

CENTER COMMUNICATION TECHNOLOGY –

Web Application 1

Concurrent Enrollment DCC - (2nd Semester)

COURSE DESCRIPTION AND EXPECTATIONS

Instructor: Mr. Esparza

Credit: 5 Per Semester Hour

Prerequisite: Intro to Center Communication Technology (CCT)

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

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.tj Spartans.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-	73-76.9%=C	77-79% = C+
60-62.9%=D-	63-66.9=D	67-69% = D+ Below 60% = F

Web Applications 1

Content Overview:

This course will introduce students to basic principles and standards of web design. Topics include a basic review of HTML, website planning, Cascading Style Sheets (CSS) to build the design layout for a website, create image and animation asset using graphic software. CSS will be utilized to create style appearance, and web authoring software will be used to facilitate the building of a website. Students will learn how to create animation for the web and how to make a video that is web compatible. Critical thinking and analysis are part of being a good web designer. 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, career goals, and preparedness for the workplace (essential soft-skills). All students will participate in inhouse local SkillsUSA competition.

Tools:

Text Edit, Dreamweaver, Adobe Photoshop, Illustrator, Lightroom, Google Apps, Code.org.

Projects:

1. Students will create a slideshow to determine what standards are needed to make a good website, and then present parts to the class.
2. Graphic Design Elements-The principles of design will be demonstrated by creating a front page of a fictitious website using Photoshop, and also reflect on this process.
3. Demo website: To learn skills using Dreamweaver, students will create a demo website. The website will give students practice making a website from start to finish
4. Create a fresh site using web standards and best practices
 - a. **Best Practices:** Planning a website process, Focus/Theme, File Management, HTML, CSS, Responsive web.
 - b. **Web Standards** – Information Architect, Graphic Designer, Content Manager
5. Design a practice website:
 - a. **Best Practices:** Planning a website process, Focus/Theme, File Management, CSS, Responsive web. Drop down Menu, Video integration
 - b. **Web Standards:** Information Architect, Graphic Designer, Content Manager
6. Personal website: To practice skills learned from Dreamweaver, students will create a personal website.
7. Create a new website to be posted for "real world" purposes base on the web project rubric.
8. SkillsUSA: Compete and complete a website, collaborating with another student.
9. SkillsUSA: Web project related to SkillsUSA Framework essential Skills

Key Learning:

A. Evaluate websites- analyzing and critique

- 1 Graphic principles that apply to web design
2. Architecture- Website structure
3. Graphic Design- Website appearance
4. Content Management- Website information

B. Understanding HTML

1. Learn basic HTML Structure code:
List, tables, Links, Source images, Font type, Paragraphs

2. Finding HTML resource code and understanding the role of HTML in web development
3. Create a simple HTML website

C. Image, Animation and Graphic Software

1. Create elements and assets
2. Optimize images
3. Create mockup of website

D. Planning a Website

Understand digital Copyright laws for publishing
Determine purpose and audience
Blueprint- Wireframe, and Mockup for a website
Create workflow chart
File management and organization
CSS Layout
Content (Text and graphics)
Linking and connecting
Quality Check
FTP transfer to www

E. Using a Website Authoring Software Tool- (Dreamweaver, subject to availability)

1. Understanding the interface of web software
2. Create a CSS layout and External CSS
3. Inserting elements and assets
4. Create CSS styles using design mode and code mode
5. Functional navigation
6. CSS dropdown menu
7. Create a slideshow gallery
8. Create forms
9. Responsive web for multiple device

F. Final Production

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 if needed
8. Test the site and make adjustments
9. Prepare for oral presentation of final project
10. Submit for online posting.

G. College and Workplace Readiness

1. Career Exploration
2. Workplace Standards
3. SkillsUSA Framework Essential skills

ASSIGNMENTS:

Participation: Being in class on time, student engagement (no internet surfing), keep class rules

Daily Assignments: Watch or read tutorial, complete skill building assignments, turn in assignment

Project-Assessments: Projects & quizzes will be given to demonstrate skill sets learned in daily assignments.

Reflection: Writing reflections of your work will be given throughout the semester.

Outside Class Time: Three SkillsUSA meetings or program involvement will be required 1st semester.

Semester Project: There will be a 4-6 weeks project at the end of each semester- assessment grade

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)