

Planned Course of Study

WEB DESIGN 10 - 12

Grades 10 - 12

Technology Department

Salisbury Township School District

1140 Salisbury Road

Allentown, PA 18103

WEB DESIGN 10-12
Grades 10 - 12
Half Year

Learning Objectives/ Content	Teaching/Learning Activities	Evaluation Criteria	State Standard
<p>Objective 1</p> <p>The student will be able to create simple Web pages:</p> <ol style="list-style-type: none"> 1. Using basic tags 2. Defining Section Heads 3. Using horizontal rules 4. Changing font style, font color, and alignment 5. Creating bulleted lists, definition lists, ordered lists, and unordered lists 6. Using special characters 7. Including images in Web Pages 8. Using tables 9. Using Hyperlinks 10. Using Internal Document references (jumps) 11. Creating HTML Forms 12. Creating Text Area Boxes, Radio Buttons, Checkboxes, and drop-down lists in forms 13. Using frames 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section E. Apply Basic Computer Communications Systems.</p> <p>Design and produce a web page.</p>

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<p>Objective 2</p> <p>The student will be able to enhance Web pages using JavaScript:</p> <ol style="list-style-type: none"> 1. Using the Alert, Writeln, window.alert(), confirm, setInterval, and setTimeout methods 2. Using JavaScript functions 3. Using the onClick, mouseOver, and keyPress events 4. Using the password control 5. Controlling the browser's status bar 6. Opening and controlling new windows 7. Adding descriptive links 8. Using variables 9. Controlling where the browser navigates by using its location object 10. Using the Date, String, Browser, and History objects 11. Using the If, If Else, For Loop, and While Loop statements 12. Using the switch and with statements 13. Responding to the user selection in a drop-down list 14. Using layers to drag and drop 15. Determining mouse position 16. Reading and storing cookies 17. Using arrays 18. Using document collections 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments.</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section E. Apply Basic Computer Communications Systems.</p> <p>Design and produce a web page.</p>

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<p>Objective 3</p> <p>The student will be able to create graphics for Web pages using VRML:</p> <ol style="list-style-type: none"> 1. Creating Objects and Text 2. Using the Shape node 3. Transforming shapes (position, rotation, scale) 4. Defining and reusing objects 5. Using Image Texture and MovieTexture 6. Displaying Panoramas and Fog 7. Using Cameras 8. Creating Point lights, Directional lights, and Spot lights 9. Using the PointSet, IndexedLineSet, IndexedFaceSet, and ElevationGrid 10. Using Extrusion 11. Playing sounds 12. Using the Route statement for user interaction 13. Using the TouchSensor and TimeSensor 14. Using “isOver” and “isActive” functions 15. Using a PositionInterpolator, ColorInterpolator, OrientationInterpolator, CoordinateInterpolator , and ScalarInterpolator 16. Using a PlaneSensor, CylinderSensor, SphereSensor, and ProximitySensor nodes 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments.</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section E. Apply Basic Computer Communications Systems.</p> <p>Design and produce a web page.</p>

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<p>Objective 4</p> <p>The student will be able to create interactive animation for Web pages:</p> <ol style="list-style-type: none"> 1. Using the Drawing Tools 2. Selecting Objects 3. Scaling and Rotating Objects 4. Creating Text 5. Blurring an image 6. Creating a symbol 7. Understanding layers 8. Using frames 9. Using Onion-skinning 10. Using keyframes 11. Tweening Size, Rotation, Color, and Motion 12. Using a motion path 13. Embedding Animations in Web Pages 14. Shape Morphing 15. Fading Text 16. Using mask layers 17. Using Sounds 18. Creating and Using Buttons 19. Using scenes 20. Creating and Using Movie Clips 	<p>The student will follow instructions in teacher created tutorial assignments and complete self-paced practice assignments.</p>	<p>Satisfactory completion of assignments</p>	<p>Science and Technology Standards</p> <p>Grade 10</p> <p>Section E. Apply Basic Computer Communications Systems.</p> <p>Design and produce a web page.</p>