
4. Create project folder and file management
5. Create design layout
6. Insert graphic elements and information assets
7. Make site functional
7. Create master template
8. Test the site and make adjustments
9. Prepare for oral presentation of final project
10. Submit for online posting.

G. Demonstrate Technology Soft Skills

Collaborate with others to design a website with a team of 2-3 students

Develop task management chart to monitor progress- Managing time

Develop task management for share distribution of work task.

Demonstrate the ability to present project to a group of others.

Facilitate a way to network via technology with teammate to encourage communication.

Look for solutions and stay positive when troubleshoot problems.

Think outside the box- Be innovation and creative when problem solving.

Demonstrate knowledge of SkillsUSA Essential Skills Framework